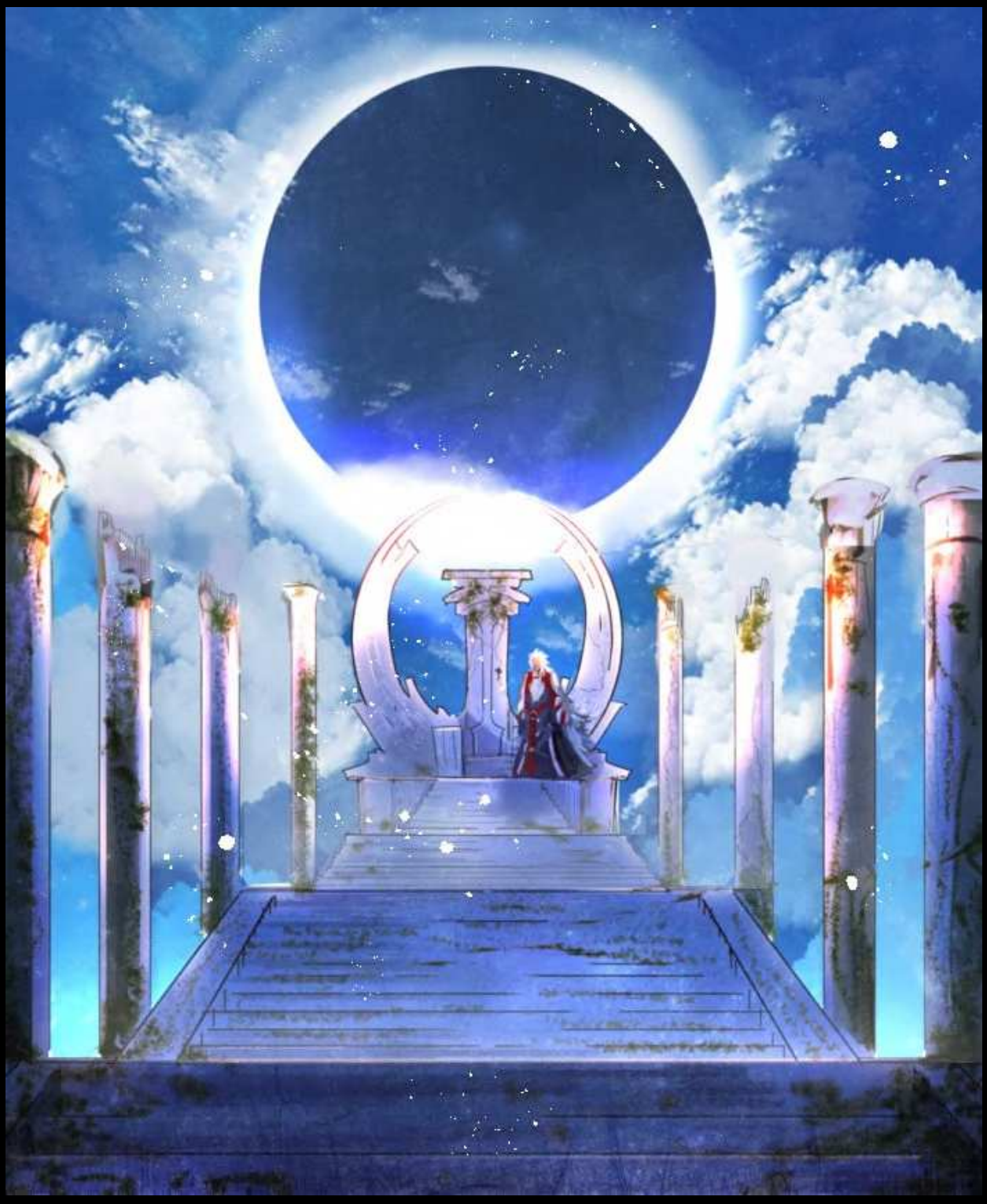
Fate/Grand Order



The year is 2015. In the south pole, embedded in one of the mountains of Antarctica, is Chaldea, a secret facility containing one of the most important artifacts of the modern world. An unprecedented blend of Magecraft and science, Chaldeas acts as a pseudo-planet, a projection of the Earth itself and a copy of the Planet's soul. Together with the Near-Future Observation Facility, also called Sheba, it allows the staff of Chaldea to witness whether or not humanity is alive 100 years in the future. The equipment at this facility allows for observation of the timeline and any anomalies that might be found within, such as the Singularities. Utilizing Rayshifting, a new technology that projects a living being into another place and even another time, Chaldea is able to use this pseudo-time travel to correct Singularities and protect the proper flow of time. There is one problem, however.

At the end of the year 2016, humanity ceases to exist.

Thus the Grand Order was organized. Bringing together a few dozen talented Magi from across the globe (and about 10 unsuspecting stragglers to complete a quota), the A and B Teams of Chaldea were given the task of dealing with any Singularities that appear in the timestream. After some months of training, the teams of now fully fledged Masters were ready to Rayshift into the only Singularity yet known, one which appeared at the same time that the future past 2016 ceased to be. Unfortunately, this mission was not to be. A carefully placed bomb sabotaged the effort and brought all of the Masters into a coma. All except one; one of the unsuspecting non-Magi brought in purely due to their compatibility with Rayshifting.

Thus begins the journey of the Last Master of Chaldea, the last hope for humanity's survival. Whether you follow their journey as a Servant, join them as a fellow surviving Master, support them from the Chaldea command room, or pursue your own agenda, the Human Order and the Planet itself lies on the brink of annihilation, and its survival depends on the actions and success of what remains of Chaldea, barely 20 people. The length of your stay in this world will be determined below. What role will you take in the events to come? Whatever your plan, take this.

+1000cp

You will need it.

Index

Origins p.4

Ranks p.7

Locations p.11
Locations: Observer In The Timeless Temple p.12
Locations: Epic Of Remnant p.21

Perks p.27
Perks: Master p.35
Perks: Servant p.38
Perks: Modernity p.41
Perks: Mystery p.44

Items p.47

Companions p.58

Distortion In The Timeline p.61

Toggles p.65

Drawbacks p.68

Scenarios p.74

Notes p.75

Origins

You need a role in this world, so what will you choose? Regardless of your pick, you may choose to be a Drop-In if you wish. Age and gender can be chosen freely within reason. Humans don't live longer than a century usually, and Servants (and Mystery, depending on what you are) will choose apparent age instead of actual age.

Master

One of the most important people in the conflict to come is the Last Master of Chaldea, as the support of a Master allows Servants to go a little bit further than they usually could, sometimes even defeating greater foes. And now it seems that another has appeared. As the 49th Master of Chaldea, you would be assigned missions to solve Singularities just like your fellow Master. Should you be on the side of Goetia, or maybe on your own, then you'll likely have far more freedom to pursue your own agenda, but will have less resources and support available to you. Either way, you will be the centerpiece of various events that occur, especially those arranged by various Servants for whatever reason. Make sure to never give up and you may yet achieve your goals.

Servant -200cp

Lying outside of time, the Throne of Heroes is a record of all notable figures in human history, and some more besides. From there Servants can be summoned, fragments of the conglomerations of all the history and stories of any given figure, also known as the Heroic Spirit, into spiritual bodies that contain some of their power. Historical heroes, noble acts, even concepts and fictional beings, all this and more can become a Servant if famous enough. After all, to summon a Heroic Spirit is to turn information into something tangible. And with this choice, you get to be one of these echoes of glories long past. Whatever your legend and history was, it is widely known, especially among other Servants. The inhabitants of the Throne of Heroes formed their own distinct culture, after all. Additionally, most others you meet, from Goetia to Chaldea, will be aware of your legend as well.

The details of your legend are up to you, from the time in history you lived in, to your relationship with those you encountered, to your feats, and so on, as long as they fit your Rank option below. As a rule of thumb, the more ancient and/or famous a Servant is, the more powerful they are, so the reverse will be true for deciding your history in this world. IE, the more powerful you are, the more ancient and/or famous your legend can be, and the more admired or feared you will be as a consequence. As a final note, whatever your choice, your legend is over. You are a legacy, and nothing more. Please be responsible with your decision.

And now comes the most important part. As a being of legend, you cannot truly die. If you are killed, your Servant vessel and Saint Graph will simply dissipate, and you will find yourself back in the Throne of Heroes. From there you can wait to be summoned again, or summon yourself into the various events hosted by other Servants, such as Servantfes. Perhaps you'll even arrange an event of your own? Perhaps you'll even hijack the summoning of another Heroic Spirit like Artemis did with her dear Orion? Uniquely, your memories won't be filtered when summoned, unlike what normally happens. Due to this strange trait, your chain will fail not when you die, but when you are no longer summonable. Essentially, if your connection to the main worldline is cut, IE if your legend is completely forgotten, it'll count as death for the purposes of your chain ending. Supporting Chaldea and restoring proper Pan-Human History is in your best interests, lest Goetia completely replace the world with one that has no need of legends.

Modernity +100cp

Despite the Incineration of Human History, some normal people still remain, mostly as Chaldea staff. And you find yourself being one of these normal people, caught between an immensely powerful demon and utter annihilation. You'll have to depend on the Last Master of Chaldea for your survival, but as a part of Chaldea you'll be well positioned to provide them support whenever needed. Whatever your job in Chaldea is, your contribution will be invaluable, as less than 20 people even remain. Needless to say, humanity hangs on the brink of extinction, and it's only through the efforts of one man that history can be restored to its proper state. Try not to break down in terror, will you?

Mystery -200cp

Humans, Servants, such things are of the modern age, and not at all the entirety of what can be found on this blue Planet. And with this option, you can be that which the Human Order does not accept. Monsters, spirits, demons, even Gods or Divine Spirits, the only restriction with this Origin choice is that you may not be a human of modernity, or a Heroic Spirit/Servant.

Perhaps you're a human of ancient times which just trained hard enough to reach the heights of legends. Maybe you're a monster who has feasted on the bodies of countless creatures. Perhaps you're a Divine Spirit, a god formed from human belief and faith, or maybe a true God, either a living divinity or some pre-human phenomena warped into a divine being by human perception. Whatever you are, your power will still be determined by your Rank purchase below. With the Incineration of Human History, you may yet gain an opportunity to impose your own Texture on the world, without those pesky humans to reject your existence, or maybe you'll help Chaldea restore Pan-Human History. Whatever you are, your legend is not yet over.

Ranks

(Restricted to Servant and Mystery Origins)

Should you be the kind of being that can lay claim to great personal power, this section is where you'll determine how powerful you are. Outside of a certain perk, only Servants and Mystery have access to this section.

Something that is worth noting is that these ranks are rough measures of overall capability. You can choose to go for a well-rounded powerset, or focus on some specific thing like dragonslaying, or maybe you'd like to focus on raw power and might, or perhaps you'd like to be powerful in some area outside of combat like magic, and so on. Of course, the higher the Rank, the more you can get away with, such as being able to become very skilled at magic as well as combat at High Rank or above.

Additionally, the more you focus on some specific pursuit, like raw brute strength, the more powerful you will be at that one thing while being weaker at everything else, although this'll never be enough to fully bridge the gap between Ranks. For the purposes of gimmicky and niche but incredibly powerful abilities, judge what Rank you should purchase by your full potential, rather than simple combat prowess or something.

Additionally, the Mystery origin has a discount on whatever Rank they purchase.

Low +100cp

Unfortunately, you're little better than a modern human. You're at the bottom of Servant power, and if you're a Servant, you might only be stronger than humans due to your Servant vessel. Thankfully you still have some leeway for gimmicky and niche powers that can matter in a fight if used properly, but without proper strategy and focusing entirely on your strengths, you might as well not be a combatant in most fights to come. The goddesses Euryale and Stheno could be said to be at this Rank, with their Charm abilities fortunately being strong enough to make them valuable against male opponents. Bedivere, whose entire role in the Knights of the Round Table was to be the one normal human among superhuman knights, could be said to be at this Rank as well, at least without the circumstances of the Camelot Singularity that saw him endowed with a weapon by Merlin. Perhaps you simply don't care much for power in the first place?

Mid

This is the Rank where most Servants lie. Obviously superhuman, most Servants still possess some form of specialty where they shine, almost always in the form of their Noble Phantasms, but sometimes from Skills as well. Monsters or even just Servants focusing on pure physical might such as the likes of Spartacus and Asterios are terrifying in battle, while more abstract and magical Noble Phantasms are quite powerful. For specific examples of Servants at this level, those like Jeanne D'Arc, with her inspiring presence and burning Noble Phantasm, could be said to be at this level, as could someone like Leonidas, with his legend of defending against an army of 100,000 with a group of a mere 300 lending his Noble Phantasm great defensible capability. You'll be relatively average at this Rank among Servants, but should you specialize then you will shine all the brighter at your strengths. That said, at this level you're not entirely unbeatable to non-Servant forces such as Magi if enough resources are used cleverly against you. For beings focused fully on raw might and a handful of innate abilities like beasts, this leaves you at a level where you are among legendary beasts of the local sort, the kind that heroes bring down as a stepping stone for their growth, but still immensely dangerous if your opponents are not cautious.

High -600cp

There's the average Heroic Spirit, and then there's you. More powerful than even most legendary heroes, you stand head and shoulders above most Servants, being an immensely powerful combatant in all respects unless your abilities have absolutely nothing to do with combat, and even then you might still be a massive danger in battle. Some good examples are the great hero Heracles in his Berserker form, boasting not only immense physical might but also the Godhand, a Noble Phantasm granting him conceptual immunity to attacks B rank or below, as well as 12 lives, allowing him to survive 12 deaths. Another good example would be Gawain, Knight of the Round Table and wielder of Excalibur Galatine, the sister-sword of Excalibur that can conjure great solar flames from the artificial sun embedded in its handguard. Gawain is also three times as strong during the day, the rays of the sun granting him near-invincibility compared to his peers. On the other hand, for beasts or other beings that wield raw might rather than the varied abilities of heroes, you're among the greater legendary monsters, the kind of thing whose slaying tends to be the big iconic accomplishment of powerful heroes, such as dragons and fae.

Top -1200cp

You now stand at the top of power possible for Servants. Your legend is almost definitely one of the most impactful in human history, or at the very least one of the most well-known globally, even by the masses of the modern world. The sheer potency of your abilities is utterly overwhelming to those lesser than you now, as even with several High Rank Servants you could still win alone should you go all out and your opponents are not a group of Servants whose powers and abilities counter yours. Even in such a situation though, victory for your enemies would be far from certain.

Those at this level are few, so here will be four examples. Gilgamesh, King of Heroes and King of Uruk, is a Top Rank Servant. Wielding the Gate of Babylon, he has access to a treasury containing noticeably better versions of all man-made artifacts, objects, architecture, and so on, from past or future, as well as prototypes of nearly every Noble Phantasm wielded by Servants. Sha Naqba Imuru, the Omniscient Omnipotent Star, is merely a Noble Phantasm derived from Gilgamesh's natural perception, letting him peer eons into the future, and see the truth of all things. Finally, Enuma Elish, the utilization of the Divine Construct Ea, rends apart reality itself.

Karna, the Hero of Charity, one of the most famous warriors of the Mahabharata, the Epic of the Bharat Dynasty, is a Top Rank Servant. He wears Kavacha and Kundala, a second skin of his granted from birth, that nullifies 90% of all damage dealt externally. And should he sacrifice Kavacha and Kundala due to a notable part of his legend, he can utilize Vasavi Shakti, one of the strongest Divine Constructs that obliterates all in the path of its beam, powerful enough to kill the gods themselves. Phantasmal Beasts, Divine Beasts, Shields, Fortresses, Bounded Fields, and even the most powerful Servants would all fall before the might of Karna's spear.

King Arthur, truly called Artoria, King of Camelot and the Knights of the Round Table, is a Top Rank Servant. Artoria wields Avalon, a sheath providing swift regeneration and a defensive ability that conceptually places her in Avalon, simultaneously beyond the reach of all attacks while still being capable of attacking her opponents, as well as Excalibur, the crystallized hope of all beings on the Planet, designed to accelerate spiritrons to such an extent that it reaches an almost unmatched destructive capability, especially when wielded against invaders from beyond the Planet.

And finally, the First Hassan, Angel of Death, is a Top Rank Servant. With a powerful body strong enough to wrestle even fully grown True Dragons, he honed his abilities as a swordsman and assassin until his faith dragged him to the valley between life and death, wielding the very concept of death to instantly kill his opponents when the evening bell that signals death tolls, as well as bring a true end to even the deathless. Having become an incarnation of funeral rites, the First Hassan is closer to being an Angel of Death than a man, and not even those who lack the concept of death entirely are safe from the toll of the evening bell.

