Lord El-Melloi Case Files

By Ze_Bri-0n

Three years after his defeat in the Fourth Holy Grail War (depicted in Fate/Zero), Waver Velvet returned to the Mage's Association's Clock Tower in London, to resume his studies in magecraft. He became employed there as a lecturer for third year students, and quickly became popular among the mages who lacked individual influence and long family histories, eventually revolutionizing thaumaturgic education. He rescued his dead teacher's house from ruin by compiling the man's leftover notes and research, and in doing so earned the title "Lord El-Melloi II," the man who revived the house Archibald. His mediocrity as a magus prevented him from advancing in practical skill, but in time he became one of the greatest professors in the Clocktower.

Now if only the mages around him could stop murdering each other and getting him involved.

The Nasuverse is a deceptively familiar world, on the surface. Here, however, almost every myth and legend is literal - though incomplete - truth. Most of the World's mystery, and thus magic, has declined and faded, lost with the ancient Age of Gods, and strangled by the engines

of progress, though beneath the surface there are still some who cling to the remnants of ancient powers, hoping to advance their craft to the point where they can travel to the Root of the World, also called Akasha, and gain access to a True Magic, a power beyond mortal ken in this era. There is nothing the mages of this world will not do to achieve this. No depth they will not sink to, no sin they will not commit. Fortunately, they are kept mostly in check by fear of the general public discovering their existence and a handful of other supernatural creatures and organizations, such as the Holy Church, who unfortunately are almost as amoral as they are. Almost.

This is the world you shall spend the next decade in, whether you chose to embrace the shadowy secret societies of the Moonlit World or not. Here's 1000 CP to help you get settled. You enter this world at the beginning of the anime, sometime in 2003.

+1000 CP.

Origins

Students and drop-ins are 8+1d8 years old. Researchers and Teachers and 20+2d8. Or 100 CP to choose. Likewise, your sex stays the same unless you pay 100 CP to change it.

Drop-In - You arrive in this world with no history but whatever you brought with you. You are unchanged in every way.

Student 100 CP - You are a member of a prestigious bloodline of mages, sent by your family to study in the Clocktower in hopes that you will better yourself and your family's craft in hopes of one day reaching the Root of the World.

Teacher 200 CP - After completing your own education on the matters of magecraft, you turned forward, towards the next generation. Perhaps you only took it for political reasons, but the fact remains that it is now your duty to educate young mages in thaumaturgy on behalf of the Mage's Association.

Researcher 300 CP - You are the magus distilled. Having completed your magical education, you hunkered down and started doing what every mage dreams of: research and experimentation. If you dedicate yourself, you might just bring your family one step closer to reaching the Root of the World. I expect there's no end to the bloodshed you're willing to commit to attain that goal.

Location

You may choose to begin anywhere in England that you could rationally be at - even Avalon, its equivalent on the Reverse Side of the World, if you can come up with a passable excuse.

General Perks

Magic Circuits (200 each) This perk confers twenty average quality magic circuits, open and ready to be used, or equivalent magical output, in case you want more or less circuits. The first purchase is free for all. The second purchase is free for Students. You may buy it as many times as desired. If you purchase the Magic Crest item, purchases may instead be used to improve upon it at an equal rate rather than adding to your innate circuit count.

Elementary Thaumaturgy (Free) You know the most basic levels of magecraft. You can use Structural Analysis, Gradation Air, Reinforcement, and basic Alteration. You have the beginnings of an understanding of the laws of magic in general, but don't expect to outclass anyone but Shirou Emiya. Some of the more haughty mages will resent referring to you as a mage at all.

Elemental Affinity (100 each) First purchase is free. Can be bought up to five times. You may pick one element - a base component of the World - to have a magical affinity for. All magic pertaining to this element - symbolically or literally - comes significantly easier. Most mages have affinities relating to one of the Five Great Elements (fire, water, earth, air, and ether) though some have more esoteric affinities like Imaginary Numbers or more mundane affinities like Swords, so you may choose whatever you'd like.

