

Fate Stay Night

Realta Nua Edition

V 1.0

By Valeria

INTRODUCTION

At first glance, this place might seem just like the world you first came from. A modern world with people going about their lives as normal. But beneath the surface lies a vast and dark second world. The Mage's Association, the premier organisation of Magi in this world. The Dead Apostle Ancestors, a loose group of ancient and terrible monsters of varying sorts. Gaia, the living spirit of the planet itself, stewing in its hatred of those on its surface. These and countless more factions, monsters, people and unknowable things make up the true side of this world. But you Jumper? You're going to a very specific place this time. A little city in Japan called Fuyuki is about to host a tournament of sorts and you're invited to join.

The Holy Grail War. A battle between 7 magicians, known as Masters, each with a summoned Servant representing some legendary figure of myth or history. For almost two centuries this battle has taken place in Fuyuki City, Japan. Originally set up by 3 great families of Magi, the tournament was a way for them to find a path to the source of all things. Or maybe it could grant any wish you might desire. Or maybe it's a way to bring the world to an end.

Things get a bit muddled over the generations, especially when you're as secretive as a Magician.

You'll be taking part as one of these 7 magicians, or perhaps as a surprise 8th contender, in the 5th Holy Grail War. Things rarely go as planned in these battles but the 5th War in particular is a nexus of secret plots, foul ambitions and wildcard contenders. You'll battle some of the most legendary heroes to ever live in order to win the prize. Unless that is, you find something worth more than the Grail here to fight for. You have 1000 Choice Points in order to have a chance at winning.

1 year before the official starting date of the war, you'll wake up in whichever place you wake up. You will find a set of 3 Command Seals, the sign of your acceptance as a contestant in the HGW, on your hand and your new Servant waiting close by.

LOCATIONS

1. Shirou's Manor

This is a pretty spacious compound on the residential side of Fuyuki City, with several external buildings and plenty of free rooms. Emiya Shirou, the Master of Saber, lives here and it'll be the base of operations for him and his allies through the course of the war. He's a nice guy and I'm sure you could swindl-politely ask for some room and board and get it. He won't approve of hurting others, even in the course of the Grail War, so you might want to watch your actions.

2. Tohsaka Mansion

The ancestral home of the Tohsaka family of Magi. Traditionally, this family is in charge of the surroundings areas in magical matters but only one descendant, officially, remains. Tohsaka Rin, the eventual Master of Archer, lives here. She might not be too happy to see you crash land in her living room, making quite a mess. If you're not meant to be there, I'd recommend a hasty retreat or at least some good excuses.

3. Homurahara High school

The main high school of the residential side of Fuyuki City. A surprising number of contestants for the Grail War attend this school, as students or teachers, and despite being in public, it's probably not as safe as you might think. If you're young enough, you might even be a student at this very school! If not...might be best to get off the property. That sort of thing is a bit creepy.

4. Kotomine's Church

The church in which the Coordinator of the upcoming war lives. Kotomine Kirei, a perfectly kind and not suspicious at all priest, was posted from the Catholic Church to manage the war and ensure the secrecy of magic was maintained and the safety of anyone giving up the war was assured. He won't have any problem at all letting you stay until the war begins, especially if you try his cooking. Just ignore the strange noises coming from down below. I'm sure it's just a rat.

5. Ryuudou Temple

Up on top of a nearby mountain with plenty of stairs, Ryuudou Temple is quite famous as a tourist attraction in the area. It also happens to be right on top of a whole bunch of leylines and energy paths. Wonder why. Servant Caster and her Master will eventually come to reside here, making use of the immense amounts of energy available. It's a veritable fortress for a person like her but perhaps you might lay claim to it before she can? Either way, it wouldn't be too hard to convince the monks here to let you bunk for a few days. They're very nice people.

6. Fuyuki Fire Park

The site of a great fire that killed hundreds ten years ago. To most people, it's no more than a tragic accident. In reality, it was the site of the final battle of the 4th Holy Grail War and the fire was caused by the chaos of that finale. The place still feels grim and uncomfortable to be in but there is no true danger left in the park. People do come to visit every now and then, especially those whose pasts are linked to the cursed place.

7. Einzbern Estate, Germany

Wait a moment, this isn't Japan. It's not even on the same continent! That's right, you're somewhere in Germany, right next to the main compound of the ancient Einzbern family. If you're not meant to be here, your best bet is to get out as fast as you can. The Einzbern's don't take kindly to uninvited visitors and a strong, old family like this has plenty of powerful servitors to hunt down intruders.

8. Free Choice

Lucky you. Feel free to pick any of the above locations as you desire, no cost attached.

ORIGINS

Your Origin is whatever past you might have within this world or maybe just how you entered it. Pick one.

Roll 10 + 1d8 or 20 + 1d8 for your age, as you choose or you may pay 50cp to choose whatever you want within the rollable choices. Your gender is whatever you were before this jump or you may pay 50cp to be whatever gender you want.

0- Ordinary Teacher

-A man with no known past. No records. No family. Nothing at all to show you were ever even alive before the moment you opened your eyes here. And yet you're taking part in the 5th Holy Grail War? It's more likely than you might think. Even though you don't have any family, known past or records, you can still choose to have been born and raised here as part of the same or a similar group to Souichirou Kuzuki. Or you can choose to simply drop in true to the idea, with no history here at all. Either way, a 3 part red seal appeared on your hand soon after you arrived, calling you towards Japan where, strangely enough, a place as either a student or a teacher has been left for you at Homurahara High School, depending on your age.

100- Magus Heir

From the very day you were born, magecraft has been a part of your life. You are the only child, or perhaps just the eldest, of your parents. One of them is the head of a notable magus family in the area you start off in, one in which you've been raised to be the heir. You've had access to specialised training, not insignificant amounts of wealth and a good number of valuable connections and allies as you've grown up. When the Command Seals appeared on your right hand, marking you as one of the Grail War Masters, you found out you've suddenly got a whole lot more expectations on your shoulders.

0- HERO

You had a hero as a child. Maybe they saved you from some horrible trauma. Maybe you just admired them from afar. Maybe the only place they really existed to you was in your heart. It never mattered to you. What mattered was the feelings they inspired in your heart. The feelings that drove you to help out the people around you, even at cost to yourself. A good man some called you and others named you an idiot. Despite being an average guy with an average upbringing and an average family, you always yearned to do more. When your hand began to burn bright red one day, you figured this might be your chance to become a hero of your own.

0- Second Child

You are not as important. How cruel is it for a child to hear those words from their own parents? That is the way of the second born child to a magus family. Only one child can inherit the full magical power of the family, the Majutsu Kokuin. You were left behind by your family. Were you given to another family, a childless one, in hopes you could still find a life in the magic world? Or were you left to your own devices, with no help or assistance? The holy Command Seals on your hand have given you a chance to rise above the station others placed you in. Prove them wrong.

0- Holy Man

The Roman Catholic Church. One of the largest, oldest and most powerful religious organisations in the world. Also the premier organisation for hunting vampires, demons, beasts and witches. Who'd have thought? It's been your home and family for as long as you could remember. You haven't just been taught the ways of a priest but also how best to hunt down the monsters that threaten humanity and how to make sure they stay in the dirt forever. That's not to say you agree 100% with the Church's doctrine though. When those Command Seals appeared on your body, your superiors called it a mission from God. Maybe you disagree, but either way you're off to Japan for the fight of a lifetime.

300- Homunculus

The Einzbern family is one of the oldest and most renowned magus families in the world. They specialise in Alchemy, particularly the creation of artificial life or Homunculi. Their foremost creation, as much as you can credit them for it, is Ilyasviel von Einzbern, the most powerful Homunculus made by humans in living memory. Turns out she's not alone. Maybe Ilya's parents actually had two children. Maybe the Einzberns made a second of her sort. Either way you're an incredibly powerful Magus with some hefty natural advantages. You were sent off with or in place of your fellow Homunculi when the Command Seals were gifted to you.

0- Old Hand

Magi can live for very long periods of time, far more so than any normal human, even without some trick or spell or device. A normal magus is likely to live well over a hundred years. So it shouldn't come as much of a surprise that most Magi are indeed much older than the other participants in this upcoming war. Like you. You've been around the block a few dozen more times than any other origin and you have a whole bunch of life experience to fall back on. That said, you're also approaching the end of your natural lifespan. Most Magi start getting more than a bit nervous about the prospect of death and start looking for a way out of it, even if it takes some horrific sacrifices. It was in the midst of your own research towards this end that the red seals appeared on your body. Surely the Holy Grail could grant eternal life?

0- Servant

Unlike every other option here, you're no Master at all. Instead, you're a legendary Heroic Spirit summoned by the Holy Grail to take part in the war. You have incredible powers, ones that would bring even a prodigious magus from this modern time period to their knees in awe. You may also choose to have a legend, myth or series of such about you, though these cannot alter the canon setting or characters in any way. Instead of finding yourself with a set of Command Seals and an awaiting Servant, you will awaken to this world as you are summoned by your Master for the war.

You will find yourself with 1000SP instead of 1000CP, though you can still gain CP by taking drawbacks as well as convert what CP you gain in such a way. Keep in mind that you may only gain access to the Supplement and the accompanying SP through the Servant option once. It is possible to gain another use of the Supplement with SP by using the Demi Servant option in another jump but that too is a onetime use. For information on both what your Servant specific abilities are and how and whom to pick as a Master, please refer to the Servant Supplement.

PERKS

Perks are discounted for the Origin they are under and all 100cp perks are free for their Origin. Perks may only be taken once unless said otherwise.

General Perks

Command Seals- Free

A set of 3 sigils forming a greater overall pattern. This is what marks you as a Master in the Holy Grail War 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.

This perk, as well as the Servant companion option, are optional. If you wish to opt out of the Grail War, you may choose to not take both of these perks and thus give up your place in the war. You cannot take the Class War drawback and any of the other 300cp drawbacks will still come after you but you are otherwise not required or guaranteed to be involved in the war at all.

For information on how to create a Servant, please see the Servant Supplement.

Magic Circuits- Free/100cp

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 and Od, but are also what allows any Magus to manipulate their energies to cast magic. 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 amount of circuits, 20 in total, but each circuit is of exceedingly high quality, 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 100cp you pay extra here.

Stat Sheet- 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. For 100cp, this will apply to all opponents you encounter post jump.

Pranahound- 100

Similar to how Synaesthesia can make a person perceive sensory stimulus from a different sense than usual, you've gained the near-unique ability to do the same with magic. Maybe you can smell blood when in the presence of combat magics or feel cozy warmth when in the presence of magics designed to help or heal. Not only is your chosen sense able to perceive this magic but it has also become three times as keen as it was before in general. Multiple purchases of this perk are allowed, either stacking on a single sense or applying to different senses each time.

Mystic Eyes of- 100

You've gained the fairly uncommon ability called Mystic Eyes. With this, you have access to an innate magical power that is used through the medium of your eyes. While uncommon, a fair number of Magi do have some weak form of Mystic Eyes. You'll find your new eyes aren't like that at all. Rather, they're much stronger than the average Mystic Eye. When you buy this option, you may pick a single one of the below choices.

Fire

Your eyes possess the power of flame. With them, you have gained a control over fire and heat. You can ignite flammable material within sight with a blink. You can also naturally create and manipulate heat and fire within your field of vision. At first, this will be limited. You might be able to create several small fireballs or raise/lower the temperature of a single room by a few degrees. Eventually, you'll be able to create and fling around person sized fireballs, create temperatures that boil people's skin from their bodies in seconds or snuff out house sized fires with a thought.

Charm

Your eyes possess the power of love. By looking into the eyes of another being, you can create a growing affection for you in their mind. A mere glance will give the equivalent of a crush on you for most non-magical beings whilst several minutes of uninterrupted eye contact with those same could create feelings of deep love that last for days at a time. Longer then this would create longer lasting feelings of course. Whilst incredible willpower might allow a mundane mortal to temporarily resist, they're rather out of luck as this magical trait quickly batters down the defences of mundane beings. Any supernatural being however, can quite easily shrug off the effects so it is unlikely you will be able to ensnare any but the weakest supernatural beings.

Trick

Your eyes possess the power of illusions. You are able to hijack the five senses of other beings with nothing more than brief eye contact. Your skill with this new ability is limited at first. You might only be able to subtly influence one or two senses at first and anyone with supernatural powers would be able to negate your influence. But give it a few years of practise, and with something this fun how

could you not practise, and you could find yourself being able to overwrite all five senses of any human as you please, as long as you had eye contact when you started. Sadly you can only influence one person per eyeball at a time, though you only need eye contact once. Supernatural beings aren't immune to your powers but it's not impossible for them to resist like it is for mortals either so don't be surprised if anyone too strong or skilled can see past your tricks.

Pressure

Your eyes possess the power of punches. Or is that meant to be force? Either way, it's the same effect. You are able to create impacts on anything that you can see. These impacts are exactly like if you went over and punched whatever you are aiming at, with all the shape, size and strength of your fist. You can't make more than one eye punch every few seconds for now but you can probably work this down to around one a second if you're really punch happy.

Student Number Two- 100

Taiga Dojo! Tired of seeing the same protagonist die over and over because they decided to take reasonable, sensible choices, the grandmaster of the Dojo has decided to take on a new subject. The Tiger chose you. At any time after you've failed at a task or goal, you can access the Taiga Dojo within your mind. Awaiting within will be Taiga Fujimura to tell you why you failed and give you hints as to how to proceed. At least, that's what she says she'll do. In reality, Taiga does little but make fun of your failure, your obvious stupidity for losing and will quickly descend into ranting. From time to time, other characters from your past may appear and help her with commentary or interact with her but I wouldn't expect any help from them either.

Bad End Night- 200

Some days it seems like death or worse awaits around every turn and behind every door. A man could go mad at the constant paranoia and fear such ever-present death might impose. You though, possess a sixth sense of sorts. As death approaches, you gain a vague sense of impending doom. The closer your death approaches, the greater this feeling grows, until it feels like your heartbeats are blocking out all other noise. This gives no indication of what the danger is or where it comes from, only that it exists and is near. It can be turned off if desired.

Basic Training- Free/200

Everyone has to start somewhere. No matter who you started as in this place, you've got the basic knowledge any magic user has. You know the core arts of Reinforcement, Gradation Air, Hypnosis and Formalcraft at an average level. Reinforcement is the enhancement of the functions of beings or objects through magical energy. You could make yourself as strong and fast as an Olympic athlete or enhance your senses to the best of human ability and so on, or you could increase the sharpness of a sword to cut through steel or the durability of a shield to endure small calibre firearms with ease. Things can only be reinforced so much at a particular skill level before they simply explode from overstuffing. Gradation Air is shaping magical energy into the form of an item, which temporarily becomes real. You could make a sturdy but mundane sword or shield with this, though they would not last more than a few minutes at a time. Hypnosis is the basic form of mind control all Magi learn to use. It can be easily shrugged off by any supernatural being or magic user at this level but

manipulating ordinary humans is quite easy and only those with exceptional willpower be able to resist the use of this without magic to back them up. Formalcraft, generally considered magecraft for dummies, is a way for Magi to use the mana in the air, along with sacrifices or ritual preparation, to make casting spells easier or possible at all for those with little personal magical energy. All of these can be improved with time, sometimes to terrifying levels, but it will take effort and time.

