



# Fate/Samurai Remnant Jumpchain

## Introduction:

In 1651, in Keian era Japan, a Holy Grail War wages during the Keian Uprising. A long time has passed since the end of the turbulent, blood-soaked Sengoku Period, and Edo has settled into peace. But a secret battle arises, fought by masters and the Heroic Spirits or "Servants" they summon, which include historical and legendary figures such as Miyamoto Musashi and Jeanne d'Arc. Miyamoto Iori, a young man from Asakusa, finds himself tangled in the war to secure the "Waxing Moon Vessel", a wish-granting object.

You awake the night Iori comes face to face with Rider and becomes embroiled in a conflict beyond his imagination.

To survive this coming conflict take **1000 CP**.

### **Location:**

You may choose one location to start in or roll 1d8 for **+ 100 CP**.

#### **1: Asakusa**

Asakusa is the home town of Miyamoto Iori. Many visitors travel here from other neighborhoods in Edo to worship at Senso-ji. The visitors describe the town as very lively, though it pales in comparison to the hustle and bustle of a true city. Rumors talk of a new exclusive shop with an eccentric foreigner owner.

#### **2: Yoshiwara**

Yoshiwara is the red-light district of Edo and is home to the famous Oiran Takao Dayu. Its name is said to derive from the fields of weeds, or "yoshi", which were in the area before it became the pleasure quarter. The only entrance to the town is the Daimon Gate. Rumors speak of a massive man with long hair scaring off the rowdy and unwelcome.

#### **3: Akasaka**

It is a town where several Daimyo of high status reside, such as the Kishu Tokugawa. It is a particularly favorable Spirit Font and contains the Tokugawa family temple, Zojo-ji. Word is that recently a rich Chinese man and his retainers moved into this area.

#### **4: Koishikawa**

A desolate area in northern Edo. Though there used to be farming villages near the Denzu-in temple, few live here now. The name means "river of small stones", referencing the rock-filled river in the area. Travelers speak of seeing a heavily bandaged man at times, others speak of an unusual woman with pink hair and a strange costume.

#### **5: Ueno**

It is a plateau northeast of Edo Castle, which is considered unlucky because oni and demons are said to come from that direction. Large numbers of lotus flowers bloom in the summer here at Shinobazu Pond, making the area resemble the Buddhist pure land. As such it attracts

crowds of tourists. Those coming from the area have started gushing about a cute little girl who has taken up residence.

## **6: Kanda**

Located in northeastern Edo, much like Ueno's Kan'ei-ji and Asakusa's Senso-ji, Kanda's shrine was built to protect Edo Castle from evil spirits. The market in the town draws many looking for fresh produce. A dojo with a strange master has been drawing in ronin from all over the nation, even a strange old man has shown up.

## **7: Yokosuka**

Yokosuka is a port town technically located outside of Edo. As an important point in the Kanto shipping industry, ships from all over Japan constantly pass through. The Tomyodo Lighthouse is built at the entrance to the port. Many buildings in the area are constructed in a European style because of the Dutch traders. A massive western ship has recently pulled into port and began trading.

## **8: Edo Castle**

Edo Castle is the residence of the Tokugawa family and the seat of Japan's government. It stands majestically in the heart of the city, asserting the authority of the Daimyo and the Shogun's family. Once nothing more than a small castle built by Ota Doukan, it underwent additional construction and outfitting over the course of a few decades after Tokugawa Ieyasu made it his home. All of the leylines of the entire Kanto region converge under Edo Castle.

# Origins

You may optionally take any of the following Origins as Drop-In to begin with no connections or new memories.

## **Ronin - Free**

A Samurai with no Lord or Master (no, not that kind) is a tough thing to be in these times of peace. Work that calls for a blade is relatively scarce, though constables need regular help dealing with bandits if you need somewhere to start. With the start of the Waxing Moon Ritual monsters have begun to amass and chaos is on the rise. Perhaps this is a grand opportunity for you.

## **Servant - Free**

One of the Servants summoned by a Master to participate in the Waxing Moon Ritual. A legend brought to life in one of the Seven Classes: Saber, Archer, Lancer, Rider, Caster, Assassin, Berserker. As a Servant you cannot maintain your existence on your own, needing an external source of magical energy to sustain you which a Master normally provides. In exchange you have power far beyond what most mortals could hope to achieve. In this era it is not impossible for a living human to rise to the occasion but such diamonds in the rough are few and far between.

## **Magus - Free**

Whether you are a Western Magus or an Eastern Onmyodo you are primarily a wielder of some form of Magecraft. A shoe-in for participating in the Waxing Moon Ritual. The resources at your command should help establish control over your territory and get a proper foothold with which to wage your war.

## **Rogue Servant - Free**

The Waxing Moon Ritual is a less than perfect copy of the Holy Grail War ritual, and this is one of the most prominent ways said fact manifests. Eight additional Servants, the Seven Classes plus an additional Ruler Servant, were summoned and bound to the land they appeared in, with the land

serving as their Master whenever they are within its bounds. Rogue Servants are fully capable of leaving and fighting outside of their Bound Lands, but must return to them when low on Magical Energy or they will fade away. As a Rogue Servant you don't have to deal with the whims or Command Seals of a Master, but you also aren't actually in the running to win the 'wish'.