Magecraft (200 each) You have sufficient understanding of modern magecraft to claim the title of Cause, an average magus. You have a firm grasp of both theory and practice, but unless you've got something else up your sleeve you're nothing special. You may pick one canon form or style of modern magecraft to specialize in. Examples include alchemy, curses, holy sacraments, spiritual evocation, runes, formalcraft, kabbalah, jewelcraft, golemancy, necromancy, puppet mastery, astromancy, witchcraft, summoning, zoology, and many others. You may pay an additional 200 CP to gain proficiency in an additional form or style. You may buy this upgrade as many times as you like. First purchase free Researcher and Teacher.

> Mastery (400 each) You may pay an additional 200 CP to elevate your skills in one form or style of magecraft you know from average to incredible - mastery worthy of the Association's elite, rather than a common mage, even if you learned it on another jump. You may also buy this upgrade multiple times, but not for the same form of magecraft.

Self-Defense Training (Free / 200 / 400) Every modern mage has some training in mundane combat. The free version of this perk confers that much - hardly an unimpressive level of skill, but easily outclassed by professional combatants. For 200 CP, you may instead have skills equal to a low level Sealing Designation Enforcer or Executioner. For 400 CP, you are one of the greatest living fighters - one of very few humans who can comprehend an attack from a Servant. With the right magical abilities, you might even keep up with one for a brief time.

Regardless of what tier you chose, any magical abilities and weapons you buy here are fully integrated with your fighting style.

Discounts are half off, except for 100 CP perks, which are free for their origins.

Drop In

Making Friends (100) You have a certain predisposition to making friends. For some reason, people simply like you more easily than you should. Any of your traits and actions will be seen just a little bit more positively than they normally would be, except by those who are already your enemies.

Sybil (200) You have an innate and instinctive connection to death and the dead. This gives you natural certain insights into supernatural phenomena related to them, such as ghosts or blood sacrifice. You also automatically know when you are in a graveyard. The benefits of this start out subtle, but with training they could develop into a formidable form of magecraft that allows the invocation of Heroic and Divine Spirits, though causing true possession by such beings would require an amount of magical energy that could not realistically be acquired by a modern mage. Still, projecting them upon yourself to borrow their powers is a potent form of thaumaturgy in its own right. In future worlds you may use this magecraft to invoke local heroes and gods in addition to those from the Nasuverse.

Mysterious (400) Your soul is a self-updating Record of Mystery, akin to a Servant, making whatever supernatural powers you use accepted by the World and similar as possible if not as natural, and neither the decline or dilution of Mystery or the degradation of your Thaumaturgic Foundation will ever weaken your magecraft or magic, true or otherwise, though you can still benefit from spreading your Foundation or increasing the levels of Mystery. Furthermore, all your supernatural abilities, even those from other worlds, retain their normal potency no matter where you go, regardless of how sensitive they normally are to changes in location, even in other eras, areas, dimensions, or worlds where they shouldn't function, even if you were to travel to a dead World or voyage outside the Earth's influence and Texture altogether - as long as you can provide all the other normal requirements (like magical energy) and overcome anything actively trying to stop you, your magical and supernatural abilities will work anywhere. They may not work exactly the same - mind the local ley lines, for instance - but they'll work, unless they're completely removed from the local context, like traveling to alternate dimensions where none exist.

Gray (600) Apparently the blood of the Pendragons flows through your veins, because at some point in your youth your face and body suddenly changed into a copy of King Arthur's - I mean Artoria's. For now, this means you possess the ability to reinforce your body far beyond what should be possible with modern magecraft and your sex is automatically set to female, though you may pay 50 CP to stay male and take on the appearence of Proto-Arthur instead of Artoria.

You can also utilize Artoria's Noble Phantasms, should you acquire them. In time, however, more of your royal heritage will show itself, until eventually you will inherit Artoria's draconic nature and power, becoming a phantasm in human shape. This will give you access to a Magic Core capable of generating immense magical energy in short amounts of time, as well as extremely powerful resistance to hostile magic. Post-jump your Saberface form becomes an alt-form.