Your strength, whatever form it takes, will now match the sheer power of these legends among legends. Notably, special abilities that come with conditions attached, such as Karna having to give up K&K to use Vasavi Shakti and Artoria having to unlock all 13 seals on Excalibur to use its full power, can punch significantly above their weight class, so to speak. The harsher the conditions, the more powerful the special ability or artifact will be, as you can see with Vasavi Shakti and Excalibur. And, of course, as a beast or other unrefined monster, you can be counted among the ranks of Divine Beasts, or at least be comparable. In other words, the sort of embodied disaster that the gods themselves tend to throw at heroes that they despise, reshaping the landscape itself with your full strength. Your own history is likely among the most renowned epics in human history, and you are strong enough to be recognized by even the gods themselves for your strength. What purpose will you pursue, now that very little lies beyond you?

Locations

You have decided who and what you are, as well as your power, but now comes perhaps the most important part. Where is it that you'll arrive in this world? Choose any of the below locations for free, or roll d15 to leave it up to fate should you wish for +100cp in exchange. If you start in Chaldea, you will start shortly after the bomb in the command center explodes, setting into motion the events of the game, and stay for about two years and a half, until all the Demon Pillars are finally dealt with and Chaldea completes its assigned mission. You can begin in any place within your Location that would be accessible to you when accounting for your Origin.

1) Chaldea

Lying inside a mountain 6,000 km above water level, in the freezing wastes of Antarctica, Chaldea is the last remaining bastion of Pan-Human History. Less than 20 people remain after the first Rayshifting mission was sabotaged, and now the head of the Medical Department, Romani Archaman, is taking up the duty of director due to the death of Olga Marie. Alongside him, Leonardo Da Vinci, a contracted Servant, helps support the Master of Chaldea in their dives into the various Singularities. Surprisingly, in the months to come Chaldea will start being filled with all kinds of Servants, tuned to a level of power similar to humans to reduce the power upkeep needed. Despite the tragedy that marked its beginning, Chaldea will be quite the lively facility in time. Should you not be part of Chaldea, expect many questions about why you are here.

Observer In The Timeless Temple

Grand Order: Human Order Incineration

Instead of starting in Chaldea, the following choices will leave you in one of the Singularities, or perhaps in a unique location elsewhere. With any of these choices, your starting date remains the same, as does the length of your stay.

2) Singularity F

Flame Contaminated City: Fuyuki

Something went wrong with the 5th Holy Grail War of Fuyuki. The Servants have been altered by an unknown force, and the entire city went up in flames. All the humans disappeared, leaving only the Servants. Saber Alter prowls near the Greater Grail, accompanied by most of the Servants of the War, but Caster Cu Chulainn still roams the Singularity uncorrupted. Additionally, Berserker Heracles prowls through remote corners of the city, powerful enough that Saber Alter has troubles dealing with him, and leaves them alone as a consequence. Very shortly, three people will Rayshift into this Singularity; Olga Marie, Mashu, and the Last Master of Chaldea. Here they will learn of the Incineration of Human History. Will you join Chaldea, or stop them before they ever begin? Perhaps you'll want to save a particular lonely director?

3) Singularity 1

Hundred Years' War of the Evil Dragons: Orleans

It is the year 1431, and Jeanne D'Arc was burned at the stake the day prior to your arrival. A certain knight has gone mad, and given an artifact that he never obtained in the normal course of history. A Holy Grail, a wish-granting item, and one he used to conjure a dark version of his beloved Saint, one imbued with all the hatred he felt at France and God for allowing Jeanne to be betrayed and executed. This Jeanne Alter used the Grail to summon Fafnir, a great dragon, as well as hordes of lesser draconic beasts. And to add to her forces, she summoned five Servants to her cause, inflicting Madness Enhancement on them to ensure their loyalty.

Elsewhere, a few Servants found themselves summoned into this Singularity, with little clue on why they were here. Soon, however, dragons were flying across France, wreaking havoc and destruction across the land. The Dragon Witch's Servants prowled the cities and villages of France for a more personal touch, destroying what the dragons might have not been able to fell. The rogue Servants defended themselves, but all seems lost. Soon, however, Chaldea's Master will Rayshift into this Singularity, on their first official mission under the Grand Order. After some trials, they will be able to defeat Gilles De Rais, confiscate the Holy Grail, and collapse the Singularity. Will you defend France, or help bring it low?

4) Singularity 2

Eternal Madness Empire: Septem

It is the year 60. Rome finds itself at war during the early reign of Empress Nero Claudius when it should be at peace. The Empire is divided in two; The half that follows Nero is the Roman Empire as it should be, full of normal people each living their own lives, happiness and merriment filling the streets. The enemy, however, calls itself the United Rome Alliance. Composed of various Roman emperors and headed by Romulus, the founder of Rome itself, its rule is 'perfect'. There is no tolerance for dissidents, disloyalty, or individuality for the peoples of the United Rome Alliance, only unwavering loyalty to the empire.

Rome is losing the war, but the Last Master of Chaldea will arrive soon and flip the balance of the conflict. In the end, they shall find Lev Lainur, who reveals himself to be Flauros, one of the 72 Demon Pillars of Goetia. In the end, he will be defeated, the Holy Grail confiscated, and the Singularity will collapse into proper human history. As a side note, there is a goddess living in one of the islands of the Mediterranean somewhere in this Singularity, who has arranged a cave filled with monsters to guide those who arrive to her island into, while pretending to offer a blessing. Will you pick a side in the roman war, or simply hang out with the errant Divine Spirit?

5) Singularity 3

Sealed Ends of the Four Seas: Okeanos

It is the year 1573. The water level worldwide is rising, and a massive whirlpool in the Atlantic Ocean is slowly forming. From there Poseidon, the Greek God of the Sea, is plotting to flood the world and bring Atlantis to prosperity. Opposing him is Francis Drake, who due to her feat of circumnavigating the world on a boat, holds an immense conceptual advantage over the poor God of the Sea. Elsewhere, Jason has assembled a small team of Argonauts, although his wife Medea has a sinister plot in the works. Ultimately, Drake will defeat Poseidon and bring him low under the waves, and obtain the true Holy Grail that belongs to this era, although not before the continents of the world sunk under the sea.

After that whole adventure is over, Chaldea will finally come around and start sailing around the Singularity, eventually defeating Jason and the Demon Pillar Forneus, finally collapsing the Singularity. Given that Chaldea will be somewhat busy with some other Singularities for a while, you have plenty of time to do something about the Singularity yourself, whether to help Drake in her conflict with Poseidon, take Poseidon's side and return Atlantis to the world, or perhaps simply ignore that whole mess and aim directly for Jason, who possesses the second Holy Grail of this Singularity, the one actually responsible for it. Let's hope you possess a boat of some kind, else the waters are going to pose a rather significant obstacle.

6) Singularity 4

The Mist City: London

It is the year 1888. The city of London has experienced the decades of the Industrial Revolution barely half a century ago, and the new technology has spread all over the city. Not all is well in the capital of the British Empire, however, for an unusual fog has settled over London. Completely saturated in magical energy, this fog is lethal to humans after enough exposure. Worse, strange steampunk robots roam the streets alongside homunculi, attacking any stragglers they find. Jack The Ripper, a deadly Servant, prowls London as well. A strange magical book is flying into homes and driving the occupants into an endless slumber.

All might seem hopeless for the people of London, but there are still those who are fighting to solve the situation the city finds itself in. Dr Jekyll, a Servant, maintains an information network with a variety of other Servants from English literature of this era, while commanding, in a manner of speaking, the rowdy knight Mordred to investigate the streets. The trio of Servants responsible for the fog base themselves beneath the city, commanded by Makiri Zolgen. It will be some time before Chaldea arrives, so what will you do in this fog-covered city?

7) Singularity 5

North American Myth War: E Pluribus Unum

It is the year 1783. It is early in the history of the United States of America, the last year of the Revolutionary War to declare independence from Britain, and a disaster is rising in the East. Queen Medb has utilized a Holy Grail to summon an Altered version of Cu Chulainn, and has begun a war against the United States to establish her own kingdom, with Cu Alter as the king. In the West, a lion-headed man, a conglomeration of all US presidents in history, will begin his mechanized industry to fight back against the Celt invaders, implementing 20-hour workdays for the workers in his factories. Numerous Servants have also appeared, most of whom take a neutral stance in the war.

Should you not interfere, the East will steadily push back the Western front, until Chaldea finally arrives several weeks later. The Last Master of Chaldea will refuse to join the West, and will be incarcerated as a result. However, they'll shortly be saved by Geronimo, and will begin defeating the Servants of the East, recruiting the neutral Servants to their cause. After a brief detour to an island, and a second visit to Thomas Edison, Chaldea will finally defeat Cu Chulainn, Medb, and the 28 Demon Pillars that she would summon. Still, it'll be some time until Chaldea gets around to this Singularity, so what will you do to occupy your time until then?

8) Singularity 6

Divine Realm of the Round Table: Camelot

It is the year 1273. Jerusalem, the Holy Land, at the tail end of the Ninth Crusade. The Holy Grail has been planted in this land, and now the stakes of the Crusade are all that much higher. Whether you side with the crusaders or the warriors of Jerusalem, it'll be a bloody conflict. Unfortunately, Chaldea will take an unexpectedly long time to deal with the other Singularities, and before they arrive, Pharaoh Ozymandias will seize the Holy Grail, manifesting his own sandy kingdom of Egypt on top of the Holy Land. Later, Goddess Rhongomyniad will kill all of the Crusaders remaining in this land, conjure her own perfected Camelot on top of Jerusalem, and use it to lure in humans in droves, accepting only those she finds worthy, and sealing them eternally within her lance in a misguided attempt to preserve the best of humanity forever. Elsewhere, a group of assassins, led by several Hassans, protect what refugees they can afford to feed and house, while occasionally acting as a resistance against the forces of the Sun King and the Lion King.

6 months after all this would've happened, half a year, Chaldea will have finally arrived. Perhaps with your own interference, circumstances will develop differently? Even if you do not interfere, the Last Master of Chaldea and Mashu, accompanied by Leonardo da Vinci, will first visit Ozymandias, who will tell them of the situation and point them at Camelot, the city that replaced Jerusalem. After violently objecting to the Holy Selection, they'll be driven off and will find themselves in the care of the Hassan's village. From there they will recruit a few rogue Servants while occasionally skirmishing against Knights of the Round Table. After learning of the truth of the Incineration of Human History in the Atlas Institute, and obtaining the Holy Grail and the alliance of the Sun King, the Last Master of Chaldea will storm the Holy City, defeat the Knights of the Round Table, and fell Goddess Rhongomyniad, finally collapsing the Singularity.

9) Singularity 7

Absolute Demonic Front: Babylonia

This is not the Common Era. This Singularity lies in the year 2655 BC. The foundation of human civilization, and the beginning of the end of the Age of Gods. An alliance of three goddesses has united to exterminate humanity. Medusa the Gorgon, Quetzalcoatl the Sun God, and Ereshkigal, Queen of the Underworld, who shares a vessel with Ishtar, patron goddess of Uruk. They command a great horde of monsters birthed by Tiamat, the Primordial Sea and the one who gathered the three goddesses in the first place.

As an answer to this sudden threat, King Gilgamesh, having just returned from his journey for the herb of immortality, has summoned seven Servants and incarnated them, and has begun focusing fully on his kingly duties. Should you not interfere in the conflict, the north of Mesopotamia will be overrun by the great horde of monsters, while the south will be covered in a dense jungle. In half a year's time, King Gilgamesh will dismantle the Tower of Babylon to construct a massive wall between the northern monsters and the lands of Uruk, which will be named the Absolute Demonic Front, Babylonia.

6 months after all this has happened will Chaldea finally arrive and seek counsel with King Gilgamesh. After being rejected and proving their worth by performing minor jobs at Uruk, they will begin traveling around Mesopotamia, to fight against the Three Goddess Alliance. They will recruit Ishtar, bring Quetzalcoatl over to their side after a fight, and fell Gorgon. After all this conflict, Tiamat will wake up and slowly march towards Uruk, birthing countless more terrible monsters to rampage across the land. Trump card after trump card was used against her, until she was finally defeated. This era is ruled by the gods rather than by humans, so what course of action will you take?

10) The Timeless Temple

The Grand Temple of Time: Solomon

A workshop outside of space and isolated from time. A Reality Marble composed of the Magic Circuits of King Solomon, the base of Beast I, Goetia. It is here where the perpetrator of the Incineration of Human History resides, calculating the ritual to travel to the genesis of this Planet in order to shape it in his own image, lacking death and suffering. Goetia considers the Incineration of Human History a completed project and thus does not supervise the Singularities much, but the efforts of Chaldea still do confuse and irritate them. It is here where, in a year's time, that the Last Master of Chaldea invades, supported by all of the Servants he fought with and against in the Singularities and other events in their journey, straining the power of the 72 Demon Pillars by forcing them to repeatedly reform from death, where Mashu utilizes the full potential of her Noble Phantasm for the first time, and where a certain man performs the ultimate sacrifice for the sake of humanity.

You are not meant to be here. You are not welcome here. Leave quickly, lest Goetia becomes aware of your presence and punishes your intrusion.

Epic of Remnant

Grand Order: Remnant Order

The five remaining available location choices are somewhat special. Due to timeline constraints, it will shift the start of your stay a bit forwards in time, to after Chaldea has finally dealt with Goetia, and then realizes that there are a few Singularities left over somehow. Instead of two and a half years, your time in this world will last only one. Uniquely, should you start in Salem, then your stay will merely be two months long, due to the circumstances behind it.

11) Pseudo-Singularity 1

Quarantined Territory of Malice: Shinjuku

It is sometime in the 1990s. The Shinjuku Ward of Tokyo, Japan finds itself walled off from the world, with no way in or out, and no communications from outside. Worse, the Singularity is stuck in permanent night-time. Several Servants will sow chaos and malice among the inhabitants, some even using their abilities to spread hostile minions of theirs around the city. The Phantom of the Opera commands his dolls to kill while various magecraft-savvy thugs prowl the streets. Hessian Lobo prowls the city, terrifying all normal residents from their mere presence. Yan Qing and Emiya Alter follow the orders of James Moriarty. And most notable of all, a massive tower is slowly being built at the western edge of the Singularity. It is a plan to destroy the Planet using Phantom Spirits, fictional figures who are not important enough to become Servants, arranged by one of the surviving Demon Pillars of Goetia, Bael.

Very shortly, the Master of Chaldea will Rayshift into the Singularity and meet with a clone of James Moriarty, who will guide him around Shinjuku. The Master of Chaldea will meet with Artoria Alter and Jeanne Alter, recruiting them both. They will defeat the Phantom of the Opera, Yan Qing, and Hessian Lobo. Having felled most enemy Servants, the Master of Chaldea and their allies will finally head into the western tower, and fight Moriarty. Upon Moriarty's defeat, his 'death' will reveal that he was in fact the Demon Pillar Bael disguised as Moriarty, complete with locked away memories to act like Moriarty, while the Moriarty clone was the real one, whose memories were also locked away for the purpose of pretending to be Moriarty's 'good side'. And finally, the Master of Chaldea will defeat Moriarty with support from Shakespeare and Andersen, while Emiya Alter and Artoria Alter destroy the incoming meteor. What agenda will you pursue in this maddened city?

12) Pseudo-Singularity EX

Abyssal Cyber Paradise: SE.RA.PH

It is the year 2030. Seraphix, an oil rig owned by Chaldea that provides it with resources, finds itself in this year, in the Pacific Ocean over the Mariana Trench, half a world and more than a decade away from where it's supposed to be. The cause is the Demon God Zepar, who unfortunately chose the wrong vessel to possess, and after some careless mental modifications, ended up mindbroken by a Kiara on her way to becoming a Beast. Using Zepar's abilities, she began digitizing Seraphix, causing the crew of the oil rig to slowly grow more and more desperate.

The digital space created by this digitation was an imitation of the Moon Cell, called SE.RA.PH.. In there, 128 Servants will be repeatedly summoned and made to battle each other for Kiara's amusement, as well as some small mental interference to make most of the Servants lose control of themselves and indulge in hedonism and brutality. Managing all this is BB, an AI dispatched from the Moon Cell, who is pretending to be on Kiara's side while slowly producing a variety of items which will shut down Kiara's most powerful abilities.

It is only ten internal days and two and a half external hours until Seraphix reaches the Mariana Trench that the Master of Chaldea arrives, separated from three Servants supposed to be supporting them. As a special consideration, you will arrive at the same time as well, shortening your stay by a few months. They will recruit some rogue Servants and Sentinels, uncover the secrets of Seraphix, and lose to Kiara before being saved by BB and using the KPs BB made to achieve victory. This is perhaps one of the more dangerous and confusing Singularities you could begin in, so be careful.

