



Jumpable 0.2

THE HOLY GRAIL IS ONLY FOR THE MAGUS STRONG ENOUGH TO TAKE IT.
BUT WHAT IS TRUE STRENGTH? WHAT IS FATAL WEAKNESS?
...LET THERE BE LIGHT ENOUGH TO ILLUMINATE YOUR WAY.

The world is at a standstill. The European Plutocracy inexorably tightens its grip upon mankind, bringing everything under their umbrella, discouraging progress for the sake of stability. Rebels and freedom fighters struggle against their rules, while magi dance across cyberspace. Once, there was mystery and magic in the world, but it all died decades ago.

-Now.

The all-seeing Eye of God opens its gates. A supercomputer left by aliens, hidden inside the moon 4.6 billion years ago, capable of observing and recording every moment of everything on planet Earth. With omniscience, comes omnipotence: this device, the Moon Cell, is capable of creating whatever future one desires with its power. But to decide who can bear that privilege, a contest shall be held.

The Holy Grail War. A tournament taking place over seven weeks, in which Masters - wizards that have projected their very soul into the moon's cyberspace - battle against each other using Servants: figures of history and legend, heroic spirits who left a grand mark upon the world. A tournament you have joined.

For the next seven weeks, you shall reside within SE.RA.PH., a digital space so advanced as to be a reality of its own. All of the Masters and Servants live within the same academy, given their own rooms and access to the Arena, a series of labyrinths full of enemies they can train against and resources to exploit - including cypher keys required to qualify for the Elimination Battle: one final duel against this week's foe, taking place inside the Coliseum. The winners will go on to the next stage. The losers will be deleted. Only when the other 127 Master-Servant pairs have been erased, shall the warriors remaining alive be given leave to enter the Angelica Cage, and claim the Moon Cell's core for themselves.

By default, that is how you will conclude this Jump as well. Given who is waiting there, you may choose to end the Jump after winning the final round, but doing so will prevent you from making a wish upon the Grail. Should you escape the Moon Cell, or otherwise invalidate the contest for it, you will simply spend a full decade in this world.

+1000 Codecast Programs

Origin

As the Moon Cell will provide its contestants with new avatars, feel free to choose age and gender as you prefer. Know this: all who enter the Holy Grail War do so for a reason. Something slumbering in the gardens of the human heart.

Your wish is...

True Fool

...to have plenty of fun! Playing with your bestie, winning the victory royale, or eAtiNG yuMMY fOOD!

Plutocrat

...to secure peace. At least, being one of the Harwey's agents, that's the line you're meant to go with.

Visionary

...to create a new future. Whether for all of humanity or yourself is something only you can answer.

Revenant

...to end it. This stagnant, dying world. Or, perhaps, your own pitiful life. Burning, fading, and then-

Survivor

...to survive. Forget the plutocracy. Forget liberty. Forget everything else. You just don't want to die.

Perks

Discounts are 50% off. Freebies are Free.

Wizardry - Free

Outside of very unusual circumstances, joining the Holy Grail War requires that one be a magus capable enough to project their very soul into the Moon Cell's systems, and you very much fit the bill. Processing large amounts of data, customizing small VR spaces or objects, and hacking all networked devices within an entire building with a few thoughts is possible for you. Though, of course, a proper workstation can greatly improve your thaumaturgy be it through computing power, granting an interface to send more commands through, or simply allowing you to assault targets across the planet via the world wide web. Many challengers in this War leave your spiritron hacking in the dust, but free magi are coveted by many nations for a reason. Your magic circuits are of decent quantity and quality, if it must be said.

But of course, raw hacking will only take you so far when your Servant must do battle against its peers. That is where the other half of sorcery comes in: codecasts! Special programs akin to old-fashioned spells, written in advance and executed by running magical energy through them. All kinds of effects ranging from elemental manipulation, to area modification, to curses, to healing, and who knows what else can be brought about if one has enough skill, power, and resources. Codecasts are usually 'consumable', needing to be written again and again as they are used. There's two main ways to get around this.

The first is to install a codecast into your virtual body, akin to a spiritual cybernetic. This allows that codecast to be wielded as a supernatural power that is simply part of the magus and often made even stronger by this, but can also change the magus irrevocably, so many are wary of it. The second is to install the codecast into a Mystic Code, allowing for its activation through an item or outfit. It's quite convenient, but comes at the cost of versatility: even a full costume can only be endowed with a handful of codecasts at most, and many wizards can't even do two at once.

While nothing special, you can rest safe that you won't be complete dead weight to your Servant in the battles to come.

Designer Baby - 100 CP

Before you were born, your parents worried for you and your future, and sought to give you a better hand to play the game of life with. Thus, genetic engineering was used to give you the finest of genes, imported directly from Europe. You are an incredible specimen of mankind as a result. With great physical and neurological health, a naturally athletic physique that can be honed to olympian levels, and a keen mind ready to pursue whatever your goals may be, it's no mistake to say you're better than the rabble. Still, claiming to be the strongest or smartest human alive might be a liiiiitle bit delusional...

Homunculus Creation - 200 CP

But perhaps what you wish for is the knowledge to bring others to such a level. You are well-educated in the modern arts of producing homunculi. Rather than a product of magecraft, they are made via genetic engineering and cloning technology, and quite popular in the black market. Modifying an existing child is no difficulty, either, though not every fetus is going to be compatible with every possible genetic adjustment. While still slower than magical homunculi who can be decanted fully grown, you do know how to produce medicines that can accelerate physical development, bringing a young child to adulthood via regular dosage over only three years. With the soul being quantified, it is no surprise that the body followed suit.

Sorcerer - 300 CP

There is a world of difference between hackers and wizards, but even among the latter, you're something unfathomable. Few can match the shenanigans you bring to bear. Codecasts that can discombobulate even Servants or render the enemy incapable of physically defending themselves for a short time, Mystic Codes that increase the wearer's magical power and can execute a preset Codecast with no regard for their skill, or digital puppets endowed with a copy of your Servant's combat prowess only a few ranks lower than the real deal. Granted, you can't do anything and everything out of the blue, your best stuff needs time and unique resources to make. But compared to how Thaumaturgical Foundations used to work, whatever fields or specialties you know feel more like a cute theme than a real limitation. Even without dedicated executables or tools, your spiritron hacking is incredible. Extracting an unresistant target by calling their PDA or interrupting a Servant's mana supply for a day by kissing their Master is possible for you.