Student

Student's Lifestyle (100) Being a student's harder than it looks. You've got to manage your time, take good notes, listen to boring lectures, read boring textbooks, search through a library for references, and write papers that actually make sense. Fortunately, you're perfectly adapted for academic life, and have all those skills. You also have a deep seated love for discovery and learning, in general but especially when it comes to the supernatural, which will carry you through even the most unengaging classes.

Fast Learner (200) Ironically, the greatest students are often the ones who spend the least time as such. Your mind soaks up knowledge and new skills like a sponge, absorbing information that will shame all but the best of your peers. Regardless of what academic discipline you're trying to learn, you'll master it in half the time it takes most people.

Sorcery Trait (400) You're still young, you don't have to live on your own achievements just yet, for now you need only prepare yourself. Helpfully, you've got an advantage right out of the gate - a Sorcery Trait, or Thaumaturgical Attribute, is a hereditary magical ability that surpassess the limitations of traditional magecraft. This includes the Fraga Clan's God Holder - the Traditional Carriers trait, the Einzbern's Wish Granting abilities, and many types of Mystic Eyes. You may select any canon Sorcery Trait except Wish Granting. This can be bought multiple times, but each time you buy it the price doubles.

Magical Genius (600) You are a prodigy when it comes to magecraft, both in theory and in practice. You can learn and develop spells in a fraction of the time it takes your peers, and end up much more skilled than them. You are the kind of genius that's seen only once or twice a century, the sort of mage that will reach beyond ordinary magecraft and be recognized as an exceptional magus by the entire Mage's Association. In fact, you either will or already have learned or developed a rare or totally unique mystery, or set thereof, whether that means your fire spells can consume normally unburnable things like magical energies, spiritual bodies, and otherwise inflammable materials or that you have created a cheap knockoff of Kischur Zeltrech's Kaleidosword. Unfortunately, this has limits, and they are such that nothing produced here can compare to an actual True Magic or sorcery from the Age of Gods, so don't expect to project Noble Phantasms or create an almost perfect copy of yourself. You also get a free purchase of Magecraft or Mastery, and further purchases of both are discounted.

Teacher

Teaching Aid (100) You might not have a teaching degree, but frankly you deserve one. You know exactly how to organize a syllabus, grade papers, lecture effectively, and keep a classroom full of rowdy teenagers in line. Er, mostly in line.

Moral Magecraft (200) Most mages are sociopaths who only care about themselves, their research, their families, and reaching the Root. Only a small percentage break this mold. You, however, have a talent for breaking people out of such mindsets, overcoming cultural inertia and turning people around to your way of thinking. When you earnestly endeavor to change hearts and instill morals, even such sociopaths will pause to listen, and may, in time, even change their ways. This is most effective when you have some form of authority over them and the respect and admiration of those you are attempting to change.

Great Detective (400) While you don't have the skills of a true detective, you have an analytical mind and are highly perceptive. You are skilled and trained enough that, given a small array of facts and evidence, you can usually uncover the unnoticed or hidden specifics of a crime, which makes discovering its true motive, and thus true perpetrator, far easier. This will be more helpful than actual detective training when it comes to solving magical crimes, as the means and opportunity thereof have so many variables that figuring out - much less proving - those is nearly impossible. You can also see through attempted cover ups and manipulations with incredible ease.

Visualizing How to Run (600) Regardless of your practical skills with thaumaturgy, you are a master at instructing others. It seems to be connected to your superb visualization skills. Even if you are only an average magus, your students could be some of the best in the Clocktower, if not the whole Mage's Association. Such is your skill that you could have single handedly revolutionized magical education - if Lord El-Melloi II hadn't beaten you to it, anyway. In fact, this skill helps you teach any and all of your supernatural powers, so long as they are teachable at all. You are also very skilled at figuring out unconventional and more efficient applications of magecraft, including those involving modern technology.