13) Pseudo-Singularity 2

Subterranean World of Folklore: Agartha

It is the year 2000. In the middle of the Himalayan Mountains, deep under the surface, lies a cavern large enough to house a country. Within it is a paradisiacal environment, somehow kept stable through glowing moss on the ceiling of the cavern. Three nations are spread within the cavern. The city of El Dorado, led by Penthesilea, a Berserker. The Nightless City, led by Wu Zetian, an Assassin. The City of Ys, led by Dahut, a Rider. The one constant among these three nations is the brutal oppression of men. There is a resistance formed to fight this status quo, of course, led by Columbus, a Rider Servant, which hides within a hidden peach valley. The true culprit of this Singularity, the Caster Scheherazade, pretends to be an advisor of Dahut, although she'll soon leave Ys to act as a tactician for Wu Zetian. Additionally, the Berserker Heracles roams this land, an unstoppable force of nature to all within.

In some time, the Master of Chaldea will arrive, and join the resistance. They will defeat Dahut in Ys, Wu Zetian in the Nightless City, and be forced to retreat to their hideout by the Amazons. After the hideout is burned overnight, the Master of Chaldea heads towards the city of El Dorado together with what remains of the resistance, before they are sunk beneath a river by Heracles. They will then obtain a supply of powerful artifacts and magically bind Heracles, later using these resources to defeat Penthesilea. Afterwards, Columbus reveals his true intentions and betrays the Master of Chaldea, and the location of the Demon Pillar is revealed after his defeat. Finally, the Master of Chaldea kills the Demon Pillar and retrieves the Holy Grail of the Singularity. Will you join the resistance as well, or perhaps join one of the three nations?

14) Pseudo-Singularity 3

The Stage of Carnage: Shimousa

It is the year 1639, or Kan'ei 16 by the local calendar. This world is not fully real, a Parallel World residing within dreams. It should be a peaceful period for Japan, and yet sinister beasts prowl not only in the night, but even during the day. A version of Amakusa Shirou Tokisada that survived the Shimabara massacre practices dark Jesuit sorcery in a hidden shrine, and has summoned 7 Heroic Spirits, and with the help of Ashiya Douman, twisting all but one of them into bloodthirsty demons under his command, unkillable to any who cannot damage their Saint Graphs directly. Very shortly after this, the Heroic Spirit Swordmasters burn down Hitachi Province so thoroughly that nothing will be able to live there anymore. After this act of destruction, mercifully, the Heroic Spirit Swordmasters will be seemingly content with wrecking minor havoc elsewhere.

A month from now, the Master of Chaldea will fall into a coma and find themselves here. They'll meet Musashi and Inshun, and learn of the Heroic Spirit Swordmasters. After fleeing from a corrupted Inshun, they are led by a pair of children they found to a hermitage of Senji Muramasa, later leaving for the city surrounding Toke Castle. After the Master of Chaldea's many fights with the various Heroic Spirit Swordmasters, Amakusa will succeed in gathering the suffering human souls needed to manifest Onriedo Castle, and start raining hell upon the world. The Master of Chaldea and his allies will enter his castle and defeat him in battle, ending the cursed castle that Amakusa conjured. Finally, Shinmen Musashi will meet Sasaki Kojiro in battle, and reach the state of Zero. Will you aid Chaldea against the demons, or aid Amakusa in bringing Hell to Earth? Or perhaps will you visit a certain dying old man, awaiting his fate in an isolated cave?

15) Pseudo-Singularity 4

The Forbidden Advent Garden: Salem

The town of Salem has been engulfed by a black sphere, which breaks any modern technology that passes through. Its insides have been transformed into the town of Salem as of 1692, complete with the inhabitants of that time. Additionally, it seems that some trait of this Singularity reduces magical powers within, leaving Servants at half of their normal ability. In truth, this pseudo-Singularity is an attempt by Raum, the last surviving Demon Pillar, to summon an Outer God into Earth, in an attempt to save the world through pain. Failing, he will recreate the events within the pseudo-Singularity a multitude of times. Outside of the witch trials themselves, the pseudo-Singularity is not too dangerous, should you not catch the attention of Raum.

In a bit more than a month, during the fifth recreation of the witch trials, the Master of Chaldea will arrive at this Singularity alongside a handful of Servants. They'll pretend to be a troupe of performers who come to act out plays in the sleepy town. Shortly after their arrival, Matthew Hopkins will arrive, appointed as the head judge of the village by the governor. His arrival marks the beginning of the infamous witch trials. The Master of Chaldea won't be able to escape such cruelty, as some of their own Servants are accused of witchcraft and executed. In the end, the truth behind the Singularity is revealed, and the Master of Chaldea fights an Abigail possessed by the alien god Sut-Typhon, as well as Raum, who possessed Randal Carter's body during this last loop of the pseudo-Singularity. Attaining victory, they finally fix the pseudo-Singularity, having seen the horrors of the witch trials firsthand. Will you choose to remain a bystander, or interfere in the alleged justice of what is to come, risking execution yourself?

Perks

Perks under the subsection of a given origin are discounted, half-off, to that origin.

General Perks

Heroic Countenance -0cp

The heroes and gods of this world are predictably good-looking. Even the scumbags have a certain sort of style to them, and those who can truly be called ugly are vanishingly rare. Even most modern humans you could find here look pretty good. As a freebie with this perk, your appearance is enhanced and touched up a bit so that you don't lose out to most Servants you'll encounter. Your appearance might not approach that of those famed for their beauty, but you won't be overshadowed by most legendary figures. By the standards of ordinary people, you could even say you look very attractive. Of course, that's unlikely to matter much during your stay in this jump, given that most people you'll meet will be 'very attractive'. The exact form this beauty takes is up to you. Maybe you're tall and muscular to the point your clothing is bursting at the seams, maybe you're effeminate and cute, or maybe you're so busty you're at the very edge of what is humanly possible. You can even add non-human aesthetic traits to your body, like horns, scales, animal ears and tail, or perhaps something weirder like arms and legs that fade into a starry background. Whatever you choose, hopefully it'll be something that'll let you feel confident when looking into a mirror.

Lingering Memories -100cp

Servants may forget everything but their life when summoned, but some echoes of bonds made and times enjoyed together remain. Whatever the cause of this phenomenon, this now extends to you as well. Total memory erasure will still leave vague recollections of the past, and depending on the situation, you might be able to recover your memories. Others who would otherwise forget about you will still find themselves remembering how they felt about you at least, such as an old lover never truly forgetting the warmth of your touch. The raw emotion of epic battles carves itself into the very soul of you, your enemies, and your allies, letting all remember that confrontation even when the memory proper has faded away. With this, you will never truly forget that which is important to you, and likewise will others never truly forget you should you have been an important fixture of their lives once. Even when the mind has forgotten, the soul will always remember.

Eclectic Teamwork -100cp

Hunters, monsters, vampires, priests, gods, detectives, people who lived in the roughest days of human history, those who lived in peaceful times, those who were deeply involved in the supernatural side of the world, and those who lived in the mundane parts of Earth all their life. It's impossible to overstate the sheer variety of Servants that can be summoned in this World. It's frankly a miracle that the Master of Chaldea is able to cooperate with all of them, and even manage to make them cooperate despite any personal differences. You've now inherited a small portion of their leadership and mediation talent.

Being liked is a whole problem on its own, but you're able to at least interact with any kind of being on non-hostile terms, provided that the conversation doesn't devolve to the point of violence due to poor decisions on your part. Additionally, you're quite good at getting others to put grievances aside and work together, although without some strict goal like fighting a group of enemies, it'd still be more effective to just give those who can't get along their own space. A vampire and a vampire hunter could fight alongside each other without constantly sabotaging the other, a righteous hero and a sadistic villain can temporarily focus on a more important target, and even wild and violent oni can be pointed in the right direction with proper incentive. Just remember that bottling up hostilities for too long will result in disastrous consequences.

An Odd Friendship -100cp

With so many legendary warriors around, inevitably you will come to be dragged into friendly battles. Not spars, full battles that most of the warriors fighting in enjoy. Perhaps you've learned some lessons from such things, as now you have an odd talent of befriending those you defeat. Or perhaps it'd be more accurate to say that you befriend people by beating them up. Defeating your enemies in battle dims most of the hostility they might hold for you (provided you cease hostility yourself), and smooths over the initial stages of a friendship, essentially acting like a very effective icebreaker when meeting new people. You might meet those who disdain violence and thus won't really care for you even after a passionate battle, or those who have to be beaten harder than normal for this to stick, but generally you can rely on beating people up as a replacement to more standard socializing. Just don't forget that combat isn't all there is to life, okay?

I Am The Protagonist -100cp

Don't you know? You're the Master, that means Servants HAVE to follow your orders. Or perhaps that's just lust speaking. Either way, like a certain insane redhead, you can certainly get away with something like this. As long as you're not being outright hostile or deliberately antagonizing people, it's frankly absurd the kind of stuff you can get away with. Molesting, harassing, bullying, humiliating, as long as it's not outright hostile or intentionally playing to your target's insecurities or issues, you'll get away with a slap of the wrist at most, if even that. People will generally gloss over these problematic behaviors of yours and attempt to look at how you're like outside of such situations, even if you're like this 24/7. Generally, you won't really get into that much trouble anymore. Please don't be too mean to your friends.

Guest Artist -100cp

Many artists have been invited to draw FGO Servants. Lamentably, sometimes the clashing art styles can look less than ideal. Fortunately for you, you can selectively choose what art style you would like to use. From any of the artists that were invited to work in some Servant, you may choose to view the world in their style. This will only be visual, of course, and purely aesthetic at that, but there's quite a variety to choose from. Maybe you'd like a more traditional Fate look, something more cutesy, perhaps some sketch-like aesthetics, or something else. Additionally, you can change styles whenever you wish, if you somehow get tired of some particular art style. You can also simply turn this off, if you wish to see the world as is. Perhaps this would be of aid if you like to paint?

Demi-Servant -200cp (Must be Master or Modernity)

Servants are normally summoned into Class based vessels, spiritual bodies patterned after a bit more than half a dozen archetypes. There is another way to summon Servants, however, and that is by using a living human as the vessel. Normally compatibility would be an issue, but with this purchase you won't need to worry about that. Essentially, you are possessed by a Servant and are in control, letting you use their powers, if perhaps with less proficiency than the Servant themselves should you lack practical experience. You will still have all the benefits of being a living being while also having the immense powers of a Heroic Spirit. For actually determining how powerful you are, you may use the Rank section to purchase the Rank of the Servant within you.

Unfortunately, you'll still require a Master to bring out your full potential like any Servant, but at least you won't require one to merely exist. As a final note, you may decide whether the Servant within you is insensate, or awake and willing to talk to you, or anything in between. Do you prefer to not have a different person in your head, or do you think that the instruction they can provide is too valuable? What will you use your powers for? Protecting the World, or perhaps pursuing your own goals?

Quantum Pieces -200cp

Often shortened to QP for convenience, Quantum Pieces are a crystallization of the smallest measurable unit of energy. Kinda like the quantum whatever of the magical world. That said, the scale of Quantum Pieces isn't as small as such a comparison would have you believe. Due to their nature, QPs can be generated from magical energy, with even an unremarkable average Magus being able to make hundreds of them in a day, provided they spend all their magical energy into the process. Likewise can QP be recycled back into magical energy, useful for smoothing over magical rituals and modifications. The main use of these, however, is as currency. Thanks to Chaldea's almost ubiquitous use of QP for storing excess magical energy, it has come to be used as a standard currency among Servants. As currency, QP is roughly as valuable as yen, if perhaps a bit less from ease of production, but with the purchase of this perk you'll be able to substitute any form of currency with QP. You know the process of how to make and recycle them, which is simple enough that you can teach it to others in a few minutes. Just, please don't crash the QP economy by harvesting Holy Grails for energy or something.

The Road Of The Homeless -200cp

What happens to those that survive the end of their world? What remains of one's future when their timeline dies? While normally such a situation is lethal, a strange twist of fate has turned you into someone who wanders between worlds. Like a certain swordswoman, you will occasionally find holes of a sort, undetectable to any but you. Jumping into these holes will drop you into a black abyss dotted with countless stars. These stars are in fact entire worlds or timelines, the distinction isn't very relevant in this particular case. After a brief moment where you're simply drifting among these potential destinations, you'll be drawn to a random one of these stars, and then find yourself within that world.

Unfortunately this process seems uncontrollable, at least without a lot of magical prowess on your part. Parallel worlds, alternate timelines, even Singularities can be among the possible locations you end up in. Thankfully, all of the worlds you end up in seem to be magical in some way, never being fully mundane. And, of course, you can simply not jump into the hole, to remain in whatever world you are in for longer. A certain parallel world version of Musashi used these holes as an opportunity to hone her swordsmanship against quite varied opponents. What will you do, wanderer with no home?

Observation -200cp

What happens when two absolutes collide? When two conceptual abilities that are diametrically opposed are equal in power? Normally, such things result in an eternal never ending struggle as neither side can gain an advantage, but there is a way to decide a winner. This particular trait you will be able to carry with you in future worlds, that of Observation. Functioning similarly to how quantum possibilities are collapsed into one by being observed, should an outside observer witness a clash of opposed absolutes, the side they observe the most wins. Unfortunately, this won't work if you are directly involved in said clash, but if you wish to allow one of your allies to win such a conceptual exchange, then you may simply observe them during it to guarantee their victory. Do be careful of where you glance.

Cups And Plants -200cp

The two main MacGuffins of Grand Order are Holy Grails, which are used for most of Parts 1 and 1.5, and Trees of Fantasy, used in Part 2. If you'd like to have some yourself but want to make them with your own two hands instead of being handed some, this perk is for you. What this does is give you a complete understanding of the processes and methods used to create both Holy Grails and Fantasy Trees. Do keep in mind that Holy Grails require a lot of energy and lengthy rituals to produce, while the Trees of Fantasy are even worse. With enough magical prowess and some patience, however, you might be able to turn a Singularity into a Lostbelt with a new Fantasy Tree if Chaldea doesn't intervene just in time like they did in Shimousa. As a final note, thanks to you knowing the process and doing it yourself, you can modify the end result, such as making a subspecies Fantasy Tree that takes the form of a cursed castle instead of a weird white tree.

Of Death And Rebirth -400cp

For all of the power that some beasts and gods may have, one thing that is constant is that sufficient damage to their bodies can kill them. Stab a god hard and often enough, and theoretically they would die like any other living being. There are some exceptions to this rule, however. A trait most commonly seen among particularly vicious demons, your physical body is far less essential than it really should be. As long as your Saint Graph, your soul in other words, remains undamaged, you shall not die. You may be cut into a thousand pieces, chewed up and spit back out, boiled alive and burned, but as long as your soul remains intact, you will survive.

Of course, this has also resulted in a peculiar ability that solves one of the biggest problems with this form of immortality, that being your ability to recover from any wound, no matter how severe, by simply spending some magical energy. The cost is generally small, but it is not negligible, so if you are forced to regenerate too often you may have to stop for a time to recover your energies, lest your soul become unstable and risk exploding. That said, if there is no leftover body for you to regenerate, you may have to spend a massive amount of magical energy to generate a new one. Alternatively, you can attempt to possess someone nearby, but this can be resisted so it's not guaranteed to work. As a final benefit, you count as truly dead for any purposes where that might be relevant, such as magical analysis. Not many opponents in this world can feasibly kill you now, although you should still be wary of anyone that is too powerful, as your resilience is not unprecedented.

Saint Quartz -400cp

One of the most important resources Chaldea gathers is Saint Quartz. Resembling star-shaped rainbow-colored crystals, these Saint Quartz have a variety of uses. Chief among them is utilizing a number of them to fuel a summoning ritual, allowing you not only access to a random selection of Craft Essences, but also letting you summon Servants either from the Throne of Heroes or based on powerful beings you've met like gods and monsters. That said, the summoning chances are skewed very heavily in favor of Craft Essences and lower power Servants. Some Servants might even only be available for a short period of time such as a week or a month before they become impossible to summon with Saint Quartz.

Outside of merely summoning, however, these Saint Quartz allow you to fully recover your personal energies, whether magical energy or stamina, which also stacks with the amount of energy you still possess, potentially up to doubling your reserves temporarily. You can also use it on other people, letting you revive a party of up to 6 combatants a few seconds after dying, not only fully healed and refreshed but topped up on any energies they can use, whether magical or physical. Either of these uses requires only one Saint Quartz to utilize, so you'll be able to keep restoring your allies in battle for as long as you have SQ.