### **Age and Gender**

Roll  $1d8+10$ ,  $1d8+20$ , or  $1d25+15$  for your age. Or you may set it for 50 CP.  
You may freely change your Gender or Sex.

## **Perks:**

For each Origin, each Perk is discounted by 50% to those who took that Origin.

## **General:**

### **Sound of Crossing Steel - Free**

There is a certain beauty to be found in times of chaos, inspiration of all kinds strike and works of art can be made that echo throughout history. For you, this comes in the form of a mental playlist of the soundtrack from Fate Samurai Remnant, as well as a new theme made for you specifically, and over time you may find new songs or remixes added to this list. You may optionally play this music out for others to hear and they will never find it odd that you can do so, nor will it interrupt anything going on.

### **Command Seals (Ronin & Magus Only) - Optional**

A set of 3 sigils forming a greater overall pattern. This is what marks you as a Master in the Waxing Moon Ritual and as the Master of your Servant. They represent the connection between the two of you, particularly the connection through which you supply the energy needed to maintain your Servant's existence. The reason the command seals are in 3 parts is because you can spend them to give absolute orders to your Servants. You could expend one to force them to kill themselves for instance. Or you could order a Servant to 'Win' and grant them a boost in power from expending the seal. You could even teleport them to you by telling them to come to your aid, no matter the distance. You only get 3 however, and once they are used up, the connection between you and your Servant will fade and they will soon disappear. Extraordinarily powerful Servants can resist or in very rare cases, even outright ignore Command Seal enforced orders if they desire, so you'd best be careful with your uses. Every Ten Years or the beginning of every Jump your Command Seals will refresh back to the maximum of 3.

This perk, as well as the Servant companion option, are optional. If you wish to opt out of the Waxing Moon Ritual, you may choose to not take both of this Perk and thus give up your place in the war.

### **Magic Circuits (Ronin & Magus Only) - Free/100**

Magic Circuits are the spiritual circuits within the souls of any Magi, though they also form a nervous system-like physical representation on the body. These not only generate Prana, the basic magical unit made through the combination of Mana (external Magical Energy) and Od (internal Magical Energy), but are also what allows any Magus to manipulate their energies to cast Magecraft. They vary greatly in number and quality between individuals. Strenuous use of them can cause pain and numbness, whilst any use at all will heat the physical body up. You begin with an average number of Circuits, 20 in total, but fitting to the older age you are in, each circuit is of exceedingly high Quality by modern standards, equal to the Circuits of Tohsaka Rin. They will not naturally grow but artificial means to increase them do exist. You may also purchase extra 30 Magic Circuits for every additional **100 CP** you pay here. The Magus Origin gets two additional purchases for Free.

### **Stat Sheet (Ronin & Magus Only, Requires Command Seals) - Free/100**

An ability inherent to all Masters. This allows you to view the Statistics, Skills and Noble Phantasms of your own Servant as well as any that you encounter during the war, manifesting as a form of RPG stat sheet you can summon in your mind at any time, though exactly how this stat sheet appears differs from individual to individual. Upon encountering a Servant, you will only gain basic information on their Statistics, with further knowledge being filled in as you encounter the various abilities and gear that any Servant uses. This will contain not only direct explanations of what they do, but also the lore of how they came to be. For **100 CP**, this will apply to all opponents you encounter post Jump.

## **Servant Container (Servant and Rogue Servant Only) - Free/200/400/600/800/1000**

As a Servant you are a Legend made manifest to walk among the living. As such, you have fantastical powers to reflect your Legend. For **Free**, you were a fairly mundane person who managed to become just renowned enough to become a Legend. You would easily be far and away the weakest Servant in the Waxing Moon Ritual. For **200 CP** you are the equal of Rogue Rider, the only Servant who does not directly fight in the Ritual and sticks entirely to support. For **400 CP** you are the equal of the likes of Lancer, a world renowned figure with potent pyrokinetic abilities. For **600 CP** you are the equal of the likes of Saber, a legendary warrior who killed men, kings, and gods in equal measure. For **800 CP** you are the equal of Rider, the monster child of a god. For **1000 CP** there is only one man present that could claim to be your equal. Beyond your choice in power level, you are free to choose from any Legend or Myth to ever exist as the basis for Servant Container, you could even make up your own if you wished. Either way, craft your Stats, Skills, Noble Phantasms, weapons and appearance as appropriate. Post Jump your Servant Container becomes an Alt-Form.

## **Growth Through Action - Free**

Also known as RPG Mechanics. As you fight battles and complete quests you will earn Experience. At certain thresholds you will Level Up, increasing your HP (the amount of damage you can take before dying), ATK (increases damage of physical attacks), DEF (reduces damage taken), MAT (Attack stat, increases damage of spells and elemental attacks, makes attacks more effective against Monsters/Servants/Shell Gauges), and TEC (increases critical hit rate, success rate of perfect evasions, increases activation rate of certain Skills). The rate of growth for each Stat will change depending on your particular fighting Style to best suit it. This System is shared with whoever you are sufficiently linked to, such as a Master/Servant Contract though you will each have your own independent progression. Everyone with this System starts at Level 1 and for the duration of this Jump the Level Cap is 100 though you are incredibly unlikely to reach it unless you were to depopulate the entirety of Japan's

bandits and monsters over years like an obsessed madman. Do note that you will not be restricted to Level Ups to improve yourself, you can still do so normally.

