Saber Wars: The Original Trilogy

Fate/Legends: Servant Universe
By Valeria

Introduction

A long time in the future, in a galaxy from another universe, there are Servants. Not just seven or fourteen at a time but billions. Trillions. Servants as common as human beings are in another Universe. This place is called the Sapphire Galaxy by it's people, the Servants of the Servant Universe.

Billions of years ago, this Universe came into being. It was not the first Universe. The primordial Universe that came before it was filled with light and life, far more akin to the mortal humans you might be familiar with. It was ruled over by a great divinity, whose presence covered that entire galaxy. Yet something occurred. This divinity faltered and the denizens of this place dried up. For eons, the Primordial Universe shrivelled away and something new grew to replace it.

Five hundred thousand years ago, the history of the Servant Universe began. A galaxy where every human was born instead as a Servant. Their will to live, and the lack of any opposing forces, has forced the galaxy to adapt to support Servant life. The Sapphire Galaxy gains it's name from the vast amount of ether spread through space, charging the air with enough magic to easily support so many Servants.

Though these Servants started from similar places as humans, they've had the time to go a lot further. They populate worlds across the galaxy, providing an endless variety of mysteries and adventures to those willing to look.

This Universe is far from anything serious. Servants rarely die for good and their whimsical natures have affected the galaxy at large. Space has become one massive sci-fi adventure, the cosmos a stage on which a thousand silly space operas play out. Stories from the past Universe become real, playing out on a absurd and silly scale.

It's not hard to say that everything in the Servant Universe is wilder, sillier and bigger than anything else you'll find in another time tree. So it's only fitting that you become just as wild, silly and big.

You'll have 1,000,000 Cosmo Points (CP) to spend on this document. Be grand, be ambitious and let nothing as silly as fear of embarrassment hold you back.

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Location and Time

Time

You'll have at least ten years to spend in this world, though this can be extended as long as one likes. There's more than a few lengthy tales to tell here.

You'll be beginning at a bit before the date where Saber Wars first takes place. Mysterious Heroine X has just started going to Cosmo Chaldea Academy with her friend, Ecchan, and it won't be long before MHX feels the urge to start hunting down other Sabers. The events of Saber Wars II are chronologically several years later and the tale of MHXX and her battle with Evil Gods is at least a year after that.

Locations

Choose one of the following locations to start at. Companions can start at other locations than the one you choose.

Texas Beyond

One of the Outer Worlds, a rough and tumble place filled with no lifers. Some might even call it a wretched hive. This western world has it's fair share of villainy, a dust bowl of mercenaries, outlaws, bounty hunters and on-the-run criminals. It's also the hometown of a certain calamitous woman, at least before she leaves to become a cosmic bounty hunter with her young protege. You'll appear before one of the many roadside bars on the way to one such spaceport.

Dark Maana

The source of all evil points in this world. Main headquarters of the Shin-Kage Ryu, this moon-like space station is a mobile fortress of petty malice and somewhat harmful crime. It is here that MUNENORI raises Astarte into a worthy evil leader. You'll come out in one of the space runways around the station, perhaps the easiest spot for anyone not meant to be here to sneak away. Luckily, the Dark Maana is still in local space at the moment.

Zenjou

A peaceful world, with temperate climates and a extensive urban presence. It mixes nature and science quite peacefully and within this little gem of a world is the Queens Academy. A famous school for the daughters of wealthy magnates and powerful dictators to attend, learning to become proper young ladies. And extremely violent. They're all really violent here. You'll see yourself just outside the main entrance to Queens, as the students enter for another day of class.

Big Blue Tank

A blue gas giant, often named as the Jewel of the Goddess' Necklace by locals. It used to export gas to the rest of the sector but stopped recently. From the massive space elevators dotting the planet, something must be getting mined still. A horde of Space Nomads patrols the region regularly, conflicting with whatever evil and terrible organisation of sword wielding maniacs has taken over the planet itself. You'll appear on the landing pad of one of these space elevators, oddly unpopulated for such a huge structure.

Planet Rome

You're still in orbit and you can already feel a headache coming on. Beneath you is Planet Rome, home of the year long Nerofest. Empress Nero, in her madness, has trapped her terrified subj-

adoring fans with her. Beaten into submission by endless encores, their wills are left broken and unable to resist her. The Empress cannot comprehend someone being an anti-fan towards her and tasks her subjects to bring ever more tourists to see her performances. It might be good to make an escape while you can.

Clocktower
What an exciting galaxy to live in! What an age of discovery! The Clocktower represents those that feel this way, a massive university located on a small world that teaches and sponsors the best scholars, explorers, historians and treasure-hunters in the galaxy. They're apparently fairly decent people too. They enjoy sharing their knowledge and keeping it safe for future generations, one Professor Tokiomi has even spread his many discoveries across the galaxy. What a twist! You'll appear at a cafe near the Clocktower institute, sitting across from a fat blonde man with a moustache who keeps begging you to help him with this Chaldea business.

Cosmo Chaldea Academy
Where heroes are made! Premier institution for learning for any young Servant that dreams of being a hero. The academy has it's own space colony, where countless Servant teachers raise up their charges to be worthy heroes. Headmaster Edison keeps a careful eye on his students, as their budding powers are known to cause chaos throughout the academy. What's worse, every season there's some new threat from the evil that the academy regularly fights. Berserkers in the dungeon, basilisks in the walls, ill-advised inter school holy grail wars and more. Much like on Zenjou, you'll be right outside the gates to the main administration building of the academy.

Mysterious Ship
Your sudden appearance was as much a surprise to you as it was to the mysterious blonde woman you appeared next to. You're in some sort of advanced rocketship, zipping across the stars, as this strange woman points a shining golden sword at you and demands to know what you're plotting. She thinks you're in league with the other Sabers, finally catching up with her and she's not going to come quietly. What on earth is she talking about?

Origins

What kind of person were you in this world? Your history, your occupation, even just where you find yourself for the time being, the below might help give some inspiration. The following origins do not decide discounts, they are purely there for flavour. Or you can be here with no memories or history.

Bounty Hunter

The galaxy is a huge place, one where criminals have no end of vulnerable worlds to prey on. The Galactic Police can only cover so much and those outer rim worlds rarely get attention. It's down to hard working folk like yourself to clean up the stars, bounty hunters there to take down the bad guys and get paid well doing it. You've been making a living hunting down star criminals, dead or alive as you prefer, then turning them into the Galactic Police. You've got a bit of a reputation already, push much further and the bad guys might start setting bounties of their own on you.

Explorer

Even after all this time, the stars hold innumerable secrets still. Called to seek those treasures out, you began to make a name for yourself as an explorer of the Sapphire Galaxy. Perhaps formally trained at an institution, perhaps self-taught, your passion for history and mystery has led you to a few significant finds already. Mostly of cultural value but it put your name out there and now, a few wealthy patrons have offered sponsorship in return for investigating certain leads they know of. Maybe you'll find your biggest treasure yet!

Student

Even Servants still need to go to school. The daze of youth hasn't passed you yet, as you're currently enrolled at one of the many famous academies across the Galaxy. Queens School for Young Ladies or the Cosmo Chaldea Academy are perhaps the best known. There isn't a school in the galaxy that doesn't have it's own eccentricities though, given all are staffed and stocked with Servants only. You're a fairly popular student but, as is fitting for school life, your friends and teachers will soon get you into some kind of Servant trouble.

Space Knight

The legacy of Camelot survives even now! A wandering hero who helps others in memory of the chivalrous Camelot of the past or perhaps a dark figure loyal to the DARK R.O.U.N.D.S that seek to bring Dark Camelot's rule over the Galaxy. Through chivalry or tyranny, you've sought to impose order and law on the rest of the galaxy. In fact, you were likely on your way to one such lawless world now, though whether for the sake of doing the right thing or conquering another world for Dark Camelot…that's up to you.

Galactic Police

Understaffed, underfunded, under pressure and under fire. You'd think there'd be no one who'd take a job as crazy and stressful as being a member of the Galactic Police. But there are those heroes who step up to do what's needed, and those who don't read the contracts they sign in desperation for food, that join the blue ranks. As an officer of the cosmic force, it's your job to try and enforce the law, bring in criminals and protect innocent people. You won't have much help to do it, most people won't like you sticking your nose in, you don't really have much authority and you usually have to work on holidays. That's….that's it. That's the job.

Evil Organisation Member

Screw being nice! You don't get rich by following the law or baking cookies. You get rich from being the bad guy. With this brilliant half-baked plan in mind, you joined one of numerous Evil Organisations that exist here. The massive Shinkage-Ryu crime syndicate that seeks to resurrect the Primordial Goddess, the dread pirate crew of Captain Nikola or even a small new gang easy to take over. Whoever you work for, you'd better get prepared. Your peers were just planning what they reckon is the heist of the year, with you as designated pointman.

Businesswoman
Capitalism thrives in this cosmos. The wageslaves have united to bring their corporate masters to ever more astonishing levels of wealth, leaving little difference between kingdom and empire and company. It's a ferocious world on the cosmic stock market but you've taken your first steps into it. You could be struggling to set up your own business, easier out on the rim than in civilised worlds, or maybe you just sold your soul for a stable job at Amazones. Either way, a big opportunity is on the way and if you're quick about it, you might get a promotion or push your company off the ground floor.

Both age and sex are freely chosen. They're the least noticeable things about most of the weirder Servants anyway.

Perks

Two 100,000CP perks are free and two perks at the 200,000 and 400,000 and 600,000CP tiers are discounted to half price for you.