Now, you might be wondering how to get your hands on a supply of this wonderful crystal, and this perk is available to provide. You get 3 daily, enough for a single summon attempt, and can get more by achieving significant progress in your goals, achieving said goals, or deepening your bonds with others. Just any bond won't do, however. You would need to achieve a lifelong bond to attain a few dozen SQ, and by deepening and reinforcing said bond into something unbreakable, you could gain more than a hundred SQ total. The bond doesn't necessarily have to be romantic, of course. Something like brotherhood would do just fine. Use them wisely, and they'll be a massive boon for you

Ascension -600cp

Servants aren't static in power. Depending on their circumstances, they can be stronger or weaker. The most notable influence on this is the Servant vessel. The magical power of the Master can either limit them or allow them to show their full power as well. Outside of that, you might need potent artifacts like Holy Grails to significantly increase the power of a Servant without resummoning them in a better spiritual body. Thankfully, you've learned a few strengthening rituals utilized by Chaldea to enhance their Servants. By utilizing miscellaneous magical material or objects, such as perhaps the bones of magical beasts, Craft Essences, or Mystic Codes, you can slightly but noticeably increase the overall power of a Servant. This can only be done to a limited extent however, due to the natural limits of Saint Graphs.

This is where a second ritual comes in, ‘ascending’, so to speak, the Saint Graph of a Servant, requiring not only a magical monument aligned with the archetype of their Servant Class, but also magical items that resonate with the legend of the Servant, such as a lantern that uses souls instead of oil and a demigod heart filled with curses for a divine Servant that caused a lot of death. This ascension provides a small power boost on its own and allows you to keep strengthening them the normal way for a bit more, before you run into the limit of the Servant's Saint Graph and need to ascend them again. A Servant can only be ascended four times total.

There are a couple more rituals this perk teaches you, however. One uses the same kind of magical materials as the ascension ritual (although with a magical gem instead of a monument), and slightly improves the Skills and abilities of the Servant (which can be done up to 10 times), while another feeds them a copy of their Saint Graph to notably enhance their Noble Phantasm (which can be done up to 5 times). And finally, by performing a small quest to address and solve some personal problem the Servant has, this character development engraves itself in their Saint Graph, permanently strengthening their abilities to a noticeable degree.

All of these rituals (save the last one due to it being unique) require quite a bit of magical energy of course, not to mention the difficulty in acquiring the sheer amount of materials needed in the first place. As a bonus, with this perk you'll have an odd tendency to find sources of such materials, even if such grinding can only be done by using magical simulations to recreate old enemies of yours and kill them over and over and over again. Overall, should you manage to fully upgrade a Servant with all these rituals, they'll be at the very top of their Rank, however, this alone is not enough to bridge the gap between Ranks. The only exception to this are Low Rank Servants, who'll at least be brought to the peak of Mid Rank.

That is where the final ritual comes in. Should you manage to get your hands on a couple of Holy Grails, you'll be able to ascend your Servant, in a manner of speaking, two more times. The magical energy and magical material requirements for even minute increases of power rise exponentially at this point, not to mention you will lose the Holy Grails you've used in the ritual. Should you manage to feed a grailed Servant to the point of reaching the limit of their supercharged Saint Graph, they will have finally ascended a Rank, letting a Mid Rank Servant achieve High Rank. Past this, you'll have to use a second Holy Grail for the sixth ascension, after which you can keep sinking exponentially greater amounts of magical energy and materials to reach the limit of the Servant's Saint Graph again.

At this point, the Servant will have been empowered to the point of having effectively climbed two (or three) Ranks, such as a Servant that began as Mid Rank becoming Top Rank by the end of this process. A limit of this entire Ascension process however, is that it cannot reach beyond the Top Rank. So perhaps it'd be wiser to focus on enhancing weaker Servants. As a final note, modifying these rituals to work on non-Servant spiritual beings is likely possible, if very difficult, but it would require a lot of magical expertise to make them work on living beings.

Master Perks

The Light Of Your Soul -100cp

History itself being incinerated, fighting dragons and legendary figures, being one of the last humans alive, trekking across a countryside repeatedly, there are a lot of things that can grind down one's resolve over time, and yet the Master of Chaldea still needs to keep moving forwards to recover everything they know and love. Like them, you share this peculiar stubbornness. Where other people might fall into despair at the hopeless odds arrayed against them, you'll be one who desperately clings to that one ray of hope, and short of actual torture or mind control you'll always find the energy within you to put one step in front of the other. As long as you keep in mind the reason you're dragging yourself through hell instead of accepting a peaceful death, you will rarely falter. Of course, this is simple willpower, or perhaps stubbornness. It won't let you do things like negate mental interference or survive for weeks despite a half-working heart or something, but sometimes all you need is a bit of determination to see your journey through.

Chaldean Summons -200cp

Maintaining Servants is incredibly expensive in terms of magical energy. And while Chaldea's system can kind of cope with having Servants around by tuning their powers down into a sort of stand-by state, having a few Servants run at full productivity at all times is still a bit much. This little trick is the solution to such resource problems. Instead of summoning Servants in full, the Master of Chaldea summons shadows of a sort, briefly and partially conjuring some Servant or other to contribute to a fight. This does take a lot of magical energy, so it’s still ideal to find already summoned Servants wherever you go and form contracts with them. After all, it may let you avoid having to summon all of your Servants in full, but it’s still quite magically straining. Regardless, being able to summon these shadows may prove to be a great aid in the battles to come, letting you provide some support to your allies. Now the only thing you need is a catalogue of Saint Graphs to draw from.

EX Rank Luck -400cp

The circumstances arrayed against the Last Master of Chaldea are frankly absurd. Great beasts and heroes will oppose them, and they will even have to fight the very gods in their journey. All this while remaining a relatively unremarkable human, at least physically. It's a miracle that they could succeed at this task, a miracle you now share. Allies will seemingly fall into your lap, always with the right array of abilities to surmount the obstacles to come, even if you're not aware of them yet. Enemies will conveniently have better things to do than smite you, and even those laser focused on bringing you down will somehow be distracted, tricked, or blocked to allow you to survive. The right tools for the job will be placed at your hands at the right moments, and even the most hopeless situation will turn out to have a hidden solution that appears at dramatic times.

Nothing will truly be unbeatable to you, as long as you keep in mind a few things. This luck won't care for any moral quandaries. Former enemies might become essential to your victory, and if you are unable to get over any grudges or distaste you have for them, they won't be able to help you. Essentially, you'll always have a winning hand to play, but it's up to you to be willing to play it at all. You will have to accept the help of anyone, from the most upstanding moral paragons to the most repulsive monsters you've met, if you want to survive from truly great threats. Additionally, regardless of its strength, this is ultimately just luck. Rely on it, and you will find yourself depending on a suddenly absent factor. Simply have faith in your friends, and they shall see you through. As a final note, this does not work during climactic fights against your opponents. Your luck evens the board and makes even the most dangerous of beings possible to defeat, but actually attaining victory will have to be done on your own efforts.

Just An Ordinary Human -600cp

The Last Master of Chaldea is allegedly a normal human person, yet somehow this 'ordinary' trait of theirs gets them in the good graces of nearly every person they come across, from arrogant rulers, to smug deities, and even actual monsters. Now, you've come to share this unique trait of theirs. The main thing this does is make you a very amiable person to essentially everyone, unless you're specifically spurning someone. Perhaps amiable is not a strong enough word, however. More accurately, you have a talent for getting along with anyone, from usually hostile man-eating monsters to otherwise indifferent gods. As a side note, you have an odd tendency to find attractive members of your preferred sex in quite unlikely places, such as an embodied Calamity that somehow came to desire for a wholesome romantic human marriage, despite their nature. These unlikely 'waifus' are almost always in positions that make them very valuable allies, too.

Additionally, this effect is seemingly orders of magnitude more potent with those who are ‘on your side’ in conflicts, whether as allies or merely friends, although if they are neutral this effect will be lessened, and you will need to defeat your enemies first before this works on them. Mere weeks of interacting with others would be enough to forge a strong friendship or brotherhood, even with those who are usually quite antisocial or unwilling to respect others as equals. A month or two would see such relationships become even stronger, potentially becoming a valued lover or an invaluable friend, and with some more work your bonds may become unbreakable, the kind of thing that could be termed true love or at least on its level. Fortunately for you, the more important you are to someone, the more easily you can get them to mellow out, so to speak. Genocidal goddesses hellbent on getting their revenge on humanity as a whole would be reduced to simp- I mean, focus their positive attention entirely on you to the degree they can't plot genocide on a large scale. Likewise will said positive attention be genuinely harmless to you, as even beings that would normally have a twisted view of affection will somehow come to learn of normal human intimacy and gleefully engage in it. Do be careful with the jealous ones.

Servant Perks

The Servant World -100cp

Hanging out in the Throne of Heroes all day can get somewhat boring, y'know? Thankfully, Servants aren't quite stuck there. Aside from the relatively rare summoning, there's the annual Servantfes festival to have some fun among fellow Heroic Spirits. Additionally, thanks to the Incineration of Human History, it has become a lot easier to make small Singularities to host events within. In this world you'll generally be invited to most of these events, but the main benefit of this purchase is that you can still attend them in future jumps. From the Servantfes, to holiday related events, and even to some extra events like the occasional Nerofest, you'll find that entering the Singularities to participate sees no time at all passing in the jump itself, letting you wind down without worry. Additionally, while in these events in future worlds with histories divergent from the human history of Fate's Earth, you'll come across new Servants, based on historical, mythological, and perhaps even some fictional figures from the world you are in and the worlds you have visited. Quite the opportunity to make new friends. Talking with the people who shaped history can give quite strange insights, too.

For My Master -200cp

Masters are one of the most important factors in Servant battles. Simply having a Master can completely change the outcome of a fight. And for you, this stretches a bit further. Whenever you're fighting for someone, whether fighting their battles or alongside them, your actions in battle are inexplicably more impactful. Attacks hit a little harder, damage lingers a little longer, you can take hits a little better, and so on. It won't be enough to bridge too big a power gap, but within your weight class, so to speak, you'll become almost unstoppable. This works best when fighting under the direct command of someone else, such as a Master, but even if they can't provide support and tactical guidance you'll still be noticeably more effective than without some Master equivalent.

Don’t Mind Me -400cp

Even death isn't the end for those who prepare accordingly. And just like many villains the Master of Chaldea defeated, you've mastered the art of returning from death as an (allegedly) redeemed person, now (allegedly) willing to fight the good fight and save the world instead of being one of the threats to it. During this jump this comeback will take the form of becoming summoned by the Master of Chaldea as a Servant, but in future jumps you'll make your return in some other appropriate way should there be nothing like the Servant system to work with, which will always place you on the side of the "good guys", or at least the protagonist of wherever you are. However it is that you come back, it'll reduce you severely in power should you have been powerful in the first place, leaving you at the Mid Rank at best. Of course, with the right effort and possibly magical ritual, you'll be able to regain your former glory, unless people decide to stop you from potentially becoming a problem again. Of course, this works no matter how thoroughly you've been killed or destroyed, and it won't end your chain. You only get to do this once per jump, however.

This isn't all of course. As mentioned before, this return is in the context of (allegedly) having been redeemed. As long as you never seriously return to whatever nefarious plan you were performing that got you killed, all of your crimes, regardless of severity, will be forgotten (not necessarily forgiven), and you will be afforded a second chance at life. Of course, if you were never doing anything nefarious that got you killed or simply died by accident somehow, then there's nothing to worry about either, no? Even the most righteous or grudge-holding people will be relatively lenient with you and allow you a chance to form a less hostile bond. Of course, going right back to directly antagonizing people will rescind this second chance, but if you're patient you can wait until the perfect moment to backstab those naive goody-two-shoes and resume whatever you were doing before the heroes came around.

A Grand Duty -600cp

The Servant summoning system is based on the Grand defense system of the world, where up to seven immensely powerful Grand Servants are summoned by the World itself to deal with a massive threat. And now you have been included in this system as a Grand Candidate. What this means is that circumstances will conspire to draw you closer to cosmically important events, and in such a way that you would enter in the times and places where you would have the most impact in favor of saving or dooming the world, depending on your goals. If you're a proficient hunter of beasts, you'll find yourself drawn to enemies of more beastly persuasion, or if there are no enemies that you serve as a direct counter for, you'll be able to at least serve as support for those who are better tuned for dealing against the enemy.

Additionally, when you reach such cosmically important events, you will be given the status of Grand Servant, not only immensely empowering all of your abilities but also giving you incredible amounts of raw power. Effectively, you'll be brought to a level of power one Rank above Top, beyond the capability of any normal Servant. Should you already somehow be at that level, or even above, the boost you gain will still be roughly equivalent to a single increase in Rank, however that looks like. This boost isn't free, however; if you get distracted and go do your own thing instead of working to bring down whatever the main threat is, you'll lose your Grand status and power. Of course, it'll still linger enough to get off one immensely powerful attack, in case you're trying to bring down something that is beyond you or your allies' ability to defeat, such as perhaps a powerful orbital cannon. You will also lose your Grand status and power once the event is over, should it have not been revoked beforehand. Regardless, with just this purchase you're guaranteed to make a difference in whatever grand conflicts break out in the worlds you find yourself in.

Modernity Perks

Support (Emotional) A -100cp

Phenomenal magical powers and epic mythological battles aren't all there is to life, you know? The actual feelings of the super people matter just as much, if not more, than their powers. It tends to be what drives such battles in the first place, after all. Thankfully, you're quite experienced in dealing with such things, helping people come to terms with their flaws, and helping them become who they want to be, as well as supporting them in accomplishing their goals. You're adept at all this and more, being a qualified and extensively experienced therapist. It's nothing supernatural, but sometimes all people need is someone who can help them get their thoughts in order. Of course, you can also use this knowledge in malicious and manipulative ways, but why would a perfectly reputable therapist ever do that?

Somebody's Gotta Explain Things -200cp

No one person could possibly know everything, and yet someone has to explain to the protagonists what's what. Thankfully, you could fill such a position quite well. You have a vast amount of knowledge on a wide variety of subjects, primarily on history and magical theory. It's not exactly practical knowledge, in that you won't find it easy to arrange magecraft rituals with this alone, but having an encyclopedic level of knowledge on all human history and legends can help quite a bit in devising tactics against enemy Servants. Even obscure systems such as Grands, Beasts, and the dreadful Planetary Class measurements are known to you, as well as a respectable amount of knowledge on things such as the mechanics of timelines and the recently developed Rayshifting technology. Additionally, whenever something that you're not actually aware of comes up, such as knowledge hidden magically or otherwise, you find yourself coming to the right conclusions and making correct leaps of logic to very quickly figure things out to a similar theoretical level of knowledge as anything else. You're also weirdly perceptive, to the point where you can identify what's happening in front of you even with no hints to help you. For example, what a god wielding an Authority in battle is doing would be as clear to you as an open book, even if they aren't shouting their intentions to the four winds like they seem so fond of doing. And of course, you find it really easy to explain what you know to others in a way they can understand easily. In future worlds you'll be given a similar level of knowledge related to the world you are entering. Of course, whether or not you actually explain things is up to you.

Unthreatening -400cp

How could you possibly be a danger to others, with your weak human arms and nonexistent magical power? Whether or not you have a hidden trump card, all your enemies, and even your allies, think this way. As long as you don't show a level of capability beyond that of an unremarkable, untrained human, nobody in a battle will really bother with you, leaving you alone in favor of focusing on more dangerous threats in their eyes, to the point you could calmly walk through a battlefield filled with Servants and Demon Pillars with assurance you would be completely ignored. Even if you're the only possible target, your enemies will mostly just toy with you at most. Additionally, you can take on a form that resembles that of an entirely normal human person, the specifics of which are up to you and may be designed on purchase of this perk. Taking on this form will completely hide all of your powers and magic, to the point that even an incarnated Servant would seem like a completely ordinary human to even the most powerful sensors. And, of course, there are limitations to this. The moment you show any amount of supernatural or superhuman ability, whether attacking, defending, or even simply existing as a supernatural being, this protection is immediately rendered permanently useless against anyone who has witnessed the act. As long as such people recognize who you are, you won't benefit from this perk against them. But as you're truly a normal human, this is likely irrelevant, right? Or do you in fact truly have a trump card, a certain ring perhaps?

The Future Is Now -600cp

CHALDEAS, a conceptual model of the Earth. Sheba, an Observation Lens that deserves the capitalization, used to observe the timeline through CHALDEAS. Rayshifting, a form of time travel involving a conversion into spiritrons. All these technologies were developed by Marisbury Animusphere, a Magus with a vision and a project to complete. With this purchase, you come to share this man's sheer unbridled genius. The secrets to spiritron based technology are yours, something that most people would term "magitech". As seen with the examples given previously, the potential of this form of technology is utterly absurd. With enough time and funding, not even the sky might be the limit to the kinds of devices you can develop. And this genius also lets you figure out how to combine your technology with other magical forces you might come across, to vastly expand the possibilities of what you could develop. Of course, as mentioned before, you are still limited by the time you spend in R&D, and the funding available to you. You might not have much of either thing, but it seems that a certain wish has rubbed off on you that could help solve that.

