

Fate Servant Creation Supplement

By Firriga

Heroic Spirits are the highest form of spirit, closer to elementals than your typical human remnant. When they're bound to the service of a Master, they become the highest form of familiar. Academically, Ghost Liners. Colloquially, Servants.

You yourself seem to have happened upon one of such Servant summoning opportunities on one of your Jumps or perhaps you have the chance to become a Servant yourself by inhabiting a Servant container. This Supplement is backwards compatible with any Jump option that grants a Servant, be it as a Companion, Perk, Item, or Scenario reward. So long as it's an unnamed undefined Servant— and whether or not it gives you SP— granted through the Jump document itself and not in-universe, you can use this Supplement to design your custom Servant or Servant container.

If you want a specific Servant from canon, you can have the Servant since flavor is free but whether you can faithfully recreate them or not, or if you want to, is up to you.

You gain **1000 Servant Points** (SP) unless said otherwise. **If you purchased a Servant using a tiering system, simply increase your budget equal to the price of the tier.** For the sake of this Supplement, you becoming a proper Servant or Demi/Quasi/Pseudo-Servant is effectively the same thing.

Basics

For the sake of brevity, whenever the term “Stats” is used, it refers to any of your Parameters, Skills, and/or Noble Phantasms.

All Servants start with Rank E across all their Parameters. In addition, all Servants gain one free Utility-grade Skill and one Utility-grade Noble Phantasm for free. Any freebie can be sold for 100 SP or downgraded to Cosmetic to gain 50 SP (refer to Skills & Noble Phantasms section for an explanation on grading).

If you have any leftover CP from the Jump and it doesn't offer the option to convert CP to SP, you can convert it at a rate of 1 CP:1 SP.

+/- Enhancement/Diminution

Similar to +/- modifiers of Skills and Noble Phantasms but unique to this document. You can apply Enhancements or Diminutions to your Stats.

Enhancements (AKA + bonuses) indicate a circumstance where the Stats may be improved dramatically by fulfilling a condition or by consuming more resources than usual. +1 means

x2. +2 means x3. +3 means x4, and it is the maximum. Each + Enhancement costs 50 SP. Not every individual plus necessarily requires its own unique condition.

On the other hand, Diminutions (AKA - penalties) indicates unreliability and that the Stat may underperform under certain conditions or even outright fail at the task. For each – Diminution applied, you gain 50 SP and you can only have up to three on one Stat (-1: 50 SP, -2: 100 SP, -3: 150 SP). If the – Diminutions offsets the cost, then the Stat becomes a genuine hindrance rather than something useful much like a Drawback.

You can also apply +/- whenever appropriate to indicate that a Stat is more elevated or weaker within its category. For a Parameter example, Saber Artoria has a Strength of A while Heracles has a Strength of A+. Technically within the same category but there's a big gulf between them as Heracles is twice as strong.

For a NP example, due its nature, Crocea Mors would count as a Core-grade Noble Phantasm due to how widely applicable it is in any fight but it also shares the same category as Excalibur, so you may apply - Diminutions to Crocea Mors to indicate while it's very useful, it's much weaker than Excalibur in terms of raw power.

The inverse is also true with + Enhancements. Excalibur Proto is ultimately far more powerful than Excalibur but you can do away with most of the 13 restrictions by giving it +2 Enhancements.

In that same vein, something being EX doesn't mean it's almighty. A Skill or NP could have a -3 Diminution to indicate that it's merely difficult to measure, not that it's the trump of trumps.

Open-Ended Design

As previously implied, you have complete creative freedom. You don't have to adhere perfectly to a Servant's build or the way things work in the Nasuverse as long as it's within reasonable interpretation *and* you pay for it.

In other words, throw enough SP at it and you could theoretically make anything happen.

Fanwank responsibly.

Time Zero

These are things that'll be immediately apparent to you or your Servant upon manifesting.