Servant Origin- Free
In the Servant Universe, everyone is a Servant. You're no different. So of course, you have everything that a Servant would be expected to have. Supplement? Never heard of any such Servant Supplement. You shouldn't be talking about such strange things here. Servants aren't much different from the mortal humans of some other time and place. Most Servants are pretty unremarkable, maybe a little stronger and faster than ordinary for a Human. The common sort of Servant doesn't even have their own Noble Phantasm or set of Skills. But all Servants share certain traits.

Immortality, for one. Servants do not age unless they want to, which makes all the older looking Servants a little weird, and even death isn't permanent for the denizens of the Sapphire Galaxy. As physical souls in this ether filled universe, death is not permanent. Servants will eventually reincarnate as themselves, some years after they die, and continue to enjoy their own lives. More thorough deaths can require a lengthier reincarnation but only the destruction of the soul, a very rare attribute, can permanently lay low the Servants here.

Servants still need to eat and drink but, curiously, have no need of breathing. They can survive unharmed in the vacuum of space and resist many of the dangers of this environment. Some old scholars say that this is so all the Servants don't have to obscure their iconic features during gameplay fights outside of spaceships.

Eighth Master- Free (Exclusive with Servant Origin)
You don't want to be a Servant? The alternative really doesn't have much going for it. You can choose to be one of the rare Masters instead, the eighth one remaining in this universe. You'll not gain any of the free benefits of the above option but can still purchase later options as normal. You're a flesh and blood human, instead of a soul, and that means you're not immortal. You'll definitely need a space-suit too.

The Servants you meet will find themselves oddly drawn to you. It won't be anything potent but you'll make friends easily with Servants, even ones that might dislike you at first. You'll also gain a single purchase of the Command Seal item for free, which you'll see later on.

Saber's Face- Optionally Free
You have the heart of a knight and the face of a hero. The ahoge of glory stands proudly from those golden tresses, announcing the presence of a true Saber. A great destiny awaits such a destined hero, to save princesses and slay dragons and be the best Saber there ever was.

In other words, you are yet another Saber. A wonderfully common sub-type of Servant that shares the physical appearance, archetype and overall style of the legendary Arturia Pendragon, King of Knights. Though it's entirely likely you might think it, you're not all that special here. There's quite a few young ladies running around looking like you and that's before getting into all the less cute pretenders to the Saber class.

This perk is free to take if it is desired but has only two real effects. The first is that it makes you look exceedingly similar to either the female or male incarnations of King Arturia Pendragon. Small details like eye colour, body shape or height can change greatly but the hair will remain some shade of blonde and the face absolutely cannot change under any circumstances.

The second benefit is access to the section of perks, items and drawbacks at the end of this document. The Saber Shop is only available with the Saber's Face perk. Or, by donating 100,000CP to the Mystery Support Fund, you'll be grudgingly allowed to purchase options below without looking like a beautiful heroine.

Living in a Space Age- Free
Knowing how to drive a spaceship is about as commonplace as knowing how to drive a car. If you're any kind of respectable adult, you probably have the basics down. You've passed your starship pilot's exam and you've got some basic knowledge on survival in the cosmos. It's pretty much what you'd expect anyone in this Universe to have. For the same reasons, you never seem to have much trouble keeping up with wildly changing backstories and major retcons as you enter a new season or find yourself in one of those OVA specials. Everyone here is just used to it by now.

Willing Freedom- 50,000
Naturally evil? Destined to be a hero? Haven't these people ever heard of a little thing called freedom? Under your guiding hand, even the most inherently malicious or saintly young stars can grow up to be whatever they want. Or whatever you teach them to be, if they're not willful enough to pick their own way. The basic ability you have is to allow people to go against their integral natures, allowing even a Goddess whose very soul embodies the evil of their original self and nothing else to grow up into a unruly heroine.

Swordsman- 100,000/400,000
If you're a swordsman, you've got it going on. If you're popular, then you've got some sort of sword thing happening. You looked and found your own style of swordsmanship waiting within, unleashed as the pure potential that only a Saber can display. You're capably trained in one style of swordsmanship that exists in this world. A veteran samurai or well trained knight are classics. A quick thinking cowboy with his six shot revolvers. Perhaps a sublimely beautiful sword-style that uses magical energy to create and control ice. You could even be a mature and educated magus, one of the swords that cuts through the mysteries of the world to study magecraft. These are all proud ways to be a swordsman, a Saber, and you're a capable user of one of them.

For an additional 300,000CP, you can be a true master of the sword you chose. The sort of legendary swordsman that can run their own shooting range or be known far and wide for their deadly ice magecraft. You're a master with your chosen style, with a focus on using it in combat, as swords are intended to be used. An apt comparison would be the warrior of darkness MUNENORI, current heir to the evil throne of the Shinkage-Ryu Style. Capable of battling powerful Servants with skill alone, even when otherwise outmatched physically or wielding inferior tools. Among Sabers and sword-users, you are a shining sword in the sky.

It Belongs In A Space Museum- 100,000
Graduated with honors from the Clocktower, the galaxy's most famed academic institution. Top of your class, favoured of your esteemed professors. In what field? The honourable study of Space Archaeology. You've a deep understanding of how to uncover and decipher relics from the distant past, sometimes dredging up some frankly unbelievable finds from before this universe even began. Some might say that being able to find such things should be impossible, some have clearly never studied at the Clocktower. Fittingly, you're also a consummate explorer, navigator and historian. The vital skills to make your talents for archaeology into a viable pursuit. Even in the depths of wild space, you'll eventually find your way.

Optionally, you can customise the degree you earned from the Clocktower to another kind of Space Academic pursuit. Not only will you have a similar level of knowledge and talent for it, and it's applications in a Space setting, you'll find yourself quite skilled in two or three practical fields adjacent to your study.

Poison Culinary Master- 100,000
Even British cooking isn't this deadly! Your skills in the kitchen have nothing to do with making tasty food and everything to do with making food way too deadly to eat. From preparing the most toxic poisonous fish into a visually tempting trap, imbuing home-made pizza with an intense magical poison to giving sapience and soul to a mountain of mash potato solely to turn it into a heartless killing machine. No need for an armory, you'll be deadly as long as you have a kitchen to draw on. You're quite capable of eating your own food and years of doing so have made your body able to secrete deadly toxins at will, making the chef almost as deadly as their product. Some have claimed this is all the result of extensive training as an Assassin on planet Hasshashsin but in reality, it's just pure (lack of) culinary skills.

Cosmo Cat- 100,000/400,000
Of the many family classifications of the Servant order, the Homid family is by far the biggest. But here and there, others exist. The Felidae family, of mischievous spectral kitties or the Canidae family of everything from magical doggy trackers to charming vulpine illusionists. Having been born or made into one, you've gained the traits of one of the many animalistic classifications of Servants. Whatever kind of animal you choose, you'll take on superficial traits like ears and tails from them, along with significantly increased physical attributes to fit. A Cat Servant might leap about as fast as many orbital vehicles and slip through many attacks with ease, while a hulking Bear Servant could be known as a starship wrecker if they get close.

Most animal Servants have a minor power fitting their kind, as long as they suit a special condition fitting to the animal. Cats can go invisible as long as they're hungry, whereas a bird might briefly move fast enough to teleport when wet and in need of quick shelter.

For an extra 300,000CP, you can upgrade your inner animal further. Many spirits of your kind have gathered to you, swelling you with power, enough to fight a whole team of other Servants on your own. These vengeful spirits were of the sort that met some unlucky end, like space cats that were thrown into black holes after eating all their owners food or space dogs who refused to ever stop passing gas and so were dumped in quasars. Their miffed presence has seen your minor power become quite great! A sometimes ghostly Cat would remove their own hitbox entirely via quantum fluctuations until they have a good meal while that shifty Bird servant could fly just outside of reality until they dry off to avoid more rain.

Corporate Worker- 100,000
Amazones is the greatest delivery company in the galaxy. If you need it, they have it and you'll have it too no matter where or when you order. The glories of Amazones is made possible only by the hard working Amazons, the delivery workers who sort and deliver until they drop unconscious. After their company mandated break time, the period of unconsciousness, they return to work ready once more. Born into this dominant business clan, you have all the strength and endurance of a loyal member of the Amazones family. The stamina to work 20 hour days, seven days a week, and the strength to drag even a full sized factory to a customer when ordered. Company lessons on applying the art of war to the business sector have informed you of many efficient ways to brutally slaughter anyone who tries to interrupt your deliveries, making you an exceedingly vicious combatant. Surprising almost everyone that hears, these lessons also somehow actually do help you in running a business. A cut-throat business that laughs at the idea of workers' rights, yes, but how else does one reach complete galactic domination from a mere start up?

Made In Space China- 200,000
Now, just wait a second there. You don't smell like a Servant at all. Way too much engine oil and WD40 going on here. It turns out, instead of being a Servant, you're actually a machine. A fully artificial robot who somehow simulates every cool power and exciting bit of magic through pure technological means. While you do lose out on the benefits of being a Servant in some ways, like the benefits of being a physical soul, being a machine comes with it's own perks. You're fully aware of your own design and how to maintain yourself, including all the incredible things your technology can achieve. With enough resources, you might even build more like yourself. Maybe it's that efficient programming but whenever you're put in a teaching position, you also find quite the knack for it. Education comes naturally to robots it seems, especially if it's heavily regimented and comes with lots and lots of homework.