### **Random Encounters - Free/100**

Ever wanted to guilt free beat up some bad guys? Now every town you go to has some bandits or monsters hanging around in it somewhere, ready to fight to your heart's content, they'll even drop loot. What type of enemies get spawned will depend on the area. The exact area will change every time you visit the town but it will refresh the enemies to fight. Oddly enough, despite being a horde of murderous enemies, they never try to attack anyone but you. For the duration of this Jump you have this in effect for **Free**, but you will need to spend **100 CP** in order to keep this effect going in future worlds and become able to turn this Perk on and off at will.

### **Trials and Commissions - Free/200**

Each town has its own Local Trials, a list of challenges to complete in that specific town. Everything from petting animals, to finding treasures, to clearing out a certain number of enemies, to dealing with a sub-boss. Each individual Trial has its own reward and clearing all the Trials for a town grants a completion reward. These Trials are all listed out on a Bulletin Board in each town. There are also Edo Commissions. These are like Local Trials, but global and take a lot more to complete but in turn hand out much greater rewards. Sukenoshin in Asakusa offers general missions, like defeating a certain number of enemies in a certain way. Cai Yulian in Akasaka offers monster hunt missions. Yamabuki in Yoshiwara offers completionist missions such as eating at every notable food stand in Edo and visiting every Key Location. For **Free** this Perk is in play for your time here, but for **200 CP** you keep it going forward, allowing you to find more Trials and Commissions in future worlds and complete them for rewards, with new ways to turn in missions as appropriate.

### **Get Skilled - Free/400**

Ever wanted to instantly grow in a direction you wanted? Well rejoice as you can now buy Skills directly. Every Level Up grants you 1 Skill Point,

which can be used to purchase Skills. What counts as a Skill here? Everything from slightly improved Stats, to new Moves and Techniques to use in combat, to new Spells, to adding an entire extra level of bar to things like Valor Strike or Fortitude, or even significant modifiers to fighting Styles as a whole. Skills are split into individual Skill Trees where you need to buy Skills along a path to unlock the later Skills. From this Perk you will receive a small central Skill Tree and additional Skill Trees for significant martial pursuits. Using Iori as an example, he has a central Skill Tree and a new Skill Tree unlocks by unlocking and using each of his 5 Styles. Individual Skills can have their own requirements to unlock beyond Skill Points or their position in the Skill Tree, such as defeating a certain number of enemies in a particular way, upgrading Servant Skills, or discovering certain hidden things in the world. Completing a Skill Tree grants a bonus, such as a Stat increase or a modifier to all Stances in Iori's case. Maxing out even just the Skill Trees you will unlock with powers from here will require more Skill Points than what you achieve from Leveling Up. Luckily Skill Points can also be granted through Skill Jewels which can be found in the world, as rewards from quests, or even rarely dropped in fights. Skill Jewel Fragments grant 1 Skill Point and are the most common, Skill Jewels grant 5 Skill Points and are decently rare, Skill Jewel Clusters grant 15 Skill Points and pretty much are only high end quest rewards. There also exists unique rewards like Piglet's Sakura Mochi which grants 25 Skill Points each but these only are rewarded by completing limited quests like the entirety of Rogue Caster's Digression line. For **Free** this Perk is in play for your time here, but for **400 CP** you keep it going forward, enabling you to add new Skill Trees, find Skill Jewels in other worlds, and so on. So long as you have Get Skilled, it will be shared alongside Growth Through Actions whenever you manage to share that, granting that individual their own Skill Trees. However, when someone who had it shared to them completes a Skill Tree, the completion bonus becomes a Stat Bonus to whoever shared the System with them.

## **Ronin:**

### **This is the Stance (Ronin Only) - Free**

As a Samurai, you have studied the blade and become one of the better fighters of your era. And as such you have developed a series of Stances that help you fight to your greatest. You may be a wielder of the Niten Ichi-ryū like Iori or you may have some other style that results in different but similarly potent Stances, see notes for details. Either way, your Style provides you with 2 Stances to begin with and has the potential to develop 3 more innately. When combined with additional abilities from elsewhere you may be able to develop additional Stances on your own. You can easily swap between Stances at a moment's notice. Fighting in a particular Stance builds up Afterglow, when glowing swapping to another Stance grants you a bonus based on what Stance you built up the Afterglow in. Beyond directly wielding a sword, you have all the knowledge and skill needed to be a swordsman in this era, like maintaining a blade for example, and even have great skill in Buddha Carving of all things. In addition to this, though it is a bit out of place with the rest of your skillset, you have extremely minor training in Magecraft, allowing you to expend Magic Gems to launch a simple fireball. Alternatively, you may sacrifice one of your Stance slots in order to get more advanced Magecraft, having a Stance for each of the 4 main elements and having the ability to cast basic spells of the same element in said Stance for example.