Mana Upkeep. Servants require mana to remain anchored to the world as the world itself is constantly attempting to correct the intrusion of the Servant by decorporating them. They manifest with a full store of mana when summoned. If the Master is unable to produce mana on their own or the Magical Pathways is incomplete or interrupted somehow, the only

other way to replenish mana for the Servant is to consume sustenance (food, human souls, body fluids) and sleep. As a rule of thumb, in situations where mana is precious, a Servant may be forced to fight conservatively, unable to fully express their awesome physics-breaking powers.

Post-Jump, the Servant will replenish mana normally and maintain their own existence without the need of a Master even in Type-Moon Jumps.

Intangibility. A Servant can choose to become intangible, transitioning from a Material Body to Spiritual Body. A Servant's Spiritual Body cannot be easily detected whether with the naked eye or via scrying but not impossible. This is also essentially their low-power mode to save on mana.

Spiritual Core. While a Servant expresses itself with a humanoid physical form (most of the time), it does in fact have something akin to a condensed center in the form of a Spiritual Core. It's their hearts and brain in one and could even occupy the expanse of space from heart to brain but it's hard to tell but generally, it's accepted that it's from torso to head as any severe damage to those areas can kill a Servant. That also means a loss of limb is usually not lethal to a Servant, but it also means that a theoretically immortal or regenerator Servant can still be killed when their heart or brain is destroyed.

Law of Supremacy. A Servant, even with Rank E across all Parameters is generally considered above peak human ability, up to ten times with every rank above E is additively ten times stronger. So Rank D is twenty times stronger than a peak human. Rank C is thirty times, etc. While Skills don't cover that same depth, even a Rank E Skill in arts or craftsmanship is still considered highly talented within human limits. Additionally, a Servant is immune to all nonmagical damage. While humans can physically interact with Servants, they can't hope to damage them without mana. Even an object tainted with mana remnant can work to an extent.

Heightened Senses. A Servant, being a spirit, has spiritual senses that are far more precise and encompassing than baseline human senses, allowing them to sense other Servants from a distance, gain enhanced insight into their surroundings and even people, or get a hint about the nature of observable magical effects.

Affinity. A Servant is heavily influenced by their legend with even their strengths being increased or decreased based on where in the world they're summoned. They could even gain or lose certain Skills or Noble Phantasms if they were or weren't summoned in certain locations. This also influences what they innately have advantages or disadvantages on. A Servant who is famous for slaying dragons will have an innate advantage against dragons

even if it doesn't manifest as a Skill. Similarly, whatever killed them in life, they become vulnerable to it even if they would boast nigh-impregnable defenses otherwise.

Catch-Up. A Servant is granted basic knowledge of the current era and locale, enough to pass for a normal, if sheltered, modern human. Normally, the Grail would supply the knowledge and its absence would mean a Servant has no context for the current time period but since the purpose of this feature is to ease communication between an anachronistic Servant and present time humanity, you will be granted this knowledge even if you choose the Drop-In Origin in a Jump but it wouldn't be same as having the lived-in experience of the other Origins.

Classes

Ordinarily, a Servant can't be summoned as is into the world as there's no place for them in physical reality to manifest into. Servant containers are these specially prepared physical spaces that add a layer of obfuscation to avoid the world immediately banishing them. Further layers are the Class names that grant them an alias and a role to serve.

To put it in a different way, when Arthur Pendragon is summoned as Saber, the World doesn't see him as Heroic Spirit King Arthur, it sees him as Servant Familiar Saber. A necessary deception to maintain their existence.

Pick one Class. Any freebies you get from picking a Class adds to the freebies you already get from the Basics section. **Any freebie Skills and Noble Phantasms are Utility-grade.** Picking a Class will endow you or your Servant with the minimum ability to qualify such as picking a Saber while knowing nothing of swordsmanship will plant the minimum level talent to qualify.

Seven Standard Classes

Saber

Said to be the strongest of the standard Classes, the heroes of the sword whose legends often revolve not just around the sword but its mastery. Some Servants mainly use swords but they don't meet the skill or talent requirement so they end up relegated to Assassin or Berserker.

Sabers gain Magic Resistance, Riding, and one sword-based Noble Phantasm for free.