Monster - 1200 CP

Empty. Spiral. Begin and end. You saw death, and death took root within your eyes. You now carry the Mystic Eyes of Death Perception, an ocular power that allows you to see the lines of death in all things, and by tracing those lines with your fingers or a weapon... bring about its ultimate end. Well, many lines simply allow you to slice something to pieces with no regard for durability or the like, but this power can be used on things like inanimate objects and supernatural existences rather than only organisms. Though it is a bit tricky to use in combat, your experience with these eyes lets you kill your target's ability to perform categories of action, like basic attacks or blocking against strikes, which makes fighting you quite nightmarish. If you catch someone unaware, or have killed enough of their abilities to leave them a sitting duck, you can simply and absolutely kill them by piercing the line of death at the core of their being. But of course, a gimmick like this on its own wouldn't be enough to kill Servants. So it is fortunate you have all the training of a proper demon hunter and more, having become a walking maelstrom of death over the course of a long-ish career. Your parameters, in conjunction with your eyes, make you deadly enough to kill ninety-nine Servants all on your own. Your sheer presence distorts reality, the World wailing in horrid moans when you abandon subtlety and let your killing intent surge. Even the winner of a Holy Grail War, mighty Servant at their side, would have every single instinct in their body screaming for them to leave upon laying their eyes on you. To call you Death, while technically incorrect, may as well be truth for most.

Rider on the Storm - 100 CP (Free to True Fool)

It's only natural all those silly NPCs and background characters fawn over the real hero of this story. The coolest, most awesome gamer in the whole competition... now has a challenger. You've got the arrogance of a brat that's never been told "no" by someone he can't hack into oblivion as revenge, or the delusional passion of a guy who thinks smashing every single religion together will lead to the truth. Well, you don't have to be that bad, but you've got confidence. This also makes Mob-Type girls (or boys) crowd around and fawn over you whenever you want attention. Why they even like you is a mystery...

Territory Creation - 200 CP (Discounted to True Fool)

What's so wrong about setting the stage for your victory? If making it rain some gold to empower your bombshell Servant's cannons is unfair to ya, then go cry in the forums, newbie. This is your forte, making your own home field advantage. From arriving real early, to doing your business absurdly fast, it's a rare day when the world itself isn't kicking your enemy's butt or singing your team's praises. Well, as long as you have something to work with, anyway... but if nothing else, even blocking the doors so they waste precious time even reaching you can help. Hey, whatever works, right?

Metamorphosis - 200 CP (Discounted to True Fool)

Once one can project their soul onto cyberspace, it takes another level of skill to customize their spiritron body. Most of the Grail War's participants will be stuck using the Moon Cell's default avatars, even into the final rounds. But you seem to be a natural at that kinda thing. Changing your hair, build, facial features, and even sex is all possible for you, with the changes taking only as much time as the system needs to render your new model. Somehow, you'll be able to do this even outside of cyberspace. Maybe you were touched by the Third Magic's original form at some point?

Divine Aegis - 400 CP (Discounted to True Fool)

All combatants in the Grail War should be wizards of at least some competence. After all, one can't enter to begin with if they lack the skill to project their very soul into cyberspace, which comes hand in hand with being an excellent spiritron hacker in general. But anomalies are not impossible. A cyber ghost uploaded to the Internet could enter the Moon Cell and later join the competition with no awareness of just what they are getting into. When that happened, the poor little girl was given strong Codecasts by the Moon Cell to give her a fighting chance. Another man didn't summon a Servant, but took on a spirit of the stars as his partner, for she found him interesting. Much like these two, you have incredible fortune when it comes to the attention of higher powers. Whether in the form of potent gifts or a month of their personal help, you're never without something in your corner for long. This is charity, not loyalty, so try not to squander it.

Seraphic Monstrosity - 600 CP (Discounted to True Fool)

The connection binding Master and Servant goes deeper than many often acknowledge. Even the sharing of dreams is only the surface. A dour and pessimistic man could destroy the Luck of a blessed king with his attitude, while a killer wraith may blossom into an innocent child or true monster depending on the Master. But even by these standards, some of the people running in this War push things further. Run Ru, the crazy cannibal clown, summoned Vlad Tepes of Wallachia as a blood-soaked vampire knight despite the man normally despising his fictional vampirism so much he would kill any Master insisting he wield those powers... and then became his new wife!

You're much the same. Summoned beings and familiars are heavily affected by your psychology and inclinations when you wish it. The aspects most compatible with you are brought to the fore, while those that would conflict are downplayed or sealed away entirely. This can alter the being's powers, like how Run Ru's Tepes can invoke his Fortress of Impalement anywhere in his presence and has more limited vampirism, but nothing as bad as Monji Gatou's crippling of Arcueid unless you actively want to rid your familiar of something. If they reflected you to begin with, then like an infinite mirror, you could live past the death of even your soul through them or their powers.

Coronation - 100 CP (Free to Plutocrat)

The core of the plutocracy is the Harwey family, with their power and dreams pooled into Leonardo. You are like him in that regard. Your family members, no matter how distant or psychotic, are naturally drawn to support and help you. This doesn't change their personality, mind you, so a power-hungry sociopath might hire someone to kill your mother and ensure you're the sole recipient of an inheritance... or the goals they might wish you to gather such power for. Still, you also seem gifted with finding your own family. A kid who admired you could wish you were their parent after just a week knowing you.

Nobility - 200 CP (Discounted to Plutocrat)

It takes strength of character for one to be fit to rule the world. Be you king or knight, that strength is one you hold. Stepping into great danger with your head held high and fighting honorably even when trickery could yield a faster victory is easy for you. This inner honor, whether or not your actions live up to it, grants you a powerful charisma. A legendary knight who once kneeled to history's greatest king may see you as a worthy successor, while monologuing about the nature of humanity and your goals at someone hung up over being forced to kill a little girl could actually kinda cheer them up.

Knighthood - 200 CP (Discounted to Plutocrat)

Let us not forget, the Holy Grail War is a war, and thus ought to be fought by soldiers. You are a decorated war veteran, with decades of combat experience and plenty of skill in small unit tactics that'll come more than handy in making use of your Servant. But your real specialty is sniping. From the patience to lie in mud for days waiting to kill a man, to aiming well enough to actually hit that shot, few can match you. Forget sniping someone from a mile away, you can ricochet bullets off of something hardy into a target such that any survivors are tricked into believing you shot from a different location.

Promised Victory - 400 CP (Discounted to Plutocrat)

The founder of the Plutocracy feared the world was changing, and built an empire preparing for it. Leonardo knows the world is currently doomed, and already seeks a new future. Much like them, you are one who dares to see what lies ahead in your path. No matter how uncomfortable or inconvenient a fact may be, like the inevitable results of pursuing endless growth in an environment with limited resources or the mental decline of a domesticated populace, you can accept the truth around you and identify just where any large system is headed. From there, it is a simple matter to exploit that system or alter its course however you wish. While creating these futures remains your responsibility, you are incredibly fortunate with taking the first steps towards them. Whether in gathering the funds to make choice investments, or crushing the dissent of greedy fools, you will never be forced to stand idly by material circumstances as tomorrow falls to ruin.