### **Linking Up - 200**

Fighting on your own is great and all, but working with someone else makes everything easier. You in particular are great at it, being able to come up with a wide variety of combo attacks called Link Strikes that make use of the unique abilities you and any of your partners bring to the table. Weirdly enough, if you were to use a Link Strike in the right moment of opportunity, neither you nor your partner's resources would be drained when they otherwise would be.

### **Valorous Strike - 400**

Over the course of many battles you have learned that it only takes one strike to alter the course of a fight and so developed this ability. Over time as you fight you build up a Valor Gauge that when fully charged allows you to make a truly mighty attack. This attack somehow has a seemingly magnetic effect that pulls enemies in to be hit even if they were behind you when you began to swing, though this can be resisted. What type of attack this is depends on your fighting Style and as such additional Valor Strikes can be developed, or even improved if you were to focus on a particular outcome.

### **Born In The Wrong Era - 600**

In this time of peace you may find this phrase spoken about you regularly. For you are one of the rare few who could rise above your fellow man and become a true Legend. While naturally talented at combat in general, it is in battle itself that you truly shine, growing explosively in response to challenges set against you. To the extent you could go from merely being among the best swordsmen in your country to outright defeating a higher end Servant in a one on one direct fight over the course of the Waxing Moon Ritual. You are also adept at being taught the moves and techniques of others and adapting them into your own fighting style.

## **Servant & Rogue Servant:**

### **Memento Mori (Servant Only) - Free**

The Bond between Servant and Master can be a mighty one indeed. This mental ring is a measure of your Bond and by filling it and growing closer to your Master you can unlock additional abilities and techniques. Post Jump you can choose anyone you are sufficiently linked to gain an additional Memento Ring with them.

### **Digressing and Sidequesting (Rogue Servant Only) - Free**

Just because you can work alone doesn't mean you have to. You actually seem to have rather good luck at running into people more than happy to help you with whatever your problem is that day, be it an errand you need to run, a whim you wish to sate, or even just scratching the itch to have a fight. This is never for anything of actual major importance, but just the day to day. As part of participating with these little Digressions you get minor improvements to your abilities and occasionally unlock new ones.

### **Saving Assist - 200**

That dumb ally of yours about to bite it because they couldn't handle what they threw themselves into? Good thing you are there, because once per fight whenever your ally is in serious trouble you can teleport to their side and interrupt whatever attack imperiled them to initiate a small clash with the attacker. This is an actual fight between the two of you, as if you were fighting directly normally, but strangely during this clash neither of your attacks actually land until a winner is decided at which point the winner gets one free normal attack that sets the loser flying back.

### **Affinity For War - 400**

As a Servant, the cost of your actions is even more important than usual to manage. Thankfully you have acquired another way to pay for them. You now have an Affinity Gauge, which builds up as you deal and take damage, and can expend to unleash Affinity Techniques. These techniques range from attacks, to buffs, to debuffs, to heals, to even powering your Noble Phantasm.

## **Titan's Shell - 600**

Now this is some real grade A bullshit. Protecting you now is a magical shell that surrounds your body without getting in the way of any actions you wish to commit. This Shell Gauge acts as Super Armor, allowing you to walk through enemy attacks without being interrupted so long as it remains unbroken. Not only this but it is incredibly tough, with the normal attacks of those of this era not even being able to scratch it, requiring more powerful techniques to even begin to wear it down. It is so ludicrously tough that it can take a direct hit from a Noble Phantasm without breaking. Most attacks taken while the Shell remains will be blocked entirely but potent enough attacks will still damage you through it, if greatly reduced. Should the Shell break you will be stunned for a few moments however, but given a few minutes it will reform in full. This Shell will even continue to grow in durability from here as you grow.

## **Magus:**

### **Lineage Luxury (Magus Only) - Free**

You are the Heir to a long standing family of Magecraft wielders and it shows. You have superb training and talent in a field of Magecraft of your choice, be it European, Japanese, Chinese, or anywhere else in origin. Such is the magical might you can bring to bear that should you face a Servant on prepared ground you could manage to kill them despite them being Command Seal boosted to kill you specifically and wielding their Noble Phantasm, sure you'll die too in the process but you could do it.

### **Field The Troops - 200**

Sure you could go deal with things personally or send your Servant to do it, but why bother when you have minions? Because you do, a lot of them in fact. Be it bound monsters, loyal retainers, or simple mercenaries, you have seemingly thousands of minions to send out to do your bidding, though only ever in groups of a couple dozen at a time at most. Not only that, but you are a dab hand at empowering them too, be it making Elixirs to give them a bit of a boost or some other method. This also comes with boss minions, which are more capable than the rabble and have special abilities. They are decently capable, and generally loyal to a fault. But expecting them to take on a Servant and win is a bit much. Maybe use them as scouts instead.

### **Map Manipulation - 400**

Regardless of what type of Magecraft user you are, you have incredible talent when it comes to Bounded Fields. Being able to make them quickly, cheaply, set up conditions to make them sustainable in the long term, and potent enough to stymie even Servants, anyone would be wise to dread trying to attack land under your control. And should you go on the attack yourself and find Bounded Fields set up by others? You'll find your talent equally applies to breaking them down, sweeping aside their lesser creations with ease.

## **Ritual Appropriation - 600**

Why put in the effort to create something when you can just plagiarize?