For 200cp, any of these disciplines but Formalcraft may be upgraded to a mastery of the subject. A master of Reinforcement would be able to match an agent of the Church with the Holy Sacraments or even surpass them in one area if they focused on one area. A master of Gradation Air could create simple enchanted weapons for temporary periods or complex mundane ones with many moving parts for hours or even more than a day at a time. A master of Hypnosis would find that even experienced Magi struggle to throw off their influence and that mundane humans are almost incapable of the slightest resistance to their mind control. This mastery can be bought once for each option.

Servant Options

Stronger Servant- Variable

In case 1000 SP was not enough for your summoning needs and desires, you may use this option to convert Choice Points (CP) into Servant Points (SP) at a rate of 1:1. Every 100 CP converted is turned into 100 SP. This is one way only, you may not convert SP to CP. You may transfer your CP to your Servant as CP for them to use in the main jump at a 1:1 rate.

Demi-Servant/Pseudo Servant- 500

Demi Servant costs CP and must be a Non-Servant origin

Pseudo Servant costs SP and must have be Servant Origin

You are...how did you become a Demi Servant?! The process isn't even invented for another year and that's on an infant! I bet it's those guys messing with time again. Impossibilities like you shouldn't even have a chance of existing. Though, with how unique some of your other abilities are, I guess it might not be so out of mind after all.

Looking past that, I guess we should tell you what this means. A Demi-Servant is a fusion between a Servant and a modified human that allows the human to make use of the powers, skills and Noble Phantasms of a Servant they are bonded with. Normally it'd take some time to learn to use these powers and the fusion would give the user a very limited lifespan but I guess whatever time mess up made you like this let you bypass those flaws in the process. You gain the Servant Origin in addition to your original one, though you do not gain the 100cp freebie, and access to the Servant Supplement as described for those of the Servant Origin, with 1000SP and all associated discounts and freebies. Much like being a Servant, you may only gain the Supplement related benefits of this perk once, though it does not prevent you taking its alternative version below at a later jump to gain the capstone booster effects.

On the other hand, perhaps you were a Servant originally, instead of a 'mere' human. Have no fear, a path is also open to you, one less contrived then the existence of Demi-Servants in this year. A Pseudo Servant is much the same as a Demi Servant, a Servant is summoned into a human vessel. Here, however, the Servant is not the one giving their abilities to the human but is instead fully in control of their new vessel. The vessel you were summoned into was blank and ready for your possession, providing no resistance. In effect, you gain 1000CP with which to buy an origin (Or take a free origin for free), perks and items, though none of this extra CP can be converted into SP. You will still be summoned as a Servant by whatever Master you chose, they will simply be the ones to prepare or come into possession of your current vessel in some manner. Like above, you may only get this benefit once, no matter how many times you take the Pseudo Servant option, though you can still take the Demi Servant option in a later jump to gain the capstone booster effects. An important note, is that Pseudo Servants effectively count as having living bodies, for the purposes of Magical Energy regeneration and any other effect that might care.

Whichever option you have taken, the changed nature, be it Servant or Human, has magnified the powers of certain perks you could take. Any 600cp perk will gain an upgraded form for you if you take them and this perk at once, as described in the Notes section at the bottom of this jump. Taking either of the above options does not lock you out of getting a Servant or Master if you normally would, these are entirely separate from such a thing.

Ordinary Teacher

Insider Training- 100

Every spy needs their cover and fortunately for you, you've got it all handled. Whether you actually went through the effort or not in the past, you've got all the training and knowledge necessary for any one mundane job you could think of along with a decade or so on the job experience. You'll also find that when you're working a specific job, it's very easy to make other people just file you under a stereotype of that job instead of paying much attention to what you're really like. A teacher could easily pass themselves off as a dedicated and caring educator of children, despite the emotionless face and hardened eyes of a killer. You can buy this perk multiple times for new chosen jobs.

A Majestic Taiga- 100

People find you oddly charming when you're doing things that really should just be strange or confusing. Having a back and forth argument with your own students over what your nickname should be would send around good natured chuckles instead of head scratches. Running about and roaring like a certain king of the jungle would make people laugh with you rather than hurry on to someplace far away from you. Breaking any laws might still get you a poor reputation but as long as your quirks are just strange rather than criminal, you'll be a fair bit more likeable to those around you.

Hot For Teacher- 200

There's just something about you that catches people's eyes. Even with beings that have cause to hate your sort for some reason or another, you seem at least a little interesting. You've just got that sort of trait that makes you easy to fall in love with, even when the person doesn't have much reason to do so. If you just leave it alone, you probably won't find yourself melting the hearts of any ice queens or kings, but you'll at least be very popular, even when your acting like quite a cad to everyone. But if you're trying to actively appeal to someone in particular, then you could even catch the attentions of someone who might utterly ignore or even hate you normally.

Taiga's Pack- 200

You know that, deep down, everyone's a good person. Oh, they might hide it with a harsh, cold exterior but you know the truth. What's more, you can bring out this true side of people just by being a good friend. Being friendly, helpful and happy to any other people makes them not only warm up to you much faster than normal but it also encourages them to act in a similar way to you, even if that's not normally their type of reaction. Like a guy that might normally be cold shouldering even his usual friends would have a special smile just for you, at least after a few weeks.

Professional- 400

Assassination. It's a dirty business but you're one of the leaders in the field. Far beyond some common mugger or car bomber, you've got all the skills you'd need to sneak into anything short an elder Magus family's fortress. Your stealth skills are enough that only the heaviest mortal defences,

guards or technologies will detect you, skilled in the creation and utilisation of a few hundred poisons, an expert marksman with almost any modern firearm and have particular ease in forming information networks, whether to gather Intel on targets or just to find work from clients. You've got a lot of experience in the field but magic isn't something you've encountered before. Be careful when you run into it because sometimes a quiet step and hot lead aren't enough.

The Family- 400

You might be the nicest, sweetest person to ever walk the Earth...but your family is another story. Whether you were adopted at a young age or born into it, you grew up with powerful and wealthy relatives who were always loving towards you, even in spite of their sometimes unsavoury careers. Whatever their careers or lives are like, you can be assured that your direct and extended family have some combination of great power, wealth, influence and a willingness to lay down some serious hurt and effort for your sake. They do have a tendency to be overeager in protecting you however, so be careful what they find out. Even a hardened soldier is little match for a Heroic Spirit.

Snake- 600

The Snake was the personal martial art of one Souichirou Kuzuki, an art that was impossible to predict the first few attacks from, even from those with supernatural instincts and decades of combat experience, though it dropped severely in effect after those first attacks against experienced fighters. Perhaps you are another student of this martial form or maybe you have your own pseudo-supernatural martial art. One that becomes deadlier the more tired you are? Perhaps you can use wires to slice through stone or steel with a flick of your wrist? Whichever you choose, the rigorous training has brought both your body and your mind to the peak of human ability. Your physical strength, agility, endurance and so on are all enough to compete with Olympic athletes that specialise in any of those alone whilst your mental capabilities let you multitask over a half dozen actions at once, along with placing you on the level of men like Hawking or Einstein in terms of intelligence. Additional Martial Arts as described above may be purchased for a further 200cp each, though this has no other effect and cannot be stacked on one Art.

Hollow Vessel- 600

You were born for a purpose. To be a weapon, one that would kill any target for the right price. And a weapon has no need for petty things such as likes or dislikes or quirks. All that you needed was the ability to adapt to any situation and to understand your targets. Learning new concepts, such as skills or languages or entire cultures, is as easy as breathing to you. You did in a day what took others five, no matter the subject. And when they became jealous of your speed, it was not something you could not understand. Your incredible understanding of emotions and people letting you know what a man felt just by what his face looked like, with only the most tightly controlled being able to mask their emotions from your eyes. This attention to detail assists you in other endeavours too, from near instantly sweeping a room for anything that could be used as a weapon to picking out individuals from crowds of thousands, your skills of perception lie unmatched.

Magus Heir

Power of the Tsun- 100

Being the heir to an old and powerful family can be pretty stressful at times. All the expectations, the secrecy, the politicking and the training can almost drive one to madness. Who could blame you if you snap every now and then? Even less people now that you have this. People will forgive you for quite a lot more than usual now. Burst into a cuss filled rant towards someone, right in their face? Obviously you just had a rough night. Slap a guy after he accidentally bumps into you? Who could blame you for something so relatively small? This won't go on forever though. Cause actual harm and you'll find people really do start putting the blame on the right person but long as your anger and abuse is pretty light, people will treat it as normal.

This is My Absolute Territory- 100

The sad reality of all those fabulous clothes you see some people wearing is that there are certain sacrifices to be made. Things like how utterly freezing your thighs get when your socks only go to your knees or how gross and sweaty your chest gets after you've been running around in a steel breastplate all day. I guess it's lucky you don't stick to reality in this case because you'll never have to experience either of the above two things. No matter what you're wearing, as long as it is not actually harmful to you, will feel like the most comfortable, well-fitting clothes you've ever gotten to wear, regardless of their actual shape, material or quality. Go ahead and wear all the leather, spandex and metal you want.

Well Rounded (Wo)Man- 200

Is it genes? Or maybe it's the inordinate amounts of magic in your veins. Whatever the case, you are fine. Better than fine even, you're gorgeous. The sort of beauty that forms fan clubs and makes people stop and stare on the street. You might want to be careful, this sort of beauty can get one into trouble. Which is why it's good you're no slouch in the combat department either. You won't be the master fighter some of the other things on offer make you but you'll make quick work of anyone without actual training. And to top it all off, you're ELEGANT. You know all the manners to get by in high society, you're good at hiding any contempt for the lower classes and if you, you know, happened to have a temper, you'd get a fair bit better at keeping it under control. Not that I'm calling you a Tsundere or anything.

Touch of Dere- 200

Words just aren't enough all the time. You can't convey everything you feel through speaking, maybe because the other person is being a pig and not listening or maybe you just don't have the time to give them some speech. But you can convey every ounce of feeling and emotion you have through physical actions. A slap will tell someone exactly how frustrated, angry and hurt they've made you, a hug to finally get across the regrets you would never otherwise have been able to express to your best friend and a kiss to show that special someone just how truly unending your love for them is.

The Family Art- 400

The true wealth of every Magus family is their magecraft specialisation. The discipline of magecraft that they have spent generations researching, studying, experimenting on and utilising. It's your inheritance or perhaps, your spoils of war or thievery. However you came to possess the knowledge, you have a few decades of training in a magic specialisation of your choice, enough to make you an expert, if human, user of the art, something along the lines of Rin with her gems, though you are still many years from being a master. Maybe you'll even make a breakthrough that surprises those vaunted masters. A list of canon and suggested non canon specialisations will be at the notes section at the bottom of the jump. This perk can be taken multiple times.

Magus Heir origin takers get a free version of this perk for one specialisation of their choice. This free perk is much weaker than the above, giving only a few years training in the chosen discipline, not much more than is needed to understand and use the basic functions and concepts of what you picked.

Average One- 600

You're not just some ordinary magician. You're head and shoulders above each of your peers. Magic is like breathing to you. You can easily figure out the mechanics of magecraft you encounter, absorb magical knowledge twice as fast as any other student of your level, find making new spells to be the work of weeks or months instead of years and when you actually get down to casting, your magic is twice as strong as that of any of your peers, while only costing as much as you'd normally use without the boost. You've also got an affinity for the 5 elements. Fire, Earth, Water, Air and Ether. Any spells you use involved with these elements will be a fair bit more effective than usual as well as easier for you to learn.

Head Bitch in Charge- 600

It is the duty of the family head to look after and maintain the family's territories. You, as all your ancestors have done, take to this duty with gusto. Across your family's ancestral lands, an area roughly the size of a city, you gain several powers and advantages. First, you are aware of the exact position and layout of all leylines within the area, as well as any other extreme concentrations of magical energy. Second, you have an innate sense for the physical and spiritual health of the land, as well as what needs to be done to fix either if they are failing. While on your territory, your magics become significantly stronger and the magics of those who fight against you become slightly weaker. Finally, you are able to tell when any supernatural being has entered your territory, though no more than that they have entered. In future jumps, this territory can either be set to properties or land that you own, though it does not grow beyond city sized, or be placed in a location of your choice as long as it is either un-owned or you own the majority of the area covered. It can only be placed once per jump.

Sorcerer's Apprentice- 1000

You've done it. The goal of all Magi. Reaching the Root of Akasha. Unbound by the limits of modern technology, numerous users or just mortal limitations. You've inherited one of the 5 Great True Magics...sorta. You see, just making you a master of True Magic would be horribly unentertaining. You weren't even going to be offered it until that kindly old man with the red eyes popped in and made a suggestion. You are getting a True Magic, one of the Five known ones of the modern day, but you're starting from the bottom. You have the ability to perform it without instantly killing yourself and a crash course on the basic functions, making you about equal to Rin at the end of the Heaven's Feel story without the Jewel Sword. After that? It's up to you. Maybe you might like to look for the past users, if they're still around? I hear the 5th Magic has some red haired chick as its owner. And that kindly old man we mentioned earlier? Well, he's always up for giving kids a few lessons on the 2nd Magic. Good luck, you're going to need it.

Of course, any Magic you do eventually master could be taught to a student. Emphasis on A. Once you reach a high level of skill in your chosen True Magic you'll be able to awaken the potential for it in one other being and teach them too. Once they reach the same level of skill that you unlocked this potential at, you may choose another student. Or if they drop out or die. True Magic is quite dangerous after all. You may buy multiples of this perk but only the first purchase is discounted to Magus Heirs.

Hero

I Need a Hero!- 100

A hero is one who is noted for their courageous and noble acts. What's one of the most noble acts one could do you ask? Why, helping other people of course! For you, helping people is like instinct. You always know when someone needs help near you but also a rough idea of how they need help as well as some idea of whether you can help them or not. Never need you waste your time helping someone who can't be saved again! What's that? A real hero tries to save even those who can't be saved? I suppose you'll be needing Patience then. The patience to put up with a year or two of being friends with a real ass of a man while trying to save him from himself.

Layman Linguistics- 100

You've got the oft underestimated or even mocked ability to state complex ideas or philosophies in simple, short ways. If you have the perfect answer to utterly destroy the rantings of the madman before you, it won't take you an hour to explain it all. It'll take you a single sentence to demonstrate exactly how flawed his arguments are while also showing how resolutely determined you are at the same time. You do need to have an answer or explanation however and lacking one is likely for you to just state some obvious, slightly stupid fact in lieu of the verbal masterstroke you intended.

I'm Just a Janitor- 200

All too often, it seems that heroes are just guys good at hitting things real hard and looking impressive. You took a more humble approach to life. Cooking, shopping, gardening, cleaning, household maintenance and even basic mechanic work, you're world class in all of these. Not only are your skills around the best any normal human could get at these disciplines but you'll find people are much more affectionate with you when you do this sort of housework for them. A homemade meal for a lady friend might speed up your relationship by a few weeks or else cleaning up a few times after some newfound mates might really cement your burgeoning friendships.

