



A TYPE of Problem (Fate/Nasuverse AU Fanfic) jump.

by PerfectlyNormalShard

Welcome! Or perhaps welcome back! Back to the moonlight world, the Nasuverse, or other strange name of the world of under Type Moon; regardless, this version of the universe, or rather this Multiverse, is different in a tiny yet absurdly large way...if you were to look at the world, the grail wars, the servants, even the people or rituals, they were largely the same. This façade crumble the moment you take a cosmic point of view, first of all, you may not realize it but you are currently inside the root, the infinitely vaster infinity that include itself, and true magic is no different in cosmic important than your last meal, secondly, Veber was sent down to Earth, of Theia, the Celestial Will that created Gaia, which mirror history in that earth and the moon were born of that impact. And lastly for now, the throne of heroes no longer serves as only the Ring of the Deterrence, and servants are no longer mere Record belts, but agents closer to the types, making Alaya and Gaia distinct from each other rather than the schysofrenic will of the world. Sign here: "By performing this jump, I shed all pretense of Power balance and limitations." Now take these **1000 Choice Points**.

Starting Location

As far as countries go, it is completely meaningless to decide exactly where you're going to drop, at least for anything that is not a Celestial Will. However, due to the sheer number of factions that were dragged into this situation, you will be dropped 2 km near the entrance of the relevant organization. Choose; alternatively, roll a die for +100 CP. 6 is free choice.

- 1-The Clock Tower: location is England
- 2-The Atlas Institute: location is Egypt
- 3-The Wandering Sea: location is Near Point Nemo
- 4-The Spiral Manor: location is Japan
- 5-The Burial Agency: location is the Vatican

Origins

ALL origins are drop-in; age and Gender are up to you.

Human(magus) [+200 CP]

You belong to the species that paved over Gaia's Reality Marble with their own Bounded Field, accidentally declared war on the cosmos via a 1967 treaty, and blow all their magical energy trying to punch a hole in a place they are already standing inside.

Phantasmal(free/100/200)

Born of Gaia's soil or the Crimson Moon's will. You operate on the stolen mechanics of the Age of Gods, existing as a terminal or a beast of the Texture. For free, you are a regular phantasmal beast, like a giant or chimera; for 100, you are something on the level of a Dead Apostle Ancestor or Valkyrie, enough to contend with a Servant; for 200, you are something on the level of a divine beast or a true dragon.

Celestial Will [400 CP]

You're not really a Being; hell, you might not even be an existence, technically speaking; you are a Celestial Will. The planet and other celestial bodies are projections of the texture of Gaia used to perceive and interact with you, but you do have another, smaller alternate form: an archetype.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Origin [Free](Human(magus) only)

All beings possess an origin, an innate drive that defines their life; choose it, and it will influence all of your future craft, making you uber-talented in one area at the cost of all others.

Magecraft [Free]

you really can't be of the moonlit world without these, what shape it take for your soul to interact with the universe depend on your origin, but as a magus you possess around 50 magic circuit each with 20 unit in quality, as well as received the talent of an Average one(that last part is universal), as a phantasmal you might possess a core, which is infinitely better than any circuit, for a Celestial will, its too alien to explain but you do have the closest thing in your celestial body, leylines and divine filaments in your archetype body.

Human(magus)

Structural Grasp & Material Tracing [100 CP]

Your magecraft is viewed as a bizarre deviation of standard reinforcement, but to you, it is flawless. You possess the three basic spells wielded by Shirou Emiya, which depend on your origin, tracing, Alteration, and Reinforcement. Your soul can also become habituated to Divine Mystery (like Avalon), making you highly resilient to alien Textures.

Managing the Absurd [100 CP]

You are surrounded by idiots, maniacs, and ancient monsters, yet you make it work. You can leverage mundane capitalism to fund magical research, cast curses of muteness on overenthusiastic apprentices, and maintain your composure while carrying reality-ending burdens. You know how to manage insufferable debts and keep volatile elements in check.