Born King - 600 CP (Discounted to Plutocrat)

When you were a young child, so young many humans have yet to even develop a proper ego, you were subjected to a hypnotic procedure. One that painstakingly carved every bit of knowledge, wisdom, and experience the world's ruler should need into your brain. From the stewardship to polish your territory, to the economics to ensure your people prosper, to the politics to destroy all those who might defy you, to the strategy needed to conquer the world piece by piece, and too many factors to individually mention. You are less of a human leader and more of a perfect king sent down by the Heavens to administrate mankind, akin to the young child who drew the Sword of Selection from the stone in ages past.

But what is a crown, without a throne? That is the body gifted to you by nature. No genetic or surgical modification was ever necessary. What lesser men spend a lifetime to achieve is simply your natural form, like a game character with all of their parameters maxed out. That's not to say others can't possibly surpass you in their field. There are magi with better computation, with more destructive Codecasts, or what have you. But even if they teamed up to do battle against you, their loss remains more likely than not thanks to your all-encompassing excellence. You can also measure and hold back your power by discrete amounts, just in case you wanted your defeated foes to feel as if they at least had a chance.

Queen of the Moon - 100 CP (Free to Visionary)

Flowing, gorgeous hair. That beautiful face with perfectly clear skin. Supple and inviting thighs. A cute little butt. Or whatever manner of beauty you seek for yourself, including the chance to bear a suspicious resemblance to any living human from Fuyuki City circa the early 2000's. With looks like yours, some people would be flustered rather than offended by you groping their body one part at a time, and willing to put up with you going from comatose to bitch in three seconds flat. Maybe with a little teasing, you do look even more cute when angry, but still.

Teenage Islam Freedom Fighters - 200 CP (Discounted to Visionary)

Fighting a force like the plutocracy head-on just ain't in the cards. A coordinated hack big enough to bring down a city followed by a surgical strike to critical infrastructure is the bare minimum to make them blink. Something you're capable of both organizing and taking part in, a young mistress of guerilla warfare and insurgent tactics. The antipathy you hold for the world order makes aligning with other terrorists quite easy. Even the ones you'd expect to look down on a little asian girl for ideological reasons would gladly call you ukhti. Compared to the Harwey's elite assassins and fireteams, it would be almost too easy to trick the dimmer Masters in the War into giving themselves fatal brain damage.

Trismegistus - 200 CP (Discounted to Visionary)

Magecraft is dead, but that does not mean it is completely unusable. Whether as a pretender, apprentice, or lone survivor, you have the skills of an Atlas Alchemist. This generally entails the manipulation of matter. Turning a precious gemstone into a magical weapon designed to weaken a specific type of monster only takes seconds, though the resulting blade would be so fragile as to crumble apart after usage, and at great expenses you could fabricate a millimeter of photonic crystal. But you've also learned astrology, practicing clairvoyance through stargazing. Opening yourself to someone's star can result in vague but deeply evocative visions and sensations, and simply observing a star can be used to monitor a person's status.

Best Girl - 400 CP (Discounted to Visionary)

Helping someone you may well be forced to kill later survive and grow into a threat is foolish. So is placing your trust in a woman who has a genuine dream and cause to kill for. But these foolish things, they are what makes us human. 'Stories of love and hope', one man would call it, at the end of a distant dream. Whether you agree with that, it certainly feels true now. Doing the sentimental thing is never the wrong path for you. It might not be easy, or end exactly how you planned for things to go, but you will never regret your way. A pitiful rival you lend a hand to could become your stalwart savior in time, and help you find the answer you've sought for. By the same token, your efforts to help are vastly more effective. A fragile weapon gifted by you is wielded with grace, they lead a seemingly invincible enemy into your traps with skill, and so on. It helps that when you are not their 'real' foe, enemies are far less keen on making sure you're actually dead.

Bird of Hermes - 600 CP (Discounted to Visionary)

Once upon a time, there were certain magi who did not seek to wield magecraft themselves, but instead created a familiar to do so in their stead. Despite the death of mana, that practice has not faded away completely, and you are the result. A new lifeform adapted to the current world of digital sorcery, with organs composed of Etherlite and unusual materials such as precious gemstones, helping you write and execute incredibly strong Codecasts with similar benefits to other magic systems you may have. The sheer energy coursing through your magic circuits lets them provide both life support and healing, such that you could survive a cursed spear ripping out your heart and lungs then regenerate said organs in a minute.

But at the core of your being lies one of alchemy's masterpieces: a 6th generation spiritron computer made of Philosopher's Stones - photonic crystals - and the same material as the Moon Cell's own computing substrata. Thus, it is not surprising that your raw computing power is capable of matching powerful AIs and could even run a Reality Marble on pure calculation, though producing one is another matter entirely. Your final feature is a self-destruct mechanism, an explosion caused by overloading your magic circuits, designed to destroy the Moon Cell. It's difficult to believe that would actually work, but at minimum, your detonation could annihilate powerful frontliner Servants and a chunk of SE.RA.PH.

Berserker - 100 CP (Free to Revenant)

It was hell. What you saw, what your world became, was hell. Surrounding you. Crushing you. Poisoning you. Now, you can't get away. Not alive, nor dead. So you won't die, until your regrets are laid to rest. There is a dreadful will inside you, verging on madness. A will to live, no matter the cost, even if it isn't really life. Even as body and soul collapse, even if you must sit idly watching hundreds march to their death until one of them finally agrees and says you're right. You'll do it. You'll keep going, no matter how miserable and hopeless it may become. No matter what monster you may become.

Assassin - 200 CP (Discounted to Revenant)

Let your betters live in the light. Your hands, stained crimson, belong in the darkness. Whether by scurrying in shadows or hiding in plain sight, with a bullet or poison, you're an expert in all methods of assassination. Even someone taking great care to protect themselves with supernatural powers can't truly be safe from you. That same ruthless insight and gruesome creativity you have makes it a cinch to lead your own unit of professional murderers, or exploit the unusual abilities of Servants to the fullest in disposing of threats. The lack of respect you hold for human lives is almost tangible, your mere presence inflicting terror upon the sheep, and makes building a rapport with fellow killers easy.

Ruler - 200 CP (Discounted to Revenant)

The world is too big for one man to control, no matter what the Harveys may dream of. But to influence? To make sure just the wrong person sees the right message, that the right news story breaks at the wrong time? To give just a push, and let human nature sort everything out? That's different. Even trapped in a tiny dimension, so long as you had a connection to the internet, your mastery of sociology and psychology is enough to let you increase the rate of terrorism and violence across the whole globe by manipulating and manufacturing information. This understanding of how people think also makes you incredible at monologuing, such that even the most deranged ideology would be very difficult to argue against from a place of logic.