Ever Distant Utopia- 200

A hero won't always get a perfect ending. They can't always save everyone and every now and then, the girl just dies at the end. But sometimes death is not the end but just a new beginning. A great hero waiting until the day he dies to see his beloved again, never taking another's hand till then, is the mark of many great fables. And you too are capable of that. No matter how long the wait or how arduous it is on your heart, you can bear any length of time without faltering, betraying your promises or losing faith in your dreams, even if eons were to pass. Your mind has no particular protection to the passage of ages from this perk but as long as you have this, you'll never lack for patience no matter the cause.

I Am the Bone of My Sword- 400

One thing. The very core of your being. Something to base your whole life around. For Shirou Emiya, it was Swords. For you? Perhaps something else. You'll find yourself innately understanding the idea you choose, even letting you understand other concepts a bit easier if you can frame it in the context of what you chose. More importantly, you're an absolute genius when it comes to magic based around this one thing. Shirou Emiya, an otherwise poor quality Magus, was able to use magic that approached the level of True Magic when relating to swords. It took him being in a rather unique situation, where usually it would still take years to achieve, but he did what would have been impossible for most Magi. You are on the same level with your chosen idea. When related to that idea, your magic will be many times stronger, many times easier to use and many times easier to learn or create, though the broader the concept is from 'Sword' the lesser the effect will be. Careful to not lose yourself in your own ideal.

We Can Make It Work- 400

The Holy Grail War is not something that engenders team work and alliances, certainly not romance or friendship. And yet...somehow you make it work. You're excellent at convincing other people to team up with you and work well together, as well as making other people work together fine even in spite of anger or hatred. A Master who might only have helped you to save their own skins can be easily extended into a long lasting alliance against all the other foes in the war. If you brought in a second Master, even one to whom the first had extensive dislike for, you would have little trouble getting them to be at least civil with each other. When it comes to romantic relations, you might even be able to convince two or more partners to share you, if you tried hard enough. His does have a tendency to result in them getting much closer to each other as well as you, budding relationships forming between them too. But more love can hardly be a bad thing.

Time Bleed- 600

When a being meets its future self, the two will contradict each other. This contradiction causes the lines between the timelines of each of them to blur and the past self will begin to take on the memories and skills of its future self when in each other's direct presence. An impossibly rare phenomenon...until you came along. Perhaps not as strong but nevertheless, somehow you can cause contradictions with any single being at a time. You are able to choose one being at a time to copy skills, knowledge and memories, while in that beings presence. You leech one hour of memories or skills worth for every two hours which you spend in your chosen beings presence. Active interaction, whether that be a pitched battle or intimate combat, could speed this up to triple its usual speeds. Fair warning, just knowing something doesn't necessarily mean you have the ability to use it and beings will eventually become aware of what you are doing, instantly so with physical contact.

Fated Encounters- 600

You've got a habit of sorts, one of running into surprisingly powerful people that all seem rather happy to help you. A new friend made at school turns out to be a powerful young heir to an ancient magic family, for instance or a teacher who has a secret past of being a powerful enforcer for the

supernatural dark side of the city. You'll frequently encounter these people, ones with special abilities or incredible skills, as you go through life and find that most of them are easily befriended or allied with by you. While often powerful or in possession of useful skills, these people would not change the course of the world on their own. Not without you there to push them into action.

Playing With Marbles- 1000

A Reality Marble. An incredibly rare and powerful technique. It is the forcible projection of your inner world, the core part of you, into the real world around you. It creates a dimensional pocket of sorts that draws in all those around you for a period of time, creating an arena of your design in which to fight. In this arena, you also gain a powerful new ability, such as summoning copies of legendary weapons you have encountered, calling past allies to your side, negating any use of magic and so on. Whatever this ability is, it can also manifest to you outside of your Reality Marble in smaller, weaker forms such as only summoning a small handful of the monsters within your inner self, rather than the thousands you might be able to call upon if you fully manifested it. These realms cannot last forever, the World around you exerting immense pressure because of the changes you have made to reality by the use of this. Thus, no Reality Marble can last longer than a few minutes, though experience and skill improves this over time.

Your Reality Marble is based around a concept of your choosing though no matter what it's base is, it cannot be any stronger than the Reality Marble that one Emiya Shirou eventually becomes able to create as the Heroic Spirit- Archer. Unlike normal users of this ability, your mind will not be twisted or changed in any way through the purchase or use of this. You will also begin with a great deal more skill in the use of the power, the equivalent of twenty years of training in the ability, enough to make it last for a full 30 minutes before you are too tired to maintain the field for any longer and must rest the ability.

Second Child

Best Girl- 100

I get it. Coming out to someone you care about can be pretty hard. The fear of not knowing how your loved one might react, the terror at the thought they'd reject you, that sickening feeling in your belly when you think about what life would be like if they left you because of your confession. It's hard to even say the words. Not so anymore. Whenever you're confessing your true feelings to someone on any subject, love related or not, you'll find yourself able to force the words out with ease, no matter how scared you are. And whoever the recipient is, they'll respond to you right away with their honest feelings, as if they'd had enough time to think over their answer until they knew what they really felt too. No need to worry about someone lying to protect your feelings or feeling forced into something.

Good People Have Good Night's Sleep- 100

First times usually aren't like what you read in romance books. Think less sensual and more awkward. Of course, there's always the exceptions. The lucky few like you. You'll never be awkward or nervous when you're laying with someone and you'll always perform exceptionally well with a partner when you're having a tumble in the hay. I'm sure you'll be popular. But hey, even if you're alone, this'll also make sure you'll always get a good night's sleep, even on rocky ground or a cold floor.

Elite Wallflower Tactics- 200

Somehow everyone seems to forget the basic rule 'Don't Judge a Book by its Cover' when they're dealing with you. You're constantly underestimated and overlooked, even when the opponent really should know better. You just don't look that scary, unless you're actually trying to be. Enemy combatants don't take you seriously or pass you over to focus on other fighters, even if you're an 8 foot mountain of muscle and metal. You can easily pass through all but the most alert of checkpoints without being singled out, even if you were a wanted criminal. Why, if you just wanted to avoid all those annoying friendly people at a party, you could just sit down somewhere and be assured of some uninterrupted peace and quiet. People catch on eventually though, so I wouldn't recommend using it more than a few times on the same guy.

The Matou Way- 200

The bad guys always get away with it. It's hard to disagree with people that think like that when people like you are around. It's damn hard for anyone to pin something on you or even to make the accusation in the first place. Even when it's blatantly obvious, like going home with a girl you constantly berate in public, who then shows up the next day with a few nasty bruises, no one will raise the issue with you. As long as it's less serious than full blown murder or rape and no one but the victim directly witnesses the crime, you won't even have to defend yourself against an accusation, much less actually be arrested and charged.

Mystical Leech- 400

For most people, the only way to recover used up magic is to just rest and let it replenish naturally. Some take magic from others, willingly or not, and others use much more sinister methods. You've got a way seen only once before. Just the act of eating normal food is enough to replenish your magical energies. A quick stop at a fast food drive in might only give you enough for a fireball or two but a full five course meal will bring you all the way to fullness. But what if you were to eat something with magic innate to it? Such as say, a living person with magic circuits? Or perhaps a powerful magical artefact? Having this sort of meal will not only fill you up much more than the equivalent normal meal, but you'll find that your maximum energy capacity actually increased permanently. Just chowing down on any old wizard might not give you too much on their own but the stronger the magic user or magical item, the greater the boost you'll find yourself getting. Of course, you could always just gorge yourself on the snacks. People tend to notice that sort of thing though.

Saying No- 400

Evil is tempting. It's the easy path. The rewards can be so very tempting sometimes and not having to deal with the harshness that can come with doing the right thing, it's not hard to see why some people can fall into the worst sorts of lives. Maybe it was just pressure and stress, instead of dark temptations, but fall they did. You though, you can always say no. No matter the rewards promised to you, the temptations laid out before you, the threats if you don't comply or even outright control of your mind or body, you will always be able to refuse to commit any evil actions, regardless of the outside influence on you. It will always be your choice to make and it will be one you make free of any influence, based only on what you truly desire and need. Of course, this means that your choice will be yours to bear. If you pick badly, no one but you will be to blame.

I am No One's Tool- 600

Most people, when faced with the sorts of tortures that just hearing about would give one nightmares, simply break under the pressure and misery. A rare few with the right sort of will might bend, damaged yet not broken. You? You don't even notice it. Even if you were viciously humiliated and abused for hours every day for years on end, you wouldn't budge an inch. Not only is your willpower so great, your physical endurance matches it as well. An entire day spent being beaten and forced to do hard labour would see you as energetic and chipper the next morning as if you had a full meal and rest. Only the absolute worst of pain would cause you to cry out and you'd easily be able to power through any shame or humiliation others cause you. Finally, even if someone committed the utterly vile acts it would take to break your spirit, you will always manage to pull yourself back together on your own, though it may take a bit of time.

Sakura Viewings- 600

It's the worst sort of feeling, to be betrayed by someone you thought you could trust. Even worse if it was someone you loved. It's not a feeling you'll be likely to know for a long time after taking this, something any would be thankful for. In those who you have already personally convinced to follow your lead or have befriended, you inspire the deepest form of loyalty. As time goes by, these followers and friends will become more and more loyal. At first, this will simply encourage closer friendships and greater work ethics but after a few months of work on your behalf, or a few weeks

for someone truly special to you, they would fight for you even if they forgot everything about you. Even if someone removed the very concept of your existence from their minds, those people would know that you are someone they must protect.

Black Grail- 1000

Much like another child from ten years ago, you were implanted with fragments of a Lesser Grail, the initial and weaker form of the Holy Grail. Much like the Grail itself, these fragments held the essence of Angra Mainyu, but that being's mind does not seem to be active in your fragments. In fact, somehow you have managed to gain both full maturity of these powers and retain your full sanity.

These fragments have bestowed multiple incredible powers onto you. First is an astonishing level of regeneration, enough that most wounds that would kill a human heal in minutes whilst something as extreme as bisection or organ destruction would only take a day or so to heal fully. While you are not connected to the Greater Grail and thus lack the nigh infinite prana Matou Sakura gained, you still possess an immense storage of it. Enough to equal an Servant with an EX rank in Mana with ease, if not surpass them though it will take some time to be able to use it all as at first you can only channel the equivalent to the number of Magical Circuits you possess in any one instance of spell casting. This limit will increase over time and use until it disappears completely. You've also gained the ability to create and manipulate the Black Mud in vast amounts, enough to cover multiple city blocks with ease, though actively expending magical energy can create more if you do not have enough naturally. This Mud contains the essence of All the World's Evils, though not quite every sin as Angra Mainyu himself does, and can quickly break the minds of any human it touches. It can also shaped as the user pleases, forming weapons, shields, attacks and more. The mud also allows you to drain energy from spiritual beings at an incredible rate or to cover them fully in the mud and corrupt them into Alter servants of yourself, the mud making them into blackened versions of themselves with increased power, aggression and loyalty to you. You may also form the Black Mud into animated familiars or warriors, each of which has a low level of intelligence but absolute obedience to you. The presence of this Black Mud and what lays within it has also made you extremely resistant to any attempts to control or read your mind, as those who try must dig through a portion of All the World's Evil to see into your own mind. This resistance also applies to attempts to corrupt you with supernatural substances, the existing presence of the Mud, even if it does not corrupt you, allowing you to shrug off most attempts.

Holy Man

Cast Iron Stomach- 100

You've been through Hell before. Felt it's very essence pour straight down your gullet and boil in the pits of your stomach. You found the whole ordeal rather scrumptious. Whether the food is ferociously spicy, eye wateringly sour or just plain dangerous to put in your mouth at all, you can gulp it all down without a care in the world. You can still enjoy every bit of it but you'll never find yourself gagging or choking on your food and you'll certainly avoid any of the dreaded after effects of certain foods like a spicy Mapou Tofu. It does need to have been intended as edible food for the general populous, so pouring poison or metal down your throat won't do anything but hurt, but even the nastiest or most dangerous of actual foods are now totally safe.

A Man of Morals- 100

Just not the morals anyone else has. You've got the strange ability to completely turn off or alter any part or the whole of your morality at a whim. Finding yourself plagued by doubts after killing a villain? Just turn down that mental knob and suddenly killing people who deserved it doesn't seem so bad. If you were needing to perform some particularly horrific act, you could turn off your morality entirely for the duration then turn it back on and never feel any regrets. Luckily for your current sense of morals, when you make any alteration or removal, you can choose to embed a response that will automatically return it to how it was before once the alteration or removal has served the intended purpose.

In The Name- 200

The work of the Faith called to you one day and you answered eagerly. Or perhaps you just took any direction when offered, regardless of what it was. Even if your reasons were empty, the training you received was not. You are a fully ordained member of the clergy of the Catholic Church in this and all future worlds. You also have a perfect memory of all scripture, extensive skills with the exorcisms of all manner of foul spirits, the knowledge and ability to bless objects with holy power and a sense of trustworthiness about you, not much but enough to tip the scales every now and then.

Messenger of God- 200

It might not quite be the Voice of God Himself but you've closed a lot of distance between the two of you. Your voice, now a lovely and gorgeous sound to behold, has an unnatural ability to cause pain to other people. Any insult you give seems to get under people's skin far too easily, personal attacks easily disturb a person's confidence and directly attacking someone's ideals, with the right words, can shake them to the core. You've also picked up a notable talent for the art of insulting other beings, just to make sure you can mess with them properly.

Rejoice!- 400

For your dreams will be granted! Your dreams of seeing the endless, infinite suffering of others caused by your own hand. Or maybe that was some other guy's dream. Point is, you know how to

make people do things you want them to and to do it without a trace. You stand amongst history's greatest liars and manipulators with your skills and understanding of other people and your ability to plan out things in advance is no laughing matter either. Combined with a talent for hiding your true intentions and actions from even those skilled at detecting such things, you could easily set up a powerful man who had known you for years to die in a brutal accident, along with his beloved wife, and then raise his daughter as your own with her being none the wiser.

Spiritual Doctor- 400

You have gained a Sorcery Trait, a unique aspect or ability of magecraft, known as Spiritual Healing. With this, one can perform surgery on mental or spiritual wounds as if they were physical injuries, using skill in magic and magical energy to heal them. This could allow the user to bring back the mind of someone who has gone insane or to heal damaged Magic Circuits. Beyond just healing, it is possible to use this trait to do other surgical actions, such as transplanting numerous Magic Circuits relatively safely or taking out Command Seals from a Master's body/soul and implanting them in another person. An esoteric technique such as this however, is extremely costly and requires great skill in medical techniques in the first place. Whilst you will never lose this Sorcery Trait from overuse like other users, you will need greater and greater amounts of skill the stranger or more dangerous the surgery you are performing with it.