The Pragmatic Heretic [100 CP]

You realize mundane tools aren't filth; they are efficient. You can utilize modern vehicles, enchanted red telephones, and runic earrings alongside your magecraft without suffering aristocratic pride. In short, you will never be blinded by pride or tradition when it comes to advancing your goals.

Apex Analytical Engine [200 CP]

Your brain is regarded with wary respect even by monstrous genetic specimens. You can parse millions of floating facts, connecting astrophysics, magecraft, and history simultaneously. When logic fails, you can abandon the rules and reach for madness, successfully deducing cosmic entities' nature and motivations from limited data.

Extinction Calculator [200 CP]

You can merge your nervous system with computational matrices to calculate millions of pathways to humanity's extinction. These threads are the bread and butter of the Atlas Institute; this, of course, naturally inducts you into its basic secrets, which are Alchemy, Evocation, Thought Partition, and Thought Acceleration.

Alaya's Janitor [200 CP]

Whether you were actually recruited by the Counter force or not doesn't matter, you can still make use of it, in short at any time you can designate a target as protection assets, and the more you fight, the more value it has, the bigger the energy reserve you gain, act as a guardian for humanity like an actual Counter Guardian and you might just get the equivalent of their "always just enough" energy expenditure.

Axiomatic Science [400 CP]

You understand that a singular, verifiable observation is all that is required to collapse Mystery into empirical science. You exploit this by utilizing "axiomatic science", weaving terrifyingly plausible theoretical physics (like a False Vacuum Decay bubble) to support your own craft, weaving science into Magecraft; this also ironically makes your power immune to degradation without removing the buff of Mystery. In fact, the more it is known, the better it is, kinda like the church faith, or science, or Age of Will magecraft.

Geological mind [400 CP]

Much like the Director, your mind is ancient enough to have an absurdly strong sense of will, but fluid enough to genuinely discard fundamental concepts like time and space, allowing you to live in eldritch realms and communicate with celestial wills; this also protect somewhat from memetic hazard, possession, and other negative influences.

Conceptual Perfect Genetics [400 CP]

Your Magic Circuits are conceptually perfected to an aberrant degree; it is literally impossible to breed a human better suited for magecraft than you. Naturally, this also confers to you the attribute of "Blue Blood", and your genius and talent are equal to Wodime and Marisbury in terms of magecraft.

Solomon's Disciple [600 CP]

Much like the current Director of the Clock Tower, you have been taught at the feet of Solomon himself at his peak, making you one of the best magus around, easily at the level of a Grand, capable of building thaumaturgical Foundations, access, and tools that are equivalent to the foundations that are still used in modern days. You also possess the theoretical blueprint to distend a Reality Marble, stretching an inner world over an entire species to forge a new, independent Texture (The Age of Will).

True Magic: The Kaleidoscope [600 CP]

The Second Magic lives in your marrow. You can fracture reality, collapsing infinite fractals and parallel destinies into a singular, navigable corridor. You can step through the gaps between worlds, skim adjacent parallel worlds for information, and observe pruned timelines, etc. *Note: In this AU, this is technically just a "Genesis-level mystery" of the world, so inferior in raw authority and reach to the original, but it is still just as effective and powerful with regular*

Gaia's Paradox Immortality [600 CP]

Gaia enforces a law upon your body, ensuring you cannot die. This stems from a conceptual paradox: the planet recognizes your soul as someone who should be dead and resolves the error by making certain you stay alive for as long as the paradox persists. Of course, unlike Ciel, this cannot be revoked by anything, including the world/Gaia, and you can deactivate it at will; only something of a combination of an ultimate one plus authority of death plus eyes of Balor plus Azrael can have a chance of killing you. Your circuits and body have also been enhanced from the free version into the MeltyBlood Ciel level, giving you A-rank magic resistance and the equivalent of hundreds of mages' reserve, to say nothing of should you have another attribute like blue blood. This comes with Church Executor-level training.