A big pile of money, that is the wish that Marisbury made on the Holy Grail. Of course, instead of a literal big pile of money, he instead received great fortune. Like him, you'll inexplicably find yourself with immense amounts of funds whenever you set out to develop some piece of technology, enough to comfortably afford whatever project(s) you are working on and have plenty left over for other projects. What's more, if you focus all of your funding into one project instead of saving the excess for later, you can massively shorten the amount of time any given project would take. As a reference, Marisbury used this to turn an almost century-long R&D cycle of multiple projects into a bit less than a single decade. Whatever it is that you set out to make, it's almost certain to shape the history of humanity for millenia to come.

Mystery Perks

Another Age -100cp

Dragons, vampires, dragon-vampire hybrids, demon gods, warriors from the future come to save the world from a demon from the past while summoning heroes and monsters from all over history, there's no end to the strangeness you may come across in this world. But weirdness is just normal for you. You're a being of legend, after all, and the world of myth can be very bizarre at the best of times. You're not exactly fazed by even the most nonsensical information, and can somehow find the logic in crazy events even if others would be unable to find any logic at all. As a side benefit, you're able to communicate with crazy people, like Berserker Servants, quite well. Can they only communicate in angry screaming or grunts? No problem, you'll be able to hold a conversation. Do they speak total nonsense that has no basis in reality? It might take some effort, but it won't be long until you can communicate your intentions to them and decode what they're trying to say. Given the sheer variety of heroes and monsters, this is likely to be very useful to you in the future.

Master of Disguise -200cp

Sometimes it is simply more convenient to hide your identity and pretend to be someone else. However you've done so, you've become very good at this sort of thing. Even if you were a massive powerful demon, you could find a way to pass yourself as a normal Servant, or perhaps even a relatively average human magus. Not just the visual and magical side of things, your acting is good enough that, should you have the necessary information, you could pass yourself off as a specific person, and even those intimately familiar with who you're pretending to be wouldn't be able to tell the difference. Such disguises could be maintained for years on end, even longer than a decade, until just the right moment when you can rip off the mask and shock everyone around you with your true identity. As a special offer, should you purchase this perk you can choose to begin the jump in the middle of just such a disguise, placing yourself in a situation more appropriate to a completely different origin instead of whatever your true identity is. Of course, this must be feasible depending on what you actually are. An ancient human probably can't pass themselves off as a god while amongst other gods very effectively, for example. In future jumps, you'll be able to do this as well, beginning the jump while pretending to be of an origin other than your true origin choice. Of course, this must still be feasible, and you cannot choose to pretend to be from an origin that costs cp, only those that are free or give cp. This does not take into account OCP, to be clear, only the origins themselves and what they are.

Crafted By The Gods -400cp

The craftsmanship of the divine is quite a sight to behold. Not just weapons, but even living beings made by divine hands are just built different compared to more ordinary living creatures. And it turns out that you are one of such creations of the gods. First, you have an immense amount of magical energy, orders of magnitude more than you really should have. At minimum, you could summon 7 Servants, on your own and lacking any support from a Holy Grail, and still have more magical energy left over than most mages have seen in their lives. Should you be more than a demigod, then the amount of energy in you will be even more absurd. That said, your innate generation of magical energy is unaffected by this perk, so it might take you months to recover a significant amount of your magical energy.

Secondly, you are immensely resistant to damage. Not in the sense that you are any tougher, but that you won't die from anything more than the total destruction of your most vital organs, such as the heart and brain. Even leaving your heart greatly wounded but not completely destroyed would still let you survive on sheer will for several weeks before you succumb to the wound, somehow. Additionally, if you can get your hands on a suitable replacement, you can just jam it into you and not worry about it too much, such as perhaps shoving a Holy Grail where your heart should be. You're not invincible by any means, but to those lesser than you, it might sometimes seem that way.

True Divinity -600cp

The gods stand above the world. Despite being rejected by the current status quo of the Planet, their transcendental perspective is still something that they have never lost. And now, as one of the gods themselves, you find yourself sharing this unique existence. More specifically, you receive the most important aspect of Divinity, your Authority. Serving as existential proof of your connection to the world and your own divine nature, you can think of your Authority as your ability to declare your intent upon the world and have the world comply. Authorities do require magical energy to function, but they have no limit on how much energy they may use, only perhaps the limit that any amount of energy past a certain point will be wasted if not spent into an appropriately large-scale effect. Spending enough energy to vaporize a mountain into healing a greatly wounded human will see most of that energy simply lost as the human is brought to full health with but a fraction of that, for example. A very important facet of Authorities is that they can only perform one magical effect or action at once. For example, you could use your Authority to blast your enemies with fire and lightning, or reinforce your body to monstrous levels, but not both at the same time. Of course, this can easily be solved by obtaining more Authorities, such as stealing them from other gods.

Additionally, all Authorities have a certain domain, some concept that they have ‘authority’ over. Domains are quite varied, from classical domains like storms and love, to more specific domains like sheep and giants, to weirder domains like time and reconstruction after destruction, and even more bizarre ones like ‘things that flow’. Effectively speaking, you can use your Authority to perform any magical action that could be connected to your domain, and does not need to adhere to a logical process beyond simply being metaphorically related to your Authority’s domain. For example, while a human Magus might need several year's worth of their magical energy in storage as well as a well-developed and refined spell to heal a lethal wound, an Authority of Health could do it with just the magical energy alone. All that said, given the conceptual nature of domains and the fact that concepts are kinda subjective at the best of times, those who are particularly creative can use almost any domain for almost any kind of magical effect or action. The notes section at the end of this jump will clarify and give more examples

Theoretically, should you possess enough energy and are creative enough, you could do anything with an Authority, a fitting ability for a god. Of course, things such as energy requirements, time needed to gather and compile the energy needed, as well as other supernatural forces that could contest your actions all indicate you can't *truly* do everything you could think of (not easily at least), but even then Authorities are utterly invaluable even among gods, and for good reason. Additionally, you may purchase additional Authorities at 100 extra cp per additional Authority you wish to obtain, should you want multiple domains instead of just one. As a final benefit, the Authorities you obtain through this perk will not kill you if you use them through a less than fully divine vessel, as it usually happens with such subpar Saint Graphs.

Items

Items can't be taken multiple times unless stated otherwise. Two 400cp items of your choice are discounted, while one 100cp and one 200cp item of your choice is discounted.

Command Seals (Mandatory and Exclusive to Masters and Crypters)

One of the most fundamental aspects of being a Master are your Command Seals. Three red magical tattoos clumped together in some part of your body, traditionally the back of one of your hands, that both prove and maintain your contract to your Servants, as well as act as powerful lumps of magical energy that you can spend on enforcing orders to your Servants. These orders are weaker the vaguer and wider they are, while ordering specific actions allows Command Seals great influence. The orders themselves, of course, can be anything from actual orders to supporting your Servant with some particular attack, such as using their Noble Phantasm. Yours in particular replenish daily, a unique quirk of Chaldea's Servant system, and you won't lose the contract to your Servants should you use all three. Don't mistreat your Servants, please, they're people too.

Magi☆Mari Subscription -0cp

What's a lonely middle-aged bachelor to do, when they have the stress of working all day and little free time? Why, follow the allegedly AI generated blog of a cute idol, of course. So it is that you've gotten your hands on this special laptop whose only function is to present the blog and streams of an idol with a white and floral theme. It's cutesy and lighthearted and so on, but there's a special feature that allows you to talk to her. She'll always answer with unhelpful and "unintentionally" harsh responses, sure, but hey, it's attention at least, right? It may or may not be a certain ancient mage pretending to be an idol to feed on the positive thoughts that their followers send their way, but it sure doesn't seem like it to any form of analysis or detection you can bring to bear. Just ignore Merlin's insufferable smugness should you actually frequently read this blog, it's probably nothing.

HeroicThrone.Net -0cp

Servants aren't entirely without stuff to do in the Throne of Heroes, you know. Being a complete unknown to non-Servants, this particular network serves as questionable entertainment for those Servants stuck in the Throne of Heroes for too long. From anonymous shitposting boards, to non-anonymous discussion forums, to even private chatting and emailing systems, using this will let you communicate with essentially any Servant. Of course, there's a common tendency to mainly chat with Servants from your own regions, but it's not a hard rule. As a Servant, you will only be able to access this when in the Throne of Heroes, but non-Servants will need to fall asleep or enter a sleep-like trance to be able to post on the Servant internet, leaving them vulnerable for the whole duration. In future jumps even Servants might need to do this. Alternatively, should you have the Servant World perk, you'll still be able to access this network through what looks suspiciously like modern electronics during events. Of course, don't expect to obtain useful information from this, it's just a way to hang out online with other legendary figures stuck in the Throne, so nobody will be very inclined to provide much support. In future jumps, you'll retain access to this Servant internet, except there'll be some additional people with access to this network. Good opportunity to meet more people, no?

Crafted Essence -100cp

Chaldea doesn't only utilize the Ascension rituals to strengthen their Servants. They also utilize Craft Essences, little magical things that can provide various boosts and effects to Servants. The Craft Essences themselves can be anything from items, clothing, images, or even materialized concepts. Of course, like most anything, they never begin with much power and must be enhanced like any Servant with a process similar to Ascension, feeding the CE with magical energy and magical materials in order to strengthen it. Of course, the peak of CE power isn't all that high compared to their initial state, but sometimes even small boosts can be handy. The actual benefits of CEs varies wildly, from granting mildly accelerated magical energy regeneration, to providing brief seconds-long invincibility, to piercing temporary invincibility effects, to slowly but noticeably regenerate, to guarantee than an attack hits, to returning from death a number of times, among a lot of other potential effects. Of course, the effects usually last a dozen seconds (give or take half a dozen seconds) like in the case of brief invincibility, and any given person may only use one per battle. With this purchase, you get a large collection of basic Craft Essences, the kind that only boosts a Servant's attacks or defenses to some degree. That said, these CEs do count as magical materials by themselves, so if some ritual you have requires great amounts of non-specific magical materials to sacrifice, these will do just fine. At the end of every week you'll get another lump of a few hundred basic CEs. They should be handy, if not particularly important.

Pseudo-Servant Vessels -100cp

The opposite of Demi-Servant summons are called Pseudo-Servants, where a Servant is summoned into a living human vessel, except it's the Servant that ends up in control instead of the human. And with this purchase, you'll be able to make plenty of Pseudo-Servants yourself. You have empty bodies that are clones from every single character you can find in any Type Moon work (yes, even the Servants), all stored somewhere hidden for convenience, that you can pull out and summon a Servant or any kind of summoned spirit into. Whenever you use one of these vessels, you'll find another empty replacement within a day. The vessels themselves will of course somewhat influence the Servant that comes to inhabit them, but this will mostly result in things like an arrogant goddess calming down or gaining some additional abilities if their Saint Graph is compatible enough, although some will rarely cause more problems such as a vengeful goddess inheriting some of the insecurities and fears of the vessel. Still, this might not be too important depending on who you summon, and into whom. They're magically powerless by themselves, and useless as anything but summon vessels, although they're still living and warm flesh, somehow alive despite being mindless. Please don't use these bodies for perverted things.

Fashion That Transcends Time -100cp

Being a gacha game with massive amounts of Servants, as well as Craft Essences letting the developers only bother making one image with some new outfit for a Servant, there's a vast variety of clothing that can be found in FGO. Even some humanoid enemies get to be stylish. And with this purchase, you get all forms of clothing that can be found in FGO. Yes, all of it, from outfits Servants wear to even just outfits that show up in Craft Essences, and even any outfits that the NPCs wear. You even have non-protective and non-magical versions of armors and magically enchanted outfits too. As a small mercy, you're given a wardrobe that is normal sized outside but big enough to hold all these outfits inside. If you want some variant of the outfit, you can simply write a note with the changes described or illustrated, and you'll find an extra copy of it with the given modifications after a minute of closing the wardrobe with the notes or illustrations inside of it. Additionally, you'll find a fixed version of any outfit from this wardrobe that is damaged inside the thing a mere second after the damage itself happens. You can also ask for multiple examples of the same outfit, if you want to match with your friends or something. As a final note, you're guaranteed that all of these outfits are comfortable to wear, despite how they might look. Have fun trying out new styles.

Mystic Codes -200cp

The Last Master of Chaldea may not be a Magus or knowledgable in Magecraft in any way, but that doesn't mean that they are entirely helpless. Thanks to the resources in Chaldea, the organization is able to outfit their last Master with specially enchanted magical outfits called Mystic Codes. These outfits come programmed with a set of three magical effects, and an internal energy battery and generator to provide some level of self-sufficiency, so that even someone with no Magic Circuits can use them. The actual effects these Mystic Codes come with vary a lot, from healing, enhancing an ally's attack, briefly stunning an enemy, granting brief invincibility to an ally, removing negative magical effects on an ally, guaranteeing one attack of an ally hits, letting an ally ignore temporary invincibility briefly, blocking an enemy from applying one buff to themselves, removing an ally's debuffs to their defenses, and so on. Notably, these spells of sorts have large cooldowns before they can be used again, so it's best to be strategic with their use. With this purchase you get a full set of every Mystic Code that can be used in FGO by the player/Master of Chaldea. In Servant fights they're not too potent, but used wisely they can be a huge aid during combat. If you lose or break any, you'll be presented with a replacement a week afterwards.

Summoning Platform -200cp

The Last Master of Chaldea has needed to perform on-the-field summoning more than once to reinforce their battle capability, and this round platform you now have possession of replicates their use of a particular Noble Phantasm for said summoning. Being about as large as a table and round in shape, this platform serves as a potent anchor for summoning rituals, and also comes with Chaldea's peculiar summoning system attached for ease of use. You need merely set up the platform attached to a leyline or other potent source of magical energy and you get 10 free summonings per day. Should you want to keep rolling the gach- I mean, try your luck with Chaldea's unpredictable summoning protocols any further, you will need one Saint Quartz per additional summon using this platform. And even if you don't get the Servant you want, please don't take your anger out on the platform, it's sturdy but not indestructible.

Holy Grail -400cp

It seems you've gotten hold of a peculiar goblet. Golden in both mundane and mystical glimmers, this little cup shimmering with magical energy is nothing more than a Holy Grail, an immensely powerful artifact, commonly held to be a wish-granting object due to its vast powers. Fundamentally speaking, Holy Grails are incredibly powerful generators of magical energy, and possession of one makes the usage of said energy easy even for those unskilled in magecraft. Perhaps some examples of their use should be presented.

One of the foremost and most iconic powers of these Grails is the summoning of Servants, which also allows you to modify them slightly such as giving them the Madness Enhancement skill. If you do not have the time to gather the energy required for a Servant summon, you can still use it to quickly conjure a number of phantom Servants, little more than shadows of true Servants, useful as mooks if nothing else. Additionally, one of the major uses of them you might see in this world is the support of a Singularity, which shall be explained later in the Distortion In The Timeline section. Of course, the Holy Grail is called wish-granting for a reason, although the 'wishes' it can grant must still be relatively grounded in the physical world. Summoning endless amounts of nutritious and delicious food would be trivial, as would redecorating a room in seconds. They can also be utilized to reinforce magical effects and rituals, providing vast amounts of magical energy and mystical stability.

The Holy Grails are the core of Goetia's plan to incinerate history, and Chaldea will gather quite a number of them in the time to come. As such, you can also purchase additional Grails after this first one by spending an extra 200cp per Holy Grail. Should you have discounted this item, this extra surcharge will be reduced to 100cp per additional Holy Grail instead. And finally, your first Grail also comes with some knowledge on how to make more of them, as difficult as it is even while possessing one already. What shall you do with such power in your hands?

Time Travel But Not Really -400cp

The Singularities are distortions in the timeline of the world. Appropriately, you must travel to their time in order to enter them. Chaldea's solution for such a thing was a specific piece of technology, that of Rayshifting. Developed by Marisbury Animusphere, the process is fundamentally that of transforming a human into spiritrons, and sending them into the past, allowing them to alter it. Unfortunately, not everyone is compatible with the process, a compatibility that is needed to survive the Rayshifting, and the standard defenses of this World immediately undo any changes made to the timeline, should they not be protected by a powerful artifact like a Holy Grail.