Avenger - 400 CP (Discounted to Revenant)

The origin is disdain and spite. The name is abomination and hatred. The past is scorn and ridicule. You were rejected and thus reject everything, denied therefore deny everything. Because the starting penalty is five, you have not yet earned the right to rest. When you should have died, the negativity inside you will blaze out of control, driving you to persist even as a broken corpse. In this state your hatred and grudges fuel you, like an unsightly scar that never fades away, with any 'killing intent' or similar auras growing until they seem more like a roiling ocean of negative emotions. Rejecting death, your body will eagerly accept any flesh you graft to it, usurping its rights. You will also gain the power to manifest your psyche as twisted flames full of screaming faces, pouring your darkest emotions and memories into others via contact. In a sense, this is a mental attack, able to crush souls with your personal hell. In another, it is one last cry for help.

Saver - 600 CP (Discounted to Revenant)

The birth of spiritron hacking came not at the hands of magi seeking to reclaim their power, but an adopted child that just happened to have magic circuits. Twice H. Pieceman, a renowned scientist of incredible intelligence. A man who could treat fatal brain diseases or amnesia with neurosurgery, invent cures to deadly bio-weapons, and pioneered spiritron hacking... even though his real specialty was cybernetics. A man whose genius and wisdom you now match. Beyond saving and improving countless lives, that special spark of yours lets you convert magic systems into a technological, or at least technopathic, form. This will likely take a great deal of research, both to get started and to make 'spells' for the variant, mind you.

But of course, just like the man himself, your mastery of spiritron hacking allows you to meddle with systems that should be far beyond your power. Completely changing the War's ruleset without getting rid of a certain ghost in the machine and taking his place beneath the Angelica Cage is beyond you, but you could meddle with the rules to your advantage. Mixing the Lunar Seas so your foes risk battling others, forcing the NPCs to unlock items and information ahead of schedule, and other such slick tricks. These changes are not suited for combat, too grand in scope and too slow in speed to adequately oppose anyone currently menacing you, so having a Servant to act as your sword and shield remains crucial.

Blank Slate - 100 CP (Free to Survivor)

To lose one's memory is a terrible fate. But an empty mind is not without its benefits, having plenty of room to fill itself. You learn fast. Going from a totally clueless nobody way in over their head to a, well, mostly clueless nobody who can nonetheless lead a hero of legend against its peers in combat with some lucky help in a week or two is in the cards for you. This can even apply to more ephemeral things, like your bravery or wisdom. Is the spiral of violence that is the Holy Grail War the sole reason you will evolve, or could you achieve this much in peaceful days, I wonder...

Matrix Hunter - 200 CP (Discounted to Survivor)

The thing about Servants is that they're famous. If nobody spoke about their lives, they wouldn't be here, after all... and if you know someone's entire life, you know their strengths and weaknesses. Like a certain amnesiac, you are quite skilled and fortunate with finding actionable intel on your enemies. Identifying what details or traits really matter and finding a source with the knowledge to tie it all together is only a matter of due diligence for you. In the case of mythological or pseudo-historical entities, you'll benefit from doing so no matter how much your target diverges from what the books say.

J-K-P - 200 CP (Discounted to Survivor)

Live combat is a complex thing when done by regular humans, and the esoteric abilities of Servants should only make it all the more convoluted. So why is it that you can treat a battle to the death between legendary heroes like an extended match of Rock Papers Scissors? A simple attack while they wind up for a guard break, a strong blow to crush their block, and then defending against their basic strike. Getting the timing right when everyone's running about fighting in real time might be tough, but win enough clashes like this, and whoever did it will be able to land a powerful extra attack unopposed.

Heartfelt Hakuno - 400 CP (Discounted to Survivor)

There's something about you that people can't help but like. A simple, understated yet universal, charm. An arrogant jerk singles you out as their sidekick and best friend, a terrorist keeps finding reasons to help you, and a foxy lady on the hunt for a spouse might decide you're the one she'll devote her everything to after a month and change by her side. Even a mighty king to whom mankind is but a flock to shepherd can't help but grow fascinated by you. It's no mind control, in the current circumstances many of these figures would ultimately choose to kill you once it's your or their life on the line, but these bonds you make simply through being yourself shouldn't be underestimated. If you were willing to face their pain head-on to look at them with genuine compassion, even a berserking avenger might be able to rest in peace, reaching out to brush away your tears as they vanish from this world despite trying to kill you only a minute prior.

Ranse Eroica - 600 CP (Discounted to Survivor)

Facing an unavoidable death, facing an inescapable conclusion, one's true essence wells up. To you, prayer and salvation are unneeded. Your will to live, to struggle for every passing day, is a force in its own right. Like a premonition, you can foretell what choices lead to 'Dead Ends' outside of proper combat. Where to run away from a deadly bowman, whether to stand your ground against an implacable foe, you will not meet an ignoble end. Helpful allies and useful resources are just waiting for you to reach out towards them, evening the score in your favor. Once it's time to do or die, the rhythm of the enemy reveals itself to you, helping you foresee at least one third of their planned actions.

Even should the worst come to pass, the act of triumphing is like a source of good karma, granting you one last reversal of fortunes whenever you stumble at the finishing line. If you failed to prove your worth by leading an Effigy to victory in the last part of the preliminaries, the act of regaining your memories and breaking free from the false school life could ensure a Heroic Spirit would leap to your defense and agree to become your Servant. If you actually won the Holy Grail War, defeating even the maddened ghost waiting beneath the Eye of God and his Savior, only to realize claiming the Grail would result in your erasure because of a technicality? Doing so anyway could see the Moon Cell itself sparing your life.

Items

There are no discounts. Freebies are still Free.

Touchpad Terminal - Free

A simple but convenient PDA given to all Masters. It can take and make calls, automatically records information you learn on VIPs for later review, and can even provide basic diagnostics on things like your Servant's status or your equipment.

Dreamy Schooldays - Free

A simple but somewhat cute brown school uniform. It works more like a skin in a video game than actual clothing: it takes no damage in combat, but also provides no defense or benefit on its own, effectively being worn 'over' whatever Mystic Code or armor you've actually equipped.

My Room - Free

A classroom provided by the Moon Cell to act as each Master-Servant pair's base and sleeping quarters. Mostly safe during the course of the Grail War, as it has the Holy Grail's backing. Post-Jump, only as secure and private as a high-quality magus workshop by default, and can be deployed as property or kept as a Warehouse Attachment on a case-by-case basis.

Historical Decoration - 50 CP

A special upgrade for both My Room (that is, your room) and the Cosmic Warehouse, covering them with bits and bobs fitting for your Servant's personal tastes and cultural background. Can be toggled on an individual basis. As a bonus you gain an eclectic supply of items given by an eccentric teacher. That random goldfish on the ground really brings the room together. You'll get a few more of those each Jump, their delivery announced by the roaring of a fierce tiger.