Holy Sacraments- 600

The Sacraments are gifts from God to his most favoured servants. At first. The Church has long since deciphered the method to apply these incredibly blessings to its most elite agents and you were one such being. Or you just stole the process. Your body has been greatly enhanced by the process, giving you the strength to smash thick trees in half with a single punch, enough speed to outpace any modern race car and durability such that small calibre firearms would be lucky to bruise your skin. Your body also carries an innate holy enchantment, making every unarmed blow you deal like one dealt by a weapon blessed with holy power, exceptionally deadly against the creatures of the night. Finally, your resistance to the corrupting nature and powers of evil beings, artefacts and lands has been greatly increased. It would take a notably strong demon or evil spirit to break through this initial defence.

Sympathy for the Devil- 600

Everyone deserves a chance, don't they? Even the worst sort of being deserves a chance. Somehow, villains and evil beings of all shapes and sizes get a sense that you know this, whether you agree or not. Often, instead of just being killed or sentenced to some worse fate, the bad guys will offer you a chance to work with or serve them instead. If you're actually bad too, this might even work on barely sentient monsters or forces of evil too, allowing you to act as an avatar of their wills. The best part is that you won't be viewed as some disposable tool or henchman but as a valued agent. If you are sacrificed, it will only be for a truly important goal.

Homunculus

Artificial Lifeform (Free/Mandatory)

You were not wholly naturally born. Whilst you were in the womb, numerous experiments and treatments were carried out to transform you into an artificial being known as a Homunculus, a particularly powerful one at that too. A great deal of your body is made up of Magical Circuits, 1000 circuits of the highest quality lying within you. This immense magical power is supplemented by an innate affinity for all magics, increasing the speed at which you learn magic by a fair amount. Your body is unnaturally enduring as well, allowing you to survive wounds that would quickly kill a human, such as multiple gaping sword wounds, for much longer periods of time, though a thorough opponent can still kill you by destroying your organs or dealing a truly brutal beating. You may not be as powerful as your pseudo sibling Ilyasviel but you also lack the limited lifespan her increased power placed upon her, instead your lifespan remains unchanged from a humans. Also unlike your sibling, you are not just an imprint of Justeaze's personality and memories on a new body, though neither do you possess the Wish Granting Trait as a sacrifice. You may optionally choose the albinism-like colouring Ilyasviel possessed.

Players who do not take the Homunculus origin may take this perk for an undiscounted 600cp.

Tiny Terror- 100

As many benefits as being tiny and cute can bring to you, and there's quite a few, it does come with certain drawbacks. I'm not talking about how you need help to reach the top shelf or how people make jokes about your lack of upward altitude, I'm talking about the severe lack of intimidation factor someone faces when they're quite so tiny. You though? You don't need to worry about that. Whenever you're trying to give someone the goose bumps, your relative cuteness and lack of size will never impede your scariness. You'll always be as scary as you would be in your scariest guise or form. You might even be a little bit scarier then you were before.

Snow Fairy- 100

Even when you were little, you somehow seemed to know just what the proper thing to say was. All your tutors seemed bewildered by how you seemed to know their lessons before they even taught them to you. You might not be particularly charismatic on your own but when it comes to manners and courtesy, you have an innate knowledge at all times. No matter the culture, event or family, you always instinctually know what is expected of you and how to perform the courteous actions that are so expected.

Big Damn Lolis- 200

The way you just happen to always arrive right on time to stop the villain getting away or foil the hero's dastardly plot to ruin your evil plans, some people think you're really just waiting in the wings for something to happen. You're not quite that good of a planner though. Really, you're just lucky beyond belief when it comes to arriving at the most dramatic time. As long as it's not straining belief more than a little for you have gotten to some place quick enough, you'll always arrive to any

heroically or villainously appropriate situation at the most dramatic time possible. You'll get to your captured friends just in time to block the executioner's blade or arrive just as the hero thinks they've finished one foe off for good and has let his guard down. Just remember, stretch reasonable timeframes too far and you'll just get there late.

Voice of the Lorelei- 200

You're like one of the Sirens of myth, only much more capable. Unlike most Magi, who need to use a magic spell or mystic eye of some sort, you are capable of hypnotizing other people with just physical movements, though it is not particularly difficult to break this mundane effect. However, when you actually use the same methods other Magi use, your mind controlling magics are far more powerful. You can control more at once for longer and have it be harder to break out of than any of your peers could, with only those who specialise exclusively in the mental arts being able to match your innate talent.

Ancient House of Jumper- 400

You've got the Midas Touch, or so say those in awe of your financial acumen. Money making is as easy as breathing to you. You just have a sense for what is or will be profitable and what won't be and you'll find yourself quickly learning the ins and outs of any currency or trade system. Even when you aren't actively trying for it, opportunities to make some cash gravitate towards you, allowing you to easily maintain even a luxurious lifestyle without doing anything but take advantage of the chances that will present themselves to you often. A family of great status and power should have the wealth to go with it and you'll always have an easy time with that now, it wouldn't be surprising for you to easily break the 7 figure mark, nor to go further beyond with some actual effort.

Homuncu(te)lus- 400

You're cute. Adorable. A certain M word might even describe you. The sort of cute that could set an idol's career on its own and engender no end of lenience from others around you. But your cuteness goes beyond just some physical appearance. The very essence of the cute little girl/boy runs through you and with it, so too do you attract those wish to protect that essence, to 'protect your smile'. You engender these feelings of protectiveness in anyone with even a small inclination for such things, so long as you don't do too much to break the illusion, and while many might not leap in front of bullets for you, they'll certainly take your side in any verbal argument or bare knuckle brawl. On the other hand, the sort of guy who already runs about protecting little ones like you? That bullet shield example might not be so out of place.

Bonds of Fate- 600

Finally revealed, the secrets and knowledge to the Einzbern's Homunculi creation methods. It's all yours. From the way to turn natural children into basic Homunculi to creating flawless versions of the super Homunculi such as Ilyasviel herself, you've gained not only the knowledge but also the expertise in medicine, surgery and Alchemy focusing on life creation to actually carry out the process entirely on your own. Beyond mere skill, your creations, when they be living beings, seem to be

better than those of any other peer on a fundamental level. Life you bring into being with your magics and sciences, from this world or any other, is stronger, faster, and smarter and so on then it would normally be. You could possibly focus this into one area or spread it out even more generally with some work. Taking The Family Art in Alchemy on top of this would push your Homunculi beyond even what the Einzbern family achieved.

Wish Granting- 600

The unique ability of the Einzbern family and one of the most powerful Sorcery Traits in the world. You've finally gained possession of it. This ability allows one to entirely bypass the need for skill or knowledge of magic, instead using the brute force method of expending vast amounts of magical energy to replace such things. In effect, it allows one to expend magical energy to achieve any possible effect desired. This is limited by the tremendously increased energy costs such effects have when compared to what casting the same effect with the skill and knowledge normally required would cost. These base costs are built on whatever magical system you possess and prefer to use for it, though note that Wish Granting cannot accomplish the completely impossible for your chosen system. If you were using Magecraft as a base, you would not be able to accomplish feats in the purview of True Magic, no matter how much magic you put in. Unlike the average user of this Sorcery Trait, it will apply to any form of magic you possess, rather than just be limited to what is used through your Magic Circuits.

Old Hand

Call Me Grandpa- 100

Some people might say a man with sunken eyes and tightly stretch corpse white skin and rotting teeth and pitch black eyes and the odd dozen wriggling bumps across the skin is pretty much a complete nightmare. They might even go on to say that someone whose voice reminds them of chittering insects and tells everyone to call him Grandfather is reminiscent of a horror movie. Bah, what do they know? Obviously you're nothing more than a caring, well-adjusted individual who looks just fine. No matter how blatantly evil you might look or how obviously sinister your voice or words are, people aren't going to think you're anything other than a normal person. At least until your actions prove otherwise.

I was Quite a Looker- 100

As the years go by, many men and women seem to lose what made them so stunning in their youth. You were lucky in two respects. For one, you aged very gracefully as you grew old. Even if you were a century or more in years, you wouldn't look a day over fifty and a very lovely fifty at that. The second spot of luck you encountered was how you passed down your beauty to your descendants. No matter how distant they are or even if they are only adopted, any of your children or descendants will possess a significant measure of your beauty as it was in its prime and will also age as gracefully as you do.

The Makiri Way- 200

Methods that have been perfected over centuries of effort and practise. Methods to extract information, compliance or just raw, utter agony from any human being and a great deal of inhuman beings too. You've become a master of the arts of inflicting pain on others, whether for the sake of it or to get something from them. You know almost every method that already exists and you're a prodigy with coming up with new ways to inflict pain, even on how to cause it to beings that don't normally feel it. Neither are you limited to just physical pain either, breaking someone mentally or emotionally is also well within your grasp. You've even figured out a slightly benevolent way to use your skills, that using them on students in the course of their training will speed up their learning the more deeply they suffer.

For Her Dream- 200

An immortal being does not age and few consider what that truly means. To watch everyone you know and love waste away, to see your entire culture and civilisation crumble before newly rising ones, to know you are alone and out dated in a world that has moved on. But some immortals manage to adapt. You are one such being, having become immune to these effects of time. Whether you are unaging or not, the passage of time will never leave you unable to adapt and the deaths of loved ones to age will never leave you a broken wreck. You will always be able to find some new form of enjoyment or meet a new person to love in time, no matter how long you have lived already.

Slithery Bastard- 400

Any true Villain always has a way out of any plan. Getting into a mess without a backdoor waiting for you is just the mark of amateurs and you're certainly no amateur. You've got a great eye for knowing all the escape routes open to you when a plan goes wrong and if you take the time to think on it beforehand, you can usually set up a few in advance too. But that's not really your best trick. Your best trick is that now no matter what the situation, you always have a way out of it that you could potentially take. Whether it be a plan gone awry because of some heroic intervention, a far too clingy romantic partner or a magic ritual you've just messed up, you have a chance, though sometimes very tiny indeed, of getting out of any situation you're in.

New Founder- 400

While you might not be quite the sort of genius the Three Founders of the Grail System were, you're no slouch in the ritual department. Making rituals is a breeze for you and those you personally make often turn out to be half again as good as you'd expect. It's dealing with stuff that already exists where you come into your own. Loopholes, tricks and abuses of the system just seem to pop up in your mind whenever you're working with a magical ritual someone else has created. Every now and then, you'll even find yourself being led to loopholes you had no way of knowing about, stuff that needed knowledge you couldn't have had till then. It's nothing to worry about.

Worm That Walks- 600

Centuries ago now, one man discovered a form of immortality that approached the perfect ideal so many strove for. A pair of the ability to take life from others to extend his own lifespan and to split himself into countless bodies to make violent death almost impossible. But he failed to account for what the passing of time would do to his mind and soul and thus he rotted to a wretched facsimile of the great Magus he once was. But what Makiri Zolgen, also known as Matou Zouken, failed to do, you gained in truth. You've become a lich of sorts, one formed of the bodies of dozens of pests, such as worms, spiders, rats, snakes or a similar sized mundane creature, though these are twisted so as to obviously be magical and/or monstrous versions of the mundane being. Each of these bodies is a magically enhanced Familiar totally under your control, stronger than any natural version of itself, and each serves as a phylactery for you that you can use the senses and body of as if it were your one, all at once. As long as even a single one of these pests survive, so too do you. You may also use these pests to drain the life energy from other living beings and extend your own lifespan in exchange. You will not experience the spiritual rot Zouken did but your mind has no particular protection against the hazards he faced, at least with this perk alone.

Taking this perk with Worm Farm allows you to count, if they are the same type of familiar as what you have chosen here, every 'Worm' in your farm as being part of this perk's effects.

Domination- 600

It was the Makiri family who created the Command Seal spell that would become so integral to the operation of the Grail Wars. Only the ancient head of that family, Zouken, may still remember how to create new ones, though others have since figured out how to transfer existing ones. Not only can you make new ones as good as Zouken in his prime but you are not limited to creating these for just

Servants in the Grail War. Whilst expensive and time consuming to craft, you are able to apply these Command Seals to any target willing, or simply unable to resist, to take them. The wielder of these Command Seals is either yourself or a person of your choice and the bond between the wielder and the target automatically forms. The spells work exactly as they would as if they were the normal set of 3 Seals any Master gets, the only difference being the targets, wielder and number are now chosen by you, as long as you go through the effort of their creation.

Servant

Catching Up- 100

One of the most basic functions of the Grail System is to ensure that all Servants have the basic knowledge necessary to function in the modern world. This includes things like basic knowledge of technology levels, culture, laws and modern society, as well as the most spoken language in the region in which the Grail War will take place. While any Servant automatically gains these effects during this jump for the Fuyuki City, Japan area, purchasing it will cause it to apply wherever you go. This ensures that you always possess the knowledge listed above for any area you are in, though without external influence this knowledge will be temporary and leave you as you leave the area in which it affects.

Experience of Ages- 200

Getting caught up in one's own legend is disturbingly easy, especially with how justified it can feel sometimes. Why should you fear this fresh faced young boy when you have fought the greatest monsters the world could throw at you and emerge victorious? No matter how justified, these feelings eventually lead to overconfidence in oneself and underestimation of one's enemies. You have learnt how to always have a stable and fair image of your own power and that of any opponents you face. Never again will you overestimate your own abilities, even if you haven't rigorously tested those limits you will know what is too much for you. The opposite is also true as you will never underestimate any enemy for any reason other than simple lack of knowledge. Your pride, ego and past experience will never cause you to take an opponent any less seriously than they deserve.

Mythical Visage- 400

Like the legendary Helen of Troy or the divine Aphrodite, your beauty is far beyond any mortal constraints. Whilst almost all Heroic Spirits are gorgeous to behold, your visage is so shockingly beautiful that it would make those in the midst of combat stop to stare at you. Even veteran warriors such as other Servants would be unable to stop themselves from pausing just at the sight of you. This awe-inspiring appearance is enough to make many mortals that lack strong wills fall in love with you from sight alone. There is little need for charisma when personal attention from you can reduce almost any man or woman to stuttering messes eager to do what they can to please you.

Dragonheart- 600

The blood of the dragons runs through your veins now and with it, your Magical Circuits have been transformed into something greater. A Mana Core is like a magical reactor, the difference between it and ordinary circuits being like comparing a single machine on an assembly line to an entire factory. This alone would grant C ranked Mana as a Servant, equal to 3000 magic circuits of high quality, but its true benefit is in the incredible restoration timeframe it has. Whilst unavailable as a Servant without some way to gain a living body, when it works it will restore the user's magical energy to 100% within 24 hours, regardless of how much magical energy the user has.

ITEMS

All Items are discounted to their Origin, with 100cp items being free for their origin. All items can be purchased multiple times unless noted otherwise.

General Items

Heroic Histories- 50

You received a small but thick book, detailing the true history of either your chosen Servant or one of the many other Heroic Spirits that exist in this universe. It will tell every story, myth, tale and legends that is true about your chosen character, in an entertaining and easy to digest manner. It holds no knowledge of magical secrets or advantages and is simply a surprisingly knowledgeable story book. Perhaps you could embarrass your new friend with some of the less flattering tales about them.