Phantasmal

The Principle [100 CP]

Principles are the thesis of life made by Dead Apostle Ancestors, an ultimate ability. You possess something equivalent, be it an Actual principle like the power of TARTARIE or Chaos beasts, or something else like the Nemean lion anti-civilization skin.

Splintered Eternal [100 CP]

You cannot truly die. If shattered, you merely splinter, seeding your shadow into the very marrow of your bloodline; so long as a single direct descendant exists, you may be called to life by them, of course; if you are dead by the time a jump ends, you are truly dead.

The Menagerie [200 CP]

You can hide your monstrous biology beneath specifically designed detectors. You can suppress your vast power down to a fraction of a percent to deliver non-lethal attacks.

Apex Conceptual Killer [200 CP]

You are equivalent to the Beast of Gaia itself, the absolute, conceptual apex killer of humanity (with the sole exception of the Crystal Spider, of course). You possess naturally the raw, supernatural powers of a phantasmal approaching Ture dragons and divine beasts, but where it truly shine your new power, you are a killer of Prime Species, essentially gaining conceptual advantages against them, such as ignoring defenses or regenerations to becoming exponentially stronger the longer you fight, this work only on the dominating specie of a planet, there can be multiple ones and need not be the strongest, but they need to have the qualification to hold the seat of Primacy.

Unbound Divine Authority [400 CP]

You wield unbound Divine Authority, which resides in the tier of Genesis Mystery, equivalent to True Magic. Unlike other Authorities, Unbound Authority belongs to Beings who are both Chief-God and Demiurge-level Divine beings, capable of using other authorities, their only limitation being their energy reserve, as they are more draining than regular authorities.

Imagined Limbs [400 CP]

Your body is augmented or replaced by self-created familiars that act as your limbs. Each of these Demon Beasts is a Divine Beast-class fantasy creature literally imagined into existence. They do not belong to any species on Earth, yet each is equal in power to a Dead Apostle Ancestor. You can manifest them as separate entities.

Author of the Reality Marble [600 CP]

You command the world rather than casting spells. Marble Phantasm is the act of rewriting your own rules at any given moment within an already established Reality Marble by decision and right of the author. Why does it cost so much when so many already have one? Well, because your marble is equivalent to the inner sea of the planet, which not only gives you an ability as absurd as UBW, but also allows a marble phantasm equivalent to Arcueid at her peak on Earth without it being your world.

Reality-Warping Contracts [600 CP]

Your specialty does not lie in raw destruction, but in conceptual bargains so powerful they possess the capacity to rewrite reality itself. You can even transmute flesh into a perpetual phenomenon, provided they give you something you see as valuable. These contracts, unlike other wish-granting types of power, are not dependent on your powers (it's *very* draining) alone but the world itself, as long as it is possible if given infinite time and resources; at the very least, even in perfect voids or outside the multiverse, you can use the framework of Gaia as a model.

Celestial Will(the perks are exclusive to this origin)

Humanoid Translation Matrix [Free]

You can violently compress any of your non-human mass into a humanoid form to interact on a smaller scale. Mentally, you can adopt human linguistics and behavior as a translation layer, acting "like a human at present" while remaining your alien mindset and advantages, essentially building a common ground between you and humanity.

Phantasmal Ecology & Terminal Creation [100 CP]

You can render objects and beings that enter your space, allowing them to take form within your domain. You can create lesser wills and terminals (such as Divine Spirits, Fey, or True Dragons) to manage your Texture or discipline your progeny to respect household rules.

You can open passage between sub-Textures and evolve new (phantasmal) species.

Naturally, this will confer on you the entire databanks of Gaia's creations.

Familial Authority [100 CP]

You possess the absolute authority of a cosmic parent. You can issue binding decrees that are enforced upon your progeny and anyone who was "born" from you, be it directly or not.