Cosmic Bounty Hunter- 200,000
The galaxy is a big place, with lots of places to hide for the dark and dastardly. But for every slimy villain that runs, there's a hero to track'em down too. One of the great Cosmic Bounty Hunters, you've been at it for years and made a name as one of the most feared of your kind. You can track people or things across an entire galaxy, digging up even the strangest clues to point you in the right direction. If you've got good transportation, it rarely takes more than a few days to find a man, even in an entire galaxy. You're no slouch when it comes to the other parts of being a hunter too. An expert marksman and speedy runner, you can chase down most marks even in dense city streets. There's not much you can't subdue either, as even a lethal weapon like a gun can be used to knock people out pretty easily. A bit of tinkering and you can generally find a way to safely subdue and restrain most Servants too, regardless of their strange abilities.

Midwest Space Mechanic- 200,000
It might look like some little lady's first rocketship but underneath that bright paint is a real cosmic workhouse, courtesy of yourself. A junkyard ace able to tune up any space-age tech with some spare bolts and an afternoon, you're a remarkable mechanic. While you have little experience with the sort of crude devices used in the 21st century, anything from the cosmic age you're in now is pretty easy to maintain and repair. You're a deft hand at making it work better too, if you have some good materials or tools, and you're great at working without needing to take everything apart first. No need to dock your ships, you can do upgrades to pass the time on those long journeys. Even with some poorer components, like what misery young divinities might give to conserve their jewel treasury, you can make machines run far longer than they have any right to.

Highschool Queen- 200,000
Ohoho. Does anyone dare challenge such a magnificent young lady? You went to Queens Academy, the forefront school for prestigious young ladies, and were a star student. The extensive cultural exchange activities crafted your body into a high power weapon. Space Tennis, Space Horseriding, Space Karate, Space Wrestling. All ladylike activities that make you a deadly warrior even among knight class Servants. You can turn anything meant for refined women into a deadly combat technique and still have all the sophistication expected of the nobility. You're every bit as pretty as one would expect of a Queens star, enough that people let you get away with all sorts of things, if you blush and stammer a little about it. They'll just chalk it up to the school's reputation for bringing up the most tsundere students in the galaxy.

Employee of the Month- 200,000
You embody the company virtues to the greatest extent as a delivery worker, able to deliver anything to anywhere and anywhen. As long as you're making a delivery that someone else has asked of you or your company, nothing can hold you back for long. From one side of the galaxy to the other? You'll crash through a wormhole soon after starting that cuts that journey to mere days of progress. A customer wants a new Nentendos Switch from inside a Singularity? You'll crash through time-space to deliver it. Nothing can keep you from the client for more than a few days, as long as they directly hire you or your group for a delivery.

Spreading your company name so broadly is a nice little side benefit. Somehow, people from across the galaxy and even other timelines will get the contact information necessary to hire you for deliveries, resulting in a steady stream of offers from all sorts of strange places.

Average One- 200,000
Legendary traits of a being long lost to this universe, the greatest weapon of the Master class. Not the mighty Command Seals or the mythical ability to actually summon a Servant. These traits are the demeanour and personality only held by the average 21st century Japanese young adult. The bland, unassuming exterior you so easily portray slots in perfectly to almost everyone's tastes. Even for people that should logically hate unambitious underachievers like you find themselves growing fond of you at a startling pace. This hidden milquetoast strike zone can even help you redeem the otherwise evil and cruel. Something in you just brings that little goodness out, until even others often seem to be okay with forgiving them, saying they did nothing that absolution can't be found for.

Dread Captain Nikola- 400,000
Technology has gotten a little eclectic, given that it almost always comes from the deranged minds of the various Casters across the galaxy. You might cross one sector and go from seeing shining space-age metropoli on one world to a steampunk space empire on another. You've a mind to keep up with the various genii found across the stars, with a general understanding of most common cosmic-age technology. You do have the usual specialty though, a field in which you can produce all kinds of wonders.

An outdated electrical studies major who somehow took the inferior to Artorium energy and created technology to terrorise half the galaxy, raining down lightning as if like Zeus himself. A steam obsessed scientist who revived the ancient art to create a star empire of steam powered robots and ships. Even a Servant scientist who studies the Saint Graphs themselves, to learn to modify and

manipulate such things. There's not much a smart man can't accomplish in this galaxy and age, not with enough time and resources. And since everyone is immortal, is it much wonder that every genius seems to end up a pirate or super villain?

Space Nomad- 400,000
Out on the space ranges, you gotta rely on your body to survive. None of this new fangled planet terraforming technology helps when you're out in the asteroid sticks. If a meteor is about to hit one of the cosmo sheep herds, you'll just kick it away yourself. The country-born strength to kick over space elevators that Big Artorium tries to put on your land is a must, as is the talent to turn a bow and arrow into an actually useful weapon in spaceship-to-spaceship combat.

Surviving in any sort of cosmic environment isn't too hard for you, as you appear bizarrely immune to the various environmental dangers. Solar radiation, near absolute zero temperatures, stars exploding as you migrate past. You'll either know a few folk tricks to ride the waves safely or you'll just be tough enough to ignore it outright. These same tricks are what taught you to tame most space-native lifeforms too, be it docile cattle to harvest for star wool or the more dangerous space monsters that threaten ships and powerful Servants. A bit of tough love, some tender pats and a lot of disciplined training can help you turn any creature you find amongst the stars into a trusty companion.

Sentinel Stellaris- 400,000
The eyes from which even the heavens themselves can't hide. No one's going to want to play poker with you if they find out you have these but just about every hero and villain on the galactic rim will be desperate to recruit you. Anywhere you look, you see the weaknesses of others, like getting to look at all the cards they're holding. No matter their strength or special goddess powers, you'll gauge their weak points in a moment. And once you've got them in your sights, those weak spots will be locked in for a brief time, unable to be covered up or hidden away.

Even those that don't seem to have a weak spot, like some galactic goddess of terrible evil, you'll see the critical moments and locations to strike to deal awesome damage. It's no bad luck that you and yours are guided by the foes' own bad luck to hit just right too. It's no reversal of causality but with you as the support, a team can take on a challenge they honestly have no right to win. Like, c'mon, are you really saying you managed to kill that primordial Goddess?

Reality's Edge- 400,000
A particularly grand performance of magecraft, which you seem to be one of the lucky few to have manifested. You are able to externalise your inner world in the form of a Reality Marble, a powerful magical construct that overwrites the laws of the world for a time with something that represents your inner self. These can range from the simple, draining away all mana or ether in the atmosphere, to the complex, a detailed system of understanding and recreating anything that fits the concept of 'sword'. Your Reality Marble could be compared in power to Demi Fett, the dark bounty hunter who can reproduce magical swords at will, among many other things. They take a bit of energy to use but there's little real 'pressure' these days to stop you keeping them up for days on end.

And much like Demi Fett, your Reality Marble is able to be channeled through the concept of 'gun'. Whatever ability you have chosen, you are able to transmit it or use it in concert with firearms of any kind. A sword maker could project swords from within anything he shoots, a mana drainer might suck away the energy of anyone they shoot. Someone who summoned an army of heroes might find

them all outfitted with military firearms and a man made of demonic beasts could instead be made of the animated guns of hell itself.

Cosmic Kaiju- 600,000
Rawr! Created in a anti-matter weapon test in the Imaginary sea just off the orbit of Space Nippon, you emerged with a mighty roar! Or you will, if you have some time. As a cosmic Kaiju, you're already quite big and strong. Five meters tall and able to turn any weak Servant into a splat with a slap. But as long as you don't restrain yourself, you'll slowly but steadily grow larger and stronger, your innate magical power growing with your size. Normally it's only a few inches each day, a meter when you're a bit stressed, but this gets much faster when you're in a fight. You can easily double your size in minutes when threatened and fighting your hardest, this growth continuing at speed until the enemy becomes adorably non-threatening.

You're even more resistant than most Servants to the dangers of space, almost totally immune to most cosmic environments, and if needed can actively reduce your own size at great speed. This does mean you lose the power that comes with that size, though.

High Foreigner- 600,000
The seed of an Evil God awakened, at least half-way. Directly or through mere influence, you were contaminated by one of the Outer Gods that reside…outside the universe. After realising your true self, you began to awaken and master your powers. You're a dangerous opponent to a whole team of powerful Servants with just your raw power and ability to manipulate reality around yourself, altering it in a spreading singularity that can potentially engulf whole worlds. It only gets more dire when you reveal your special powers, the ones you directly inherited from your tentacled papa or mama. These potent and versatile abilities can make even planetary threats hesitate in fear. A control over space-time to instantly teleport across the galaxy, perhaps, or the ability to breed such monstrous lifeforms that others consider you a living army.

However, despite your powers, as a partial Evil God you'll have some added dangers. There are those that hunt your kind, quite effectively too, and all the tools that work better against the Eldritch will do the same to you.

Sapphire Scientist- 600,000
In the same way that artificial humans can be constructed through magecraft, some have mastered the path to making a living Servant from nothing. A Homunculus type Servant, even. The secret technologies and methods of a certain dark clan were revealed to you, teaching you the arts of Saint Graph Construction.

While it relies on advanced tools and significant resources, you have the extreme skill to create all kinds of Servants by constructing Spirit Origins manually. Your skills and tools are just as applicable to modification of existing Servants as well, allowing you to customise Skills, upgrade Noble Phantasms and even create entirely new Servant Containers to apply to existing Saint Graphs, such as the fearsome Anti-Servants made to slay certain other Servants. Manipulation of the furthest ends of the Servant System, those grand heights and beastly depths, is yet beyond you. But with enough time, perhaps…

Curse of Astarte- 600,000
Not the first time you've been through these sectors. You're an old hand in this universe, two thousand years old in fact. The last time the Primordial Goddess was about to awaken, a team was put together. The seven last Masters of the Servant Universe teamed up with seven great Servants. Those that survived their partial victory over the Goddess were cursed by her, to drift unchanging and immortal through the galaxy.