Personal NPC - 50 CP

Is this the result of inexplicable lunar nepotism, pure charm, or did you actually hack one of the AIs running around here? You have your own NPC playing the part of aide and confidant, one who just so happens to look and act a lot like a living human from Fuyuki City around the early 2000's. Their abilities can be decent by human standards, but as you can't exactly bring them into the Arena or Coliseum with you, some type of nurse or teacher is likely to be more helpful than a fighter.

Beowulf Cluster - 100 CP

Magic circuits and photonic crystals can provide incredible computing power, but that doesn't mean regular computers can't cut the mustard. You have a large network of PCs working in lockstep to support your digital efforts. With the processing speed and software libraries contained in all these desktops, even a regular hacker could leave plenty of wizards in awe of their hacks. Making your own secret rooms in the Moon Cell, creating dimensional pit traps that fling anyone walking into a set area into another space temporarily, or if you got your hands on someone else's Command Seals even forcibly Dual Classing your Servant might be possible. You can draw on this cluster's powers in cyberspace using a badge of your design. Doing the same in reality without being a wizard normally entails surgical installation. Just a warning for if you want others to use this thing.

Homunculus - 200 CP

An artificial human created via magecraft rather than genetic engineering. How you smuggled this into the Moon Cell, I do not know, but they are currently safe from deletion and can provide a great deal of support: their abilities are comparable to the "Wizardry", "Sorcerer", and "Trismegistus" Perks. Unfortunately, they lack a spiratron supercomputer or superhuman magic circuits like their 'cousin' Rani VIII, but their physiology is remarkably accepting of upgrades... in any case, they are unshakably loyal to you, both by nature and due to your genuine bond.

In terms of personality, they are like a doll, waiting for life to give them a soul. In terms of body, having caramel skin with purple hair and eyes is non-negotiable. Part of the genetic template, maybe? But you can design their appearance and shape to your liking beyond that. Sialim made Rani tiny and slim for portability, so if that's no concern for you, there's no need to follow suit. Could even make them a boy, if you'd prefer that. In case of doubt, their beauty can be equivalent to the "Queen of the Moon" Perk. Still gotta have dark skin and purple hair/eyes though.

Plutocracy - 1000 CP

It's not incorrect to say the Western European Plutocracy controls the world. With their iron grip upon critical resources, which has long since been leveraged into unmatched economic and political authority, very few nations can reasonably even try to oppose their will. But in terms of territory, they only control about a third of the planet. Now, another third of the world falls under the control of an economic organization. Yours, that is. You are the leader of a corporation equal to the Plutocracy. Perhaps your ancestor laid claim to something whose value the world underestimated until it was much too late to deny their price, perhaps they rode the Harwey's slipstream as the current world took shape. It matters not. The fact remains that you rule a group with the financial power to make even first world nations kneel, the military power (including magi and hitmen, in case it needs to be said) to ensure none can defy you, and the political power to make this status quo last until the bitter end. The social structure of your lands and what life here looks like is up to you. A good degree of despotism and autocracy is inevitable given how you maintain power, but there is no reason you can't treat your citizens with kindness. Just try to remember why people oppose the Harweys. Any utopia you can imagine is almost certainly going to be someone's dystopia even before corrupt officials and other such vermin inevitably soil your kingdom.

Chakravartin - 1200 CP

The great halo of one who has grasped the truth, bequeathed to you for strange reasons. A chakram of golden light seventy kilometers in size, and a chakram of golden metal seven kilometers wide, their numbers increasing sevenfold over time when active. The smaller is ringed by a golden spear, reminiscent of the vajra, which acts as a mobile artillery platform. It can launch multiple arrows at once per salvo, fast and powerful enough to greatly endanger Servants, with the construct itself being capable of fatally spearing through even a powerful Saber. Yet its value as a weapon is lower than its worth as the crown of a transcendent one. A genuine Buddha, upon the Chakravartin reaching its maximized state as a fully operational battle platform, could force enlightenment upon any given target through firing a vortex of light - which, in all practical terms, is tantamount to inflicting damage to them equal to the weight of all humanity. A wise king that has forsaken violence and begun walking the path of wisdom could use it to instate absolute zones of protection with their understanding of dharma and the futility of warfare. A true master of spiritron hacking could irreparably overturn the very conceit of the Holy Grail War, and after a thousand years, conquer the Moon Cell itself. Still, it is not impossible for a foe to damage the chakrams and thus hamper Chakravartin's operation, so be mindful.

Companions

There's a Servant left that fits a human like you.
I look forward to your valiant efforts in battle.

Servant - Free & Mandatory - Incompatible with segment/L.the.L

A legendary soul from history and myth. A powerful familiar that shall be your sword and shield in the Holy Grail War. They are to be designed using the Servant Supplement, with a base stipend of 800 SP. You may transfer your points to them at a 1:1 rate, 50 CP to 50 SP for example. Whether they are Tier One or Tier Two is your choice, but the powerlevel of all other Servants in the War will change to match. As catalysts are not used in the Moon Cell, your Servant is inherently going to be compatible with you in some way. Whether that makes you best friends who are perpetually on the same wavelength, utter dweebs who can't stop bickering like siblings, or soulmates is something you'll have to figure out yourself. You can also Import an existing Companion into this role if you'd like.

Master - Free & Mandatory - Requires segment/L.the.L

But if you are the Servant, what you need is a Master. They receive an Origin, with all the Discounts and Freebies therein, alongside 600 CP to make purchases with. Design them as you will, but as with the Servant option above, they are going to be someone you'd genuinely like and want to stay by the side of, though the nature of that bond is up to you. You may also take a canonical Master instead so long as you match the Class of whoever they originally summoned, or Import an existing Companion into this role.

Sub-Servant - 400 CP

...now that's just unfair. Somehow, you have made a contract with a second Servant. They also get a stipend of 800 SP, with their Tier matching that of your original Servant. The same general stipulations about compatibility and your relationship still applies. Whether you saved them from a dying Master or somehow pulled them from the Moon Cell itself, they wouldn't have bothered joining if they didn't like you. This can be an Imported Companion instead if you'd like. If you've taken "segment/L.the.L" this is your Master's Sub-Servant. Don't worry about fighting for your Master's attention: evil vixens are destined to lose!

Alteration of the Soul - 300 CP

A pair of strange women with colorful hair, living in the church right outside the school building. One is quite prideful, one is hotblooded, and you get the impression they are trying very hard to not bite each other's head off. Anyway, they're stuck in the Moon Cell for the time being, and provide empowerment services to Masters and Servants. Basically, as Masters do battle and grow over the course of the war, that growth can be fed back into the Servant by exploiting the connections between their souls. This then lets either women (but, really, the blue-haired one is never gonna do it even though she's way better at this) improve the parameters of the Servant. With enough growth, this can even give them entirely new techniques or spells!