Archer

Said to be indomitable at long-ranges, Archers are the heroes of any form of ranged weaponry, be it bows, guns, or throwing weapons. In that regard, an Archer Servant doesn't have to be an archer. Being an Archer requires some kind of long-range surveying Skill such as Clairvoyance or Clairvoyance-like Skill. Without such a Skill, they would be Assassins.

Archers gain Magic Resistance, Independent Action, and one ranged Noble Phantasm for free.

Lancer

Said to be the fastest of the standard Classes, Lancers are agile and employ fighting styles that involve some kind of mobility or footwork. Generally, the Lancer Class tends to be more permissive than the other two Knight Classes so it doesn't have any minimum requirements beyond the ability to use a Lance effectively.

Lancers gain Magic Resistance, two ranks in Agility, and one spear-based Noble Phantasm for free.

Rider

Said to have the most Noble Phantasms of the standard Classes due to most Riders having an iconic vehicle on top of any personal feats that crystallized into NPs. Beyond that, their personal Parameters are often average or even slightly below that. The two requirements to be a Rider is to have an iconic mount or vehicle, and to have Riding at Rank A.

Riders gain Magic Resistance, Riding, and one mount/vehicle Noble Phantasm for free.

Caster

Said to be the most strategic of the standard Classes. Casters tend to have low Parameters in exchange for powerful and versatile Skills. In fact, Casters don't necessarily need to be spellcasters, they only need to express such exceptional level of skill and talent in a craft to the point that others believe that it could be the result of magic, but generally the bar to become this Class is far lower if you are versed in actual magic.

Casters gain Item Construction, Territory Creation and one magic system/school or crafts/arts-based Skill for free.

Assassin

Said to be the most lethal of the standard Classes. Unlike the three Knight Classes that require at least some level of martial skill or talent, an Assassin isn't good in straight fights but are masters of killing whether directly or indirectly. Because of a lack of martial feats, Assassins tend to have low Parameters and Skills that don't contribute in a fight. Instead, they specialize in making sure someone or something is dead but since Servants are beings that are very hard to make dead, Assassins tend to target the Masters.

Assassins gain Presence Concealment, two ranks in Agility, and two ranks in Luck for free.

Berserker

Said to be the most unpredictable and dangerous of the standard Classes. Berserkers can vary in terms of Parameters, Skills, and Noble Phantasms, running the gamut from basically being no stronger than a peak human to absolute powerhouses but they all share the ability to exchange mental stability for a boost in Parameters. It doesn't require one to have lost their wits in any major way. Even just an anecdote of momentarily losing their temper once is enough to qualify for this Class but that tends to grant a low rank Mad Enhancement. The greater and more famous the frenzy, the higher the rank of Mad Enhancement upon manifestation.

Berserkers gain Mad Enhancement, two ranks in Strength, and two ranks in Endurance for free.

Extra Classes

Ruler

The neutral arbiters of any conflict. To qualify as a Ruler, one must have no great ambition or desire, granting them the ability to judge things if not fairly then on its own merits. All saints can be Rulers but not all Rulers are saints. Typically, a Ruler tends to have informational advantage over other Servants due to their Class Skills.

Rulers gain Magic Resistance, God's Resolution, and True Name Discernment for free.

Avenger

The seekers of vengeance. To be an Avenger, one must carry a burning hatred. It doesn't need a target, they just have to carry that feeling along. This results in a Servant who has high levels of determination and willpower which tends to translate (but not always) into maintaining their manifestation for longer even with insufficient mana sources.

Avengers gain Avenger (Skill), Oblivion Correction, and Self-Replenishment (Mana) for free.

Foreigner

The Class of the sanely insane. Foreigners only require one to be bonded with some outside force, typically an Outer or Eldritch God, melding minds but managing to come out with their ego intact yet influenced by the foreign entity. Berserkers are the most unpredictable of the standard Classes, but Foreigners are the most unpredictable of all Classes as they don't operate within natural laws.

You can choose Jump-chan to be the Outer God you bonded with.

Foreigners gain Existence Outside the Domain, Divinity, and two ranks in Mana for free.

Saver

Little is known about this Class aside from being where the messiah-type Heroic Spirits can inhabit. In other words, a desire or ability to enlighten and transcend humanity is required to qualify for this Class.