Grail Grimoires- 400

A series of journals, notes, documents, books and other piles of paper have been delivered to you. This vast mass of information was the starting work of the Three Founders and Zelretch Kischur Schweinorg, the 4 Magi who created the Holy Grail and the accompanying system of war. Nowhere near the complete documentation of the build process, this trove of information still contains years of work that would propel anyone beyond any competition in recreating the Grail System if they had obtained the necessary abilities to even start and even if they lack those, the sheafs and sheafs of paper contain many hints and tricks to manipulate the Grail System as is, though you'd need a way to access the Grail first.

Ordinary Teacher

Bespoke Wardrobe- 100

Whether you need to look good for work or you've just got a liking for being fabulously attired, this has you covered. Either attached to your Warehouse or to a property you own, this room is filled to the brim with custom tailored clothes of any range. From three piece suits to dress shirts and slacks to bathing wear, any modern day article of clothing you can think of can be found here. Whatever you pick up will always be tailored to you specifically and can optionally have a crest of your choosing somewhere on the piece of clothing. There's no need to worry about running out either.

Teaching License- 200

You find in your possession a small certificate that can be decided, once per jump, to record the title of a chosen mundane job of your choice. Once the certificate is filled out, you will nearly instantly receive an offer, somehow, for that same job in a place that is relatively close to your current location. This job offer is made regardless of any history, records, past or lack of any of the three you might have.

Mountain Temple- 400

You have come into the ownership of a good sized temple and the tiny mountain it resides on, which has one long, winding staircase leading to the temple with a large torii gate at the top. While there is little else but the shrine there, the shrine itself is spacious and well maintained by a few dozen monks who reside there at your leisure. These monks care for the temple and the surrounding land, as well as carry out religious services, either in the name of a religion of your choice or something they picked otherwise. Both the monks and the temple itself exude a peaceful aura that will greatly assist any sort of mental recovery or rehabilitation and the men here are worldly enough to offer sound advice on many paths of life. Not all that is special about this temple is known to those who live here however. Surrounding the mountain are incredibly powerful wards, enough to stop all but the strongest of Servants from getting in by any route other than the staircase, which itself is narrow and easily defensible.

Severance Package- 600

Gathered over a long and illustrious, but unknown to almost all, career. You took what you had gathered with you when you left for the war. This is a particularly vast armoury hidden in a location of your choice, containing thousands of firearms, countless close range weapons, large amounts of explosives, assorted and exotic poisons, dozens of suits of tactical armour and so on. Easily enough to supply an assassin with anything they could need for a few decades of very active work, this can also be used to outfit a military force several hundred men strong in an emergency.

Magus Heir

A Special Ruby- 100

A notably powerful magical gem that is attached to a well-made and fancy metal necklace. This gem is capable of holding a large amount of prana, enough to match a dozen full grown Magi's maximum capacities with ease. It can only be used by those you desire to be able to draw from it and drawing forth the energy within is near instantaneously, just as fast as naturally using your own energy. Storing magical energy in the gem is just as quick and easy.

Tools of the Trade- 200

Every wizard needs a wand and a cauldron and you're no different. If you have not picked The Family Art at least once, buying this will simply give you a series of tools to enhance the power of Formalcraft to a good degree. However, purchasing The Family Art will mean this perk can instead grant you specialised tools for that specific magic specialisation. These tools will always take the form of very useful enhancers or ingredients to the specific magic form. Gem craft users will gain a bag filled with high quality gems, all of which respawn a day after they have been destroyed through use. Alchemy users will gain large assortments of alchemical tools, all of the highest quality craftsmanship that will never break. If you have taken The Family Art more than once and also bought this option, further purchases of this option will be discounted to you, with it being reduced to 50cp per buy for Magus Heirs as they gain both discounts at once.

Magical Manor- 400

An expected part of your inheritance, the old family home. This is a two story redbrick home with lavish inner furnishings, all in a German style. The house seems to clean and take care of itself, even if a whole room is trashed beyond repair, it will be in pristine condition by morning. As comfortable as the house it is, its real draw is actually the basement hidden beneath the home. Completely undetectable without significant supernatural powers or actually blowing open the ground, this basement holds an extensive magical workshop. Filled with common and rare magical reagents and ingredients, both of which replenish over time. Numerous magical tools for crafting, enchantment and a variety of other disciplines can also be found here, as well as a fair sized but empty room for summoning. Magic cast here is undetectable to those outside the basement, though the basement itself is not indestructible in any way. If you blow the place up, people will notice.

Majutsu Kokuin- 600

The lifeline of every Magus Family. This single item, taking the form of an intricate tattoo somewhere on the owner's body, is the collected magecraft knowledge of the entire family. Each generation donates a Magical Circuit and all of what they have researched, learned and discovered to the Magic Crest as it is passed down from each Family Head to their Heir as they come off age to inherit. Your Majutsu Kokuin, whether it was given to you as your rightful inheritance or you stole it, is one of an ancient and powerful family. Tens of generations across centuries have worked on the knowledge that lays within, which is focused on a Magic Specialisation of your choice. You may freely access this knowledge at will, as if it were in your own head. The Crest also contributes the equivalent of 100 Magical Circuits to your own, from those donated by past Family Heads.

Magus Heirs gain a free version of this perk but it is much weaker. It is the equivalent of a Family Crest with only a generation or three behind it. It holds 3 Magic Circuits and knowledge on a small handful of low to mid-level spells in general or focused on a chosen Magic Specialisation.

HERO

Senpai's Proof- 100

A gift from a red haired student with no further interest in archery, this classic Yari bow has a few special properties to it, calling back to the abilities of its past owner. It is always perfectly maintained and in good condition, no matter the abuses it is put through. Second, when the user of the bow focuses on aiming their shot for 7 seconds, they can be assured that they will perfectly fire that arrow at their target. As long as the target is stationary and no external influences are present, they will never miss the target.

Torashinai- 200

This totally ordinary shinai comes with a cute yellow tiger accessory. It is completely normal and any feelings of impending, utter doom that surround the blade and its wielder are simply imaginations on behalf of the viewer. If such an aura did exist, it would be quite effective in unbalancing any opponents the wielder might have. But such an idea is obviously foolish.

Emiya Inheritance- 400

Not exactly the same home that Emiya Shirou inherited but one very close in make and layout. This walled estate includes a traditional Japanese home with plenty of space and spare rooms, along with several attached buildings. One of these external buildings is a basic Magical Workshop with a magical circle laid into the floor but no notable tools of any sort. The home has an extensive and fully stocked kitchen that always seems to make the skills of any who cook there much greater than normal, as if some sort of spirit was guiding their actions and choices as they prepared meals. Finally, the home is surrounded in a nearly impossible to detect Boundary Field that alerts the owner of the home to any uninvited intruders.

Fragment of Paradise- 600

A single large shard of Avalon, the Noble Phantasm of King Arthur, his legendary sheath that held Excalibur. Implanted within your body is this shard, undetectable to any outside observer as it takes a purely spiritual form whilst inside your body, though you can remove the shard at any time. Whilst not near the full power of Avalon itself, thus it cannot be used in the same defensive manner, the shard does confer a vastly extended lifespan to its owner, several centuries of life in your prime at least, as well as a significant healing factor. Injuries that would take a normal human months to heal, if ever, would disappear within a week and even wounds that could not naturally heal such as severed limbs would heal eventually, given enough time.

Second Child

Impeccable Recommendation- 100

Student registration papers that have already been signed in your name but have an empty space open for the name of the school. At the beginning of any jump, you may decide to fill in this empty space for an open invitation to a school of your choice. Everyone at this school and those associated with it will accept you as a student regardless of your actual age or appearance.

Heart's Memento- 200

It was a gift from someone very precious to you that disappeared a long time ago. It could be a ribbon or necklace or watch or some other small item or decorative piece. What matters more is the emotions it can bring out in you. If you keep this memento on your person, then once a year, when you're about to break from misery or despair, the sight of it will bring you out there. Even if you're all alone now, you remember that one person who always stood by you. Maybe you'll meet them again someday.

Womb of All Evils- 400

You discovered an immense cavern years ago, which you laid claim to upon realising the unnaturally powerful aura that was embedded into the very ground. Hidden underground near your starting location or on a property you own, this huge cave amplifies the power of any 'Evil' magic four times over when the caster is inside, including rituals for dark purposes or spells to summon evil beings. The enhancement is quite clear cut and intending to use evil for good will not take effect, only evil magic used for evil purposes will be enhanced. The cavern emits a terrible aura even beyond the cave itself but at that distance it only serves to ward away anyone not specifically travelling to the cavern.

Shard of Evil- 600

A single blackened shard of what used to be a golden cup. This shard is just one of the many used in the process to create a Black Grail. In particular, there are two notable uses for this, though other ways to use a shard of a powerful magic artefact imbued with pure evil are certain to exist. It can be used to empower a spell or ritual, unleashing a vast amount of mana to be used for that casting or be used to unleash an immense blast of Black Mud that will disappear after a few minutes but in the meantime can be controlled by you. Either of these uses will restore the shard within a month. But it can also be used to make Lesser Black Grails. By implanting this shard into a person, they can gain weakened versions of the abilities described in the Black Grail perk, though they do not gain any protection against going mad from the power or evil within them. If you also possess the Black Grail perk, you can command these Lesser Grails freely, until they expire. Use of the perk in this way causes the shard to respawn a year after its use.

Holy Man

Limitless supply of Mapou Tofu- 100

An everlasting, endless supply of this spiciest of foods. This Chinese dish consists of tofu placed into an ultra-spicy chili and bean sauce and is the particular favourite of one Kotomine Kirei. If it's not quite to your style, you can have this option instead be any specific spicy food you can think of. Choose one and gain an infinite supply of it.

Holy Vestments- 200

A notably powerful holy artefact, this enchanted priest's cassock is one of the better protections the modern magical world has to offer. Covering everything from the neck down, its holy protections are enough to fend off anything short of a high powered sniper rifle in terms of mundane weapons, with anything lesser being lucky to deal bruises. It also has strong protections against unholy weapons, significantly reducing the power of any evil or unholy attack or spell used on you whilst wearing this. If you have a particular outfit of clothing in mind already, you can instead transfer these magical protections to it.

Church on the Hill- 400

In the nearest town or city to your starting location, there is a small but well-built church under your ownership. It can be of whatever faith you desire it to be and, barring exceptional circumstances, will have at least a fair sized following of that faith inserted in the surrounding area. The church also has living quarters and a few spare rooms behind the main areas, along with a stairway leading down into the basement. This basement is very special. It holds the motionless but still living bodies of several dozen children on stone slabs, each surrounded by magical runes. Each one of these bodies is a constant supply of prana to the one connected to the rituals, namely you. The main effect is that you add the speed of replenishment they have to your own but in an emergency you can also draw more magical energy from those on the slabs, though too much can kill them. The children are just the initial victims and they can be replaced with different or even better sacrifices, though note that anyone greater than a normal human will need additional bindings to keep them on the slabs.

Coal Heart- 600

A parasite of sorts that has infested the innards of your body. Formed from the Black Mud of Angra Mainyu but somehow free of his mental presence, this black substance sustains your life without corrupting you. More than the original user of this trait, you can survive almost any sort of physical wound done to your body and simply have the mud replace whatever was damaged or destroyed. Whilst it confers no true regenerative ability to the user, nothing short of being ground or shredded into hand or finger sized chunks will actually cause the user to suffer a final death. Any less and more black mud simply pours forth to take place of the damaged body. This confers the defence against physical wounds, even if caused by magic, but purely magical attacks, or more esoteric things, will largely bypass this muddy defence.

Homunculus

None Shall Pass- 100

A somewhat ornate halberd formed from enchanted iron. Close enough to unbreakable to anything short of a Noble Phantasm, able to slice through metal like cheese and unfortunately, just a little too long for someone your size to wield comfortably. In fact, it seems like this Halberd has some sort of strange curse in which it is always slightly too long for anyone who uses it to use properly for someone of their size. I'm sure someone with magical abilities might be able to use it right or maybe just find some use for that increasing size.

Noble Menagerie- 200

A familiar is an ordinary animal or magical creation linked to the creating Magus, often this creature has enhanced physical abilities as well. That Magus is able to command these familiars with absolute obedience, as well as share any of their senses at will. You've come into the possession of particularly high quality familiars made by the Einzbern clan. Whilst all are based on mundane animals in the real world, each one is enhanced to the point of being able to easily tear through whole packs of their mundane brethren and can share their senses with their master even over a hundred kilometres of distance between them. Several options are available in terms of what familiars can be taken. The first, several dozen creatures the size of small birds of mice can be taken. Second are a half dozen to dozen animals ranging from those the size of a dog to lion sized familiars. Finally, one can choose to be given a single very large familiar, such as a draft horse or elephant. This option can be taken multiple times to stack or choose different sorts each time.

Misty Castle- 400

Somewhere, in a remote and isolated location, lies a small castle that seems to be constantly enshrouded in mist, along with its surroundings. This 3 story palace has dozens of rooms for almost any purpose one could desire and the most lavish and luxurious interior along with a large and well cared for garden in the centre of its layout, open to the sky. This fantastic residence comes with ten or so robotic Homunculi who are incapable of true free will but will carry out any functions expected of a cleaner, cook, guard or general servant when within the bounds of the castle and its surrounding lands. Speaking of which, the lands around this castle are also owned by you. They extend for at least a dozen kilometres in every direction around the castle but will never be anything but empty terrain such as forests or plains.

Dress of Heaven- 600

Made from the body of an Einzbern Homunculus, this is a replica of the last remaining artefact of the Third Magic that that family has in their possession. It'd be a good idea to not flaunt that you have this if you're not a part of that family. While it cannot truly replicate the Third Magic, this dress still allows it's wielder to transfer souls between containers. With this one could transfer one person into the body of another or into an artificial body of their own creation, quickly and painlessly. It could even allow one to store a person's soul in an inanimate object for period of time. It also has the effect of turning any human who touches the dress into gold quite quickly. Thankfully, this restriction has been lifted for you alone, if you are human. Perhaps it'll make for a good defence?

Old Hand

Book of the False Attendant- 100

A red, hard cover book has found its way into your possession. This book contains two things of use to you. The first and most notable is a single extra Command Seal is held within the book, connected to you or any you wish to have. This Command Seal regenerates once per month but cannot be used to maintain the Servant bond if it's all you have left. The second use is the ability to store several basic spells as well as a limited but constant amount of energy to supply them with. These spells include basic Reinforcement, a basic blast of dark energy and a basic healing spell.

Retirement Plan- 200

A product of hard work and smart investments over the many years you have lived or maybe just inheritance from an older relative. You not only have a small fortune stored in a bank account in your name but a surprisingly vast array of investments and shares that, if you were to withdraw them right away, would make you one of the wealthier men in the world. The real trick is leaving those funds in as every investment chosen is sure to provide at least a small amount of profit no matter what, potentially far more with your personal interference. For someone who lives for centuries, that sort of interference is child's play.