Researcher

Study Focus (100) Researchers generally have a specific field of study they're hoping to advance in, and you are no different. Whatever it is, be it the nature of Mystic Eyes, the biology of the Phantasmal Species, the construction of bounded fields, magical archeology, or even something stranger, you are an expert on the subject though you might not have the skills to utilize this knowledge practically yet. If you do, however, you likely have access to a set of mysteries and spells that bypass the limits of traditional modern thaumaturgy.

Experimentation and Papers (200) You are at home in a lab. When it comes to experimentation, you know all the procedures, can keep detailed and accurate notes, and will never accidentally violate a safety protocol. You also have the ability to compose your findings in ways that are elegant, informative, and understandable even to the less educated. You also have a knack for correctly connecting cause to effect, which would make you a decent detective, though it is nowhere near infallible.

Bloodlines (400) Perfecting the family magecraft and reaching the Root is the work of generations, not lone geniuses. As such, passing on the fruits of your labors is vital to all magi. Whenever you create a sapient being by natural or supernatural means, you may pick any number of your perks that are individually worth 400 CP or less and give that child and all their descendants partial or complete copies of them, though if you're feeling a little elitist - or want to keep something in the family - you can make partial or complete inheritance conditional on whatever you want. Post-Spark these restrictions are loosened and you may pass on any perk worth 800 CP or less. If a perk with benefits and effects determined by choices made upon purchase(such as the above Elemental Affinity perk) then you may either force your choice upon your progeny or allow each individual to subconsciously make their own choice based upon their personalities and spiritual natures. However, any aspects of such perk based upon ancestry are "locked in," and cannot be changed, as are those that provide a body of knowledge. Any and all perks will first manifest at puberty(or equivalent) or as appropriate. They will not manifest if they cannot - no thaumaturgic skills without open magic circuits, though if you made the above Magic Circuits perk hereditary your bloodline's circuits would open naturally at puberty.

Lord (600) You have the position - if not the power - of one of the Clocktower's most elite mages, a Lord of the Clocktower. You can even pick which department In this world you have connections, favors, influence, and vast amounts of wealth and resources, both mundane and otherwise, some of which is generated by an array of magical patents. You are well trained in the subtle arts of politics, intrigue, manipulation, and negotiation, and in future jumps you'll always be a highly influential member of whatever Origin you chose. Additionally, you are highly resistant to curses and attempts to assassinate you are often foiled by happenstance.

Items

You gain a 300 CP stipend to spend on this section alone.

Volumen Hydragyrum Meido (300) An autonomous mystic code designed with a simplistic personality designed with the appearance and function of a maid, though it also has combat capabilities. Can be condensed into a vial for easy transportation.

A Phone and Computer (100) Exactly what it sounds like, and as a bonus it can be updated into each new setting's equivalent. It will never be out of date or need recharging.

Infinite Cigars (100) Apparently you have a smoking habit, because you'll always have one on hand if you need one.

Add - Grim Reaper (400) A replica of the Atlas superweapon known as Logos React created by Morgan le Fey, this Mystic Codes takes the form of a talking box in a bird cage, with a personality designed by you. At your command, it can transform into a massive scythe known as Grim Reaper that's deadly in combat and can consume both magical energy and spiritual bodies, boosting the user's physical abilities in the process. It grows as it consumes more energy, somehow without reducing your combat effectiveness. It can also be turned into a hammer, a shield, and probably a few other forms as well.

> Rhongomyniad (800) By spending an additional 400 CP after purchasing Add - Grim Reaper, you gain access to the Mystic Code's true form: the Lance That Shines to the Ends of the World: Rhongomyniad, the holy spear of the King of Knights. Besides being an incredibly powerful spear, it is capable of launching beams of magical energy at one's enemies. It is also a pillar of the World, which means if it breaks the Age of Gods shall return and consume the Modern World or whatever world you unleash it upon. Best not to allow that to happen, but if you do, Rhongomyniad will reform post-jump, optionally without restoring the barrier between reality and illusion, though by then who knows what damage will already be done. Oh, and don't worry about that whole "turning into a sociopathic goddess" thing. Add will protect you from that.