Anyway, if you'd like, I can put in good word for them about the whole "Chain" thing. It'll get the ladies to follow you from world to world, assuming you don't antagonize them like a total jackass. If you wanna be friends, or something more, that's on you buddy!

Star Spirit - 1800 CP - Replaces Servant - Incompatible with segment/L.the.L

...okay, forget having two Servants, THIS is the real definition of unfair. Rather than a mere Heroic or even Divine Spirit, you have formed a contract with the brain of a celestial object in this solar system. An existence who stands above the gods, the sheer power and versatility afforded to these beings can't be overstated. Their strength can wreak havoc upon continents, their mere presence can paint over a world if gone uncontested, and even Death itself as a concept (USUALLY) does not apply to them. As an example, Arcueid Brunestud is capable of commanding reality to her liking through the manipulation of probability, creating vacuum lines powerful enough to rip apart mighty Dead Apostles, summoning a copy of the Moon itself to crush her foes, or even recording and reconstructing the surface of planet Earth, among countless other feats and miscellaneous abilities such as regeneration or her Mystic Eyes of hypnosis. Through the power of the Earth, she can grow one rank stronger than any foe weaker than the planet itself. Through the power of the Moon, she can reduce an enemy's power to a sixth, a conceptual reduction inflicted by the difference of the Earth and Moon's gravity. Another example would be Type Venus, a great carnivorous plant reminiscent of a fish, large enough for its corpse to house a city. It is a parasite capable of taking root upon a world, ingesting nutrients such as concepts and ideas, then producing over a billion of terminals with which to devour all life in short order. Or hang out with the guy she likes as a freeloading mooch, anyway. Yet another example would be the One Radiance Thing, an interstellar predator with various synergistic powers allowing for the adaptation and assimilation of qualities and even "systems" from whatever is foolish or unlucky enough to be in its path, resembling a crystal spider burning with green fire whose true body is in reality the big UFO hanging behind the kaiju and mistaken for the Ultimate One of Mercury by some of Earth's scholars. Still, there is one little limit your new friend is forced to operate under: you and your puny brain. As a Servant bound to you, the powers and very nature of your cosmic partner are limited by your ability to comprehend them. This may sound trivial, but to illustrate, does the notion of mighty Zeus or wise Odin bowing to a big chunk of space rock run against your common sense even slightly? Are you *actually* capable of visualizing a billion creatures ravaging the world? Can you conceptualize a being that is truly without Death, not merely one capable of endless healing or who does not experience senescence, but for whom Death as a whole **simply does not exist**? Please don't take your friend for granted. In any case, given many of the beings you could choose for this would run afoul of the War's rules against fighting outside Elimination Battles or messing up SE.RA.PH. simply by existing, they will be provided a smaller humanoid form that can wield their powers in a much more restrained manner to use here even if they would ordinarily lack such a thing. Type Venus might appear as a cute blonde angel, ORT could show up as a cool golden spiny guy or maybe a cute Aztec cowgirl, whatever. They can still assume their true form unless you're too dumb to imagine a giant monster.

Drawbacks

Existing to exploit. Choosing prosperity.

That deed was savage-

-but it was true.

segment/L.the.L - 1000 CP / +1000 SP - Incompatible with .birthday

Rather than the Master, you are a Servant. This can provide a great deal of personal power and versatility in defining your Matrix, but it also means combat will be your responsibility. As before, please check the Servant Supplement to see how you will design yourself as a Heroic Spirit, choosing the powerlevel of this world between Tier One or Tier Two.

In case it isn't clear, you're trading your normal stipend to use in this Jump for a stipend to use in the Supplement. You can still gain points through Drawbacks, taking them for yourself to use in the main Jump, converting them into SP to juice up your Servant powers, or gifting them to your Master. You also get to keep your Origin for Discounts and Freebies.

un born/dead end - +100 CP

Julius B. Harwey was thrown away shortly after birth due to responding poorly to the genetic modifications intended for him by his family. They removed one of his livers without anesthesia just to check his pain response, drugged him into reaching adulthood faster at the cost of reducing his lifespan to less than 30 years so he could be put to work faster, and made him kill the only woman to ever show him any kindness. Your own history in this world is equally miserable and disturbing.

MONSTROSITY/telesthetic longing - +100 CP

biTinG dOWn iNto a tAsTy tAsTy NECK. SwEEt sWEet bLOOd gUSHiNg dOWn yOuR THroAT. Thrusting your fierce spear into the warm folds of a spirited young maiden. Lurid blood splattering and coating your quivering flesh. That... is a HaPPY haPPY fUN TIme FoR yOu. You're violently insane, a devil in human flesh, destined to burn for eternity in the pits of hell. Oh, Lord, why have you forsaken this soul? bUT wHo CaREs, tHErE iS So MuCh mEAt riPE fOr cOOkinG aND EAting iN tHE mOONy LooNy mOOn!

disillusionment/suspended animation - +100 CP - Incompatible with .dead end(overture)

If one is capable of etherizing the soul, their human body is no longer strictly speaking necessary for survival. This is relevant to you because you already died back on Earth. It might have been decades ago back in the World Wars, or maybe it only happened very recently. Either way, the nature of your existence means you're out of step with the world, just like a ghost. Your weekly enemies, Servant, and critical NPCs can interact with you... but to anyone else, you don't exist. Before you ask, this doesn't give any of the benefits that come with not having a body, either.

awakening/binary heaven - +200 CP

Just because you got here through a computer, doesn't mean it's a video game, fool! But alas, that is what you believe. You genuinely think the Holy Grail War is a hot new VR game available only for the most elite breed of gamer. You're playing to win, you don't gotta worry about throwing a match or anything, but you will not take things as seriously as you should, and will not realize the true gravity of the situation unless confronted with your own death - even the Moon Cell's deletion process will be taken as a cutscene with some sweet graphics when done to others.

arousal/border alliance - +200 CP

There's nothing wrong with showing a little compassion. The odds you'll actually fight any of these newbies is pretty low, given how tough the competition can be. But unfortunately, these acts of kindness have a way of coming back to bite you in the ass. Give someone a bit of advice, and they'll pay it forward to your next opponent. Help someone grow into a champion in the making, and they'll BE that opponent. The worst part is that you just can't stop yourself from taking pity on these gormless oafs. Trying to push them away only makes you look like a total tsundere.