Faded Legacy- 400

A house that seems to embody the ideal of the haunted mansion. It's been in your family for countless generations and many old heirlooms and portraits still line the walls of each room. While the house is quite obviously one of great wealth, its halls and rooms always give off a vibe of having been abandoned for a very long time, even when properly cared for. Such an old house is filled with many secret passages, escape routes and safe rooms known only to you, some of which can only be found or opened with magic. Beneath the house, to which many of these secret paths leave, are vast catacombs. Originally just the family tombs, they have long since been expanded to cover great distances in all directions from under the house, with tunnels having opens as far as ten kilometres away. Handy, for keeping things secret or making an escape.

Worm Farm- 600

You're the possibly proud owner of your very own 'Worm' farm. Either underneath a property you own or simply in an out of the way location near your starting point, lies an underground set of tombs. These tombs are filled with nests, each dedicated to spawning a specific sort of supernatural vermin. Whatever one sort they make is up to you but they only need a bit of biomass and some tender love and care to start producing. Whether you want Worms, Spiders, Rats or some other creepy crawly, they all share several supernatural properties. You can see through the eyes of any of your vermin as long as they are not more than 100 kilometres from you. Each one is about as deadly as a Japanese Giant Hornet, they obey any command you give them and more importantly, each one functions as its own magical circuit, which can be placed inside another person and they can use it as if it were their own. Unlike Zouken's Worms, these do not put undue stress on the user's body to use, though they do take up space so you can only fit as many in as physically possible. They also won't require any unsavoury attentions to grow properly.

COMPANIONS

Servant- Free/600

You can't be a Master without a Servant. All players who choose any origin except the Servant origin gain a Servant for free. This Heroic Spirit, the being that will help you win the Grail War, is to be built using the connected Servant Supplement. They will gain 1000 Servant Points (SP) to use in that Supplement for free. CP can be converted into SP for your Servant at a 1:1 ratio, though only a maximum of 1600 extra SP can be gained through this method. There is a range of pre-made Servants at the end of this Supplement for any player who wishes to skip the creation process as well as guides for how converted points may be spent well on these pre made Servants. Any new Servant companion, as in you are not the Servant in question, gains the Servant origin and 300cp to spend on the Servant perks found in the main jump.

For anyone who chose the Servant origin and still desires to have a Servant of their own, you may pay 600cp to gain a single Servant as described above as well as the Command Seal free perk. They gain 1000SP for free and all associated freebies but do not share converted SP with you. If you wish to give them converted SP, you must do so separately from any you give to yourself.

You may also choose to import a single companion into this option for free, as long as you have a Servant to import them into. They do not get anymore CP then described above and cannot be imported with the option below.

Master- Free

You can't be a Servant without a Master. This is the person who will support you and supply you with previous mana throughout the Holy Grail War. If you have chosen the Servant origin and opted to not take the Canon Master for your Servant Class, as outlined in the Supplement, this is the option for you. They gain 1000CP to spend as well as either one of the free origins, excepting Servant, or Homunculus for 300cp, with the discounts and freebies these origins come with. They may convert their CP into SP for you to use as a Servant but be aware this will leave them vulnerable and possibly lacking magic to power you with. As described in Not Alone, their appearance, personality and history is entirely up to you, so long as it does not grant them any special advantage that is not reflected in the rest of their build. They are of course a companion and will join you at the end of the jump. You may also import a single companion into this option for free, with them gaining all above benefits. Unlike below, they may take one of the 1000cp options if they can afford it.

Not Alone- 50

A Grail War may have been originally intended to be just between 7 Masters and 7 Servants but Magi have never been very eager to stick to the rules, so outside allies are almost always brought in by someone. It seems you are one of those cheating sorts. For every 50cp spent in this option, you may import an old companion or create a new companion. Each companion gains 600cp to spend on perks and items and any origin for free except for Servant, which is only available as described above, or Homunculus, which costs 300cp, both prices which must be paid for by the companion. They gain all freebies and discounts associated with their origin, including perks and items but may

not take any of them 1000cp perks. Any newly created companion is created as per your wishes, with their appearance, personality, relationship to you and history, as long as it does not change canon or grant them special benefits, under your control. This can be bought multiple times, each importing a separate companion or creating a new companion. You may also give CP to any of your companions to increase their totals at a rate of 1:1. This conversion is separate for each companion, they do not all gain increases from one exchange.

Master Alliance- 300

On the surface, each team of Master and Servant is meant to fight alone against all other teams. The Grail Wars were designed with this in mind, as there could only be one recipient of the reward that awaited the fighters at the end. The creators did not take into account that everyone might not be fighting for that reward nor that people would try to temporarily gain an advantage over the outsider participants. Hypocritical perhaps, given the 3 Founders of the system intended to do the same against Masters not from their alliance.

Nevertheless, you too have formed one such alliance with another Master. Unlike in many cases, this is not a temporary alliance where both sides expect the other to betray them as soon as beneficial. Somehow, with one of the other canonical Masters, you have formed some kind of genuine bond that makes them value your cooperation. However this bond takes place, perhaps as a long lost family member or a close friend, it means they are unlikely to betray you until the very end of the war and even then you have a good chance of convincing them of another option. If you can convince them to give up the reward for you and they survive the Grail War, they will become a companion for you to take on future adventures.

Best Friends Forever- 100

Perhaps it's not one of the Masters that catches your eyes. Maybe one of the people unaware of the upcoming Grail War is who you'd desire to join you on your adventures. By buying this option, which can be gained multiple times, you will find yourself in some sort of relationship with a canon but mundane character that can be found within the confines of Fate Stay Night. You could be friends, romantic partners or even familial relations, with the exact nature of this relationship up to you. Any mundane character that is not a Master and that can be found mostly within the animes, visual novel or other assorted properties may be taken. If a character is mostly in another property and only briefly appears in Fate Stay Night, they cannot be taken.

Original Companions- 200

Each of the below Companions represents an original character that will become a companion at the end of this jump if they still survive. As with the Master Alliance option, you may decide the nature of your relationship with this new companion as you will and any details not specified in the description are also up to you. They are discounted for the origin that is noted for them. All OC Companions also gain the benefits of imported or newly created companions, such as free origin (Or

pay for a costing origin for 100cp less) and 600cp, as well as the option to convert your CP to theirs as described above.

Drop In- The Monk with No Past

An older man who has taken up a strict and moral lifestyle for many years. Much like the stereotypical monk, he is clean shaven and bald and mostly wears long, flowing robes yet his body is powerfully built and still in it's prime, despite his advancing years. He is always open to, and quite good at, giving advice and support to those around him, even when unknowledgeable about the situation he does his best to ensure that other people are happy and stable. This altruistic lifestyle is not the product of some innate goodness but caused by the guilt he feels at his past life. This man, you see, was once a skilled and powerful assassin not unlike one Kuzuki Souichirou, but he has since left this lifestyle after a certain incident. The Grail War seems to be yet another chance for him to find absolution through sacrificing himself and unless someone manages to bring him out of this misery, he may do just that.

Magus Heir- Unknown Sibling

Separated from you when you were very young, maybe even at birth, this person is either your biological or adopted sibling. Whether male or female, they've grown up apart from you yet constantly hearing stories of your accomplishments and feats. They've gotten an intense admiration for the figure they imagined in their minds and they'll undoubtedly be very excited to see you and very clingy too. If you manage to live up to those expectations or even surpass them, you could make a loyal friend for life. Of course, even if you disappoint them, there's no need to worry that much. They'll try their best to help you live up to what they think your real potential is and they won't stop until you do and they're quite good at being supportive this way. Even if you do something real bad, they won't ever stop believing in you Jumper.

HERO- My Hero

It's like this person stepped out of a fairy tale or a story book. They seem to be larger than life can be, more like an archetype than a person. And that's because, in a way, they are. Whatever ideals you strive for, whatever philosophy you hold dear to your heart, they embody completely. Whilst they have no powers or indeed, nothing beyond the limits of humanity, they seem to perfectly represent what you strive to live as. One who desires to become a super hero would find someone almost painfully selfless and charitable whilst a man who wishes only for power would find a companion whose very presence seemed to exude domination. Whatever they represent, this person will help you along the path to becoming like them.

Second Child- Secret Crush

They are everything you could want in a guy or gal. Every day it's like they do something to make you admire them or catch your eye. They might not be all you ever think about but gosh if anyone else comes close to them. They even seem to be extra nice to you in return! You'd think this might be a chance but...unfortunately this person, who seems to be everything you could want in a partner, is

almost completely ignorant of whatever feelings you may or may not have for them beyond friendship. Indeed, even you confessing to their face would always be interrupted or somehow ignored by them. That's not to say all hope is lost, I'm sure the two of you would be great friends, but if you wanted their romantic attention, you'd need to do something pretty impressive for them. Maybe some feat you'd think only possible in myths and legends.

Holy Man- Choir Child

Congratulations Jumper, you had a baby! Oh, you didn't know? Well no wonder they grew up alone and cloistered away in the church then. That wasn't very nice of you. Without you there, I'm afraid they got very into their studies and scriptures. They share plenty of traits from their parent, that's you, but all channelled through their very, very devoted faith. The right mix of traits could be quite scary. They came to meet you and see what their parent was really like and apparently they were interested enough to stick around. Maybe you could try bonding sometime, I hear sharing your child's hobbies is a great way to do that. They're certainly very eager to spread the Lord's word.

Homunculus- Magical Servant

No, no that kind of servant. This is an Einzbern Homunculus, one of the earlier versions. They might look albino, with the white hair, pale skin and red eyes but you can be sure they don't have any medical conditions. They don't have all that much magical power but they're pretty tough and can take quite the hit and keep going. But that's not really their selling point. That point's how each and everyone one of these servants are perfectly loyal, incredibly attractive and amazingly skilled at any household chore or task you could think of. They've got full free thought so don't be surprised if they might take a few shots if you keep making them do stupid things. They'll still do them of course, they'll just make sure you know it's a pain.

Old Hand- Disposable Pawn

Every plan needs pieces to take part. People you can manipulate to play roles that you require them to. Of these people, the most common, most overlooked role is that of the pawn. That person who gets the most menial of tasks to complete and oft serves as little more than bait. They're useful but can sometimes be hard to find, what with how often they die. You've gained the obedience, through some nefarious manner, of one particular pawn. This person has the unfortunate ability of being unnaturally fun to put into awful, dangerous situations. Dangled as bait for giant monsters, used as a meat shield or just plain put into death runs, watching this poor soul go through these will always calm you down and make you feel like the sun is rising for you. Better yet, they're just as good at surviving the stuff you put them into. They won't get out of certain death but anything less will generally let them escape alive if mutilated.

DRAWBACKS

Not happy with the CP you were given for free? You could earn some more, but it'd come at a price. You can take up to 1000cp in drawbacks from here. This increases to a max of 2000cp if you take the JUMPER drawback.

Prototype- 0

If you aren't quite satisfied with taking part in the 5th Fuyuki Grail War, there is another that may be temporarily available for you to take part in. The alternate world of Prototype, a place that never truly came to be, is available to take part in by choosing this option. You will take part as a Master in that dangerous and largely unknown war. This drawback is conditional on there being no Prototype jump and may be removed at a later date if such a thing comes to be.

Family History- 0

Have you been here before, to this world? It might be a little shocking to see it unlike what you left off last time. Have no fear. If you choose this option, you can have the world match whatever changes you may have left upon it in a past time and place. The 5th Holy Grail War will always take place at the time it is ordained to, regardless of what you may have done to prevent it, but anything else you might have influenced remains the same.

Murder Death Kill!- 0

The next murderdeathkill is starting, finally after ten years you'll get a chance to prove your glory by the violent murder of 6 other magical people. People are different, Actually Satan has been summoned and yet the world is no less awesome and confusing then it was before. This option opens up the world of Blazingazurecrow's Fate Stay Night Unlimited Bladeworks Abridged series to be taken as your setting for the course of this jump.

Nasuspeak- 100

Everyone takes so long to get to the point. People can't stop themselves from going on lengthy tangents whenever they're speaking to you, even in a situation where that might not be great. They're not the only ones either. Your own thoughts seem to take forever to get out, as you try to word yourself in the most lengthy, complex manner you could. And let's not even get into your new obsession with using sea life as metaphors and comparisons to everything, even the most inappropriate of things. You're not shy about that by the way. When it comes to seafood and using it in conversations, you can't stop yourself from blurting out anything seafood related, especially the inappropriate things.

Cruel and Unusual- 100

All your life, you could not understand what other people meant when they talked of beauty or love or happiness. You only felt cold and emptiness and a deep, endless void within yourself. But that

time you let your fists fly until you felt crunches, let your hands wrap around that person's throat and squeezed till they breathed no more, betrayed those who called you friend...that was when you knew what happiness was like. For the next ten years, you will only feel emotional fulfilment of any sort when it is built on the suffering and misery of other living, sapient beings. If you try to ignore this urge, it will grow stronger and stronger over time until you give in and satisfy it. It would take a saint to resist it for ten whole years.

Worm Slut- 100

Wriggling, writhing, and squirming around your insides. You've got Worms Jumper, and not the good, cute kind you might have heard of either. These are Zouken's private stock. They'll make sure you're feeling constantly uncomfortable, sometimes to painful extents, and they'll be a constant drain on your energy. Even a high class Magus would be pressed to cast any magic at all with the drain these little blighters inflict. As if it couldn't get worse, this drain will grow over time as the Worms get hungrier and hungrier. The only way to keep them sated and the drain at its base level would be to indulge in...certain lewd activities. It might be best not to tell your partners about the Worms though, people don't seem to like them too much. Swearing it isn't infectious won't help, trust me.

Stay in the Kitchen- 100

You have some unfortunate luck with the words you choose as of late. Almost every sentence seems to, intentionally or not, come off as prejudiced in one way or another. Maybe in your efforts to tell a female ally to stay back and get healed you accidentally tell them to get back in the kitchen and make you a sandwich. You might swear it's an accident but the length and detail in these statements make it impossible for you to convince people otherwise. Be ready to make a lot of misunderstandings. At the very least, if people give you enough chances, you could explain what was going on to them.

Spinal Tap- 200

Wherever you got your training in the magical arts, they forgot to explain the most basic part of the process. Using your Magic Circuits. You never learnt properly and thus you picked up a certain method. Converting parts of your nervous system into a makeshift Circuit. This method is takes minute of preparation to create and is agonising for every moment of it. Worse yet, this must be done every time you want to access your magic. Did I say magic? I meant any and all supernatural abilities. All of those are now sealed off to you unless you perform this painful, and it will be painful, procedure. If you don't get the chance, you don't get the use of any of these powers.

Born Through Fire- 200

Jumpchain? What's a Jumpchain? You don't remember at all. In fact, you don't remember anything prior to this jump's start, even those who picked origins here will only remember everything after the age of 10. People say you got caught up in the Fuyuki Fire years ago and lost your memories because of that. With your memory gone, you've also lost access to your powers. Except...have you?

It seems like when things come down to the wire, when the fights are at their climaxes, you get flashes of memory from your forgotten past. These flashes are of powers or items that you once possessed, now briefly returned to your use for the few moments you truly need it. Of course, while these powers may help, all too often you'll need to use them smartly to survive.