Much like a certain Onmyodo you have an absurd talent for recreating the rituals of others. You don't even have to see a Holy Grail War to be able to make your own at home, even if such reckless action results in bugs like the Rogue Servants and the 'Grail' not being able to actually grant wishes and instead just being a mass of corrupted energy. Beyond that you are pretty good at sneaking in your own little twists into recreated rituals, like being able to take over the summoned Servants and bring them under your commands, though some might be able to resist or even completely ignore this. This doesn't even have to be used for a Holy Grail War, as it works on any sort of grand ritual. Though naturally the bigger and more potent the ritual, the longer it would take to recreate, and the less knowledge you have and the more you rush it, the more bugs in the ritual will pop up.

## Items:

For each Origin, each Item is discounted by 50% to those who took that Origin. Fitting Items can be imported into new purchases.

## General:

### **Holding Bag - Free**

A Samurai can't fight while having his arms full of various materials now can he? To solve this you now have a magic hip pouch that is magic. Sure to someone from the modern day it might just look like your standard video game inventory but it's totally magic. As a bonus, it will even automatically pick up and store any dropped materials from fallen enemies without you needing to physically pick them up. How magically convenient!

### **Charming Stores - Free/100**

What's the greatest superpower of all? Economy. It makes civilization possible. And nearly no matter where you go, you'll find it. Merchants buying and selling wares. What they are selling will primarily come in three varieties, meals to eat at their store which have restorative effects, food to eat later which has lesser restorative effects but will last forever, and materials to use to upgrade a Workshop if you have one. Just don't question why otherwise mundane shops have these. For **Free** this is in play for the duration of the Jump, for **100 CP** this will follow you to future worlds letting you find these curious stores.

### **Ley of the Land - Free/200**

There are Spirit Fonts all over Japan, and not just in the towns. These Spirit Fonts are sources of Spirit Fonts are sources of Telluric Energy which can be used to empower yourself and power magical effects. Individual Spirit Fonts are connected by Leylines. While tapped into Spirit Fonts your MAT is raised for each Spirit Font you are tapped into, and other Stats can be raised by specific Spirit Font subtypes. For **Free** this is in play for the

duration of the Jump, for **200 CP** this will follow you to future worlds enabling you to find and tap into Spirit Fonts in other settings.

### **Thaumaturgical Tourist - Free/400**

In nearly any town you go to, there will be one or two areas that have been affected by long term exposure to Magical Energy. These Key Locations are invisible to the naked eye but can be detected by those who know how to find sources of Magical Energy. By interacting with one, the HP and Gauges bought here of those in your party will be fully restored instantly and you will be granted 5 Magic Gems. You can only interact with each location once per Jump however. For **Free** this is in play for the duration of the Jump, for **400 CP** this will follow you to future worlds, allowing you to find more Key Locations as you travel.

## **Ronin:**

### **Crimson Codex (Ronin Only) - Free**

A jolly old man, but in book form. This flying and talking codex contains all of the knowledge of a great Magecraft teacher, if only you'll listen to him. He can walk you through making a Workshop, making Magic Gems, and teach you new Spells. He even can take action himself and loves being relied on, breaking Bounded Fields, forging connections to Leylines, and sending you into the mind of your Servant if you needed to do that for some reason are all things he can do. This Gramps also serves as a map, both normally speaking but also a mini map that you can see out of the corner of your eye if you want.

### **Slices of Life - 200**

Excitement Spots, places of interest that you can find out and about in the world. Anything from temples, to merchants selling wares, to simple natural wonders. Whenever you are out traveling with companions you'll find these spots and be able to have entertaining conversations about them, which somehow restores your energies slightly, and even produces a Skill Point for each person involved if they have access to that System.

### **A Swordsman's Soul - 400**

A swordsman needs a sword. And what you have here is a simple but immensely durable blade, or pair of blades, nothing worthy of being a Noble Phantasm on its own, but good enough to not break from clashing against them. The real attraction is the mountings. Your sword(s) mountings have four parts that you can change out: Scabbards, Guards, Handle Wrappings, and Handle Decorations. Each of these 4 have a slot for you to equip a specific mounting into, that not only grants basic Stats but also can give specific buffs, like increasing drop rate for loot, improving damage against a specific enemy type, improving a specific style, or making it so damage below a certain number is canceled entirely, and so on. Mounting Effects can be replaced or upgraded with specific materials at a Workshop. Mountings can also be dismantled for parts at a Workshop. You'll find Mountings being dropped by enemies, in the world to be found,

and as quest rewards, with higher difficulty resulting in better Mountings. To an extent the Mountings you find will scale to you as well. If you wish, these Mountings can have no cosmetic effect, or can choose a set to use purely for cosmetic effect while the true slots are used by other Mountings.

### **Humble Home - 600**

You have a nice little home in an isolated corner of a town of your choice. Your home comes with a Bed that restores your HP to full whenever you sleep in it, a Bookshelf library that allows you to relive past experiences to remember their contents, a Workshop (see notes), a Buddha Carving table (Buddha Carvings can be sold, also used to unlock specific Skills and Workshop upgrades), a Sword Maintenance set which increases EXP gain for a number of fights depending on materials used (up to 1.2 times EXP for 8 fights at absolute high end), and a Battle Recollection stand out front (lets you replay Boss Fights for rewards for each you recomplete for the first time, and you can further grind the fights for Experience). It is not the grandest base one could have, but it serves well as a home. You can choose where it is placed within reason in future Jumps.