Nice Clothes (100) A full and fashionable wardrobe that somehow continues to fit you perfectly no matter your form. It can even update for whatever the current local fashion is.

Laboratory (200) This is a warehouse attachment, though it can be imported into future jumps instead. Either way it is perfect for any aspiring thaumaturgic researcher, being the size of a manor house that's all set up for magical experimentation, with an empty surrounding area. As a bonus, something about it reduces the severity of any and all laboratory disasters by an order of magnitude, though resources, samples, and test subjects will have to be procured elsewhere…

Research Supplies (100) All experimentation requires resources. You receive a steady supply of whatever mundane resources are required for your research - yes, including gems if you use jewel magecraft, no you can't sell them to get rich - arriving on the first of every month.

The Clock Tower (400) Yes, the whole thing. It is hidden and protected by a large number of powerful bounded fields, equipped with dozens of laboratories, classrooms, and libraries. It will insert itself into new worlds. The residents have no particular loyalty to you, but they'll never become openly hostile unless you do first, and they'll forget it after that jump. For 1000 CP instead the magi are replaced by loyal followers each jump.

The Holy Church (600) The Holy Church is the supernatural underbelly of the Roman Catholic Church, utilizing holy mysteries and to a lesser extent magecraft to both protect humanity and support their mundane counterparts. In case you feel the need to bring them with you, the Holy Church can be made to follow you into future worlds. On modern jumps it simply integrates itself into the Catholic Church of that world. In jumps where there is no Catholic Church one will appear retroactively as a major world religion. Members and holy items will take on local forms, identities, moralities, and magical or holy abilities, if applicable, though you may instead import them in their original forms if you desire. These are followers, not companions, so individuals do not carry over from world to world. The Church will never become hostile towards you unless you give them legitimate reason to, and they'll even ignore less legitimate reasons to dislike you, like you using magecraft or not being a Catholic, as applicable. They will also be extremely willing to help root out unholy and demonic creatures of the night to defend humanity, and will do so even without your direction… For 800 CP instead, you are considered an important and trustworthy member and leader of the Church, though if you try to do something directly contrary to their mission like wipe out humanity or kill God (without first convincing them it is not truly God but an imposter) they will side against you.

Black Keys (200) A collection of holy blades used to combat magic and destroy unholy and demonic creatures such as vampires and demons. It is nearly impossible for such a being to heal from a wound inflicted by a Black Key. As blades go, they are well forged but ultimately subpar weaponry, only truly shining when used against spiritual or supernatural entities, preferably of the unholy or demonic variety. And shine they do, as even a Servant who is neither unholy nor demonic can be momentarily stunned by a Black Key. With training in the Church's Holy Sacraments, they can be used for a variety of supernatural effects, including blocking spells, and can be made more effective with magical energy. Due to their nature as a religious Mystery, however, they are most potent when the wielder and target are both Christians, particularly Catholics, though they function fine if only one is and don't *absolutely* need either to be. As you are a Jumper, you do not need to be Christian to use yours at their most effective, and they will regard you as such when you wield them regardless of your actual religious affiliation.

Magic Crest (300) You have your family's Magic Crest implanted somewhere in your body. It adds an additional twenty extra magic circuits of average quality to your arsenal. It brings with it two abilities: firstly, a series of spells are engraved upon it, which can now be cast simply by running magical energy through the Crest. The second is that as long as the flow of magical energy continues throughout your body, and the Crest remains intact, you will remain alive in the face of almost any wound. Of course, Crest can be fragile things, and nearly impossible to restore, but this one is special - it is guaranteed to regenerate to pristine condition a year after it is damaged or destroyed. As Crests are, by nature, transferable, this is an item rather than a perk, and if you trade or give part or all of it away it won't regenerate unless destroyed or if you reclaim it, but I doubt a Jumper like you would be interested in that. If taken with Lord, then it has an additional twenty magic circuits or equivalent.