An Ego Greater than All the World's Evils- 200

War? It's barely a backyard scuffle to Jumper-sama. The Grail might as well be already yours. In fact, it is. You're just reclaiming what is obviously just property you misplaced. At least, in your head it is. Reality is not so golden. Your arrogance as swelled to levels matched only by one other being. You won't take anyone seriously in a fight, to the point of taking off your protections and refusing to use your stronger abilities even when you are obviously on the losing side. Your ego will also make you almost unbearable to be around and only the most loyal of friends will stick by your side with the way you now treat them. And no matter how many times other people point it out or how many times it is disproven by others, your pride will never fade or allow you to see yourself as anything but the most perfect being around.

Sealing Designation- 200

The Mage's Association has become aware of your true nature and as a result, you've received the 'highest honour' the Association can grant. In truth, this Sealing Designation is merely classifying those humans who have achieved some supernatural feat that is incredibly rare or powerful. And, Magi being Magi, this means a whole lot of people would love to dissect you. You'll have other Magus come looking for you every now and then, trying to hunt you down and capture you, alive or dead, so they can see what makes you tick. At first, and for the rest of your time if you keep on the run successfully, you won't have many hunters and certainly none of the really strong Magus. But killing your pursuers or showing new powers that they are not aware of will motivate more and more people to look for you, they'll get stronger too. Eventually you might even get high ranking members of the Association to come after you or at least send their forces for your body. Of course, if you prove to be truly powerful, you could always work out an agreement. There are several Magi who are so powerful that they can live and work within the Association even with a Sealing Designation. No one's going to kill themselves going after you if everyone knows you're one of the strongest beings. They might not like you that much though.

Servant Override- 200

(May only be taken by those who take Demi-Servant)

Whatever caused you to become the freak of nature that is a Demi-Servant did not succeed in the way it should. Or maybe it just summoned a particularly strong spirit to fuse with you. Whatever the case, the fusion left you only partially in control of your body. Whoever the other half is, you can be sure that their actions are not something you'd want your body to be doing, so it'll be a constant struggle, which it will indeed be, to keep control off your own body. But even if you manage to do that, your Servant half retains control over the abilities and Noble Phantasms you would normally gain and they can withhold them unless the two of you strike some sort of deal.

Centre Stage- 300

Remember how we said there were 7 teams of Masters and Servants fighting in this war? Well, now there's two. You and everyone else. With this option, all other Servants in this war, including Servants not officially part of the current war but who still hang around, are teaming up to take you down, with the assistance of their Masters. They might not all work well together but they will work together and you'll find it impossible to convince any of them that killing you isn't the most desirable thing to do at this moment. If you happened to take Master Alliance earlier, then the Servants of any Masters you are allied with go rogue from their control and join the others against you. If you manage to survive, then try to refrain from creating any more enemies, because until the end of the jump all your foes have an uncanny ability to seek out and team up with your other enemies. As long as you don't start anything with anyone, you should probably be safe.

Black is the New Black- 300

The evil thing that gestates within the Holy Grail, Angra Mainyu, would normally only begin to be born at the end of this war, depending on the actions of certain characters that take part. Now, his black mud is already present in Fuyuki City. It has infected every other Servant present in this war, officially or not, and only you and your Servant have been left untouched. This corruption has stolen the various Servants and bound them to Angra Mainyu as their new Master. Each of them gains the Alter Type added onto their own abilities, as described in the Servant Supplement, will be constantly supplied with enough mana to keep them filled to the top and will be resurrected one day after being destroyed. They are also all after the head of your Servant or you, if you are one. If they manage to corrupt or kill the last Servant, Angra Mainyu will be able to use the Wish that the Holy Grail grants to be born into the world in full. Needless to say, that happening counts as a failure for your Chain.

You could stay on the run for ten years and if you survive, escape successfully or you could try to destroy Angra Mainyu where he is incubating in the Holy Grail. Succeeding at finding and destroying him would certainly stop the onslaught of corrupted Servants...but you'll find that a piece of Angra Mainyu will always manage to escape until the end of your journey. He'll continue to send the corrupted Servant's after you, and possibly infect more beings, but each time you kill him will grant you a year's respite at least. If you manage to kill him each time he appears until the end of the jump, you can take his Servant form as a companion. Maybe you could help him get over that trauma.

Grail Campaign- 300

Your dimension hopping nature drew the attentions of a certain kaleidoscopic wizard Jumper. And too bad for you, Kischur Zelretch Schweinorg, the current user of the Second Magic, has a very poor sense of humour. He seems to think it'd be a great time if you had to 'jump' a whole bunch of

different Grail Wars, one after the other. He'll pop up once a year to take you to some alternate world where a Grail War is just beginning and you and your Servant have been entered as the 7th or 8th competitor or vice versa if you are the Servant. No matter what you try, he'll be able to send you to each of these wars. And don't expect to just fight the same battles over and over, that'd be very unentertaining. Each Grail War will face different foes each time and have plenty of surprises in the form of the Masters and their plots too. Once you complete one War, you'll be whisked back to your original dimension until the next time. As long as you make it through each Grail War as the victor, you'll be able to leave the jump intact. Oh yes, victor. There won't be any destroying grails to instantly end the war here. You'll need to be the last team standing in each one save the very first, original Holy Grail War for Zelretch to bring you back. Once all ten fights are up, Zelretch will lose whatever protections he might have from this drawback. Feel free to sock him in the face, I can imagine it'd be enjoyable.

Class War- 300

The Class System was a method created to resize the immense power of each Heroic Spirit into a more manageable level for a Grail War. Thus, they impose various limitations on the Servant's summoned into these Classes. Some escape without losing abilities or Noble Phantasms but many Servants that would be suitable for more than one Class do lose some or even most of their original abilities. Not so anymore for your opponents. Whilst they might seem to still respond to the same Class names, now each Servant in this 5th Grail War is summoned into every class they even technically qualify for out of the original 7 as well as any other class they canonically take in the Type Moon verse. They possess all the benefits of each class, such as the physical boosts of a Berserker, and none of the negatives, the loss of intelligence that comes with being a Berserker. Each Servant will have numerous additional Skills and Noble Phantasms, every one they could possibly have from their original legend, as well as the most effective and efficient combination of their parameters and personalities. Some of the Servants, such as Caster, might only qualify for one or two extra classes such as Assassin or Berserker. Others, like Heracles or Gilgamesh, will have access to almost, if not all the Classes at once. If you have True Assassin, otherwise known as Demon Arm Hassan, in your Grail War, you will find he possesses the abilities, Skills and Noble Phantasms of all other Hassan that exist so far, though as with Gilgamesh, he does not vastly increase in power levels. To make matters worse, each Servant gains the Living Servant template, regenerating magical energy as if they were alive, no longer limited by the weaknesses and faults of their Masters.

Two facts yet give you a chance in this immensely more dangerous Grail War. One, these empowered Servants have no particular hostility towards you. Unlike other options, they will not team up against you or relentlessly pursue only you, thus it is possible that some of them may defeat each other. However, keep in mind that they are all much more sensible and intelligent now and will not miss the presence, or lack thereof, of the final Master. Two, whilst each Servant has a much greater array of abilities and equipment available to them, often with increased stats, they do not gain the capabilities of any version of themselves that exists on a vastly higher power level, such as Gilgamesh lacking the power of his CCC Class. Though once the war finished, one way or another, they will lose this enhanced power. Of course, you and any one allied to you does not receive these benefits. That'd be too easy.

A special note. Master Alliance can be taken with this perk but it will only affect the Masters. The Servants of this war will continue to battle for the Grail regardless of their Masters wishes. While they are still bound to their Masters, they may take extreme measures to force them to comply if they refuse to work together. Be careful with what your actions cause for other people player.

JUMPER- 600

It's you Jumper. Or rather, you from one possible future. For some reason, you chose to stay in that timeline. Didn't work out so well. Whatever happened, it was bad, so bad that this future you has come back to try and do anything it could to prevent it from happening. Unfortunately for you, your future self-decided the surest fire way is to kill you for good. They have all your powers and skills and equipment, but with centuries of training at your pace with it all. But he's alone. He has only the Master who summoned him as an ally, though he does not depend on them for energy. He will be summoned the night before the war and begin his hunt of you. If he manages to kill you, you will not return home safely, but will instead be consigned to Oblivion permanently.

Maybe though...just maybe you could find a way to solve things without either of you dying. Maybe you could find some way to give peace to your future self. It would be hard. You suffered things beyond your imagining in the future, breaking the ideals and dreams that lie at your very core. But if you could reignite those dreams, piece together the shattered ideals that you live by, then the two of you will part peacefully and without regrets.

ENDING

The Jump is over. Your ten years are up and it's time to make your choice. As ever, you have three choices for what to happen next.

Do you want to Go Home to your original world?

Do you want to Stay Here, with all the friends you may or may not have made?

Do you want to Leave and continue on your chain to the next world?

Notes

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Grail Victory Wish

It's said that winning the Grail war will grant the victor anything they desire, a wish that grants anything. Of course, not everyone thinks the same. Some believe it opens a path to Akasha. Others think it shows the way to paradise or hell. Whatever the truth might be, it'll matter little to you as a Jumper. However you choose to interpret the wish you have won, if you won it, it will only be granted to you after your chain has finished.

The Family

In future jumps you can choose to have this perk be active or not at the start of each jump, if it is active it works as described here. If you do not have a family here or in future jumps where it is active, you will be given an offer to be adopted into a family that fits the perk. If you, in future jumps, have a pre-existing family, you can choose to have them take on the effects of this perk.

I Am the Bone of My Sword

Some further clarification on the various things you can take and what you get from them. 'Sword' is the base level. Taking something as specific as this gives the power described in the perk. Taking something more specific does not increase what you get, the 'Sword' level buff is the best it gets. The broader you get from 'Sword' the less you're going to get from it. Picking various types or categories of physical things is the simplest way to stay near 'Sword' in power you gain. 'Gun' would be a fair bit weaker but still offer a huge boost, as would 'Bomb'. 'Weapon' takes a massive hit in what you gain but you'd still gain a noticeable boost. If you decide to go for a more abstract target, given how widely they apply, it's most likely the boost would be degraded to the level that you'd only have a small advantage over your peers, though picking carefully to get an abstract concept that isn't too wide might differ from this.

Master Alliance/Best Friends Forever

You can choose to have whatever sort of bond you decided on happen after you enter the jump or be pre-existing. Some Masters in the Master Alliance option will be easier to convince to give up the war at the end than others. Shirou is basically a guarantee whilst Kirei or Zouken would be difficult even with the boosted chance the option gives.

Demi Servant

The Servant you have fused with can be any character that would be valid to summon in this war, so long as you meet the minimum requirements for their build with your own Servant build using the points Demi Servant grants. If you do meet the minimum, you may have that Servant be fused to you. As long as they are fused with you, they do not count as a companion and may also talk to you, whether just for companionship or to offer tips and tricks on using their abilities and gear. By default they will be friendly to you but mistreatment of them or the advice they offer can cause you to grow apart, though you will never lose the abilities or Noble Phantasms they have granted you. If you somehow remove them from you, they will simply be a normal spirit, as you currently possess their powers and gear.

If you don't care for this, you may simply have a faceless spirit that contains what you have purchased, though they will offer no advice to you or talk at all.

Magic Specialisations

In the interest of saving time, the list of specialisations for the Family Art perk can be found [here](http://typemoon.wikia.com/wiki/List_of_Magic_Spells)http://typemoon.wikia.com/wiki/List_of_Magic_Spells. Below is a list of the few magical disciplines that cannot be taken with this perk and the reasons why. For any valid specialisation, you can choose to have your Family Art focus on a narrower part of that magic and in return be even better there, with commensurate drops outside of that specialisation of course.

- Runes can be taken, but only the modern version, not the one Servant's have access too.
- Sacraments are the domain of the church and cannot be taken, as the perk is meant to represent the work of a Magus family.
- Numerology can be taken, but only the modern version.
- Divine Words cannot be taken with this option, it is not the purview of modern Magi.
- Golemancy may be taken but it is at the level of modern Magi, not at the level of the Servant Solomon.
- Time Manipulation may be taken but it cannot progress beyond the level of the Emiya's work, as any further or broader is the purview of the Fifth True Magic.
- Unified Language cannot be taken as it is not a learnable discipline, rather it is an innate trait to be able to learn and use it that only some possess.
- Witchcraft may be taken, but only the modern version.

True Magics

Here will be described the five Magics that can be gained with the Sorcerer's Apprentice perk. It will describe what it basically is, what you can do at first and what you can do after a certain number of years of training, studying and experimenting. You can buy more than one of this perk but only the first purchase is discounted for Heirs. The learning times indicated are based on the idea that the player is spending the majority of their time each day studying, practicing, researching and working to better their Sorcery, less than this will increase the time required. Also note that, unless indicated otherwise, all of these Magics can be mastered beyond what is described with more time and effort, these are simply examples for those unaware or needing assistance, as well as indicating what previously unknown Magics are like.

The First Magic

Denial of Nothingness. This Magic follows the principle that everything is always in existence and that the idea that something can 'not exist' is simply impossible. Whether this theory is true or not, it is the principle that the First follows. It can bring into being anything that could exist by simply summoning it, as it already exists somewhere, someplace to the user of the First. This Magic technically has no true upper limits and requires much less magical energy than the others, even at higher levels it is less, but in return it takes vastly more skill and eventually improving will take years to see anything noticeable at all.

At first, you will not be capable of much. In fact, if it weren't for the fact that what you make is permanent and real as if you made it with mundane methods, you'd be mistaken for an average beginner mage using Gradation Air. You could make real swords or furniture or blocks of common materials but anything larger, more complex or magical is beyond your reach.

After a few decades of study and practise with the First, you will be able to create large, complex and even magical items. You could make tanks or in flight barrages of missiles pop out of thin air, create powerful Mystic Codes (Such as the gun and bullets used by Kiritsugu Emiya) with a few seconds concentration or even make non-sapient life, such as dogs or horses, with a minute or two work.

In a few centuries of work, you could drop small mountains of iron or gold onto the heads of your foes, create atomic explosions with a snap of the finger, make a small army of trained soldiers appear from no one or even begin to create limit events or concepts, such as making the death of weak or simple life appear or creating affection in someone's mind. Beyond this point, improvement begins to slow down more and more as you struggle for each further gain but you will never fully stop. Someday, eons in the future, who knows what you could accomplish, First among Wizards.

The Second Magic

Operation of Parallel Worlds. Also known as Kaleidoscope. The Second Magic deals with the manipulation of alternate worlds and dimensions, travel between them and other ways of using parallel worlds. It has a high skill requirement as well as a high energy cost but these, as will be shown below, can be mitigated, though not without risk.

At first, since you lack the Jewel Sword or any replicas of such, your powers will be limited. You'll have an innate sense for any sort of space or dimension related magic going on around you at any time and be capable of quickly teleporting short distances with a bit of energy. With some training

you could probably move around stuff other than yourself in the same way but fine control and larger objects are as yet out of your reach.