## **Magus:**

### **Family Wealth (Magus Only) - Free**

The wealth of a respected family is at your disposal. It's not quite enough to move mountains, but getting a nation to bend its rules, controlling vast swathes of territory, and getting your hands on valuable materials are all within your grasp. Live it up in style while your enemies struggle to even make it to your front door.

### **Mystic Implements - 200**

You have in your hands a wide variety of Mystic Codes, from stones that enable long range real time video calls, to wards to keep the rabble away from your home, to aids in Spirit Font Conflicts, and so on.

### **Magi's Wandblade - 400**

Not necessarily a blade, a riding crop also works for example, this is an enchanted weapon that primarily serves as a casting focus to improve your Spells. Unlike normal Mystic Codes however, this one is capable of growing with you, having a series of slots carved into it. Mystic Stones can be found in battle, in the world, and from quest rewards and can be slotted into the weapon in order to grant additional bonuses, be it to you, or the spells you cast. Mystic Stones function largely identically to Mountings such as being able to be swapped out or upgraded in a Workshop or finding more.

### **Gallant Galleon - 600**

A massive mobile base, retrofitted to work with your style of Magecraft and decked out in luxury. It naturally comes with a Workshop, an Armory that turns any mundane weapon and ammo stored into it into minor magical implements so they can harm monsters and Servants, and a replenishing stache of materials for your type of Magecraft. It doesn't need a crew to sail and comes with the ability to turn Magical Energy into provisions of high quality. Its defenses are no joke either, durable enough to survive 4 separate Servants fighting on it unscathed and its guns are able to nail and damage a monster summoned by a Noble Phantasm that's far inland while still on the water.

## **Companions:**

Companions may take up to **400 CP** in personally affecting Drawbacks. They may not take additional Companions. All Companions gain all relevant Freebies.

### **Destined Partner (Only for Servants or those who took Commands Seals) - Free**

Entering the Waxing Moon Ritual eh? To do so you'll need a partner. If you are a Servant they are your Master and may take either the Ronin or Magus Origins. If you took Commands Seals they are your Servant and must take the Servant Origin. Either way they get 1000 CP to spend and all Freebies. You may optionally import an existing Companion into this slot. May only be taken once.

### **Import/New - 50/200/400 CP**

You may import any of your existing Companions into this world, or generate new ones at **50 CP** per person up to **200 CP** for 8 people. For **400 CP** you may import as many Companions as you have. They get 600 CP to spend, along with an Origin and all its freebies.

### **Canon Collection - Free**

Or would you like to take along a local, or several? For Free, you receive the right to take along any and all people you meet in this world, so long as they agree to it. They receive full Fiat-backing for any skills or abilities they have, along with any portable Items.

### **Twist of Fate:**

Perhaps you want a bit of a leg up on recruitment? The following options will result in changes to aid you. For those with a Master or Servant partner, said partner is not directly affected by the following options. If you wish you may redirect any of these options onto another character in the story that would match the same Origin though you still may take each option only

once. This won't change who they are as a person, and the relationship you have will be appropriate to that individual.

### **The Selfless Liberator - 100 CP**

A beacon of hope to all Ronin, Yui Shousetsu is the honorable Grandmaster of Choukou Hall and serves the Shogunate dutifully. In truth, she is a Homunculus aiming to overthrow the Shogunate in order to pursue a better future without suffering or inequality through the power of the Waxing Moon Ritual. This endeavor would eventually prove to be fruitless and Yui would die from her body giving out at the end of its shortened lifespan soon after. Not so in this timeline, here Yui learned of your nature as a Jumper and immediately realized the potential you have and pleaded to come along so she could better pursue her dream. In agreeing she found her lifespan problem fixed and her abilities enhanced, gaining the Ronin Perk and Item lines adjusted for her particular style which makes use of actual elemental Magecraft rather than just naming styles after elements.

### **Flower at the Apex of Heaven - 100**

This rambunctious and wild Sword Saint is no stranger to crossing into other worlds so it wasn't exactly hard to get her onboard with the idea of joining your adventures. This is Miyamoto Musashi as a Berserker, so just watch out for her thoughtless behavior. She comes with the 600 CP Tier of Servant Container and all of the Servant Perks. Despite being from another timeline, she did in fact teach an lori of her own and we know how lori turned out. Maybe she'll be open to another student if you ask?

### **Swedish Not Princess - 100**

Elegance and class are exuded by this Swedish aristocrat. Dorothea Coyett lives and breathes noblesse oblige and Magecraft in equal measure, hiding a heart of gold beneath the face of a proper Magus. Knowing a good deal when she sees it, she happily threw in with you and joined your chain as a Companion. She now has the entirety of the Magus Perk and Item lines at her disposal, with her specialty being in Mystic Code creation.