Savers gain Charisma, Counter Hero, and two ranks in Endurance for free.

Shielder

The most durable of all Classes. Heroic Spirits of the Shield boast either maximum levels of Endurance or unbreakable protective Noble Phantasms. To qualify, one must exhibit a legendary ability to defend others.

Shielders gain Magic Resistance, Riding, and Self-Field Defense for free.

Watcher

The most mysterious of all Classes. Little is known about them but what is known is that it is not a Class for Servants who fight but Servants who judge their Masters and steer them towards trials that allows them to embody a Heroic Spirit. In fact, a Watcher may

temporarily commandeer a Class position in a Holy Grail War so that they may ascend their Master to inhabit that container.

Watcher gains Magic Resistance, Territory Infringement, and one other Skill of your choice.

Faker/Pretender

Full disclosure, I don't know the difference between these two so I'm going to say they're the same thing but mainly refer to them as Pretender. The Class for those who have adopted an alternate identity. It's not necessary for it to be known *who* was the imposter, only that the possibility of a body double or imposter to exist. This essentially allows an unremarkable person to borrow the Noble Phantasms of a legendary figure, albeit at reduced ranks.

Pretenders gain Independent Action, Camouflage, and two ranks in Luck for free.

Voyager

Technically a nameless Class that was named after its only known Heroic Spirit. It is the Class of navigators; legendary for charting the unknown. While the habits and tropes of this Class is unknown, it's generally believed that the Class has the least war potential out of all Classes and is better fit for research or recreational purposes. Because of that, they tend to have the lowest upkeep cost.

Voyagers gain Independent Navigation, Contact with Civilization, and two ranks in Agility for free.

Alter Ego

A composite Class made up of other Heroic Spirits. Whenever a Heroic Spirit is infused with or has another Heroic Spirit grafted upon them, they are referred to as Alter Egos. Typically, an Alter Ego doesn't have any Class Skills as their container is made out of their fusion but make up for it by having either versatile or far more numerous Personal Skills.

Alter Egos gain three Skills of your choice for free.

MoonCancer

An esoteric Class originating from the Moon. They are akin to Beasts to the Moon, but at the same time are nothing like Beasts. Where Beasts are ultimately born from their love for humanity and their desire to see Human Order thrive in their one way, MoonCancers genuinely desire humanity's destruction. They can be likened to demon kings or world-ending calamities.

MoonCancers gain six ranks divided among whatever Parameter of your choice for free.

Parameters

Parameters indicate the abilities a Servant may exhibit at full power assuming mana is not an issue. At Rank E, a Servant is ten times more powerful in a given Parameter than a peak human with each rank above E being additively ten times stronger. Rank D is twenty times than a peak human, Rank C is thirty times, and so forth. In situations where mana is sparse or a precious resource, a Servant may exhibit reduced feats to conserve mana. Inversely, in situations where mana is abundant, a Servant may perform feats that are far greater than their rank would indicate.

Servants technically have six Parameters but only five are important as a measure of general ability: **Strength (STR)**, **Agility (AGI)**, **Endurance (END)**, **Mana (MAN)**, and **Luck (LCK)**. The sixth Parameter is **Noble Phantasm (NP)** but it's only a measure of what the rank of the Servant's signature Noble Phantasm is.

Because of this, you cannot purchase Parameter ranks in NP.

As a quick crash course, MAN is a general measure of a Servant's ability to store and output mana. It's possible for a Servant to have a very high mana capacity but low output or vice versa, leading to them having a lower rank. LCK is a measure of a Servant's ability to escape difficult situations or evade absolute effects somehow but it can also represent how often they have good fortune. I assume the rest is self-explanatory.

Raising a Parameter by one rank costs 50 SP and going from A to EX is 200 SP. While EX is immeasurable, it doesn't usually mean limitless. For our purposes since you're paying 200 SP, assume it's a x40 increase. So, a Servant with an EX in a Parameter is in total x90 stronger than a peak human.

Skills & Noble Phantasms

Skills denote famous anecdotes that personalize and distinguish a Servant from normal people. At times they can be lesser feats but most of the time, they're polished and honed talents or skills that a Servant cultivated in life. Usually, they're either always active or have some condition or price to activate them.