You were part of that old expedition, even an additional member, and played an important role in Astarte's forcible slumber. Your life was cursed with immortality, backed up by Astarte's own power, preventing anything less than something of her scale from killing you. You'll be bashed, smashed and torn apart but never die for good with this curse on you. The two thousand years of life since then have also been pretty beneficial, serving to greatly increase any skills you have in regards to combat, magic or adventuring. You might even be quite the renowned figure with all your exploits, something that might continue to grow and carry onward to new worlds.

Primordial Divinity- 1,000,000
Humanity rules this Universe, a trillion little specks of light that shine together to create an orderly galaxy. From one spiralling arm to the other, their will reaches forth. But they can do nothing consciously about this state, the countless cells of a far greater body with no cohesive will. In ages past, another Universe found itself in a different situation. It's order was guided by a single existence, an individual will beholden to no other soul. This primordial Universe was the existence of the Primordial Goddess. A solitary being thought to have no equal, at least until now.

A galaxy with a will of it's own, is the shape you take on now. However you came to be the sole and ruling divinity of your this unique Universe is undecided but your power is undeniable. Your body is quite literally a galaxy, or more accurately a universe the size and shape of a galaxy. Your will and power is sourced from and spread throughout your body, allowing an awareness throughout and making it a simple task to alter it to your liking. Within the limits of what you can sustain, this bound-up Universe is yours to manipulate. The very rules of reality are your thoughts and feelings, the physical laws no more locked in place than the make-up you put on each morning.

Your power, presence and metaphysical weight as a Goddess of such a class is obviously enormous. The sheer amount of magical energy available to you, if gathered in one place, would be compared to a super-massive black hole. Gathering such energy normally would be difficult and dangerous to your galactic body, but such an issue has long since been solved by divine beings.

There is a 'Temple' made in image of you, a corporeal form worthy of containing your power. Similar to the enfleshed bodies of long extinct lesser deities, this Temple acts as a avatar and channel for your power. By acting through it, you could channel the full extent of your powers quickly and without overtly endangering yourself. A focus for your divine might. The Temple, by default, appears as a titanic version of your original self, before you became a Goddess. It's shape can alter in time through your will and, if destroyed, will slowly repair itself provided you still live.

The Temple also relates to one of your weaknesses. Your powers, massive as they are, significantly lessen outside of your own form. The difficulties of gathering power from across your universe to use against outsiders might leave you vulnerable, so the Temple provides a way to retain access to your full power even when travelling outside of your galactic body. Of course, the more predatory

deities may simply decide to expand their Universe into another one, a divine process sure to gather great resistance from the mortals within your prey.

It is possible for you to manifest a 'body' without the Temple, but this is a mere shadow of yourself. It has access to just a fraction of your power, though this could still be enough to punch someone a parsec away. Destruction of this body is meaningless, as it's only a small gathering of magical energy that you focus your divine will through.

Though mighty, beyond all but a few peers in the Universes, you are not invulnerable. The Servants of the Servant Universe have proved this to another like you. In raw power you are largely unmatched but the right combination of abilities could leave your Spirit Origin damaged or shattered.

The Servant Universe has no such ruling Goddess, so you may either rule a neighbouring galaxy of odd closeness to the Servant Universe or have your galactic body reduced to a smaller section of space, similar to what Astarte Origin has in the current Servant Universe. This same choice applies to future jumps.

Items

One 50,000CP item and one 100,000CP item is free for you. One item of the 200,000 and 400,000 and 600,000 CP tiers are also discounted to half price.

Type-Moon Mashu-class Clunker- Free
The minimum for every proper adult in the Sapphire Galaxy. You have your own space clunker, a cheap ship that can barely fit you and a few friends. It won't get you across the galaxy but it at least means you're not trapped on one world anymore. There isn't a warp drive but you can probably get to a new system in a few weeks. At least the clunker has a big fuel tank and some decent storage to it. It's most people's starting model, one few have good memories of and most try to quickly leave behind. While functional, it's just not all that pleasant to use for that long.

Cavall 2- 50,000
Not all of you Servants can fly. Sure, running up a building can get you most places but what if you need to catch a friend falling from orbit, huh? Huh? That's why you buy yourself a sweet air-bike like this. It can't get outside of the atmosphere and there's not much to protect you from collisions, but it's otherwise flying like a dream. Zip around faster than any aerial vehicle from the modern age and it's darn comfy too. It'll take anything as fuel, from crude oil to Artorium to a greedy goddess' special gem stash. The more valuable the fuel, the faster the bike will go.

Perfect Sweets [Complete Saint Graph Nutritional Meal]- 50,000
Everything a growing Servant needs for their daily nutrition. Perfect Sweets boxed sets are a variety of packed lunches that can fill even the hungriest young Servant up without any dangerous weight gain. They keep young men and ladies healthy, happy and growing up in all the right places. The boxed sets are pretty popular too, making it easy to become friends with Servants you gift them too. You get two a day, one for you and one for a friend.

Marked Woman- 50,000
Those bounty posters kinda clash with the decor of this space station, right? But how else do you know when someone has a price on their head? Are you going to *not* put up a classic western poster? Wherever you are, there'll be a whole wall of posters not far away that detail not just any wanted criminals in the local area with a price on their heads but also your own wanted poster, so you can keep track of the crime sheet you've racked up.

Mute Reverse Detector- 50,000
The dream of all shitposters everywhere. The Mute Reverse Detector displays the location of everyone that hates you, along with the strength of that hate. It works even from across the galaxy, though it only shows general planet regions for any hate directed at you from off your current world. You'll always know when someone who really has it in for you is near and no one bothered by you can hide that bother from you.

Artorium- 50,000
As much a part of daily life as oil or electricity is in the modern age, Artorium is one of the super particles present throughout the universe. Shaped like a tiny golden ahoge, it holds an extremely large amount of energy that can be released through a variety of means, usually burnt up in special engines to provide power or extracted through magical spells. Unlike inferior modern fuels, Artorium produces no pollution or dangers beyond the amount of energy contained, since it is clearly a

completely clean energy source. It's theorised that Artorium came about from the constant Excaliblasts of young heroines, given the amount of the particle that is generated by Sabers. This purchase provides you a small replenishing stock of Artorium, enough each day to power a mid-sized spaceship with some to spare.

Saber Badges- 100,000/200,000/300,000
The must have collectible seeing a surge in popularity across the galaxy. These little badges are a sign of Saber Superiority, able to transform the wearer into a proper Saber class Servant. Sure, they're still total fakers to the glory of a true Saber but who can blame them for reaching above their station?

A set of bronze badges is available with this initial purchase. They provide a small boost in physical attributes with a focus on Strength, a noticeable skill with swords and low strength Magic Resistance and Riding. For an additional 100,000CP you'll receive silver badges instead, the physical benefits and skill increase could make one a dangerous Saber in their own right, with moderately strong Magic Resistance and Riding Skills to boot. A final 100,000CP on top gives you one of the Ultra Rare Gold Badges, the pinnacle of fake Sabers. Powerful physical attribute boosts and a natural mastery of swordsmanship, with top class Magic Resistance and Riding Skills.

You'll receive nine badges for whatever tier you purchase. Multiple badges at once seem to offer nothing more. Maybe you can only be so much of a Saber at once. Only the first purchase is applicable for freebies, later tiers are not discounted. Optionally, you can pick another of the seven main Servant Classes to have badges for, with appropriately altered benefits and Skills attached.

Scatty Swimsuit- 100,000
Straight from the famous Scatty fashion brand, a swimsuit made especially for Servants. When worn, it'll alter the Spirit Origin of the Servant on a fundamental level, all in aim of giving them a fresh, summer feeling. The Servant in question will feel more cheerful and optimistic, as their abilities and equipment morph to fit the beach holiday aesthetic one is required to have while it's summertime. They're no more effective than before but they likely work in a different way. Holy laser swords become powerful water guns and golden sail ships turn into radical surfboards. You'll get nine customisable swimsuits, so you and all your friends can chill together.

Space Diner-100,000/300,000
A cozy roadside diner, the sort any space-way traveller is glad to see. A well furnished kitchen and comfortable rooms to stay in, it'll make either a tidy profit or a nice home to live in. Whatever end of the Galaxy it's located on, rowdy sorts tend to make their way to it. The damage they cause can be annoying but you'll always be meeting interesting new people with all kinds of fantastic problems.

For an additional price, this can be upgraded to a whole space station of your own. Like the famous one star Green Hell restaurant, this station is a much more involved experience. Your little diner/inn is more like an entire mansion or small village, with extensive facilities for just about any holiday someone could want. The rest of the station is filled with extensive biomes filled with wild ingredients, from dangerous animals to deliciously exotic plants. They might have to hunt them down themselves but any visitor is sure to enjoy eating a meal they had a hand in preparing. The space station will come with a few hundred staff attached already, skilled hospitality workers if you don't mind that they're all youkai of one sort or another.

Sword-wielding Swordsman's Sword- 100,000/400,000
A sword for a swordsman, fitting your preferred style. Whatever this is, it is clearly a sword. A six shooter, a surfboard, a magic wand, an actual sword- all are undeniably 'swords'. Your sword here is a useful one, similar to Billy the Kid's thunderer as being a fairly potent magical tool. You won't be shooting down any starships but it'll serve you well in a fight. Whatever you pick will also always count as a 'sword', however that might end up being useful for you. Even if people protest and say it is clearly just a gun. And not even a gunsword.