### **Innocent Love of a Fox Priestess - 100**

It seems rather than fixating on Iori, this young priestess has fallen in love with you instead. While she is as inexperienced as she is innocent, she has great support Skills and an immense talent for domestic work. By becoming your Companion her Servant Container upgraded to the 600 CP Tier and she gained all of the Rogue Servant Perks. You can even choose to have aged her up to match her sisters. Please do so if you are planning on returning her affection.

## Drawbacks:

### **Character Replacement + 0**

If you take matching Origin choices you may choose to replace a given character in the story. If you pick a Master or Servant your Destined Partner Companion is automatically targeted to their Partner who will get Fiat backing for their appropriate Perks and Items post Jump. Choosing to replace a character sets your starting location to theirs and nullifies any CP gained from rolling it.

### **A Brief Interlude + 0**

The events of this game are rather short all things considered and if you wish your time in this world will be similarly brief. As soon as the Waxing Moon Ritual is concluded your time in this Jump will end. If you take New Game Plus you may choose to enact this at the end of any instance of the Ritual you wish.

### **DLC Enabled + 0**

You may at your discretion enable any and all of the DLC to occur during your stay.

### **Difficulty Amp + 200/400/600**

By default the setting runs on the equivalent of Sword Novice or Story mode. For **200 CP** the difficulty is raised to Sword Fighter, making all enemies have notably increased Stats, become more aggressive, and become harder to punish. These bonuses only apply when an individual is your enemy, if they become your ally they lose the buffs until they become an enemy again. For **400 CP** things become notably harder again as the difficulty is increased to Sword Expert, requiring tight execution and steady hand to survive even common fights. For **600 CP** things become truly painful as the difficulty is raised to Sword Demon. Without extreme powers from outside of this Jump the leaders of normal enemy groups will be able to one shot even top end Servants with their bigger attacks, have miniscule windows of opportunity to attack, have entirely new attacks added on, and do their level best to destroy any hope of victory you have. And that's

before we get to Servant fights. To survive Sword Demon will take a true master of combat.

### **Lord of All Edges + 100**

You are one edgy dramatic bitch. Be prepared to get on everyone's nerves.

### **Really Bad At Stealth + 100**

Your operations get found out about regularly. People not even aware that you exist will just stumble into your activities and learn what you are up to.

### **Goddamnit Japan + 100**

You will regularly run into things that definitely seem out of place in a more modern setting. And it will bother you every single time. Be prepared to feel really uncomfortable.

### **Wait, Where's My Arc? + 200**

You get cut out of the plot easily. Leaving things unresolved and unaddressed before disappearing into the background.

### **But Thou Must + 200**

There are pretty obvious rails on what you can and can't do, for seemingly no reason. Got an enemy you could easily beat? Nope, gotta run away and leave it for later. See an item on the ground ten feet away? Nope, not a playable area yet because you got to go to a cutscene that will lock you out of town. So on and so forth.

### **Trust in Your Blade + 200/400**

Why would you need help from elsewhere? In exchange for **200 CP** you lock out either Perks and Powers from other Jumps reducing yourself down to your Bodymod or you lock out your Warehouse and Items from other Jumps. You may take this a second time to have both options in effect.

### **GODDAMNIT Japan! (Requires Goddamnit Japan) + 400**

Remember the previous Drawback? Now it happens way more often. You will be running into disconcerting people and activities on more than just a

daily basis. There will be no escape. What's more, any attempts to fix these oddities will inevitably fail and only become more intrusive for the attempt. Try to age up the little fox girl so her affection for you isn't weird? Not only does it not work, she becomes more aggressive in a manner that twigs your alarm bells even worse.

### **Lonely Life + 400**

Your allies have a tendency to not stick around. They'll betray you, fight you to the death, die with you unable to save them, or just plain leave and it will hurt every single time. Only those you knew before you entered the Waxing Moon Ritual are immune to this.

### **Get Punked + 400**

You have terrible situational awareness and get sneak attacked a lot. Weaker enemies will get one over you when they shouldn't on the regular. This will never lead to you dying outright on its own, but it can and will weaken your position and put your loved ones in danger.

### **Do Nothing Button + 600**

A Noble Phantasm is a Servant's ultimate trump card, the option they hold in reserve that should win just about any fight. Too bad that doesn't work for you and your allies. Any and all trump cards or resource intensive attacks barely do more damage than normal attacks though they will work on Shell Gauges like normal. Hope you like smacking people with wet noodles.

### **Welcome to the Grind + 600**

You need to do the same thing way more times than you should in order to get the proper results. Leveling, gathering materials, and upgrading takes forever so I hope you have months set aside to get anything done. You can't even defeat a specific enemy without beating them 8 separate times. Why would you do this to yourself?

### **Entreat the Darkness + 600**

You have intrusive thoughts. Thoughts that tell you to do things you otherwise wouldn't. These incessant thoughts will badger you constantly to

follow their whims and they are rather good at convincing you that it is a good idea. The worst part? They are completely idiotic and incompetent. Even if you did want to do something, they'll try to convince you to do it the most backwards ways possible that will go disastrously. As in get all of your allies to turn on you and die in a few minutes disastrously. You may want to get someone else to serve as your compass for what is and isn't a good idea, dedicating yourself to the ideals someone else left to you would work but still leaves you open to being swept up in the moment if you aren't careful.