.dead end(overture) - +200 CP - Incompatible with disillusionment/suspended animation

Does anyone pay any attention to the damn rules? That guy just fired a Noble Phantasm into the toilets, for god's sake! It seems this War's turned into a total sham where half the roster isn't even pretending to follow the format, and the other half is just about paying lip service to it. Oh, sure, the Moon Cell's still gonna break up fights and levy demerits on the aggressor like normal, but that never seems to be your opponent for the week. In the meantime, enjoy dodging Assassins and running from Berserkers just to buy today's lunch. A certain scientist is either very annoyed or very pleased by this.

immortality/howl of the blue moon - +300 CP

The incompetence of a worthless Master isn't just a matter of poor tactical acumen or being unable to aid their Servant in battles against other Heroic Spirits. Perception can not just cripple a hero's attributes, but drag them down from even the greatest heights. Whether or not you're a Servant, you've been struck by the same affliction as Arcueid Brunestud. All the most powerful, reliable, and simply important abilities you hold have been crippled or even removed entirely, with only the dregs and most unfavored tricks remaining. Even those are a bit weaker than they should be, as the very foundations of your being have been denied and replaced with inferior ideations. Best of luck winning the War. You'll need it.

.birthday - +300 CP - Incompatible with segment/L.the.L

So, powerful as the Moon Cell may be, it can't quite support an infinite amount of Servants on its own. Or at least not in a Grail War format. Because a certain Master and his personal savior are hiding out near the Moon Cell's core, one Master is guaranteed to never actually receive a Servant, dooming them to certain death. This unlucky lamb is now you. You are alone, denied your free Servant, and can not purchase Sub-Servants. You can't get a Servant the hard way either, no matter what manner of spiritron hacking or charismatic chicanery you whip out. This war is for you alone to fight.

...What is won in the abyss of death?

The End

Go Home

A journey without a destination; a voyage at sea with no map.
What awaits after drifting lost is only a miserable death.

Stay Here

...And yet.

You draw sustenance from fish, memorize the pilgrimage of the stars, and land upon nameless shores.

Move On

We start as novice navigators, but...
Rudderless boats never find the grail.

Notes

Special thanks to Valeria and Rukipedia for the original Fate/Extra Jump, as well as SkyrimAnon for the Fate/Extra CCC Jump. Also you (or your Master) have Command Seals, they replenish each jump/decade post-Chain. Fuck doing this without a real file editor was misery, I'm not adding a dedicated perk/item at this point. Also also your previous Companions (unless Imported as a Servant or Master) are on Earth or something. Also also also you can Self-Insert into any character whose build you more or less match.

On Wizardry

For posterity's sake, you should know that your body is left behind when projecting into cyberspace. If you do not arrange for some form of life support or medical care while your soul is etherized, it will die sooner or later. The loss of a physical body (and in particular the brain) can be a boon in some ways, but a hindrance in others.

On Born King

I couldn't quite make it explicit in the Perk itself, but this improves your intelligence and powers with at least some physical basis. It's generally to the point no normal (or "normal") person can match you but still lower than the monsters, geniuses, and other anomalies without any further purchases.

On Bird of Hermes

The regeneration doesn't seem to be capable of repairing the spiritron computer after self-destructing, so even if you survive going critical, you'll be heavily nerfed afterwards. You'll get it back the next Jump (or every decade post-Chain) though.

On Avenger

Completely recovering from the damage that should have killed you, and letting go of your hate, will seal away the powers given by this state but allow you to cheat death once again.

On Saver

Writing it out directly was cumbersome, and the specific examples that came to mind felt overpowered, but for the sake of honesty I wrote this Perk's second paragraph under the assumption it can mess with the World itself in the Nasuverse sense of the word. THAT BEING SAID, these effects are inherently 'subordinate' to the proper functions of the World. Twice can't stop the Moon Cell from deleting him when push comes to shove and needed to spin Chakravartin for a thousand years before it was possible to erase human history, so you're essentially the scrappy underdog when it comes to meddling with reality and harshly limited by what 'interface' is available for you to manipulate things with.

On Plutocracy

Whether your dominion experiences a dimensional slider phenomenon with each Jump, or you simply find yourself at the head of a new conglomerate of equivalent power given the new world's scale and development, must be chosen on purchase.

The former will not subsume any existing clay or cause any inherently negative consequences simply through your domain existing, such as tidal waves or altering the planet's gravity.

On Alteration of the Soul

This is Touko Aozaki and Aoko Aozaki. Just to be clear. Main description ended up not actually namedropping them...

Whether they're a group Companion dividing their purchases, two Companions, or just Followers is up to you.

While being trapped in the Moon Cell and its punishment of them for certain actions can be surmised to be why the sisters are willing to just insult each other regularly instead of attempting sororicide, it's fair to assume the Chain will prove incentive enough for them to not assault each other, or you, posthaste. Still, please don't tempt fate by calling Touko "that" name or unilaterally gifting Aoko magical powers while leaving her sister nothing. Please. PLEASE.

(By the way, they get to keep the church as property post-Jump.)

Changelog:

>0.1: Made the Jump.

>0.2: Reduced price of "Monster" to 1200 CP. Added "Chakravartin". Added "Star Spirit". Fixed some typos. Changed Nursery Rhyme's premade sheet a little. The formatting broke again so I had to shorten her Magical Skill to make it fit.

Premade Servant Sheets

Saber

True Name: Nero Claudius

STR E > D [Free/25]

END E > D [Free/50]

AGI E > D > C > B > A [Free/25/25/25/25]

MAG E > D > C > B [Free/50/50/50]

LCK E > D > C > B > A [Free/50/50/50/50]

Combat Skill: Swordsmanship E > D > C [Free/25/25]

Magical Skill - [0]

Class Skills:

Magic Resistance E [Free]

Riding - [0]

Personal Skills:

Imperial Privilege C > B > A > EX [Free/50/50/350]

Noble Phantasm:

Aestus Estus: The Embryonic Flame C [Free]

Aestus Domus Aurea: Golden Theater of the Deranged E > D > C > B > A [50/50/50/50/50]

Total SP: 1275 SP

Archer

True Name: No Name

STR E > D > C [Free/50/50]

END E > D > C [Free/25/25]

AGI E > D > C [Free/25/25]

MAG E > D > C > B [Free/50/50/50]

LCK E > D [Free/50]

Combat Skill: Generalist E > D > C [Free/25/25]

Magical Skill: Projection Magecraft [Free]

Class Skills:

Independent Action E [Free]

Magic Resistance E [Free]

Personal Skills:

Eye of the Mind (False) E > D [50/50]

Clairvoyance C [Free]

Noble Phantasm:

Unlimited Blade Works: Infinite Creation of Swords C > B > A [Free/50/50]

Total SP: 650 SP

Caster

True Name: Tamamo-no-Mae

STR E > D [Free/50]

END E > D [Free/50]