Foreign Physics Assimilation [200 CP]

You bring the rules of your own infinity with you. Your mere existence generates a lethal, alien habitat. This mesh is so incomprehensibly unbreakable that if a Heroic Spirit strikes it, the very concept of their attack is severed. Your thought processes are vibrations so antithetical to terrestrial logic that if you "spoke" them aloud, tectonic plates would shatter. Additionally, you retain the very ability that made Sefar and ORT so feared: absorption, adaptation, and mimicry. Integrating your analysis into your "biosphere/logy".

Anti-Cell Genesis [200 CP]

Much like the Umbral Star. You can generate shards and rent them out as weapons. Other Wills can request your services to enforce the destruction of civilizations that encroach upon their original Textures without permission. You can fabricate an Anti-Cell: Specialized beings that are designed to counter a specific biosphere or type of enemy or scenario.

Ultimate One Manifestation [300 CP]

Gaia possesses an Archetype (Arcueid), but she possesses no Ultimate One. She cannot field one, because humanity corrupted her Texture, stealing her capability to produce a proper vessel. You suffer no such limitation. By utilizing Pre-Genesis type Mystery that was never cognized or perceived by life, you forge a vessel to house your consciousness. But unlike an Archetype (which is merely a soul housed in a vessel), you bring the natural, alien rules of your own TYPE inside that vessel. You become a true Ultimate One. Your arrival anchors your native Texture, invading and overwriting the host planet's reality. You carry the universe as your jewelry; you possess planetary-type Mystic eyes that are an upscaled version of the regular humans' mystic eyes. And as long as your Texture holds most of the planet (50%+), you can reform and rebirth yourself across many iterations of the vast universe. Your powers naturally transcend the human concept like type and space, and so naturally can control or surpass such concepts, such as the sea of mercury capable of drowning into parallel worlds, or Theia collapsing all possible worldlines into one. As for the rest of you, even if ort was stripped of their adaptation, their physical abilities and secondary functions surpass anything else, and so will you, capable of eating black holes to lightspeed life; you don't even have the concept of death, anything ultimate one-ish, you have.

Items

You get 300 CP for this section only; Human(magus) origin gains 600 CP additionally (so 900 CP total).

General

Pastries [Free]

A box full of infinite refills of Age-of-gods level of confectionery, from Udun's apple pies to ambrosia baked love apple; they are quite literally divinely good and an appropriate bribe for any divine being worth the name.

Human(magus)

Magus Items

The Grand Astrolabe [Free]

A High Ritual locked in perpetual motion. Thousands of concentric rings revolve in absolute silence, mapping the trajectories of virtually every significant mass within the solar system. It registers conceptual gravity, and ether buckling even when mundane telescopes register nothing. Perfect for astrology

TRISMEGISTUS [200 CP]

A gargantuan, spiratron-computational monstrosity and the ultimate processing core of Atlas. It calculates millions of pathways to humanity's extinction, bypassing the internet by boring its perception methodology down into the fossilized leylines of the Earth to co-opt mundane satellites.

The Ambassador's Armor (Frankenstein's Monster) [200 CP]

A binary super-armor combining three dozen fundamentally incompatible Foundations. Church sacraments hiss against Dead Apostle blood-curses. A fraction of the Fifth Magic is woven into the bracelets to steady the user's timeline. A copy of Breaker Gorgon is stitched into the necklace to sever mental contact with absolute truth.

The Red Telephone [200 CP]

A heavy, rotary model enchanted into a supreme Mystic Code. A direct, uncuttable conduit woven into the foundational leylines of the Association's headquarters, bypassing bounded fields to contact anyone on the planet you know the name or location.

The Carillon Observatory (Albion's Head) [400 CP]

An industrial, esoteric nightmare housing the enormous, fossilized skull of the True Dragon Albion. Heavy industrial pumps spew raw mana to keep the dragon in stasis. It is the single closest point humanity has ever dug toward the Reverse Side, serving as a stable portal bridge. In future jumps, you can access a similar magical realm/dimension.

The Grand Evocation Circle [400 CP]

A cathedral built into the floor of the Heart of Albion. Triple-layered runes drawn in liquid mercury, crushed sapphire, and consecrated blood. It operates on the theory of refraction—designed to take an incoming obliteration from an Ultimate One and redirect the death-blow into the void of space.