# Choices

## Go Home

Home and your lost life awaits. You have chosen to give up your Chain and return back to the world you left behind to start this journey. You return to the moment you left with your Powers, Properties, and Companions alongside you. Please use your power responsibly.

## Stay

The bonds you have made here matter too much to simply throw away, you choose to end your Chain and remain in this world to the end of your days. Have another **1000 CP** to spend as a parting gift.

## Continue

Another adventure awaits. You have chosen to leave this world behind and continue your Chain. Time in this world will pause until you have finished your Chain. You may take with you anything that is noted to follow as well as anything you can stuff into your Warehouse. Farewell and good luck.

## New Game Plus

Not satisfied with how the Waxing Moon Ritual went? Well you can immediately run it again from the beginning, or the night lori would have visited Zheng if you would prefer. You aren't redoing any of the choices you made in the Jump but you get to try your hand at the Ritual once more keeping everything you gained along the way here. You may take this option as many times as you wish.

## Notes:

To be clear, the 'Grail' in this instance is as broken as they tend to be so there isn't actually a wish on offer, just a mass of corrupted energy if you have something you want to do with that.

On the Gamification of the Setting and Perks, things are as Game Like as you want, to the point you could keep all of the bonuses but never see or interact with a single screen during your entire time here, choices being made as if you would have done without interruption.

The areas with Masters are: Akasaka, Asakusa, Kanda, Ueno, Koishikawa, Yokosuka, and Yoshiwara.

The areas with Rogue Servants are: Asakusa, Kanagawa Port, Kanda, Koshikawa, Todoroki, Ueno, Yoshiwara, and Zojo-ji.

The other viable locations for a Rogue Servant are Akasaka, Futago, Nihonbashi, Okachimachi, Setagaya, Shinagawa, Suidobashi, Tamanawa, Torikoe Shrine, and Yokosuka.

Iori's Stances and Afterglow:

Stances:

Each Stance has multiple Stance specific upgrades that are potent.

Earth - Defensive Single Sword Form, slow attacks, meant for 1v1s, grants you Fortitude super armor that blocks attacks entirely until broken (which is usually one or two normal attacks to begin with), Fortitude recovers over time. Ultimate Upgrade - Once per fight full revive regardless of Stance.

Water - Neutral Dual Sword Form, agile attacks, meant for group fighting, finishers blow entire groups backward, Evasion heavy stance. Ultimate Upgrade - Better Evasion (also contains time slow in upgrade tree) regardless of Stance.

Wind - Single Sword Form with offhand for Magic, has its own Magic bar which is expended to launch fire attacks without using Magic Gems, bar refills over time but it also filled by attacks against Monsters or Servants,

designed to be used against non-humans. Ultimate Upgrade - Spells apply lingering damage over time regardless of Stance.

Fire - Offensive Dual Sword Form, higher damage and speed (both attack and movement) as HP gets closer to 0. Ultimate Upgrade - All attacks can stagger and knockback non elite enemies regardless of Stance.

Void - Iaido Dual Sword Form, blistering fast but becomes slower as HP gets closer to 0. Ultimate Upgrade - All attacks can deplete Shell Gauges and finishers have higher crit chance regardless of Stance.

Afterglow:

Earth - Triggering Afterglow by switching from Earth gives the other Stances temporary super armor and damage reduction

Water - Temporarily increases attack speed

Wind - Trigger additional Katon attacks after each attack

Fire - Temporarily increases damage and causes attacks to ignore Shell Gauge

Void - Trigger flying void slashes to erupt from each attack

Spirit Font Conflicts:

Masters here will regularly fight over Spirit Fonts and progressively take over more Leylines. Severing enemy Leyline connections removes their control over cut off fonts and despawns any enemies that were down that line and got cut off. After completing a Spirit Font Conflict, you disconnect from the Leylines and the more Fonts under your control at the time, the more bonuses you get from it. Enemy nodes can be protected by bounded fields which require taking over specific Fonts to break. Mystic Codes can be used in Spirit Font Conflicts, grant a variety of effects like extra actions, teleporting to an owned Font, delaying enemy actions, etc.

On A Swordsman's Soul - If you import a singular blade into a pair of swords or a pair of swords into a singular blade you may magically swap between it being a single or two blades similar to how you can swap Stances.

Workshop:

Working with Mountings, crafting Gems, creating Mystic Codes, assigning which Rogue Servant you have assisting you all are done here. You can upgrade Workshop to get a wide variety of effects, the Workshop has 5 levels, with each upgrade adding progress to the next Workshop Level. Leveling up the Workshop improves your MAT. Workshops will gain additional upgrade options and levels as you progress through Jumps.

Servants and Rogue Servants don't get an Item section, that's baked into their Servant Container.

If you take Ronin and the appropriate Perks you can recreate everything Iori can get in the game.

On max Tier of Servant Container, to be clear it makes you the equal of Ruler Gilgamesh at the level he fights you at in the game. Not full Gilgamesh

On Born in the Wrong Era, the explosive growth is specifically as a swordsman, it would not allow you to rapidly master Magecraft for example.

On Ritual Appropriation, you can only recreate rituals from settings you have actually been to.

Mounting and Mystic Stone drops scale both to you and the area you find them in. This does mean they will scale with future settings.