After a few decades you'll have become able to travel between dimensions or alternate worlds with little care, as well as opening portals to allow others to come through with you, or simply teleport vast distances within your own world. You can draw objects or beings from alternate worlds over to your current world in a similar fashion, though the size and power of these objects or beings is limited by how much skill and power you yourself have and some may be able to deny your attempts to bring them over. Still, one particular trick you have is the ability to access the magical energy that is in the air in other worlds, so if you had some way to control the magic in the air and were in a magic rich environment, you could just keep on pulling out more and more energy. Of course, different places have different amounts of energy in the environment so it may vary.

After several centuries of study, you'll be a match for Zelretch as he was in his prime, at least in terms of skill. You can temporarily summon the powers of alternate versions of yourself from mirror worlds to increase your own power, overlay objects from one alternate reality to another with ease, travel through time and you'll find there's very little limits on what you can or can't bring over from parallel worlds. With enough preparation, maybe you could even transfer an entire country from one world to another. If you really stretched that little magic from another world trick, you might even be able to move the moon, though such a feat would likely permanently scar you. Beyond this point, further improvements will begin to slow down. It'll take longer to get better but unlike the previous Magic, just increasing the amount of magical energy will help you get a lot more oomph than your skill level alone would indicate.

Keep in mind that the Kaleidoscope cannot travel between Jumps and that any reference to alternate worlds is solely within the multiverse of your current jump. Post Spark, this limitation is lifted.

The Third Magic

Heaven's Feel. Perhaps the most familiar Magic, certainly for the participants of the Fifth Holy Grail War. Perhaps more limited than its brethren, the Third is nonetheless capable of immensely powerful effects in its limited focus. Its main use is the materialization of the soul.

Your initial uses are limited in power, rather than just focus. If you get to a dying being, you would be able to maintain their life for as long as you had power, so long as their body was mostly intact. In a few years, you would be able to progress this to forming someone soul into a material object, saving them even from having their body destroyed so long as that soul survived. Combining this and other magecraft could allow you to then place this soul into another body, one which would begin to resemble the soul's original body in appearance and shape as a result of it being touched by the Third Magic.

After decades, you will become able to perform the ritual that accomplishes Heaven's Feels most powerful and famous effect. The right location must be chosen, filled with energy, and the right materials must be gathered to create the necessary conditions along with a vast amount of magical energy. Once the ritual is complete however, the Third may be activated. This ascends the targets soul to a higher dimension. Because of this, the target no longer requires a physical body to survive and can exist as just an immaterial soul that is able to interact with the physical world as it wishes, though it is imagined that any attack that targets the soul would be capable of harming and

destroying this new form of being. It also turns that soul into a form of perpetual motion machine so that it will infinitely produce magical energy without ever running out, though this does not translate to infinite output or any more output than the soul would have normally had at their maximum.

The Fourth Magic

Void. A Magic that is known to exist but curiously, no Mage will admit to anything more than its existence. Perhaps because of the fear it might inspire in people? The Fourth Magic is an opposite of the First, dealing with True Destruction of all things. If the Fourth were to destroy a person, no form of magic or technology could bring them back, every piece of them simply ceasing to exist entirely. Unlike the opposing First, the Fourth Magic benefits far more from sheer power than from great skill, though the ill fates of past users destroying themselves should warn the user to not use the power of Destruction lightly.

Initially, you possess little control over the Fourth. You can unleash barely controlled bursts of colourless energy that will generally hit anything within a certain direction and a short distance, with the blast itself moving at around your own top speed. How much magic you put into these blasts will judge what is destroyed, though you may also choose to spend magic to increase the size of the blasts instead of their power, but the general rule is that nothing that is not supernaturally natured can stand up to the Fourth. If something is supernatural, then it becomes a contest between who has more magic, them/it or your blasts. If your blasts contain more magic than what it touches, it will instantly destroy what it comes into contact with, though those fast enough can get away with only losing part of themselves rather than their whole bodies.

After a few years of training you will have gained enough control to no longer need to unleash unruly blasts like that. You can generally freely shape and direct the white energy that makes up the Fourth, though it will dissipate if moved too far from your form. You are also skilled enough to direct the energy against the immaterial or non-physical targets, working the same as if they were physical, though targets of a conceptual are yet beyond your destructive magic.

Within a few decades however, you will be able to surmount that final gap and become able to commit acts of destruction on even the concepts around you. The greater, stronger and/or more widespread this concept is, or what it represents is, the more magic you must commit to your attacks to destroy it. Even minor concepts or concepts of singular beings may prove impressively difficult to erase but once done, they will disappear along with every instance of said concept in the world.

The Fifth Magic

Magic Blue. The second Magic to still have a currently active user, in the form of one Aozaki Aoko. The Blue is all about the control and shuffling of Time, though it has a catastrophic cost embedded into its use that will be discussed later. The effects named below can be accomplished by either the moving of time directly, in which case the final note in this Magic is even more important, or by borrowing time from something, which could result in the same awful burden if one is not careful.

At first, it will take great focus and energy for you to shuffle around time on a personal scale. You could, for instance, stop yourself getting hit by an attack by removing the time when it hit you, but

such an effort would tire you out mentally, not to mention the large magical strain. You can make similar changes or shuffling of time, so long as they don't last for more than a few seconds at most for now and each one will cost you dearly in terms of magical energy.

In a few years, you will no longer have such dire costs for your magic. Negating rapid fire attacks against you by briefly removing yourself from time is perfectly possible, as is making your own attacks or moves take effect several times over by overlaying the same instance of time. You could even perform limited jumps in time, moving a few minutes to the past or the future. Your ability to manipulate time has also begun to extend outwards as well, allowing you to use these same effects to accelerate the growth or age of other life or objects, perhaps to lethal extents, or to slow their time to preserve injured life or weaken their combat abilities.

After a few decades of work, you will truly have come into your own. You can time travel across great stretches of time, temporarily take advantage of skills or abilities from your own future or even past selves, magnify and multiply attacks or defences many times over or even summon clones of yourself to fight alongside you from your future. While this Magic does not have any innate precognition abilities, if you had some way to enhance or move around your senses, like clairvoyance magecraft, you could feasibly see into the future too.

Moving time around costs a disproportionate amount of energy, one almost entirely shouldered in the form of heat and energy taken from the world. When time is moved and is not returned to its proper place, whether because a new time has replaced what originally happened or simply because that event no longer exists, the utterly tremendous amount of energy that has been gathered up in the process is lost. If the user is without a way to balance out all of this energy in the present, the only option is to push it back to the future in hopes of finding a way to deal with it later else face destruction. Yet this only exaggerates the energy even greater to just move this a small amount into the future, so moving it to the very distant future would take a terrifying toll on the energy that exists. To move even 5 minutes of time to the far future like this would mean a ludicrous toll is taken, appreciably speeding up the rate at which the universe will suffer heat death. With careful use of borrowed time, this might be avoided for some uses, but it is unavoidable for uses that simply move around or even remove time.

Drawbacks

-If this is your first jump, do not expect to be able to beat it with every drawback taken. Certain combinations like taking all 4 300 cp drawbacks is effectively guaranteed death for anyone who takes this as their first jump. You'd be facing ten wars where everyone is working well together against you, with all their best powers and items at once, all fighting seriously and all with the Alter boost that empowers them and brings them back a day after dying to you for ten years straight.

A specific note on JUMPER. This is not a drawback made for everyone to be able to beat. Depending on your specific chain or build, it may very well be impossible for you to defeat your future self in combat or even impossible to talk them down. Think very carefully before taking it, particularly as he

will have everything you gain in this jump with the CP you have to buy with, but with much, much more time to master them. He will not instantly kill you or your origin if he possesses some form of time or space powers you do not have, such as if you take the Second or Fifth True Magics in this jump, but if you do possess them, he will go after you as soon as he is summoned.

Capstone Booster Perks

-Snake's natural physical and mental boosts have gone to superhuman levels. You are strong enough to punch through brick walls, fast enough to keep up with even the faster production cars for short periods, tough enough that most small calibre bullets will be like paintballs and blades find you to be like thick leather to cut through. Your mind processes information faster than any human and though it'd take all your focus, you could potentially catch bullets by combining this mental speed and your physical speed. The martial art you chose has also progressed to actual supernatural levels. The martial art that became more deadly as you got tired now actually increases your strength and speed as you tire whilst the original Snake martial art would now make any move far harder to predict, rather than simply the first encounter. Consider it the equivalent of a Servant with E rank in all physical stats. Additional Martial Arts beyond the first one that have been bought with the base perk may be upgraded to capstone boosted level for 100cp extra per Art.

-Hollow Vessel now allows you to apply your own increased learning rate to any students you take up and, much like your own teachers trained you, you have a particular skill with teaching anything related to assassination. The empathy you gained has also increased to the point that you are able to sense the emotions of those around you, whether you can see their faces or not. Only people with enough control to prevent themselves from feeling emotion at all will be able to hide their feelings from you.

-Average One now makes you one of the foremost prodigies of the modern magical world. You possess thrice as much magical energy as anyone your age should and have a far easier time controlling any of the magical energy you channel. This is not just some quirk of fate however but the result of a Sorcery Trait. Blue Blood Magic Circuits, the innate ability of the mighty Bartholomew, has come into your hands. Whether you are a lost child of that exalted family or a spiritual thief, the result is that you have thrice as much magical energy and twice as much control as you normally would.

-Head Bitch in Charge now has the territory in question begin with a unique sort of Bounded Field around its entire perimeter. This immense ward grants the owner, which is you, two new powers over your territory. The first is that you are now able to cast spells targeting any being within your territory regardless of their actual position in relation to you. Cast fireballs at someone on the other side of a city and have it appear right before their faces, regardless of the dozens of miles between you two. The second effect is a level of control you now innately have over the environment of your territory. You can, with an extremely low magical cost, activate or deactivate any sort of simple machinery or electronics, affect the weather or climate to slowly change to any naturally possible outcome and exert basic mental control over any mundane animal within the territory, none of these effects minding how far as long as it is within the area.

-Time Bleed has now grown so that your abilities in causing temporal contradictions have morphed into a way to protect yourself from such temporal anomalies. Unlike the original use of this ability,

which is focused on a single other entity, the effect is now centred on you. When active, this anti-contradiction effect prevents any ability or effect relating to the manipulation of time within a range of ten metres. Attempts to slow, stop, accelerate or time travel within this range fail, even if the intended target is not you. While not directly related to time, this field also prevents certain effects from altering the relationship of cause and effect, though this only applies to effects that would swap the place in time of either cause or effect.

-Fated Encounters gives you an uncanny ability to also encounter existing characters in the world's you go to in favourable situations. These pre-existing characters often find their own reasons to like you, as long as you aren't anything or don't do anything to make it otherwise, and adding any of your own charisma to the situation can result in fast friendships. You'll find that it's quite easy to join up with any protagonists and become a trusted friend, with only a little work.

-I Am No One's Tool now grants the ability to deny others the chance to defile your body or soul. Whenever another being changes or permanently harms your body or soul, it will be made to not be so permanent. This is not instant nor prevents these changes from being made at all. Rather, it simply guarantees that you will always return to what you were before the change or crippling wound if that is what you desire. The more drastic the change, the longer it will take. Someone who altered your soul to simply stop you using magic rather than outright removing every magic circuit from your body would find the block only lasts a few hours but a complete removal of your ability to use magic could take months or years to recover. Likewise, being turned into a toad will take a long time to recover from but you will recover. This does apply to physical wounds, such as losing limbs or organs as long as you survive, but does not ensure you will survive any damage if it would otherwise kill you or speed up your recovery rate at all.

-Sakura Viewings now works for other forms of relationship, instead of just loyalty. A person you were in a romantic relationship with, for instance, would fall intensely in love with you over time even if it was more of a crush at first. Someone who you were often mean or cruel too would come to hate you more than anything else in the world. This is of course something you can control, whether to turn it off/on or to control which sorts of relationships you intensify with your presence. It works on the same time frame as the base perk and as with the base effect, can be sped up with work from the user.

-Holy Sacraments now improves the holy enchantments so that it is no longer limited to just your body. Instead you exude a constant aura of holy energy around you. This allows you to bless water or weapons with nothing more than a touch and to harm demons or other unholy beings with just your presence, though only the weakest will die solely from this. With focus, you can concentrate this aura into a single point to deal much greater damage to an unholy opponent but this act will temporarily rob you of the passive aura till it replenishes.

-Sympathy for the Devil now grants you the ability to gain new powers based on your current dark benefactor. These powers will theme themselves after the abilities of your boss and will be stronger the stronger they are, though they will only last as long as you are in service to them. Once you leave their service or they realise you have betrayed them, the new abilities will leave you. You could potentially gain powers from multiple sources but you would be running a constant gambit so that none of your leaders find out about your double or triple or more agent nature.

-Bonds of Fate has now given you the ability to create dual natured beings. Specifically, these are living beings that can turn into items and vice versa. By crafting an item at the same time as creating a life form, artificial or not, you may combine them and allow that being to transform into the item

at will, as well as to retain their aware minds whilst they are in item form. Unlike the case of Leysritt, there is no need to have the living being be of sufficient power to equal the item but you are limited to one being to one item in these fusions.

-Wish Granting has now transformed to something much more like its namesake, the Holy Grail's wish granting ability. Whilst still capable of all its base functions and capabilities, when being used at the request of an outside, autonomous source, the immense cost of using Wish Granting is severely lessened, thus making even large scale use of Wish Granting a feasible objective when the user is serving as a sort of genie in a lamp. The greater the influence the user has knowingly had over the request of some outsider, the less the cost of making the Wish will drop.

-Worm That Walks now allows you to include other types of beings as your special sort of familiars. Any non-sapient being may be, with an extensive ritual, turned fully into one of your familiars as described in the base perk, including all benefits and acting as phylacteries for your life. The stronger and/or larger the familiar, the more of your soul must be imbued into them for them to act as familiars and if they are too much for your spirit, the ritual to convert them will not work. Sapient beings too may be turned into phylacteries as described previously but they do not receive any other effect from the process and still require a matching amount of your soul to their power. You should be careful in doing this to make sure there are plans in place to restore you to physical form, because you will be little more than a disembodied spirit bound to the area of the sapient familiar if they are all you have left. And beware, for your soul can only be divided so many times.

-Domination gives you the ability to pre-make Command Seals for later, instant use. The process is the same in time, effort and materials required but once complete, the Seals may be stored on a containing medium such as paper or leather. These may be used by the wielder to boost their own power as if they were on the user's body or be placed on someone to instantly create a bond between that person and the seal that came into contact with them. For all intents and purposes, this is like you have created a Command Seal linking them to you as the Master in an instant, though the usual limitation of them resisting if they have enough power still exists.

-Dragonheart has now turned more than just your magic into that of a dragon's. Your blood has taken on the same properties as that of a dragon's, granting you a body more durable as steel and the ability to temporarily boost the magical power and regeneration of those who drink your blood. You may also grant others stone like skin for a short time by spreading your blood on their bodies or even permanently increase their magical power and regeneration rates by allowing them to eat a piece of your heart. It's rather dangerous to do that sort of thing though.