Additionally, an unfortunate quirk of time travel is that those who are Rayshifted are not recognized by reality as belonging, marking them as an "unknown", and resulting in an ambiguous existence. This is accounted for with the Rayshifting technology, coming attached to equipment that can monitor the existential values of those Rayshifted, correct any drift, and continuously confirm the existence of whoever is Rayshifted. If this was not done, the Rayshifted individual might find themselves changing ever so slightly, like a character whose characterization isn't being kept consistent by the author, to use a literary metaphor.

With this purchase, you obtain enough equipment to Rayshift a team of up to 12 people. If you wish for more, an additional 200cp (100cp if you discounted this item) will give you another 12 Rayshifting coffins, a surcharge you can pay multiple times if you want to be able to Rayshift even more people. The magical energy generator it comes attached to is only enough to maintain those Rayshifts, so if you want to do something like send a Master with multiple Servants, you'll need another source of additional magical energy to sustain those Servants. Still, this is as close to time travel as a cosmos that automatically corrects the timeline can get, and perhaps in future worlds, worlds where the timeline doesn't fix itself without some powerful artifact blocking it, Rayshifting could function as true time travel?

Rings Of A Burned History -400cp

What is this? For some reason, you've come to claim ownership of a massive magecraft construct, a ring of light as wide as the United States, hovering over the Planet, roughly above you. It lacks any energy it looks like, so only you or those with the right detection spells or technology can tell it's there, but it has a few uses outside of simply hovering. First, it acts as a perfectly efficient storage of magical energy, not losing even a drop of energy no matter how long you leave it alone, as long as it's not damaged of course. Secondly, you can command it to 'burn' things that you can see, transforming your target into pure magical energy that is immediately stored within the rings. Notably, things that have actual significance and history beyond its raw materials provide more magical energy, as its mystical complexity is burned alongside the target.

That said, do keep in mind that not everything is easy or even possible to incinerate without additional preparation, so something like gods or Servants would require a more personal touch, and even then burning those that are too powerful would be immensely difficult without extensive planning. The process isn't instant either, just very swift, so those with the right abilities might still be able to defend themselves. You could also simply transfer energy from your personal reserves into it. The ring has an infinite capacity for magical energy, so you can just keep storing more and more magical energy into it without worry. And of course, you can utilize the energy stored in the rings however you like. Perhaps, if you somehow manage to burn an entire three millennia of human history, you'd have enough energy to blast straight through the core of the planet, or travel back in time to the beginning of the World?

Isolated Oil Rig -400cp

One of the biggest assets that Marisbury Animusphere possessed was Seraphix, an oil rig in the North Atlantic Ocean, that acted as an ordinary oil rig by day and was the seedbed for some of his most important (and most unethical) experiments at night. And with this purchase, you get a copy of it, ideally in a different ocean entirely. The oil rig is built as a mobile, submersible, double-layered platform. The topmost platform serves as the normal oil rig facilities (and also has a church for some reason), but the true purpose of the facility lies in the second platform. Hidden in locked chambers accessible only to those who are permitted entrance, is a powerful magical generator that powers all manners of spiritron-based equipment, such as leyline sensors that allow you to map what are effectively the brainwaves of the Planet you are on.

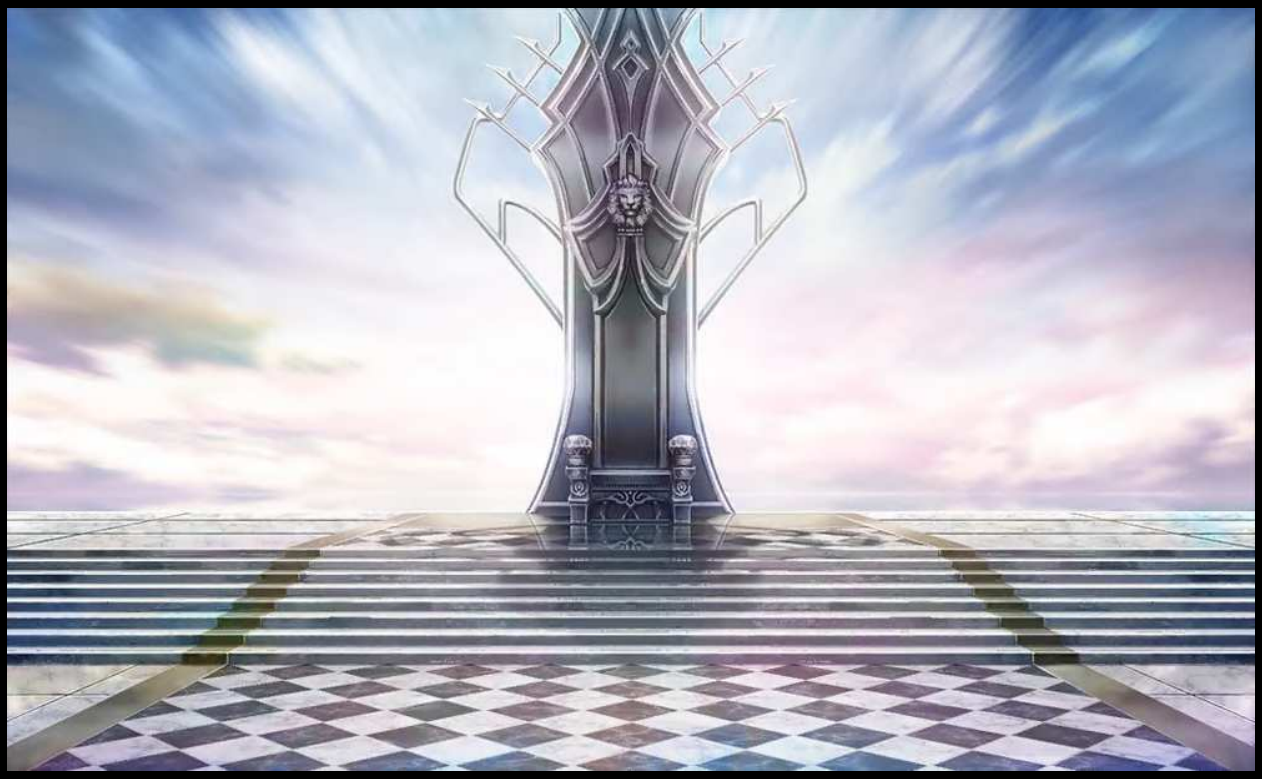
Thanks to its secrecy and ability to be isolated from civilization by submerging itself underwater, as well as a special Mystic Code that prevents divination from peering into the insides of the facility, this is a perfect workshop for experiments that would get you hunted down by the Clock Tower. Marisbury was conducting research into connecting the souls of humans with that of the Planet by synchronizing their Magic Circuits with the oceanic leylines, and used failed Master candidates as living biological circuits kept in stasis. Ultimately, Marisbury's research was a success. And now you have your very own Seraphix facility to perform experiments with. Will you keep utilizing it for its intended purpose, perform some other kind of experiment, or dismantle the whole thing to repurpose it into something less unethical? You are the owner, so the choice is yours.

The Tower At The End Of The World -600cp

What you have in your hands is perhaps one of the most important artifacts of the Human Order. The Tower that pins the Human Order to the Planet that defines the End of the World, Rhongomyniad. Due to its true form being a titanic tower that defines wherever it is as the edge of reality, you have been given a shadow of it, a projection of the Tower that can be wielded without existential risk to your surroundings. Taking the shape of a shining white spear, it possesses many potent powers that you, as its wielder and owner, may utilize.

One of the most basic uses of this spear, as a weapon, is conjuring massive pillars of light to smite your opponents. Such things are powerful enough to obliterate whole cities, and prove a danger even to immensely powerful heroes and gods. You may call down these punishments as much as you'd like, out to a range of hundreds of kilometers, and potentially even into other dimensions, should you have a way to aim your blast. You can also identify those who are truly pure of heart, those capable of holding onto compassion even in the face of hell (they are depressingly rare). Additionally, you may use it to conjure as many nondescript nameless knights as you wish, each individually at about the Low Rank in power. Strong, but not too useful against Servants if not in large numbers. Additionally, you can use this Rhongomyniad to conjure an ideal version of Camelot, a massive white-and-blue city kept perfectly clean by magical forces, a monument to human hope and the pinnacle of the words "holy city".

Outside of such uses, there are a few ways that lets you call on the spear's true nature. By declaring it so, you can anchor a reality you are in against cosmic forces, allowing you to sustain, say, a Singularity without the use of a Holy Grail. You can also perform a ritual to slowly bring the true Rhongomyniad to you, as well, first conjuring a massive golden forcefield around you as the Tower manifests, and slowly cleaning the surrounding reality into an empty white field, marked by the shining tower that you can command. This Tower is immensely durable, but not unbreakable, especially when it hasn't fully manifested, allowing particularly powerful Servants an opportunity to interrupt the manifestation by breaking the golden forcefield. And finally, wielding this spear for long enough can see you transform into an immortal and immensely powerful Divine Spirit, although retaining your human perspective might be difficult for the unprepared. Should you wish for more of these spears for some ungodly reason, you may purchase additional bundles of three at 300cp each, 200cp if you have discounted this Item. You can get a maximum of 12 Rhongomyniads, letting you potentially obtain an absurdly powerful array of Divine Constructs fully under your command, with enough firepower to drill straight through the mantle of this Planet when all 12 spears are used simultaneously.



Fenis Chaldea -600cp

The Security Organization For The Preservation Of Humanity is the magnum opus of a certain Marisbury Animusphere. Constructed over the course of a decade with aid from the wish of a Holy Grail, this little facility is one of the most important places in the World at the moment. And with this purchase, you shall be inserted into a position that will make you the director of Chaldea after the death of Olga Marie Animusphere, Marisbury's daughter. As the director, you of course decide the direction of Chaldea as an organization, although it's still recommended you point the Last Master of Chaldea at the Singularities and help them defeat Goetia.

Now, some elaboration on what this facility entails. First, Chaldea lies in Antarctica, built into a mountain 6 km above sea level. The very core of the facility is CHALDEAS, a conceptual model of the Earth. It is such a faithful recreation that it projects a magnetic field that protects the whole facility (and the mountain it's in) from destructive cosmic forces, such as the entirety of time being incinerated. In future jumps, you'll find that the facility will survive any form of cosmic disaster or destruction (as long as it's not specifically targeted), and provide you with an opportunity to repair the damage done to the universe somehow, as hopeless as it might seem sometimes.

There might be something weird going on with CHALDEAS too, but nothing will really happen during your stay in this jump if you don't use the Cosmos In The Lostbelt Addon, and without utilizing the Addon, you'll find out that nothing comes of the pseudo-Planet's weirdness in future jumps.

Another important thing is the Near-Future Observation Lens, also called Sheba. Aside from operating as a surveillance system for the facility, it is also used to observe CHALDEAS, observing the true Planet Earth by proxy. It is with this Observation Lens that the staff at Chaldea can observe the timeline and obtain coordinates for Rayshift destinations. Additionally, it comes with Rayshifting technology, and enough Rayshifting Coffins to transport a few dozen people. Well, used to at least, as most of the Coffins were heavily damaged in the explosion that sabotaged the first mission.

Additionally, it also comes with simulation technology, able to simulate any battle you have data for, and thanks to the spiritron nature of the simulation, able to have your enemies drop real magical materials on defeat. Perfect for grinding, no? Chaldea's summoning system can also record the Saint Graphs of powerful people you meet, although if they are too powerful, they might not be summonable at their full power. On top of this, it has databases that can store the Saint Graphs and bonds of Servants you've summoned or even simply made contracts with, so that you don't lose your friends even if you have to unsummon them. You can also simply have your Servants roam around the facility in low-power mode, as weak as a human but requiring next to no upkeep. And finally, all this is powered by the Fire of Prometheus generator, a magical energy generator that strangely always seems to be able to provide as much energy as the Chaldea facilities require. Perhaps a certain immortal mage is behind this. As the director of Chaldea, you'll be in the middle of the coming conflict. Stay safe, and remember to take care of your new facility.

Companions

Rayshifting Into A New Era -100/200/400cp

Do you have allies and friends you wish to bring into this world? Fret not, this option will allow you to import them into this jump. Any Companions imported here will gain 800cp, and can take any drawbacks except for A Change Of Plans and Chain Incineration Ritual, with no limit to how much cp they may gain from them. Alternatively, you may use this option to create a Companion outright, in case you wish to make your own OC in this world. Created Companions gain the same budget and drawback allowance as imported ones. For 100cp, you can import or create up to 2 Companions, 200cp for 4, and 400cp for 8. Stick close to your friends, and you may yet survive the coming cosmic conflict.

ROLL FOR ME WAAAH -0/200cp

But living humans aren't the only potential Companions in this world, aren't they? There are Servants, monsters, gods, perhaps even weirder in this world, some of which you might like enough to want to make them into a Companion. So, as long as you can convince someone to come along with you into future worlds, you'll be able to make them into a Companion for free. Additionally, this particular option is not restricted to those who are alive by the end of the jump. If you bonded with a doomed beast, or a god who was slayed, or maybe just a human who sacrificed themselves, you may still find them by your side in the next jump. Not even complete erasure would be enough to stop someone from showing up as your Companion after this jump ends. Perhaps you might want to give a certain insecure girl a second chance at life, or give Chaldea's head doctor an opportunity for a truly ordinary life? As a side note, should you be a Master, you will need to purchase a Rank (at a discount) to determine the Rank of the Servant you have summoned first (limited to Top at most, of course). This will be your primary Servant, and the reason you became a Master in the first place.

Additionally, For an extra surcharge of 200cp, you may guarantee yourself an opportunity to start a genuine friendship, or some other kind of positive relationship, with a character you might wish to get along with, in case you are not confident in your charisma. Keep in mind this may or may not help you convince them to become your Companion, as some people are stubbornly attached to this World. In case it needs to be said, you can purchase this extra surcharge for as many characters as you want to befriend. As a final note, do keep in mind that even the greatest in this world have been felled by Chaldea's seemingly lesser forces.

Demi Heroic Spirit -100cp (Must be Servant to purchase)

Not all Servants are summoned as themselves. Sometimes they are summoned into a human vessel, in a modification of the ritual that leaves the vessel in control instead of the Servant. If you want to become the power of such a Demi-Servant, this is what you must purchase. Your vessel will be an ordinary human when not wielding your power, although you have the option of merging this purchase with the Rayshifting Into A New Era or ROLL FOR ME WAAAH options above (functionally paying the price of those options and an additional 100cp to pay for this one), if you want to either be the power that one of your imported Companions calls on, gift your vessel with a build by 'creating' them with the former option, or if you wish to somehow have been summoned into another, already powerful being. Of course, you do still have some control over your contract. If you wish, you can withhold power to your vessel, or even refuse to communicate entirely with them, functionally making them not a Demi-Servant at all. Or you could be friendly, lend all your power, and communicate freely with your vessel. It's your choice really. As a final note, your vessel can be some member of the Fate/Stay Night or Fate/Zero casts. It won't change the mechanics of this option, but it might make for a good laugh, as such people are oddly common in Chaldea. Don't be too mean to your vessel now.

Innocent Eggplant -100cp

No man is an island, and this girl here is certainly a worthy companion. Pink hair and purple eyes, with a slim figure, this girl is on the cusp of adulthood and has become quite fond of you, liking to call you 'senpai'. She has next to no life experience, and while she's a little scared to step out of her comfort zone, she'll be very eager to meet new people and visit new places, should you manage to show her. Perhaps her gaze towards you holds a bit more than simple friendship, too, but if you wish for just a friendship she'll be content with that. If she manages to get some more confidence she'll prove to be quite competent, both as a fighter and in more mundane matters such as changing your clothes in less than a second. Curiously, this girl is a very effective vessel for magical forces and powerful spiritual beings, able to remain in control even if such things would normally take the reins, so to speak. Please don't use her for unethical magecraft experiments. You wouldn't break her trust in you to such a degree, would you?

Remnant of a Bygone Civilization -100cp

How bizarre. Somehow, it seems that you've found yourself caring for a few dozen piglets, oddly placid and predictably small. Strangest of all, they can speak, and are decently intelligent, to the level of humans even. That said, they have little willpower, so while they might be able to muster themselves against a hostile force for some time, don't expect them to make for particularly competent warriors. Their behavior, notably, is quite strange. They like to reference things you have never heard before and seem almost nonsensical sometimes, and while they love to engage in art and produce much, all their artwork is quite dark, such as organizing zoos where they're the animals being watched. 'Very high-context dark humor', they say. Another curious trait of theirs is that they are quick to ascribe divinity to any humanoid being that shows them benevolence, even if it's as mild as being given some food by a passing pedestrian. These are truly a remnant of a brief but shining civilization of piglets, and oddly enough they could feasibly reproduce back to levels that would fill out a large city without any issues with inbreeding. What are you going to do with these little charming boars?