The Age of Gods Relic Ransom [Variable CP: 200 CP each, or 1200 CP for the complete collection]

Artifacts demanded by Gaia and the Ultimate Ones as repentance. They house such raw, unaltered power that they function as direct keys to the Age of Gods.

- *The Vault of Gilgamesh (Gate of Babylon)(empty of noble phantasms(the rest is there like regular mystic codes), except enkidu)*
- *The Ten Rings of Solomon*
- *The holy lance Rhongomyniad*
- *The Spear of Longinus*
- *The Book of Enoch*
- *The original Kojiki*
-

The Genuine Avalon (Scabbard) [600 CP]

The authentic sheath of King Arthur, sculpted by the fae. A piece from the Reverse Side that deploys a domain of absolute peace where the idea of "no harm can ever come here" becomes absolute law. When not actively called upon, it functions as a passive healing engine and can be physically housed inside a human body.

phantasmal

Black Keys & Sacramental Artifacts and Rituals [100 CP]

Standard weapons of the Church Executors. Runes woven with hair and silver, taking the form of grotesque, blood-stained swords or throwing knives. Heavy bracelets and necklaces loaded with consecrated Mystery, capable of sealing vampires and deploying holy wards.

The Seventh Holy Scripture [200 CP]

A massive, mechanized pile bunker and conceptual cannon—the signature heavy weapon of the Burial Agency. It is forged from the horn of a unicorn (a Phantasmal Beast of absolute purity) and bound in heavy iron. It has multiple modes, one of which can enforce the absolute cessation of life, making it capable of permanently killing entities that rely on soul-transmigration (like Roa) or conceptual immortality. Comes with the armor: Torture Instrument: Virgin Pain, but I don't recommend wearing that if you're not an immortal

Scripture of the Stomach World (I-kai Kyōten) [200 CP]

The ultimate anti-Dead Apostle trump card of the Holy Church. A weapon utilizing the body of the Dead Apostle Ancestor El Nahat, who is stored in a prison of mirrors. The Scripture operates as a summoning terminal for his main body.

The Black Barrel [400 CP]

A conceptual firearm sealed by the Atlas Institute. It is a rifle that enforces the concept of "Natural Lifespan". It calculates the theoretical maximum lifespan of the target and imposes "death" proportionally to how much they have exceeded it. Against humans, it is merely a powerful rifle. Against Divine Spirits, Demon Gods, or ancient Dead Apostles that have lived for millennia beyond their natural span, a single shot converts that "excess life" into catastrophic, absolute damage.

First(Last) Phantasm: Excalibur [600 CP]

The holy sword of the planet forged by the Six Fae. They reached deep into the Inner Sea of the planet and seized unfiltered, Genesis-level Mystery to create this weapon. The Excalibur wielded by Artoria is but a limited, extremely nefed version of this one, even the prototype version.

Typhon: prototype Dragon [600 CP]

The enemy of the gods, beyond being the origin of the concept of dragon, it is immensely powerful, among the strongest even; it is also immune to authorities and can steal powers from the gods, among other things.

Celestial Will (exclusive to Celestial Will origin)

Celestial Vault (The Throne of Heroes) [100 CP]

The systemic vault where Alaya stores its Archetypes (Counter-Guardians) and its Ultimate Ones (Heroic Spirits). A cosmic database of humanity's crystallized will, used to siphon spillover Mystery from Gaia and enforce the Human Order across timelines. You receive an empty, blank Vault. While structurally identical to the Throne, it contains no heroic data yet. Crucial Restriction: The Vault is conceptually keyed to its creator. No entity—be it magus, god, or even a distant Celestial Will—can access, read, summon from, or draw upon the Vault without your explicit, conceptual permission. It is an absolutely sovereign, impenetrable database.