AGI E > D > C > B [Free/50/50/50]

MAG E > D > C > B > A [Free/50/50/50/50]

LCK E > D [Free/50]

Combat Skill: CQC E > D [Free/25]

Magical Skill: Witchcraft E > D > C > B > A [Free/50/50/50/50]

Class Skills:

Item Construction - [0]

Territory Creation E [Free]

Personal Skills:

Shapeshift C [Free]

Noble Phantasm:

Eightfold Blessing of Amaterasu C > B > A [Free/50/50]

Total SP: 825 SP

Rider

True Name: Francis Drake

STR E > D [Free/50]

END E > D > C [Free/50/50]

AGI E > D > C > B [Free/25/25/25]

MAG E [Free]

LCK E > D > C > B > A [Free/50/50/50/50]

Combat Skill: Marksmanship E > D [Free/25]

Magical Skill: None [0]

Class Skills:

Magic Resistance E [Free]

Personal Skills:

Voyager of the Storm C [Free]

Pioneer of the Stars E > D > C > B > A [50/50/50/50/50]

Noble Phantasm:

Golden Wild Hunt: The Night of the Golden Hind and the Storm C > B [Free/50]

Total SP: 750 SP

Archer

True Name: Robin Hood

STR E > D > C [Free/50/50]

END E > D > C [Free/25/25]

AGI E > D > C > B [Free/25/25/25]

MAG E > D > C > B [Free/50/50/50]

LCK E > D > C > B [Free/50/50/50]

Combat Skill: Marksmanship E > D > C [Free/25/25]

Magical Skill: Druid Magecraft E > D [Free/100]

Class Skills:

Independent Action E > D > C [Free/25/25]

Magic Resistance E [Free]

Personal Skills:

Subversive Activities C [Free]

Noble Phantasm:

Faceless King C [Free]

Yew Bow: The Bow of Prayer E > D > C > B [50/50/50/50]

Total SP: 925 SP

Caster

True Name: Nursery Rhyme

STR E [Free]

END E [Free]

AGI E [Free]

MAG E [Free]

LCK E [Free]

Combat Skill: CQC E > D [Free/25]

M. Skill: Ice/Wind Magecraft E [Free]

Class Skills:

Item Construction - [0]

Territory Creation E > D > C > B > A [Free/25/25/25/25]

Personal Skills:

Self-Modification C [Free]

Shapeshift E [50]

Noble Phantasm:

Nursery Rhyme: A Story For Somebody's Sake C > B > A [Free/50/50]

Maxwell's Demon - Maiden's Empire: Queen's Glass Game E > D > C > B > A > EX [50/50/50/50/50/350]

Total SP: 875 SP

Lancer

True Name: Vlad III

STR E > D > C > B [Free/25/25/25]

END E > D > C > B > A [Free/50/50/50/50]

AGI E [Free]

MAG E > D > C > B > A [Free/50/50/50/50]

LCK E > D [Free/50]

Combat Skill: Spearmanship E > D [Free/25]

Magical Skill: None [0]

Class Skills:

Magic Resistance E > D [Free/25]

Battle Continuation E > D > C [Free/25/25]

Personal Skills:

Protection of the Faith E [50]

Innocent Monster C > B [Free/50]

Noble Phantasm:

Kazikly Bey: Fortress of Impalement C > B [Free/50]

Total SP: 775 SP

Berserker

True Name: Arcueid Brunestud

STR E > D > C > B > A [Free/25/25/25/25]

END E > D > C > B [Free/25/25/25]

AGI E > D > C > B > A [Free/50/50/50/50]

MAG E > D > C [Free/50/50]

LCK E > D [Free/50]

Combat Skill: Savagery E > D > C > B [Free/25/25/25]

Magical Skill: None [0]

Class Skills:

Madness Enhancement E > D > C [Free/25/25]

Mystic Eyes C [Free]

Ultimate One - [0]

Noble Phantasm:

Blut die Schwester: Blood Sisters C > B > A > EX [Free/50/50/350]

Total SP: 1100 SP

Assassin

True Name: Li Shuwen

STR E > D > C > B [Free/25/25/25]

END E > D > C [Free/50/50]

AGI E > D > C > B > A [Free/25/25/25/25]

MAG E [Free]

LCK E [Free]

Combat Skill: Chinese Martial Arts E > D > C > B > A [Free/25/25/25/25]

Magical Skill: None [0]

Class Skills:

Presence Concealment - [0]

Personal Skills:

Sphere Boundary C > B > A [Free/25/25] - Discounted

Noble Phantasm:

No Second Strike C [Free]

Total SP: 425 SP

Lancer

True Name: Cú Chulainn

STR E > D > C > B [Free/25/25/25]

END E > D > C > B > A [Free/50/50/50/50]

AGI E > D > C > B > A [Free/25/25/25/25]

MAG E > D > C [Free/50/50]

LCK E > D [Free/50]

Combat Skill: Spearmanship E > D > C > B [Free/25/25/25]

Magical Skill: Runecraft [Free/100/100/100]

Class Skills:

Magic Resistance E [Free]

Battle Continuation E > D > C [Free/25/25]

Personal Skills:

Divinity C [Free]

Noble Phantasm:

Gae Bolg: Barbed Spear That Pierces With Death C > B [Free/50]

Total SP: 1000 SP

Berserker

True Name: Lu Bu

STR E > D > C > B > A [Free/25/25/25/25]

END E > D > C > B > A [Free/25/25/25/25]

AGI E > D > C > B [Free/50/50/50]

MAG E > D > C [Free/50/50]

LCK E > D > C [Free/50/50]

Combat Skill: Spearmanship & Artillery E > D > C > B > A [Free/25/25/25/25]

Magical Skill: None [0]

Class Skills:

Madness Enhancement E > D > C > B > A [Free/25/25/25/25]

Personal Skills:

Valor C > B [Free/50]

Nature of a Rebellious Spirit - [0]

Noble Phantasm:

God Force: Five Soldiers of the War God C [Free]

Total SP: 800 SP

Saber

True Name: Gawain

STR E > D > C > B [Free/25/25/25]

END E > D > C > B [Free/50/50/50]

AGI E > D > C > B [Free/25/25/25]

MAG E > D > C > B > A [Free/50/50/50/50]

LCK E > D > C > B > A [Free/50/50/50/50]

Combat Skill: Swordsmanship E > D > C > B [Free/25/25/25]

Magical Skill: None [0]

Class Skills:

Magic Resistance E > D > C [Free/25/25]

Riding E [Free]

Personal Skills:

Numeral of the Saint C > B > A > EX [Free/50/50/350]

Noble Phantasm:

Excalibur Galatine: Resurrected Sword of Victory C > B > A [Free/50/50]

Total SP: 1375 SP