An extra 300,000CP, for 400,000 total, gets you a sword that really matters. Short of the legendary Holy Sword itself, you can pick just about anything. A rainbow blade that calls down the fury of a god of war, a fairy made weapon that burns with the fury of the sun, even a shield imbued with the power of an entire nation. We all know that if you can make a sword, you can also make shields. Your 'sword' will definitely be one of the strongest weapons around, enough to threaten even powerful Servants.

Servant Automobile Federation Member- 100,000
A lifetime membership in the best starship insurance the galaxy has to offer. Dialing the helpline, which can be connected to even on the rim of a Black Hole, will see a service car to your location within the hour. The SAF can fix just about any sort of vehicle, whether you drove it through an asteroid field or came out of a battle with a plague of evil spirits. They can't replace anything too unique or rare but the handy combination of high tech and high magic does the job in most cases. The brunette inventor that runs the service does tend to be a bit of a tease if you've really stuffed the ship up though. Don't be surprised to see a few posts online if they find it funny.

My First Rocketship- 200,000
The old garage, back where you put together your first spaceship. It might look like just an ordinary house-attached garage, and it is, but it's also a top class spaceship workshop. Filled with all the cutting edge tools needed to fabricate, refine and attach the parts and technology you need to fly up in the stars. Park a ship nearby and get to work, especially with the heap of design plans for warp drives, Artorium generators and other useful devices found inside. The house next door is also yours, a comfy family home, and there's even a secret basement beneath the garage with two strange pods. Empty now but apparently useful for keeping Divine beings in hibernation. Not that you'd ever need to do that.

ServanFes 20XX- 200,000
ServanFes shall never die, not as long as strange aeons keep bringing it back every year. The supposedly destroyed Luluhawa Singularity has been re-opened by the most charming Servant to ever live. BB's sent you an all access pass to come visit the combined Hawaiian resort islands whenever you like, never more than an hours trip away. Though Summer BB still rules the Singularity, she's gotten awfully laid back and doesn't really mind everyone just having fun as long as they like now. You can even find her eldritch benefactor here and there, enjoying a holiday from the usual struggles of an Outer God.

Many Servants and other characters from both Servant Universe and the Greater History of Man can be found on holiday here, in appealing Beach outfits and focused on having fun, putting aside any grudges they might normally have. There's some sort of fuss each year with new alternate universes appearing, bizarre monsters threatening everyone and eldritch beings causing trouble. Weirdly,

these incidents always happen when ServanFes starts up, the yearly Doujin making competition. Could there be a connection?

Goddess Scriptures-200,000
This is definitely how archaeology works. You've uncovered a hidden cache of records, each one billions of years old. Somehow, they still hold information on the ancient history of your universe. Each log reveals the secrets of how things came to be, what came before and details on the true creators/rulers of existence. Even should there be no logical way for anyone to have recorded or remembered this information, you'll be able to learn it through these logs, along with much secret information on how the universe works metaphysically. Whenever you travel to a new universe, the scripture box will reveal a new set of logs with adjusted and appropriate information.

Space Gem Stockpile- 200,000
Ishtar's secret supply of Space Gems. Apparently all her profits from bounty hunting was going towards creating this great big hoard of gems. You can even faintly hear the scream of rage as she realises it's all disappeared. It's a genuinely huge stockpile of space rubies and space diamonds and space lapiz lazuli and more. All large, well formed and shiny. Perfect for magecraft, given each Space Gem naturally stores a large amount of cosmic energy. Each one could boost a spell many times over, if the appropriate gem is used, and they serve as incredibly potent fuel for any technological device. Not only giving a few hours normal operation time, they can boost machines like warp drives to way beyond normal output for a few moments. You'll have a few dozen gems of almost every kind of Space Gem one could find here, hundreds in total. Unlike a greedy Goddess, these gems will very slowly replenish in time.

Mask of Darkness- 200,000
A dark and menacing mask, the mere act of breathing with it on risks a copyright strike. This full-head helmet helps one deal with all sorts of difficult questions. Who's going to interrogate Darth Servant over here, especially with that unfortunate breathing problem he has? The helmet's actual qualities are pretty straightforward. It's a tough piece of Star Metal to protect your head from chopping blades, it'll filter out anything nasty in the air and it enhances the user's vision almost without limit. You could spot a quark in the air or track a person's movements from orbit with ease, somehow the helmet even takes care of any natural disorientation.

Queenly Academy- 200,000
Famed across the galaxy, if only for how eclectic it is, your new academy is a star in a sea of humdrum schools. It's quite the bizarre place, beyond just being staffed entirely by various Servants and a robotic headmaster. The school attracts a certain kind of student and teaches them to be a certain kind of person, along with the usual education expected of a prestigious school. What certain kind? Whatever you want. It might be drawing in rich heiresses only and training them all to be violent, unruly young ladies with twintails and a love for wrestling. It could be an academy that only those seeking vengeance apply to, churning out an unbelievable number of dark crusaders of the night. You might even seek that holiest of holies, the Saber School where the truly worthy may approach and be taught to become a Saber.

Students gather from all over the galaxy and it makes a tidy sum for you as owner-slash-head of the school board. You can change the lesson plans freely and it looks like no outsiders ever really comment on how strange the teaching material is here.

Command Seals- 200,000
A sign of the Master Class Servant, long thought a myth. Three red seals appear on one of your hands, each one of great power over Servants or just any being you can see. As long as the Servant accepts the use of the Seal or has chosen you as their leader, the seal can project it's power over them. Even the most basic uses are powerful, an irresistible command or an order that empowers a Servant well beyond their normal limits for a time. The more specific and narrow the command, the greater the strength imbued onto the Servant. The Seals could even be used to teleport an ally of yours from a distant world to your location in an emergency. Each of the three sigils replenish a day after being used, making a limited but potent supply.

Cosmo Maana- 200,000
A top of the line starship! Your very own darling cruiser! It might look like ridiculous junk, like someone stapled a giant bow to a small junker, but it really is quite quick! Though your new ship needn't look exactly like Space Ishtar's Maana, you can be assured that it'll probably be fairly silly to see.

But that silly sight won't change that you have a speedy thing on your hands. The ship can jet between worlds in a few hours most of the time or warp between systems with each use of the warp drive. Both engine and warp drive are powered by Artorium normally but any sort of magically charged object can be thrown in to provide fuel, particularly space gems. Especially potent materials can supercharge the ship for a time, greatly increasing thrust and shields. Even if you run out, the ship cannards allow sailing on the ether winds through the space sky.

While the weaponry is basic and the armor is light, because armor makes ships not cute, the vessel has a few useful facilities on board. A large cargo hold with some nice smuggling spaces, space for a half dozen people to live comfortably, sleeping pods that let you control your own dreams and a built in AI known as Talkie who can explain not just all the functions of the ship but knows a surprising amount about the universe around you.

Planet Artoria- 400,000
You've struck gold now! While prospecting out in the deep regions of space, you found a miracle reserve, a gas giant planet with a massive core of pure Artorium. There's surprisingly solid ground down there, for a gas giant, so you managed to slam down a few handy space elevators and get the mining operation going. There's enough Artorium here to power a civilisation for centuries and make you an extremely wealthy Servant if you don't wanna hoard it all to yourself. That's not even getting into how much magical energy can probably be extracted from the shining gold orb at the core of the planet.

Space Villains of Extreme Villainy- 400,000
What better way to spread evil across than galaxy than your own empire in the shadows? An evil organisation, similar in size and members to the widely dreaded Space Shinkage Ryu, now kneels at your feet. Countless loyal foot soldiers are spread throughout the galaxy, each one of dubious talent or intelligence. Led by several powerful captains, each a potent Servant, who are only sometimes led astray by their various quirks and eccentricities. When actually sticking to the damn job you gave them, they do guide your minions to accomplish petty evils in the aim of gathering money and power. They'll set up cafes that overcharge for vegan wraps, strip mine planets no one wanted to live on and get rowdy in pubs. The evil may not be grand but there are a lot of them, they might be able to be trained into something useful.

Alternatively, this can be a secret good organisation instead, though the tendency then tends to be of a sloppy good nature. The minions might stop the bad guys but cause almost as much collateral damage or they'll catch a car thief but then joyride in stolen vehicles for a few hours.

Clone Troopers- 400,000
The finest productions of the Shinkage Ryu. Specially created Servants that replicate certain powerful individuals, trading out quality for great amounts of quantity. Or such was the plan. Unfortunately, the efforts to create an unending clone army of mighty Heracles or Gilgameshs is doomed, as each clone is just a little defective. They're so earnest and sincere about trying to live up to the legend of their progenitor but they're just a bit crappy. Like the mooks in a bad Servant fiction movie, any decently strong Servant could take on a whole squad of these guys at once.

The clone troopers that made themselves available to you are one hundred in number, made in batches of ten to match with up to ten different Servants of your choice. They're quite a lot weaker than their original self and never quite get the personality they're meant to have down pat. They do have the right gear or at least the cheap knockoffs you find coming out of the Servant's Republic of China. They also don't do well in the cold, getting all shivery and repeatedly asking if they can go back inside. Any cruel villains can rest at ease however, as the clones pop back up a day after dying, apparently good as new.

COP- 400,000
The temp agency from another universe. You managed to get Da Vinci's number, getting you access to the friend list for anyone that wants to hire out a Servant, also known as the Chaldea Outsourcing Program. The Outsourcing program lets you trade magical energy along with various valuable resources Chaldea needs for service from one or more Servants of choice. The more valuable the Servant, the more it costs. They can be summoned for just about any reason at all, even forcing them to act as delivery drivers for your company when everyone else leaves because you refuse to give them drinkable water and toilet breaks. Still, the individual Servant can still refuse certain tasks and go home. Chaldea probably won't send you more Servants if you summon one just to eat them or something.