Velber-02 (Anti-Cell Shard) [200 CP]

A self-contained, physical shard of Velber-Original. It can be deployed as an independent, island-sized geometric mass armed with an anti-civilization mind. It runs decillions of simulations, systematically snaps enemy vessels, and can compress its world-ending mass into a human avatar (Alterra) or expand into a full Titan (Sefar) to prosecute targets and deny resources. It does not start with its full capacity and analysis.

The Interstellar Fleet (Olympian Machine Gods) [400 CP]

An advanced fleet of Machine Gods made by an ancient civilization. They operate by absorbing ambient energy and can strip planetary matter for fuel, as well as construct wonders like the Klironomia. They possess the capacity for terraforming. If heavily damaged, they can anchor their failing logic-cores directly into a planet's leylines, downgrading into sub-Texture Divine Spirits to survive (losing their terraforming capacity in the process). You start with one ship of your choice.

The Moon Cell Automaton [600 CP]

An eye in the sky, older than the soil it observes. An engine of infinite recursive simulation, a photonic crystal superstructure hidden inside the lunar mantle. It can simulate itself within itself ad infinitum. It can enforce quantum time-locks and destroy them, and has frankly enough power from analyzing the Earth that it's a waste of time listing its abilities; still, you get the moon cell authority in the form of a ring, but you will need to rely on yourself to fully master this treasure. You may choose if it appears in a pocket dimension, inside a moon, or out in the open.

Companions

Companion Import [100]

Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you.

Emiya [Free]

Well, I'm sure he will be overjoyed, or (resigned), but he will be bound tighter than when he was with both Rin and Alaya combined; hell, I'll even turn him into a girl or reach into another timeline for a girl version, just note that the powers are fixed, the history not so much.

Scenarios

You can take this scenario before or after the jump, or at any time, or even during the jump; time will be paused; however, you will not benefit from any perk, item powers, companion, etc., during the scenario.

[Will of Humanity]

Well, well, well, look like someone want to step into the shoes of someone rarely seen, alright let's get down to Business, you will be stripped of everything but your memories, not even your body mods or actual body, everything that can be stripped will be during the entire scenario, then we will take that soul/spirit and add to it so you can actually function before dropping you off during the Toba event and connect you to humanity ...that right, you will be reincarnated as Alaya with all its powers, capabilities and functions, and you must survive and make humanity thrive until they reach the Age of Will.

Reward

Achieving such a feat grants you 1000CP and the ability to take another origin for free with all its discounts (giving you refunds when appropriate). Additionally, you retain everything you gained and became and are restored to everything you lost; you may also take your throne and guardians. Additionally, you gain all of Alaya's power from the proper canon as well as their own throne and data.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years; for celestial will origin, it's 1000 years. No limit but lifespan.

The Grand Ruse's Architect [+200 CP]

Much like the Clock Tower's disaster management, you are permanently tasked with maintaining the masquerade. You must actively sabotage mundane space programs, brick deep-space probes, and coordinate false-flag operations using Dead Apostles dressed as radical pacifist terrorists. If the mundane governments discover the truth about the living planets, the masquerade shatters, and you are held solely responsible.

Stinking of the Serpent [+200 CP]

Much like Ciel, your soul carries the lingering, greasy conceptual stench of Roa, the Serpent of Akasha. The True Ancestor (Arcueid) instantly recognizes this scent and views you as a target to be destroyed on sight, aggressively hunting you down whenever she is awake. The Burial Agency monitors you with extreme suspicion, and even Gaia herself views you with instinctual disgust.

Gossip Mill Target [+200 CP]

Much like Mercury's favorite pastime, an omniscient observer finds your existence endlessly entertaining. Your deepest secrets, embarrassing alternate-timeline romances, and personal failures are constantly broadcast as "gossip" to anyone in the general vicinity. You have no privacy, and cosmic entities will casually tease you about your most humiliating moments.