In comparison, Noble Phantasms are the Servant's personal legend crystallized. The very event, feat, or item that defined them. These are considered a Servant's trump card and their most quintessential aspect that they cannot go without. A Servant always has at least one Noble Phantasm even if it's something fabricated as a representation of what they're capable of such as King Arthur's Invisible Air or Medea's Rule Breaker.

It goes without saying that most of the time, it costs great amounts of mana or reveals something dangerous when a Servant casts their Noble Phantasm such as revealing their True Name which would in turn reveal their weaknesses. So, because of this, invoking one's Noble Phantasm is rare and reserved for the right moment.

Skills and Noble Phantasms are broken down into the following four grades which are also indicators of their cost. It's possible to have a Skill or Noble Phantasm at a higher or lower grade based on adding or removing certain conditions or limits, and/or modifying their potency up or down with by changing grades or applying Enhancements or Diminutions if you want to stay within the same grade.

If you have any freebie Skills or Noble Phantasms, you can upgrade them by paying the difference. I.e., Core is 100 SP and Immeasurable is 300 SP.

Cosmetic -50 SP

Skills that add traits that offer either little to no bonuses and exist as either flavor or as tags to interact with other effects. Hidden Attributes also fall in this category. The upper bound of this category are Skills/Noble Phantasms with minor effects.

Examples	
Skills	Noble Phantasms
Any low rank Skill, Human Observation, Mental Pollution, Natural Body, The Globe, Magic Resistance (low rank), Mad Enhancement (low rank), Innocent Monster (low rank), Divinity (low rank)	Perseus' Mirror-Shield, Prydwen, Kanshou and Byakuya

Utility -100 SP

Skills/Noble Phantasms that offer either broad minor effects or highly specialized effects

depending on specific conditionals, setup/buildup time, or by consuming great resources. The upper bound of this category are Skills/Noble Phantasms that are useful in most situations but aren't game changers in of themselves and depend on the user for maximum effect.

Examples	
Skills	Noble Phantasms
Magecraft (Skill), Eternal Arms Mastery, Ninjutsu, Instinct, Mind's Eye, Battle Continuation, High Speed Incantation (low rank), Clairvoyance (low rank), True Name Discernment, Item Construction, Territory Creation, Magic Resistance (middling rank), Mad Enhancement (high rank), Valor, Divine Core	Zabaniya, Tsubame Gaeshi, Lord Chaldeas, Trap of Argalia, Invisible Air, Rule Breaker, Queen Anne's Revenge, Caliburn, Elementary My Dear, Stella

Core -200 SP

Skills/Noble Phantasm that are either incredibly potent even without meeting conditions or can be used repeatedly to great effect. The upper bound of this category are things that just by its mere existence turns the tide in your favor but have not touched the realm of the almighty or conceptual-level.

Examples	
Skills	Noble Phantasms
Mana Burst, Mana Defense, Mystic Eyes of Petrification, High Speed Incantation (high rank), Clairvoyance (high rank), Magic Resistance (high rank), Primordial Runes	Excalibur, Black Barrel, Unlimited Blade Works, Crocea Mors, Balmung, Gae Bolg, Armor of Fafnir, Lord Camelot, Nine Lives, Gate of Skye, An Gal Ta Kigal Šè, Gugalanna Strike

Immeasurable -400 SP

Skills/Noble Phantasms that are, as the name would imply, unquantifiable either because they function conceptually inviolably or exist at such high levels of overwhelming power that they can't be compared.

Examples	
Skills	Noble Phantasms
Many EX Skills, Beast Authority Skills, Nega-Skills, Transfiguration, Finis Dracon, Solomon's Rings, Independent Manifestation, At the Boundary, Wisdom of Dún Scáith, Gravity Manipulation, Holy	Orion Horkos, Avalon, Enuma Elish, Vasavi Shakti, Pashupata, Laevatien, Mahāpralaya, Ars Almadel Salomonis, Azrael

Sword Creation, Domina Coronam, Aurea Poculum, Self-Modification	
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Anti-Skills

At times, a Servant may have anecdotes or legends that hinder rather than help. Most of the time, these don't actually appear in the Servant's statistics and only become apparent when certain conditions are fulfilled but for our purposes, this subsection is effectively the Drawbacks section. You can use the previous categories to generate Anti-Skills of the appropriate price and severity. Cosmetic (i.e., minor hinderances not just literal cosmetics) Anti-Skills gives you 50 SP, Utility Anti-Skills give you 100 SP, and so forth.