Family Fortune (300) Every first rate mage (except Lord El-Milloi II) is wealthy. By purchasing this, you receive similar wealth, which can be converted into the local currency and adjusted for inflation and deflation at the beginning of each jump, at which point it is replenished.

Companions

Old Friends (50/300) You may import one companion per 50 CP you spend, or eight for 300 CP. They gain 600 CP to spend on origins and perks, and 300 to spend on items. They may not, however, take drawbacks.

Canon Character (100) You may select a canon character to attempt to recruit to be your companion. Not any Nasuverse character, specifically someone who appeared in the Lord El-Melloi Case Files. You must convince them to follow you on your adventures, but they will automatically regard you favorably and you are guaranteed to meet them at least three times.

Students (400) Discount Teacher. A group of six young students that count as a collective companion. They're fiercely loyal to you and more than willing to follow you on your adventures.

Best Friend (200) A magus the same age as you. You have 600 CP to build them with, and 300 CP to buy them items. They are a trusted friend and companion from your past in this world, and will be more than happy to follow you to strange new worlds.

Drawbacks
Take as many as you like.

Churchman +0 - If you find the Mage's Association too distasteful but still want the benefits of an organization, you may take this drawback and be a member of the marginally more moral Holy Church, the secret underbelly of the Roman Catholic Church concerned with rooting out demons, dead apostles (vampires), and heretical magi. They are, of course, zealots and fanatics to a man, but at least they're out to protect humanity for its own sake? You keep your origin and any perks and items you bought, but you are instead a Church equivalent. If you're a Researcher, expect to by researching how to kill things the Church doesn't like. If you're a student, expect to be an Executioner in training… or learning how to be a researcher so you can help discover new ways to kill things to kill things the Church doesn't like. Or a cleric in training. Sensing a theme here?

Remember the Past +0 - All of your previous Type-Moon jumps now took place in the same continuity as this one, though you won't be able to encounter your past self during your time here.

Continuity Shift +0 - The original novels and the anime based on them are subtly different. You may use this to freely pick which one you land in.

Shy +100 - You are shy and easily embarrassed, due to a lack of social interaction in your formative years.

Someone Else's Face +100 - Your face… it isn't yours. It belongs to someone else, and this will bother you every time you look at it. No amount of illusions, surgery, makeup, accessories, or shapeshifting will change this.

Haven't Lost It +100 - And you won't. Fate will conspire to keep you from getting any form of R-rated fun or affection for the duration of your stay.

Inserted +100 Instead of having your own in-jump identity, you are now inserted in place of a canon character of your choosing and must make sure things go at least as well as they originally went - from that character's idea of "well."

Beastly +100 - Beast Magecraft is nearly extinct because it has highly detrimental effects on its user's long term sanity. Specifically, it makes them more animalistic over time. You have learned it's basic practices, and are already feeling the effects. No perk will help you mitigate, undo, or ignore them. As a bonus, you may keep your understanding of Beast Magecraft after

the jump, with any degradation you've accumulated removed, but unless you have something for it I'd advise against practicing.

Physical Frailty +100 - Like a certain substitute lord, you've neglected to exercise properly, and have been left physically weak with poor stamina as a result.

Sadistic Little Sister +100 - You have a younger sibling, possibly only by adoption, who, along with being a mage, is a sadist and has worryingly sociopathic impulses that never misses an opportunity to torment you. If you take a liking to her, you may make her a Companion at the end of the jump for free.

Wrestling Fanatic +100 - You're crazy about wrestling. You know dozens of pros off the top of your head and won't stop going on about it.

Technophobe +100 - Most magi hate modern machines, and are consequently terrible with them. Normally, you'd be an exception, for obvious reasons. Now, you aren't. In fact, you're one of the worst. You think email is some kind of telepathy mystic code.

Hunted +200 -Something about you has attracted the attention of a group of particularly unscrupulous magi. They want to rip it out and use it as a research sample. They aren't so brazen as to act against a fellow magus openly, but they're more than willing to kill and torture to get what they want from you - if they think they can get away with it.