Bureaucratic Damnation [+400 CP]

Much like Lord El-Melloi II, you are drafted as the logistical middleman for the entire Moonlit World. You must manage the fragile alliance between the Clock Tower, the Atlas Institute, the Holy Church, and the Dead Apostle Ancestors. Your funds are virtually zero, your debt is astronomical, and you are expected to forge a global consensus among genocidal monsters who despise each other.

Incompatible Geometry [+400 CP]

Much like ORT's passive effect on reality, your biology does not obey the physics of the Age of Man. You cannot compress your form, hide your aura, or mask your presence. You passively break human machinery, calcify the air around you, and induce madness in mortal minds just by standing there. Any interaction with mundane society will immediately trigger a catastrophic breach of the Masquerade.

Infected by the Divine Filaments [+400 CP]

Much like the Matou family's Crest Worms, you have been implanted with a synthetic magical nervous system based on alien Divine Filaments. They gnaw into your flesh to serve as artificial circuits, inflict unimaginable pain, constantly seep waste products into your organs poisoning you from the inside out, and can hijack your emotions and thoughts. If you fail to provide enough prana, they will devour you alive.

Dust Before the Wills [+400 CP]

Much like Gaia's view of humanity, the Ultimate Ones view you as inanimate dust. You do not register as a threat, meaning they will not actively hunt you—but any ambient radiation, temporal flattening, or conceptual friction from a descending Ultimate One will passively cook you into ash unless you are hiding behind heavy shielding.

The Root is a Lie [+400 CP]

Much like the Clock Tower's aristocracy upon hearing Brishisan's declaration, the revelation that the Root is All Around You, and that your family's generational pursuit was a meaningless lie, breaks your will and shatters your foundational dogma. You suffer a severe psychological malus, losing all drive to pursue traditional magecraft. Or anything really.

Alaya's Janitor [+600 CP]

Much like Nameless Archer, you are bound to the Counter Force. You do not save; you prune. When humanity teeters on the brink, you are deployed to slaughter the millions who are the root cause of the disaster so the billions of the wicked might keep breathing. You are forced to exist in a barren, ash-choked wasteland of a Reality Marble during your downtime, fully conscious, knowing you are a faceless cog. You cannot refuse a deployment.

The Eclipse Princess' Scorn [+600 CP]

Much like a pawn in Altrouge Brunestud's spectacle, she has formed a personal, vindictive grudge against you. Rather than killing you outright, she uses her reality-warping contracts to systematically dismantle your life. Even if your power outranks hers to negate her powers, that immunity will be severely reduced. Kill her if you want this to stop.

Enemy of the world [+600]

You have been declared enemy public number 1 to mundane humanity. Somehow, this will make everything substantially harder depending on your origin.

Fresh start [+600]

You have no memory of what you got or what you filled for this jump; this is a regular isekai for you.

Lockdown [+600]

You have no **Out of Context** items, powers, or warehouse.

Land of Steel [+800]

The apocalypse is arriving; Earth mysteriously died (despite it being impossible in this version), so the plan shifted from judgment to extermination. The other type will also shortly descend, and Alaya will go into panic mode, devour Gaia's corpse, and turn humanity into A-rays, liners, and more as battle rages across the globe.

Decisions

You have three choices ...

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired of all of it? Take this and go home.

Change Log

v1.0

Initial Template Creation

Notes

-The reason Unbound authority is so low is that its strength depends on the user and its perceived territory/reach; the authority of Indra is inferior to Zeus in Greece. It's also ridiculously draining for the same powers of other authorities; hell, it's less efficient compared to them.

The contracts, while both draining, also suffer from cooldowns, and you cannot use them on yourself. If the world is mundane or has different possibilities, you can still use the possibilities of the Nasuverse (canon or this au).

-yes, everything is horribly op; that's because it's so dangerous, that's the level of play, I am not legally responsible if you go back to a regular fate jump later to troll on everyone

-Concerning the artifacts, well, it is kind of obvious a bit; the rings allow for interfering with or manipulating foundations and magic systems and control demons, the longinus is a delete button on the level of Azrael plus combined with a Gae bolg; just read the myth and make it Type-Moon.