Dark Maana- 600,000
That's no moon! It's the Dark Maana! That huge dark orb in the sky is a massive space station, constructed with cutting edge technology and a core of primordial mystery from the previous universe. That mystery provides immense power for the station, letting it run all the technology and facilities found within. The fortress itself is almost unbreakable due to this construction, holding up to anything less than a powerful Noble Phantasm without a scratch.

It's literally a city inside, able to house the headquarters of a galaxy spanning evil organisation, and already has the thousands of minions needed to run the space station itself. A fleet of over fifty powerful warships patrols the sphere, only a portion of what the station could dock as there are multiple airports and launching pads throughout. The base itself is heavily guarded, externally and from within, letting it serve as the perfect homebase for any kind of faction.

Additionally, due to the way it was made, the Maana is an extremely potent site for all magical rituals. Not only does it act to vastly enhance the power of such things, it can even alter their parameters, changing targets or the rules to be significantly more in your favour. A ritual to resurrect

a primordial goddess could instead focus all her power into a suitable host, leaving out the unneeded personality.

Dusty Gate of Babylonia- 600,000
A filthy mongrel must have stolen this from the Emperor's own palace. One of Cosmo King Gil's spare vault key's lies in your hands now, a golden artefact that unlocks access and use to one of Babylonia's many treasure vaults. It looks like the one you have is pretty old and dusty though, only holding treasures from the modern age and earlier of the previous Universe. Not that the great golden king's treasures are useless but you may need to swab down anything you bring out to get rid of the cobwebs. He's long since moved onto the treasures of the Servant Universe. Just make sure he and his agents never see you use this, he's no less possessive than he was when he first became king.

Amazoness.com- 600,000/200,000
In the new issue of the Gordes 500, they put your face on the front cover. That's because you're the head of Amazones.com, a galactic corporation that handles a large portion of all online commerce and deliveries in the region. Made and run by the battle hardened amazon tribes, these endlessly hard working Servants can deliver almost anything to almost anywhere. The company, through it's many contacts with other businesses and Evil Gods, can source practically anything in time. Doujin goods from the early 2000s, humanity circuits for rogue AI, entire prefabricated mecha factories, pizzas, it's all possible to buy and receive from Amazones.

While you own the company as a whole, it is run by the hard working C E O, a white haired woman who relentlessly pursues efficiency and profits. She's friendly, as long as you don't talk about green haired Greek men around her. Additionally, as head of Amazones, you can draw on the power of the C E O spirits of the past. When drawing on this power, you quickly go bald, become even more obsessed with space and gain the ability to summon any product sold by your company in an instant. And there's probably some extra magical power in there or something.

For 200,000CP instead, you can simply subscribe to the Alpha Amazones service instead. You won't own the company but you will be able to order from it anywhere and anywhen, even in future worlds. Almost anything that isn't entirely unique can be obtained, as long as you've been to a world where it probably existed, but it'll get pretty costly the wilder the purchase and cross-world delivery costs are just obscene these days.

Companions

A bunch of probably friendly people to meet and make friends with. For a price. Can you really call them true friends when you pay them for it? Yes, says Doctor Roman.

Importations and New Allies- 50,000CP Per
Each purchase of the option here allows you to create a new companion or import an existing one. They gain 800,000CP to spend and the same number of discounts and freebies as you do. They can also take one of the origins to detail their history more. New companions can be freely designed in appearance, personality and relationship towards yourself.

Canon Companion Recruitment- 50,000CP Per
Every time you take this option, you gain a ticket that can be offered to one character from the Servant Universe. If accepted at the end of this jump, the ticket lets that canon character join you on your journeys as a companion. They also get to keep the ticket, which is nice and shiny and apparently sells for a lot of money on Amazones.

A Lost Voyager- Optionally Free
This little fella is a long, long way from home. He crashed into your ship a little while after you woke up, spinning in from outer space. He says he's some sort of satellite and came from Earth originally, though the blonde child seems to be a Servant like any denizen of the Sapphire Galaxy. He'd really like to get back to his homeworld though, so he can tell the kind people that created him about all the amazing space things he's seen so far, but he has no idea how to get back. Until he can figure it out, he thinks it might be a good idea to stay with the nice person who picked him up.

Main Character- Optionally Free
Every chosen hero needs their party of loyal side characters, love interests and comedic relief. It's a grand sacrifice you're making but Mysterious Heroine X will accept your aid on her quest. Accepting this option has you, somehow, roped into MHX's quest to slay all Sabers and become the one true Saber. Even if she abandons the quest, somehow you'll always get bound up in whatever madcap situation she's in next. It's usually dangerous and always silly. MHX appears quite fond of you and will even overlook any seemingly Saber-like qualities as just her imagination.

Reece Avenger- 100,000
This scarred dolphin is a veteran of too many wars to count. Once the companion of a holy woman, he struck out on his own path when she met a tragic end. Using his powers of flight and water manipulation, he's worked as a mercenary across the stars, searching without knowing for something to fill the hole in his heart. It wasn't until he met you that his cold, hateful heart began to beat once more. Now, even if he doesn't understand why, Reece has decided to stick with you and keep you safe.

Rinzilla- 200,000
Wawawa! What kind of experiment did Rin do this time? This poor 21st century gal has been swept away from her Fuyuki mansion and dropped into the body of a giant monster! That the monster looks like a skyscraper sized version of herself and she gets bright red whenever you call it a monster form doesn't change that it's definitely a giant monster girl.

A spare temple body for the Primordial Goddess has ended up as the vessel for one Tohsaka Rin's soul, leaving her terribly confused. One can only hope she won't realise the power she has at her disposal now and become some sort of mad gem bomber. You were the first living thing Giant Monster Rin encountered and she's latched onto you pretty hard, at least until she gets a grip on her situation.

Saberisation- 50,000
With profits on the downturn and player interest waning, what else could they do but release even more Sabers? Each time you pick this option, one existing servant is converted to become a Saberface. Not only do they share Arturia's appearance, it's quite likely that many of their abilities, items and their backstory will shift to fit an Arthurian angle. Or maybe something from Rome. Or France. Even their personality is not safe from the encroaching plague of Saberface.

Taking this option ensures that, for whatever reason, the chosen Servant considers you their close ally or friend. They're already willing to come with you to another world, if you ask. How conveniently priced! The only downside is that the more powerful the newly Saberised Servant, the more trouble they'll draw towards you before your time here is up.

Magical Medeator- 100,000
One day, you came upon a pretty lake somewhere in Imperial Greek Space. A Goddess of the lake, who demanded you call her an idol, asked if you had dropped one of the two witches that were lying in her lake. Both are purple haired elven women who are obviously and inarguably among the top five best spellcasters ever, one much younger than the other.

If you say that either one is yours, the twintailed goddess idol picks her up and shoves her into your skull. The spirit of the Caster that you chose is now stuck in your head as a mental guide and advisor, apparently enthusiastic about the role. The younger one is endlessly and sometimes scarily idealistic, sweet and kind. The older one is far more cynical, vengeful and cruel towards others. Each one will try to guide you towards their preferred actions, advise you when you ask for it and when you don't, as well as provide some magical teaching if you make them happy.

If you happened to say that neither witch is yours, the goddess gets frustrated and throws them both at you. You're now stuck with both witches in your head, who often argue with each other and get sulky if you take sides.

Drawbacks

You may take as many of the following drawbacks as you desire.

The Wandering Cowgirl +100,000
Two thousand years is a pretty long time, even for a Servant. They might be immortal but most of them tend to pass on, one way or another, long before then. But you'll be stuck wandering around for quite some time. Until you've experienced two thousand years here, you'll not be allowed to leave. They'll be eventful years too, as the situation coincides to ensure you never stay on one world for more than a year at most. Some heroine needing the help of a wise mentor will always appear or a hero requiring an elder sister to smack him into shape shows up. Once you're all done, you can move on as normal.

Greedy, Greedy Goddesses +100,000
If you thought the goddesses were stupid back on Earth, wait until you see these ones! You're not just every bit as greedy as that other Babylonian goddess, you're cursed to constantly run into situations that require you to sacrifice your wealth and valuables or face a harder time. Can you, a greedy little goddess that recklessly chases down gemstones, bare to sacrifice them to the ships' warp drive so you and your friends catch the bad guys? You probably won't have to give up anything you really treasure, unless you keep restraining those greedy impulses and stop yourself collecting wealth.

Gawain the Mash +100,000
In repayment for a grand deed, Gawain the Mash has chivalrously declared that he will personally prepare every meal you will have for your time in this world. He's even gotten a little better at cooking, so things aren't so bland anymore. Unfortunately, he still manages to accidentally whip up a dose of sapience and violent hunger into every dish, so you'll need to kill everything you want to eat before you can enjoy your meals while here. And that's just after it's been prepared as food, you don't even want to know what Gawain does to the stuff that's eaten before being cooked. Stay away from any raw bulls before he summons Twyrch again!

How Many Evil Points?! +200,000
The most wanted man in three spiral arms of the Sapphire Galaxy, with a bounty on your head that makes even the richest Servants stumble in shock. Multiple different organisations have laid various different bounties on your head that, even brought in dead, you'd make any hunter one of the wealthiest Servants in the universe. You'll have thousands of bounty hunters and assassins scouring worlds looking for you. Thankfully, a lot of people don't really care that much about money and the galaxy is a absolutely enormous place, so you'll probably only run into hunters every few days, unless you stick around in one place too long.