Untraditional Magecraft +200 - Your style of magecraft is of a particularly modern variety. It's short history makes it less effective, less stable, and less predictable than more traditional schools of magecraft and also earns you the scorn of the mainstream mage community.

Phantasm +200 - The World destroys that which contradicts its laws. Apparently your out of context powers were just that, because until you leave this jump they're all suppressed, and short of totally changing the world's laws, that's not going to change. It has also taken offense to your items and technology, so anything out of place in the Nasuverse's version of modern Earth is inoperable or inert.

Amnesiac +200 - Something went wrong about your entry into this world, because your out of jump memories were left behind, and won't be returning until the end of the jump.

The Jumper Case Files +200 - You just can't seem to stay out of trouble. Wherever you go, you seem to find danger or disaster. But more importantly, mysteries that will interfere with your personal and professional life unless you can solve them promptly.

Talentless +200 To your eternal shame, you're simply not any good at practical magecraft. No matter how much you work, you will never be above average. This will haunt you.

The Budget of a Hollywood Movie +200 That's how much debt you're in. And no, nothing you have from out of jump will pay for it, because you've lost those for the duration of the jump. You don't strictly have to pay it off, but operating under it for the duration of your stay will be a major hassle.

+400 Nevermind, for an additional 200 CP you must now pay the debt off before the decade's through or chain-fail. Maybe some of the mages would be willing to help for a few favors?

Flattened +300 - There's something wrong and alien about the way your mind works, Jumper. Like having a gun barrel where a camera lens should be. You have no empathy or conscience, and your moral compass is just plain weird. Hopefully you'll find someone reliable to latch onto to keep you in line.

Grand Aspirations +300 - Grand is the highest level of magical achievement there is. It is the level beyond Brand - which is the point where one's very existence can revolutionize an entire field. It is also the level you must reach before the decade's out, or you chain fail. All out of jump knowledge of magecraft is sealed for the duration. Hope you're got some accelerated learning or supernaturally impressive intelligence boosters, because the number of magi who have become Grand in the Association's history is absolutely tiny.

Flanderize +300 - Mages have plenty of sociopathic tendencies in canon, what with all the murder and disregard for innocent life, but now it's being turned up to 11. Every single mage in the world is a baby killing serial killer who only works with others out of *very* begrudging enlightened self-interest(with some Type Moon protagonists being the only exceptions), and the Holy Church will be populated by zealous fanatics more fit for Warhammer 40k than the Nasuverse. Somehow, this ridiculous amount of evil will not cause them to collapse under the weight of their own insanity, nor will it damage their ability to interact with the outside world.

The End.

Now that you have reached the end of your decade in the Nasuverse, three options lie before you.

1. Go Home - You tire of adventure and strange, foreign worlds. It is time to return to the first world you even knew.

2. Stay - Despite its flaws, this version of Earth has grown on you, and you intend to stay the rest of your days.

3. Onward - The end of one chapter of your life, and the beginning of another on another world.

Notes

- Outside the Nasuverse, Gray means that other magics and items will regard you as King Arthur, if there is a local version. Or at least a descendant and acceptable proxy. Make of that what you will. The only two I'll nail down are Raildex, in which you'll be the Arthurian equivalent of a Saint or a Valkyrie(though unlike a Valkyrie being Gray and a Saint should be perfectly compatible), and the Classic World of Darkness, you'll get the effects of the appropriate Legend background. Becoming draconic also has a number of implications I'm not really going to go into, such as growing stronger with age at a glacial but infinite pace, and being weaker to weapons specifically meant or known for fighting dragons.
- When it comes to Gray, keep in mind that piercing Magic Resistance in the Nasuverse has more to do with a spell's sophistication and the mystical/ conceptual "weight" of a mystery than raw power.
- To clarify a little of what I mean in Bloodlines, an example of a perk with an aspect already based upon heredity is being a demigod with influence over their parent's domain. This perk won't change your ancestry, so all your descendants will be demigods of the same divine ancestor(without any power being diluted or lost over the course of generations), but if there's more than one way for the same godly parent's blood to manifest, then you can make them share your gifts or let them manifest their own way.
- Bloodlines can bypass some restrictions on powers and abilities, but not all of them. For instance, if you've been to the Cosmere and are passing on the Misting perk, no trauma is necessary - your descendants will unlock it trauma-free. But if you've been to Remnant and pass on your Semblance, then it won't manifest until their Aura is unlocked(though if you pass on the Aura perk too then it'll unlock naturally).
- Additional note about Bloodlines: if you use a perk like Discworld's Hereditary or somehow alter a person or their past or reality, etc so that you retroactively created someone or something or are their parent, you may use Bloodlines upon them at that point, as long as said alteration isn't too short lived or impermanent. When you do so,