Servant vulnerabilities due to how they died in life count as Anti-Skills.

Transcendence

Servants are some of the most powerful entities that can stalk the Earth but they're only a facsimile of a true Grand.

Choose one option from below to ascend your Saint Graph (another term for Spiritual Core). They're all mutually exclusive with each other so purchasing one will bar you from the others. They work like combined discount packages and Stat upgrades.

Grand -300 SP

Grand Servants are humanity's ultimate defenders. Seven figures holding one position among the seven standard Classes, representing the greatest of their eras. The Servant summoning ritual is a lesser copy of the Grand summoning system of the World, affording far more powerful vessels than the standard Servant. **You don't have to be a standard Class to purchase this.** You just become the Grand of your Class. I.e., Grand Ruler, Grand Watcher, Grand Shielder, etc.

Grand Servants gain a hidden +1 Enhancement to all their Stats that does not count towards the maximum Enhancements you can have on any Stat.

Beast -600 SP

Every so often, something or someone— in their love of humanity— invites a great catastrophe upon the world. Once that happens, the World designates them with the Saint Graph of a Beast, a calamity working against Human Order. Once that happens, the World summons seven of the greatest legends of the era, one for each standard Class to face them. Whatever Class you picked before will become hidden and your true Class will become Beast (or UnBeast if you so like).

Beasts gain Authority of the Beast, Independent Manifestation, a Nega-Skill of your choice, Anti-Human Order Factor* for free. They also gain a hidden +1 Enhancement to all their Stats that does not count towards the maximum Enhancements you can have on any Stat.

**Not really a Skill, but more of an innate existential advantage you have over humankind. It functions identically to a hidden +1 Enhancement but only when facing humans. So, in practice, you have a hidden +2 Enhancement.*

Divine Spirit -1000 SP

While considered a different paradigm, Divine Spirits also carry a Saint Graph, but rather than a Spiritual Core, it's a Divine Core. A generator that produces true Ether which makes up their physical form. They gain power from worship and the right to wield Authorities over certain concepts. It's not normally possible for a Servant to be a Divine Spirit as they exist past the threshold of being considered an elemental while a Servant precisely remains before it, but it is a possible for a Divine Spirit to express their powers in the form of Skills

and Noble Phantasms like a Servant.

In terms of pure power, they eclipse both Beasts and Grands. While it's not impossible for a Divine Spirit to also be a Grand, there's virtually no benefit to doing so as the Enhancements of being a Divine Spirit overrides that of Grand's.

In the case of Beasts, as mentioned previously, this is more akin to discount packages where you can only pick one. You have to buy Beast Skills individually if you want the benefits of being both a Divine Spirit and a Beast.

When choosing Authorities for your domain portfolio, you can choose up to three but you will have less control over each one compared to choosing only two or one Authorities.

Divine Spirits gain a Divine Core of your choice, an Authority of your choice, and Independent Manifestation. Additionally, they gain a hidden +4 Enhancement to all their Stats that doesn't count towards the maximum Enhancements you can have on any Stat.

Notes

Version 1.2: 16/1/2026

- Corrected some wordings and grammar.
- Added a missing line about how all freebies are Utility-grade.
- Added a line about how Servant vulnerabilities are Anti-Skills.
- Added the ability to add the price of a purchased Servant tier to the budget.
- Added Catch-Up to Time Zero.
- Corrected all instances of SP being written down incorrectly as CP.
- Added a bit more info to the Transcendence section to clarify that they're part upgrade, part discount package.

Version 1: 9/1/2026

- Document is created.

Thank you for reading!

Fun fact: While yes, they're spirits, they still need to breathe in order to circulate mana so one could theoretically choke a Servant to death.