Amazones Contract +200,000
Jumper, you idiot! Don't you know that signing a contract to work for Amazones might as well be a death sentence? There's no escape clause in these contracts and the Amazons react violently to anyone who manages to escape their shared misery. You'll be forced to work like a dog as a deliveryman, but not a canine deliveryman, for at least six days of every week or face Amazonian punishment. It starts excessively violent and only gets worse. If you try and run from the contract, Amazones.com will put every effort it can into a final punishment. If you allow the legal precedence of one poor sucke- illegal worke- hired contractee to get out, then soon they all will too!

DAMN HOT+ 200,000
Why can't we all just have nice cold frosty planets, why do all our one climate planets have to vary so much? Doesn't the designer know some of us can't stand the heat? You most of all, Jumper. Your body has adapted to only fit a certain extreme climate, well below zero, and it responds in a fatal manner if you're out of that cold for more than a few minutes. Better either stick to an icy world or hope your climate controlled space suit never malfunctions. Any sort of flame is impossibly deadly too. Just go back to Astro Russia and tell everyone to leave you to nap in peace.

Jumper's Mean Twin +300,000
Your evil, or perhaps good, twin is on the loose and making a bad name for you. They've got some grand plan involving the galaxy and it looks like you're in their way! They're way stronger than you and they've got plenty of cool allies of their own. Doesn't this seem like one of those super unfair choices that you're not meant to win?! But as long as you can scrape through your first few encounters alive, you'll notice that the gap between the two of you and your allies gets way smaller. Your twin slowly loses their cutscene powers and has to fight you with just what they normally have, making it an equal battle!

Imperium of Camelot +300,000
Long thought destroyed in the Great War, the Dark R.O.U.N.D.S have been resurrected and are on a path to galactic domination. Their leader, the Scarred Lion King, and chief advisor, the Fairy Queen, have got it in their heads that you're the reason they fell to the foolish ninja warrior X years ago. They're sending out their agents to find you as they slowly expand the Black Camelot empire again, having increasingly deadly opponents released to hunt you down. Fairies, knights, dragons, oh my! If you pose a direct threat to them or last long enough, the R.O.U.N.D.S themselves may have to come out of the shadows to challenge you directly.

Jumperbane's Bad Day +300,000
Three eyed and thousand masked, it was probably the worst of the Evil Gods to catch the eye of. You didn't turn out to be a compatible host but the Evil God in question did find you terribly entertaining. Now it just wants more and more, without caring if you can live up to it's expectations. The Evil God with it's eye on you will subject you to increasingly bizarre and dangerous situations to get it's kicks, anyone familiar with a certain purple haired junior student will now exactly the sorts of perverse and eldritch days in store. Trying to resist will only have it exert more of it's power, creating strange monsters to hunt you and do terrible things to you or making everyone around you act like a doujin the Evil God once read. The Evil God has just the worst tastes too, completely not what you're into at all. If you could find a certain Mysterious Evil God Hunter, you could start a resistance of your own, but he is one of the scariest of his kind.

The Saber Shop

The following section is only available to those who have taken the optional Saber's Face perk or paid the small fee to bypass the requirement for looking like an incredible, handsome knight as you go on your journeys.

Those with lawful access to this section gain two 100,000CP perks of their choice as freebies and discounts on two perks on each of the 200,000 and 400,000 and 600,000 perk tiers. They gain no freebies or discounts in the item section but instead gain a 400,000CP Stipend that can only be used on the Saber Items or converted into SP and AP for the Saber's Sabre and Ahoge sections respectively.

These freebies and discounts are exclusive with the rest of the jump. If you take the freebies and discounts here, you do not gain freebies and discounts for the earlier sections. You can still take the free perk or buy access to this section and buy things at full price, however.

Saber Perks

A Saber is a Saber- 100,000/400,000
The art to wielding the blade. Most Sabers are at least competent in some sort of sword fighting or other knightly martial art and thankfully, you're now no different. From the years of training as squire to a Knight, a life as a marauding bandit or some other profession, you've become a fairly deadly combatant. Where your skills come from largely direct what your skills actually do. A knight might be good with sword and lance and horseback riding, whereas a bandit performs better with axe and dagger and guerrilla tactics.

For 400,000 points instead, you can upgrade your talents to the level of proper mastery. Not only are you a peerless example of your way of battle in mundane terms, you've become able to perform supernatural feats resulting from pure skill. Often, this just means slicing harder and faster and sharper than you have any physical right too but sometimes it can manifest in magical spell-like effects. A Samurai might learn to leap almost outside of reality itself to appear before a foe, whereas a Knight could learn to shield themselves against the normally unblockable.

Path of Magecraft- 100,000/400,000/600,000
A rare path for most Sabers. You've been given an education in magecraft or magic, enough to be quite the competent user in a number of different fields. You've got plenty of potential but mostly in a small handful of related fields. Someone might be excellent at magic relating to stealth, infiltration and turning whatever makeshift property of other people is on hand into magecraft components but be lacking outside of those fields. Either choice you make on what you use, you'll be decently powerful. A little less than the average fairy but enough to use your spells against a weaker Servant and win.

This perk can be increased in price to 400,000 or 600,000 points. At 400, your expertise in the supernatural arts will greatly increase, putting you on par with most Casters. While you still can't match devils like Merlin, you're more than a contender when it comes to most notable Celtic druids or Greek magicians. You're probably at least competent in a wide array of disciplines outside your focus, which itself is quite impressive now. At 600, this increases until your specialties could rival the likes of Merlin or Morgan in their capability and you could generally prove yourself a match for most other magi even when using something you're not talented in.

Survival Camper X- 100,000
Wherever a Saber's path takes them, they must go. Unfortunately, that usually means some really hostile places. But a Saber must persevere even in such a dire absence of hamburgers. Though rarely as comfortable, you're more than capable of surviving on almost any biome found in the Servant Universe. A great hunter and superb camper, you'll be able to eke out an uncomfortable but stable living even on a sun scorched hellhole or some hurricane swept icy death world. It even helps you make quick tracks across such inhospitable worlds, in case you need to get off world quick.

Altered Maid- 100,000
Though a Saber's destiny may be to rule, all beings must learn to make compromises. If a Saber must rule over the cleanliness of a house instead of a kingdom, so be it. Naturally, you are an excelling maid and servant who no master would be left unsatisfied by. Cleaning, cooking, organisation, deliverance of presents, violent defence of the household, who could give you less than a five star rating? Indeed, any prospective masters will cower in fear from your aggressive manner of serving,

making it much easier for the servant to order the master around. Should you have any reserves of energy yourself, you can activate the Maid Burst and channel your power into greatly increasing the efficiency of any maid-related tasks.

Well Forged Saber- 100,000/400,000
Some Sabers are as weak as they look, lithe young ladies whose physical power comes from magic rather than muscle. Not you, though. You've got the guts and the brawn to go toe-to-toe with a Servant from the get go. A weak one, maybe, but it is a start. Your physical attributes are well into the superhuman range, tens of times beyond what a human could naturally achieve. This could be an even spread, equal to a lower level Servant who focused on combat, or it might be focused into a specific Statistic. An especially Agile Saber is common, putting the speed and agility to use against lumbering enemies.

For 400,000 instead, this can be upgraded to a proper Servant Universe powerhouse level. You'll be kicking over Space Elevators and running cross-planet races easily enough. Strength worthy of being one of the Dark R.O.U.N.D.S or taking on a space dragon. Specialisation is possible again, reducing two qualities out of your Strength, Agility or Endurance to boost the third to astonishing heights. A super fast Saber might outrun a starship while a strongwoman Saber could make an Evil God flinch with her mighty punches.

A Saber with natural strength will naturally be more confident. These ladies tend to be even more violent than usual for the class, getting used to solving problems by hitting them or facing them head on.

Fairy- 100,000
Even the Servant Universe doesn't see this kind of thing too often. A Fairy-based Servant, instead of any kind of human or animal. A weak one to be sure but that still has quite a few useful effects. Fairies are more physically gifted than humans, have an ability to easily connect with nature or planets around them and can even utilise magical energy without the use of magic or magecraft. These Divine Patterns let fairies create magical effects through intent, though at a much greater cost than a skilled magician might do the same thing. Normally, it'd even out since strong fairies have so much magical energy but it looks like any stronger fairy options have been delayed here. You do find your eyes able to easily separate most truths from lies, a trait known as Fairy Eyes, helping to pierce through illusions and falsehoods.

Saberus- 100,000
Who could be so cruel as to restrain the glory that is SABER to just one time and place in your journey? Clearly, your heart calls out desperate for more Saber. But how to obtain it? A magic spell to make others into Sabers? The luck to always encounter more blonde beauties wielding holy blades? A bizarre virus that converts others into these kingly maidens? Why limit yourself to one. You'll find that any attempt to create more Sabers that you make is not only much more successful but always possible at all.

The bizarre nature of the Servant Universe makes even the strangest approaches to more Saberfaces a potential path. Summon a devilish Saber by casting occult rituals with many blonde ahoge as sacrifices! Mix hamburgers with certain black mud to create vicious cartoon Sabers! Meet an OL Saber by putting out an advertisement in the paper asking for Sabers! They won't be any more

inclined to help or serve you than normal for the methods you use but you'll never be short on Sabers.

Path of the King- 100,000
Living one's life as a sword. The ruthlessness required of many rulers led some Sabers to take this path, chaining down their emotions so that nothing would prevent them taking the correct action. Your own mind can take on these chains as well, allowing you to easily control undesired emotions or even seal them away entirely. You'll be able to operate simply on cold and efficient logic or at least mute the unhelpful fury and despair that might hold you back from giving it your all.

Saber's with this trait tend to be more serious, even when they aren't dulling their own emotional responses. They've learned that sometimes, one must do unpleasant things to survive.