Privileged Life-Form -0cp

What's this creature? White fur, purple eyes, large wolven ears and tail, yet the size of a squirrel and shape of a rabbit. Perhaps a new form of living creature? It's quite cute, as intelligent as a dog, and seems to have warmed up to you, following you around even to dangerous places. It's not particularly tough, about what you would expect for its size, but its completely purple eyes sometimes seem to have an odd amount of insight, sniffing out magical disguises and mystically depraved beings. Sometimes it might seem to be as intelligent as a human, simply being unable to communicate, but such moments fade as quickly as they come, somehow unable to be maintained. Unfortunately, it no longer has potential to grow into a great Beast, as it once did, but perhaps a fluffy friend is all you need in dark times.

Distortion In The Timeline

(Requires Holy Grail item)

Are you unsatisfied with Pan-Human history? Do you have some great plan to destabilize the Human Order for whatever reason? Do you simply want a convenient pocket dimension that happens to be the kind of thing that Chaldea makes its mission to destroy? If so, this section is for you. For each Holy Grail you've purchased in the item section above, you receive the opportunity to purchase a Singularity of your own design here, a distortion in the timeline of the world sustained by the very Holy Grail that you've purchased. Don't worry about Chaldea, you'll get the Singularity and Holy Grail back after this jump ends.

Something to take note of is that the 'era' of a Singularity never ends. The contents of the Singularity, in a manner of speaking, are stagnated in the style and time period you have chosen for it. It's not impossible to artificially introduce societal change from outside sources, but the Singularity is metaphorically stuck in a singular point in time. Of course, you can summon Servants using your Holy Grail with little additional strain on the Grail itself, so you can also populate the Singularity with plenty of Servants, in case you wish to conduct mock wars with a dozen legendary warriors or something. If you purchased the Major or Foundational Singularities, then during the jump itself you'll find a few unwelcome Servants, summoned there by the Human Order to attempt to destroy the Singularity, but beyond this jump you won't need to worry about such things.

Humanity Foundation Value D, Minor Singularity -0cp

If you don't wish to spend more cp than you've already have for a Singularity (or if you can't afford so), then this option is for you. The Singularity you'll come to rule over will be a relatively weak one, not significant enough to threaten human history much on its own and unlikely to have much power available inside it from the start. Any Servants will be summoned at a Rank of High at most. You may place it in any unimportant and uneventful year of human history AD. Unfortunately this purchase does not allow you important historical periods or the BC era. The Singularity will be low-priority to Chaldea, but they'll probably visit it before the Last Master of Chaldea Rayshifts into the seventh Singularity. This level of Singularity is mainly useful for hosting events, such as tournaments, festivals, or maybe even serving as a holiday destination. Given how Singularities work, you could take a vacation in quite the exotic spots, after all.

Humanity Foundation Value B, Major Singularity -200cp

Most of the seven Singularities that were central to Goetia's plan were, while still dangerous to human history by their mere existence, still manageable even by most Masters, provided they were willing to cooperate with any friendly Servant they came across. From the Hundred Years War, to London's Industrial Revolution, the Singularity you obtain here is roughly on the level of the first five Singularities. The moment in history your Singularity is in can be important on its own such as the War of Independence of the US like E Pluribus Unum, or perhaps it can be in an uneventful year and be dangerous to human history due to the events within the Singularity itself being significant, such as attempting to destroy the Roman Empire while it is at its height. If you're stubborn enough and possess the right resources and abilities, you could use this Singularity as a good foundation for a completely alternate history to that of the normal timeline. Expect Chaldea to show up sooner or later.

Humanity Foundation Value A+, Foundational Singularity -400cp

The last two Singularities, Camelot and Babylonia, were a step above the other 5. Camelot had seen the Crusader army trying to conquer Jerusalem obtain Servant support, and later became the base of a goddess utilizing Rhongomyniad to maintain the Singularity while she gathered resources, while Babylonia revolved around a trio of goddesses slowly dismantling the civilization of Mesopotamia, the very foundation of human civilization. Whatever it is you plan to do with your Singularity, its mere existence is an immense threat to Pan-Human History as a whole. You may have the Singularity be placed in an unimportant year and be significant due to its internal events like Camelot, or be a disruption of a foundational aspect to humanity as a civilization, like how Babylonia threatened one of the two first human civilizations to form.

Uniquely, with this level of Singularity you may find a few beings in the Singularity that are stronger than Servants can be, beyond the Top Rank. That said, they will have their own agenda for the most part, and the most you'll be able to do will be to give them specific directions on what to do and hope they'll actually comply, such as how two thirds of the Three Goddesses Alliance in Babylonia didn't actually want to exterminate humanity. Chaldea will likely show up in your Singularity half a year after the jump begins, perhaps some time later, and the Last Master of Chaldea will already be experienced at dealing with the Singularities by the time they get around to yours.

Singularity Modifiers

Of course, influence on the timeline and the power found within isn't all there is to Singularities. The choices below will modify your Singularity to some extent, either costing or gaining you cp. You may pick as many as you can afford.

Naught But A Dream -200cp

Not all Singularities are fully real, in a sense. There are some that straddle the realm of dream and fiction, and obtain a few benefits as a result. Your Singularity, being more dream than reality, is undetectable to even incredibly powerful and advanced technology and magic, as well as being almost impossible to infiltrate at all. Of course, during this jump the Master of Chaldea will find themselves in your Singularity while seeming to be in an entirely mundane coma to others, and whether or not they decide to collapse your Singularity will be up to you. In future jumps, or sooner if you somehow figure out how the Master of Chaldea got into your Singularity, you'll be able to whisk people into your Singularity in a similar manner as the Master of Chaldea's intrusion, although intentional. As a side note, you will find that a lot of the people you'll meet here resemble other beings you know, from divine kitsunes to monsters. Strangely, these people will be normal humans devoid of any power, at most possessing tendencies and jobs that are relatively similar to the beings they resemble. They'll even have an oddly similar personality too, almost identical in some cases. And, of course, nobody other than you will really take note of their unusual appearance. Are you going to use your Singularity as a dream world exclusively for yourself?

A Hole, Not A Stain -300cp

Singularities can be likened to stains on the metaphorical scroll that is Pan-Human History. They are twists on events that should not have been, and strain the timeline the longer they go unfixed. There are some exceptions, however. Just like a certain Garden of Sinners, your Singularity could be likened to a hole on a scroll, rather than a stain. Something easily patched without actually 'removing' the hole itself. Alternatively, there may be some other unusual circumstance, such as Shinjuku being both incredibly small and deliberately separated from the rest of the World.

Your Singularity is bizarre and lies mostly outside of time, entirely negating any influence it has on the timeline. What this means is that your Singularity is not a threat to human history, and as such could be safely ignored without any real consequences. Of course, the Last Master of Chaldea being as compassionate as they are, they're not going to ignore your Singularity if nefarious things are occurring within, lack of threat to human history or not. Still, if you can convince them to ignore your Singularity, then you'll have no problem at all living inside it or something.

A Beast Problem +400cp

Oh no. It seems that you have a rather large problem in your hands now. Whatever your earlier purchase for the level of your Singularity, circumstances have lined up for your Singularity to spawn a Beast, an immensely powerful being, and one that will destroy everything within your Singularity, and then move on to become a massive problem for human history afterwards. Whatever they are, they will be your enemy, and will work against you. Mercifully, the level of danger is somewhat dependent on the rank of Singularity you've purchased. The Beast will still be incredibly dangerous if you have a D or B ranked Singularity, but only with an A+ rank Singularity will you find yourself facing something on the level of Tiamat or Draco. Even with all the resources within your Singularity, you might still need external aid to attain victory, such as perhaps the Last Master of Chaldea.

Toggles

The following options can be considered to be modifications to the jump. Primarily, this'll help you decide continuity. Options without price tags are free.

Memories of Times Past -0cp

This is a wide World, and you've likely had plenty of opportunities to visit this World before. Fret not, with this toggle you may continue your adventures in the universe of Fate. Chaldea will exist, as will Goetia and his Incineration of Human History, but beyond that and the Last Master of Chaldea existing and having such a position at all (or at least being in the right place at the right time), the World you arrive in may or may not be wildly different than it would otherwise be, depending on your past actions. You'll most likely be a known factor planned for and maybe against by the more influential schemers of this world, but at least you'll help Chaldea restore human history, right? Right?

Records Of Black And White -0cp

Chaldea fought against the incineration of human history, traveling across time in order to fix Singularities. But strangely enough, there isn't merely one Chaldea. With this toggle, you are sent instead to one of the manga continuities. You are no longer in the primary Chaldea, but instead an alternate version from a Parallel World. There are a few novelizations of Grand Order's storyline, and with this toggle you may choose to go to any one of them. Additionally, you may choose to include some of the various side manga but don't affect the main storyline to be canon for this jump. Relatively speaking, there are little differences, although some of the mangas do add their own spin to some of the Singularities or Pseudo-Singularities. In general, things will be recognizable and broadly the same, and just as dangerous as normal.

The Big Screen -0cp

Chaldea fought against the incineration of human history, traveling across time in order to fix Singularities. But strangely enough, there isn't merely one Chaldea. With this toggle, you are sent instead to the movies continuity. You are no longer in the primary Chaldea, but instead an alternate version from a Parallel World. There is little difference in this version of events, although there are plenty of small details that have been changed. Ultimately however, you won't need to worry too much about some unexpected twist. Things may be slightly different, but the story remains the same, and will be just as dangerous as the mainline continuity.

A False Timeline -100cp

Chaldea fought against the incineration of human history, traveling across time in order to fix Singularities. But strangely enough, there isn't merely one Chaldea. With this toggle, you are sent instead to the Arcade continuity. You are no longer in the primary Chaldea, but instead an alternate version from a Parallel World. The most glaring difference is that Goetia does not exist in this Parallel World. Instead, the one who arranged the Seven Singularities was Mother Harlot, the Beast form of one Nero Claudius. That said, she did this in imitation of Goetia, so evidently the main continuity is not inaccessible with the right approach. That said, perhaps you might wish to remain here? The Singularities are significantly simpler and more straightforward in this continuity, with little of the complete mess that the Singularities of the main continuity contain. Additionally, with no 72 Demon Pillars to be broken apart, the Epic Of Remnant Pseudo-Singularities won't occur, providing you with some downtime after Draco is dealt with. Although of course, if you take this toggle, you cannot pick any of the Epic Of Remnant Locations, for obvious reasons. You could consider this a less difficult version of FGO, if you wish.

Twin Masters -200cp

Normally, there is only one Ritsuka Fujimaru, Last Master of Chaldea, and they can be either male or female, using the nickname Gudao or Gudako respectively. However, if you'd like to change this, this toggle is for you. Instead of one Master, two seem to have somehow survived the initial bomb set up by Lev Lainur, resulting in two siblings both being the last few Masters of Chaldea. This doubles Chaldea's manpower and will make a lot of problems they will face a lot less difficult to overcome. Weirdly enough, due to both Gudao and Gudako being the kind of person who could achieve success in this storyline alone, when together as siblings they will attain even greater victory than without the other, leading to less casualties and less overall destruction before they deal with threats. They will also be able to push onwards easier with less overall trauma, especially during Cosmos In The Lostbelts, so they might be even more resolute than otherwise. Will you support these siblings or drive a wedge between them?

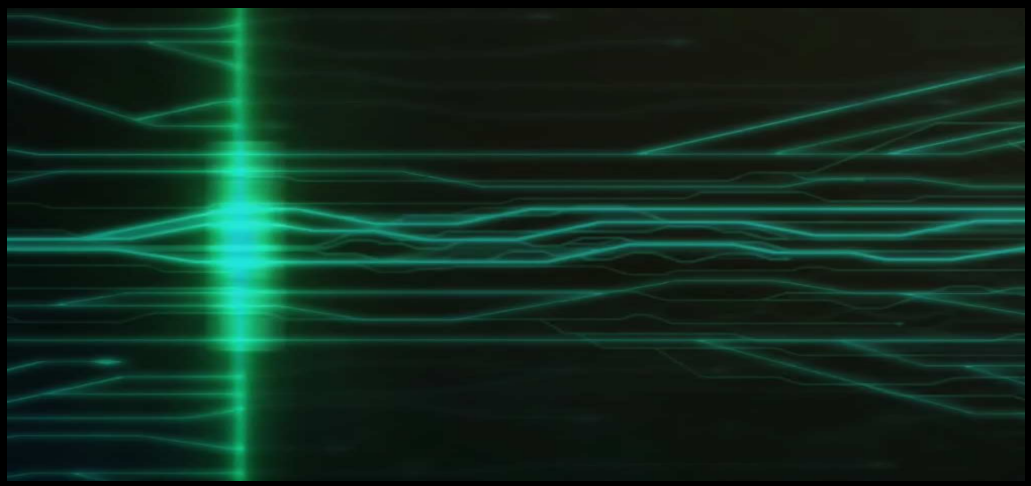
HAHAHAHA -400cp

Chaldea fought against the incineration of human history, traveling across time in order to fix Singularities. But strangely enough, there isn't merely one Chaldea. With this toggle, you are sent instead to the Learning With Manga! continuity. You are no longer in the primary Chaldea, but instead an alternate version from a Parallel World. This is a far less serious world, with relatively little danger, to your life at least. There are two Masters of Chaldea somehow, both Gudao and Gudako, and while the former is content to mostly focus their insanity at Astolfo, the latter is completely unhinged, and sexually harasses everyone they come across that is remotely attractive.

Additionally, this continuity is a lot more 'meta' than the mainline World, although ultimately the way combat is fought isn't all that different. The purpose of Learning With Manga! is to explain the game, after all. Overall, regardless of your position, it'll be very difficult to somehow die permanently here, although your chastity is in immense danger if you ever get the attention of the female Master of Chaldea. Are you willing to put up with a World filled with nothing but jokes for months?

Cosmos In The Lostbelt Addon +500cp

Of course, the story of this World doesn't end with Epic of Remnant. After all that, the Bleaching of the Earth takes place, setting the Master of Chaldea into a path of adventure once more. As an important note, with this Toggle you not only get access to the Cosmos In The Lostbelt Addon, your stay is extended to a full decade, enough to cover the Part 2 storyline, and leaving you with 2 and a half years free to fill with whatever you want to do. Due to the immense amount of danger present in the Lostbelt storyline, you'll get an additional 500cp to spend anywhere you wish. Companions do not get this bonus however.



Drawbacks

There is no limit to the amount of cp you may gain via drawbacks, save the limited amount of drawbacks available in the first place. Torment yourself to your heart's content.

Artistic Team +100/200cp

Art is a way for the artist to express themselves, and everyone has a different style unique to themselves. Unfortunately, it seems that someone forgot to keep things consistent, and now the world's aesthetics are a complete mess. The 'artstyle' of the world, in a manner of speaking, is not a messy array of clashing styles, some of which are, well, uglier is perhaps too rude a word. You may have someone who looks barely realistic right next to someone who looks right out of a moe anime, and worst of all it seems like you're the only one who notices this.

Regardless of your tastes in art, your eyes will likely suffer as you see completely nonsensical mixes of art styles that do not mix well together. Perhaps it'd be better to be blind, but even then if you somehow resolve to not utilize sight this abomination of 'artstyle' blends will shift to a different sense, like hearing. Alternatively, you may obtain an additional 100cp from this Drawback in order to make it worse. Instead of a badly clashing blend of art styles, it's just one. However, the singular artstyle of the world is immensely unpleasant to look at, perhaps even bad enough to hurt your eyes, if not your sanity. May the gods have pity on your soul.

RAAAAGH +200cp

Not all Berserkers are capable of communicating normally. Thanks to the tendency of the class towards madness, it's rather common to see those who can only really grunt and roar. Unfortunately for you, you've now got to deal with this inability to speak as well, whether or not you're a Berserker Servant. Even with immense effort, you'll at most be able to speak a short sentence or two, and outside of that you'll have to be content with grunting, screaming, roaring, and generally being incoherent to most people. Thankfully there are those who will be able to understand you anyway, but it'll still prove to be a nuisance for the most part.

Eccentric +200cp

Admiring the beauty of the flesh is all well and good, but you're kinda going a bit too far. You're now completely shameless when it comes to flirting with those of your preferred gender, to such a degree that it begins to be off-putting. Just like Blackbeard, you won't be able to restrain yourself when it comes to such things, and while it can serve as an immense well of motivation if you're promised with even a touch of someone you find attractive, you'll always present yourself in a way that is simply creepy. Needless to say, your lustful demeanor isn't going to make you many friends, at least not among normal people. Thankfully, you'll be able to restrain yourself if the situation truly gets serious, but you won't be able to resist going back to your stalker ways afterwards. Hopefully you won't get annoying enough to actually suffer for it beyond immediate punishments.