you may decide if they retain these abilities if they revert to their original pasts and forms. How impermanent is too impermanent? Anything that will fall apart if you leave it alone, or revert within a lifetime without outside interference. The lifetime in question being theirs or a baseline human's - whichever is longer. For example, what Tiamat does to people with the Chaos Tide is sufficient. Outside the Nasuverse, what Cyvus Vail did to Conner in Angel is sufficient. A SoulForgery from the Cosmere is insufficient, until it becomes permanent. Either way, no abusing this to give people multiple copies of the same perk. Bloodlines can only give a given person as many copies of a given perk as you have, even if they are related to you through multiple lines of descent. You may also use this function to set it up so that your later descendants, er, mystically adopting someone counts enough so that the "adoptee" can inherit whatever perks you put in their bloodline.

- Perks passed down with Bloodline aren't restrictions, they're boons. For instance, if you pass down a single purchase of Magic Circuits, then all your descendants will have at least that much magical output, but between mutations and the eugenics mages are so fond of, they may very well have a greater output on an individual basis.
- If a magic system or power is somehow altered or upgraded, and you use Bloodlines on (one of) the perk(s) that let you use it, then you may pass on either the original or altered form, unless it was combined with another power or magic system, in which case you must pass on both to achieve the same result. If there is no such perk, then the combined version may be passed on as is. You do not need to pass on the perk that allowed you to combine or upgrade them to do so, however.
- Bloodlines treats Races as Perks, and can be used to pass on either specific traits or alt-forms. Racial Traits that take the form of actual perks must be treated as normal perks and passed down separately, however. Also applies to Origins, if and when it makes sense. Making sense as in "relates to a personal trait," and not "is a political position or profession." Items and persistent Drawbacks too, under the same basic rules.
- Bloodlines resists attempts to "jailbreak" it or otherwise remove it's CP limit. You can get to 800 CP without a Spark, if you have the right perks, or 1000 CP post-Spark with them, but if you want to go any further you'll need a different perk.
- Mysterious is designed to help deal with things like Admiral Zhao killing the Moon Spirit in ATLA if you're a waterbender, or the destruction of the Weave in the Forgotten Realms as an arcanist. Generally speaking the mechanisms of magic are damaged or missing, but there's nothing wrong with the caster, Mysterious will compensate, but it can't provide magical energy, material components, specific dates and times, individual locations, or anything like that.
- Additionally, Mysterious doesn't mean that you can build a workshop where your magic's easier and enjoy it's benefits everywhere and forever. It just means that you have a certain "power floor," so to speak. Normal is the operative word in normal potency.
- As an example of what importation does to the Holy Church item, you take the Holy Church and if you import them into Star Wars you'll get a Catholic Church with adherents and clergy belonging to species from all over the galaxy, with doctrine expanded to include them. Executioners could be armed with the force, with their original powers and

weapons(updated with local technology), or a combination of both. They will also behave appropriately for a Star Wars faction, even a secret one, rather than one from the significantly darker Nasuverse.

- I'm going to officially remain silent on whether or not God and His intervention counts as a holy power, a member of the Church, or neither, at least until we get more information about the canonical Church. But I would assume that, in any setting where belief can create deities, and there isn't a local version already, importing the Holy Church will create one retroactively, if you didn't bring one with you.