Archaman Misery +200cp

You poor, pathetic person. You can forget about getting any respect, because now you inexplicably come across as a shifty person to most people you meet. Like Romani, a lot of people will simply think you're unreliable in first meetings, regardless of how you present yourself, and you can very well expect a lot of mocking. You can still prove that you're a respectable person, of course, but it'll be an uphill battle, and even then your friends will still occasionally tease you about it. Better grow a thick skin, or else you're not going to be able to enjoy your time in this world.

Unworthy +200cp

Sometimes, you can use diplomacy in conflicts, to solve problems without shedding blood, and make allies without wasting anyone's time. Unfortunately, you can no longer have such a blessing. It's almost as if the world was filled with bloodthirsty warriors, with how much you'll have to fight. Every time you meet someone new, you'll have to actively prove yourself to them, no amount of words will be enough to avoid this. You will need to fight, to allow others to confirm that you are indeed a skilled and respectable person. Even when you don't need to prove yourself in battle, such as when meeting non-combatants, you'll still have to pass some kind of trial, such as performing a theatre play at your best in order to win the tentative trust of a ruthless judge. Of course, after you prove yourself, everything will be back to normal, until you meet someone new and have to prove yourself all over again. Try not to let this level of mistrust get to you.

GACHA! GACHA! ROLL THE GACHA! +200cp

Enjoying games is all well and good, but you have to take care of your health too, you know. Unfortunately, you've forgotten about things like 'sanity' and 'reasonable expenses'. You've become completely addicted to gambling, and will waste all of your resources into such things whenever you have them. Worse, you'll go through intense withdrawal that will simply intensify the longer you go without rolling *something*. Even after just a few days it'd be unbearable for a normal human, much less after a whole month. You can expect to slowly see yourself losing everything you own as you keep gambling more and more and more. Where are you even going to keep everything you gamble for if you win anyway? Maybe you'll just recycle it to keep rolling. Hopefully you have some allies that can restrain you from gambling away something genuinely important.

A Grand Order +400cp

Great beasts, powerful gods, an incinerated history and the demon that arranged it all. Even the complete erasure of human civilization and its replacement with 7 dead timelines in a bid to have one of them replace the World. It's all so tiresome. Wouldn't it be best to just leave, carve your own safe little corner of existence somewhere out of the way, and just wait the whole clusterfuck out? Unfortunately for you, with this drawback you no longer get a choice. One way or another, you will be involved in the 'main story' of this world, in a manner of speaking. All the seven Singularities made by Goetia, the fight in the Temple of Time, the five pseudo-Singularities that Chaldea had to deal with afterwards.

And, if you utilize the Cosmos In The Lostbelt Addon, all seven Lostbelts, as well as some of the minor events happening in between such as Ooku, Heian-Kiyo, and Tunguska Sanctuary. There is no escape. You WILL have to deal with all the highs and lows of Fate/Grand Order's storyline. Your one mercy is that you won't be forced to be a major contributor, simply being present for nearly all of it. Alternatively, you can choose to receive no cp from this drawback, in exchange for only having a guarantee that you can be present in the main story if you wish, regardless of extenuating circumstances that might prevent such otherwise. Either way you don't get to use the Location section, starting in either Chaldea or Singularity F depending on your Origin.

You Are Beneath Me +400cp

Even all the power in the World can't save you from being careless against tricky opponents. Unfortunately, you've fallen ill with a case of terminal arrogance. You'll believe yourself so superior to opponents that don't match you in raw power or potency of abilities that you will simply ignore them, even when in truth people can punch above their weight class quite well with preparation. It doesn't really matter if someone lesser than you proves they can still be a threat, you'll be right back to underestimating them and gloating your ass off about your superiority the moment they stop. Generally speaking, you'll be either ignoring, or if you're forced to meet with your enemies, underestimating your opponents, all until it's far too late to do anything about it. Perhaps you should simply not bother people and make enemies.

Pretentious Philosophy Lessons +400cp

Nasu has some weird ideas on philosophy and morality, and now you're forced to deal with it. Every time you fight a major enemy, or when you defeat them in some other way, you will be forced to engage with them in a philosophical debate. They'll present their points, argue their point of view, and you will have to pick their philosophy apart and reject it. Only if you manage to do this will you be able to continue to kill them or dispose of them in some way. Problem is, if you agree with their philosophy, or even just understand their philosophy as something that makes sense, they will instead get a second wind, and a massive power boost to boot. You can't simply lie in this situation either, as you'll be forced to be entirely honest in your reactions to your opponent's philosophy. You'll have to be very thorough in rejecting your enemy's views to avoid having to fight them again. Worse, it'll be very likely that you'll come across enemies that share some of your own views, which you won't be able to reject. Perhaps having plenty of strong allies would be ideal?

Against The World +600cp

In each of the Singularities, the Master of Chaldea met Rogue Servants. Those summoned not by humans or demons, but by the World itself, in order to combat the threat that Goetia posed. So do groups of Servants find themselves in the Lostbelts when that happens, meant to aid Chaldea to destroy them. And now, likewise will you find that groups of Servants will be summoned by the World itself to foil your plans, whatever they may be. They'll usually number between 4 to 8, and will be mostly aimless unless they meet you, upon which they'll realize their purpose and start actively working against you. Strangely, these groups of Servants will have an array of abilities as well designed to counter you as possible, as if someone was trying to use the absolute minimum amount of forces needed to bring you down.

Should you ignore them, luck will have it that they will be a genuine threat to your plans or perhaps survival, no matter how much stronger you are than them. If you manage to defeat all of them permanently, you'll simply find yourself hounded by yet another group a mere month later. You'll need to stay on your toes if you wish for a chance to accomplish your goals. Thankfully, your victory is no less certain than your defeat is. If you pay attention and don't hold back, you may yet succeed. Good luck.

Unknown True Name +600cp

Names are important in this World. Not because they hold any inherent power, but because they sometimes act as keys to powerful magical abilities. Chief among these are Servants, who aren't able to utilize their Noble Phantasm at all if they do not remember its name or their history. Unfortunately for you, you've been struck with amnesia and suffering the consequences. You do not remember your past, your name, or the name of your abilities. This results in being immensely weaker, and being unable to call on your powers effectively if at all. Thankfully, you still have some vague feeling of what you might have once been, so if you keep pursuing such a feeling and experiment in an attempt to bring back your memories, you might yet regain your full glory. Still, as you are now, you'd do well to avoid fighting particularly strong opponents. Hopefully you have some allies that might be able to aid you in recovering your memories, although for some reason they will not be able to tell you outright. This endeavor shall be one you walk alone.

A Change Of Plans +800cp

Goetia ignored Chaldea from beginning to end, believing, and rightly so for the most part, that they posed no threat even if they could undo all but the seventh Singularity. Even then, even with Goetia ignoring them until the last minute, the only reason Chaldea managed to win was Romani's sacrifice and his use of his own Ars Nova Noble Phantasm. With this drawback, however, this changes. Goetia will no longer tolerate Chaldea attempting to fix his Singularities, and will have his full attention turned towards stopping Chaldea. If the worst comes to pass, Goetia will realize Romani's identity, and start making plans to account for Romani's possible sacrifice. Needless to say, without your aid, and even then if you're not powerful enough, Chaldea will lose, and Goetia will succeed in his plan.

If, for some reason, you've chosen to become a Demon Pillar with the Mystery origin and joined Goetia, then instead of Goetia paying attention, Chaldea will find themselves with the full aid of 7 Grand Servants, each composed of just the right Grand Candidates to be the most effective in a team against Goetia. Without your aid, and even then if you're not powerful enough, Goetia will be defeated soundly, without the sacrifice of Romani being needed, and you will be slaughtered so thoroughly that your chain will end. Do you have enough power to ensure that whoever side you take attains victory? Or will you perish from your hubris?

Chain Incineration Ritual +1000cp

Goetia burned 3,000 years of human history. From the moment of Solomon's death roughly in 1000 BCE, to the present day in 2019. And with your arrival, it seems that he has glimpsed the existence of other Worlds, more fuel for his ritual and more Worlds to fix in his eyes. In other words, Goetia's Incineration of Human History now extends to the entirety of your Chain, and even to your original world before it. If you want the destruction of those Worlds to be undone, you must help Chaldea defeat Goetia. Unfortunately, every single World you've unwittingly added to his Incineration Ritual makes him significantly stronger than he was before, as well as empower his constituents Demon Pillars, although not to the same degree as Goetia himself.

What's worse, you will need to Rayshift into the Singularities of the other Worlds in your chain, to obtain the Holy Grail supporting them and fix them, for each and every one of the Worlds. Additionally, Goetia will only take an additional month to complete his project to travel back to the beginning of time per extra World, so you are on a tight clock to fix all the Singularities before Goetia succeeds. If your chain is too long, the Demon Pillars may prove too much for Chaldea's Master to handle. Needless to say, should Goetia succeed in his plan, you will fail your chain. You, your powers, your history, that of your Companions, the Worlds you've visited, and even the World you originate from, will all be replaced with Goetia's ideal world, where something like you does not exist. So, fight for survival, and do your best to obtain victory from the jaws of defeat.

Scenarios

The Last Master

(Restricted to the Master Origin)

Ritsuka Fujimaru, the Last Master of Chaldea, and one of the few remaining humans, is an odd individual. Brave and determined when it counts, but very down-to-earth and sensible when relaxing, they're able to get along with essentially anyone they meet, should the other person be willing to interact with them in equal terms. Normally, you would've taken the spot of 49th Master of Chaldea, and fight alongside Ritsuka in the conflicts to come. You would be able to contribute yourself, but Ritsuka would still be at your side to deal with things you might not be able to.

With this scenario, however, that changes. You will no longer have the support of that bizarrely ordinary yet extraordinary individual. Instead, you shall take their place, their name, and their life. You'll have to walk the same path that the Last Master of Chaldea walked, without another Master with you to provide support. As a mercy, should your death be prevented in some way via some shenanigans as happens in Seraphix, that won't count as a failure of the scenario or your chain. It'll take a permanent loss, although there's plenty of opportunities to fail without recourse. As a side note, instead of choosing your main Servant, you get Mashu Kyrielight. Thankfully, if you do not utilize the Cosmos In The Lostbelt Addon, you won't need to deal with anything past the end of Part 1.5. Do you have the mindset and attitude necessary to succeed like Ritsuka has, or will you fail along the way, the challenges you meet being too much for you?

If you've managed to pull through and succeed in restoring humanity from destruction, then you shall have a handful of rewards. First, you'll receive the Quantum Pieces, Saint Quartz, and Ascension perks for free. Second, you'll be given the Fenis Chaldea item, also for free, becoming its director and owner in future worlds. As a side note, should you have already purchased such perks and items, you get the cp back as a reward instead, to spend on whatever else you'd like without wasting your budget. Third, Mashu Kyrielight will become your Companion, doubtlessly eager to become useful to you again after she loses her Demi-Servant powers after Goetia's defeat. Perhaps you deserve a vacation, after all that?

Notes

What happens to you when Chaldea fixes a Singularity while you're in it and don't have a way to get out? Servants are unsummoned, but the other origins are up in the air. Your only guarantee is that you'll survive whatever happens. Maybe you end up in normal history whenever and wherever it is that you started in, maybe you're booted into Chaldea somehow, maybe you're thrown outside the timeline, who knows. Fanwank responsibly.

You may replace any given character with the right build. IE Top Rank for Gilgamesh or Artoria, High Rank for Berserker Heracles, Modernity with High Rank Demi-Servant for Mashu, etc.

The various events that happen between the main seven Singularities in Observer in the Timeless Temple and the main five Singularities in Epic of Remnant are already canon. As a Master you'll end up being roped into them whether you like it or not. Fanwank responsibly how the details work out. Fate/Grand Carnival will also happen sometime during your stay, have fun with that.

If you take the Chain Incineration Ritual or the A Change Of Plans drawbacks while choosing an Epic of Remnant Location, Goetia will inexplicably return with a vengeance.

The Last Master of Chaldea may be Gudao or Gudako. It's ultimately up to you.

As Master or Modernity, you can choose to be a muggle or a Magus/magecraft user of some kind. Without certain perks you'll be generally unremarkable though.

On Servant

Whether your legend is historical or fictional is up to you. The actual impact your legend will have on the history of humanity won't be big enough to significantly change Pan-Human History, but beyond that the only limits are your imagination and your Rank.

In future jumps, there probably won't be a Throne of Heroes equivalent, and the cosmology might or might not be compatible with how Servants work here. In future jumps, the whole thing about Servants not really dying unless their legend is erased is no longer in effect. Please fanwank responsibly.

On Rank

Please don't take this shit as gospel. They're rough power brackets defined for the purposes of pricing, they're not the be-all end-all of nasuverse power tiers. There's a ton of shit that can move you up or down the ranks, from being summoned into a weaker vessel as a servant or being fatally wounded as Mystery, to gaining a source of absurd amounts of magical energy or mystical power like a Holy Grail or getting a blessing from a powerful Divine Spirit like the Gifts of the Knights of the Round Table in the Camelot Singularity. The examples given for each rank are not perfectly equal, but mostly serve to show the range of power generally allowed in each rank. Please, please, fanwank responsibly.

On The Road Of The Homeless

Until your chain ends, this perk will be restricted to the local multiverse. If there's no local multiverse, then it works exactly as in Fate, IE with various parallel worlds or alternate timelines which, while different from your starting timeline by varying degrees, will still usually resemble the original world/timeline you started in, with the occasional almost unrecognizable exception. After your chain ends, you might end up in any random setting, or restrict it to the local multiverse if you feel like it.

On Saint Quartz

If you lack any summoning methods, you can use the Saint Quartz directly for a Chaldea-style summoning. In future jumps, versions of local mythological, legendary, or even just famous figures will become available as Servants, however they'll have a Nasu spin on them, the same way King Arthur turns out to be a petite blond woman. This bizarre variant will be just as strong as the original (stronger if you are in a mundane world) and remember the life of whatever figure they are based on as if Nasu had reimagined it in the way he reimagined human history in Fate. Have fun inflicting the mushroom's madness on other settings.

Servants summoned only through Saint Quartz are weaker than with normal summoning, being Mid Rank at best. Buying the Ascension perk is recommended.

On The Servant World

All the same clauses as with the Saint Quartz Servants from future jumps. It'll also let you attend Grand Carnival-like events in future jumps.

On Summoning Platform

All the same clauses as with the Saint Quartz rolling.

On True Divinity

You want an Authority of Magic? Sure, it'll let you fuck with systems like Servant summoning and magecraft in general pretty efficiently as well as magic spells, maybe even let you set up your own magic system with yourself/your Authority as the Foundation without as much effort as you would otherwise need, but it won't cover generic supernatural stuff, only magic systems and spells and stuff like that. Want an Authority of Magical Energy? Sure, it'll let you do things like steal the magical energy of others pretty easily, and prevent people from being able to use magical energy, or help the magically disabled manipulate magical energy or something, but it won't give you infinite magical energy.

In other words, be reasonable and fanwank responsibly.

Some more examples of how Authorities have been used in FGO: Good domain to prevent good people from hurting you, Snow/Ice domain to spread your influence across all of the snow in a country, Lightning domain to smite people really hard, Love domain to mindfuck people, Death domain to hit people with insta-death status effects, War domain to be really good at combat and also shoot interdimensional lasers, Underworld domain to manage an afterlife complete with "fuck your everything you're in my house and you listen to me" properties, Fertility domain to make tons and tons and tons of critters, Earth Mother Goddess domain to have conceptual superiority over anything that spawned from Earth like humans and gods, Rome domain to shut down significantly more powerful Greek deities, Moon domain to drive some dude crazy, ??? domain to hijack a Servant summoning.

On HeroicThrone.Net

All the same clauses as with the Saint Quartz Servants from future jumps.

On Fenis Chaldea

In future jumps, CHALDEAS will model whatever Planet/reality you’re in instead, letting you monitor the timeline you’re in. Also, the Fenis Chaldea facility will

be able to house any inactive Companions of yours. In case it needs to be said, you can attach it to your warehouse or plop it down somewhere in future worlds.
A Distortion In The Timeline in future jumps

Singularities are modifications to some point in the timeline that are forcibly kept that way against passive cosmological correction through the wish granting trait of the Holy Grail. The only exception is if you bought the "A Hole, Not A Stain" modification, in which case it's closer to a pocket reality lying outside of time than anything. Who knows what kind of effect that will have in future worlds. Please fanwank responsibly.

When in doubt, fanwank responsibly

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