Lily Life- 100,000
It started with a reversal of gender and now it's spaceships, goddesses, samurai, casinos and more! The life of a Saber starts abnormal and tends to only get weirder, for some more than most. Crazy things happen all the time when you're alone or only around other Saber-like people. Alien ships might land unannounced, carrying an alternate universe version of yourself on an important mission they need your aid for, or an evil god might awaken that forces all Sabers present to band together to summon the Saberzord to fight back. Often dangerous, always interesting, you're guaranteed to have some fantastic adventures. But whenever any non-Saber is around, life will proceed as normal. Some might even doubt your strange stories.

This kind of Saber gets used to the strange and wild, they might not even be surprised at the idea of travelling through different fictional worlds. They're hard to shock and quick to play along to even the strangest ideas.

Beach Beauty- 100,000/400,000
Even other Sabers get a little jealous of a beauty of the waters like yourself. When everyone goes out to the beach for the day, you'll be getting stares and gasps even from the other heroes. Both because you're pretty and because all the life of the sea crowds around you in joy. Dolphins in particular are your natural allies, able to be summoned to fight alongside you where they bite and ram your foes. Somehow, they manage to swim even without any water, and they seem to keep up with you as useful allies. Just the presence of the sea revitalises you as well, slowly restoring your magical energy and healing wounds over time.

Paying 400,000CP instead allows you to summon any creature related to the ocean as an ally, from the mundane animals to the phantasmal beasts of ancient times. Though it can get costly to bring them out, they remain to fight alongside you until dismissed. They're just as loyal and affectionate as your dolphins, even if you're summoning the big green guy with the tentacles from deep below.

This sort of Saber has a sunny personality in most cases, finding it hard not to be cheerful and optimistic. It can get a little scary sometimes, that they rarely drop the smile even in the midst of deadly combat.

Bridal Blade- 100,000
Can love bloom, even between two swords? Your heart flourishes with bountiful love, enough that you can easily share your 'love' with others. Through emotions and a bit of magical energy, you can

raise the morale of faltering allies and heal their lesser wounds with a smile or a compliment. With your cheers, you can boost flagging strength and let your friends and loved ones fight at their fullest for a little while longer than they should. If none are around to be aided, you could even direct your love inwardly to help yourself, self-love raising you beyond your normal limits for a time.

This kind of Saber has a bit of a thing for romance, having already found someone they want to devote themselves to or searching eagerly for their one true love. They might not be much different normally but around their special person, they open up and show a whole different side.

King of Lions- 200,000
Such a mighty Saber unleashes it's roar! You're much more in touch with the national animal of Saberland, the majestic Lion. They calm in your presence and affectionately cuddle up to you, willingly to listen to almost any request you have. They'll even come when called, manifesting through magical energy as either the real animal enhanced with your magic or constructs of light that fire explosive rays of energy. Your power over lions extends somewhat to things related to lions, letting you influence people and creatures of similar breed, if only at a weaker level. Finally, you too can take on the form of a mighty Lion, as either a true Lion or a lionsuit of your very own. While like this, your mighty roar can shake the foundations of the earth and cause terror far around. For those unwilling to unleash the roar, such a form also enhances natural strength and gives a wild instinct for battle.

These Sabers are in touch with their wild side, often displaying cat-like attributes without thinking of them as strange. They love long naps in the sun, a strong preference for bloody meat and will vigorously attempt to knock over any unattended objects left on the edge of tables or desks. Those who go too far into the lion can even lose what makes them human, becoming lions in human form who can only communicate in one way. Gaaaooooo.

Salty Santa- 200,000
The throne of Christmas is empty and unless a mighty king steps up, the children of the world will cry out in despair as Christmas passes without celebration. Yet the Santa Soul has entered you, making you the next protector of the holiday. With the powers of Santa, you can accomplish all of his many mighty feats. You can tell who has been naughty or nice, can squeeze through even the tiniest chimney and sneak through any home on the night before Christmas without being seen. If it were to deliver presents, you could somehow visit every home in the world in a single night, and you can always tell what presents someone really wants and what they really need. If it comes time to protect Christmas, you'll find your body strengthens as if supported by the spirit of the holiday itself, and your magical energy can sup from the Christmas cheer of those around you.

Santa Sabers treat Christmas with the utmost seriousness. Though they may be sweet and shy normally or grim and cold ordinarily, they'll without distinction put every ounce of effort they can into protecting Christmas and the smiles of children on Christmas Day. Doubtlessly, you'll be dragged into some sort of wild event everytime Christmas comes around.

Combat Instincts- 200,000
Most Sabers are born for war, having a natural talent before they ever set foot on the battlefield. You've honed that with years of experience in conflicts too, developing into the precognitive instincts now of such benefit. Your instincts allow you to predict the moves and techniques others make in combat, even when you've had no experience with your current foe. By drawing on your

past memories, you can quickly piece together the tactics and mechanics of your enemies, telling you the best ways to fight back against them. This process is lightning fast in battle, helping you use all sorts of varying abilities of your own and factors outside of your control to clutch a win from the jaws of defeat. In an active sense, it's almost impossible to trick or feint against you in battle, your instincts easily seeing through all but the most cunning warriors.

If a Saber's developed this level of instinctual awareness of combat, they've been fighting for a long time. They don't think anything of more war and can forget that those around them aren't as used to sudden, brutal violence.

Magic Resistance- 200,000
It's so common that you could hardly even imagine a Saber without it. Even the ones that aren't actually Sabers get it. What is it? The ability to ignore all the spells and tricks of the Magi, making it easy to ram a sword down their mocking throats. As Sabers almost always do, you inherit powerful Magic Resistance that renders you almost completely immune to magic. Only the most powerful and complex spells will affect you, even when cast by ancient magicians or mighty gods. Any effect on you is simply negated. It doesn't protect those around you, unfortunately, and it doesn't really help dispel magic offensively. But some Sabers have found ways around those problems.

First Class Saber Teaching Licence- 200,000
Sabers don't spring up from nowhere. Sometimes. They mostly do but the best Sabers are the ones you raise yourself! Legally, one can only raise a proper Saber if you have the right qualifications. You passed every licensing test with flying colours and now any Saber would be lucky to have you as a professor. You're not just brilliant at teaching other Sabers to be better Sabers in the ways you do know, such as the skills and abilities you purchase here, you're even great at helping them develop the Saber-like qualities you don't even have. A knightly teacher could cheer and encourage their magical student so well they make leaps and bounds of progress each night! Those not blessed with the Saber class, or a similar focus in life, can still learn Saber-like things from you at an accelerated rate. They'll just have to accept that they'll never be quite good enough for you.

Miracle General- 200,000
Albeit the individual age of the Servant Universe leaves less use for it, the ancient Sabers of times past were often grand commanders in their own right. You've attained the strategic skill and military experience to lead armies and nations to victory in war. You're well known as a highly effective commander ordinarily but when you show your willingness to use even the most ruthless methods, you really come into your own. Razing the countryside for food, terror tactics and even sacrificial tactics towards the less useful of your own men all allow you to conquer much larger and more powerful forces regularly.

A Saber who's had this sort of experience usually becomes a fairly grim sort. They haven't abandoned their dreams or hopes but they're willing to make any sacrifice to achieve them, even if others have to suffer for it.

Heroine's Will- 200,000
Unrelenting, some say. Stubborn or even foolish, to others. But though your will can make it hard to avert your course, you'll never back down from a fight again. Determination that even the King would be proud of, you'll never waver against fear, despair or worry again. Even the dark magics that might manipulate the mind couldn't force these feelings on you and while control is not

impossible, you can slowly tear free of even such magical chains on your will. Such a force of will also aids in fighting on despite horrendous wounds, to some extent allowing your will to support your body beyond where it should have failed already.

A Saber with this can be difficult to convince of being mistaken or change their decided on path. But as an ally, they'd never abandon you no matter how tough things got. You just have to live with the stubbornness.

Fortunate Saber- 200,000
Those who rely on tricks and little cheats to win against their betters will quail away at your approach. The luck of a Saber protects you against the dirty tricks of Irishmen and those like them, allowing you to avert or dodge things that shouldn't be. Your luck provides you a decent chance of negating 'certain' dangers, such as dodging a spear that cannot be dodged or not dying to a weapon fated to kill you. This can be seen as a propensity to change your fate, letting you rewrite small things that should have happened, if you can keep up with the dangers involved. You also tend to be quite lucky in general, having little moments of good fortune throughout your day. Though both of these work on the small scale, they apply constantly enough to ensure a steady advantage against most foes.

Sabers with this trait can be a little more reckless than others. They've gotten used to taking risks and betting on themselves against the odds. It's a charming sort of confidence but quite dangerous for any allies that come to believe they're the same way.

The Saber To Rule Them All- 200,000
Legends speak of a dreadful Saber who exists only to hunt others of their kind. A golden-blue beast who gobbles up naughty Sabers that stay up past their bedtime and don't eat all their hamburgers. Though you are not the mysterious hunter, you share her Anti-Saber power. Against any being that is or is like a Saber, you receive a potent advantage. You strike harder and faster while their blows land with lessened force and energy. Powerful instincts guide you to avoid their attacks and even sense what move they'll make next. Any beam clashes, especially with magical swords, leans much more in your favour. You can even sense their presence on a world, allowing you to slowly narrow down the area and track any Sabers down for hunting.

These sort of Sabers are almost always hostile to others of their kind, whatever the reason is. Only the cutest Sabers can break them out of their grim mission to hunt down Sabers. They usually have a bit of a complex about themselves too, whether they think they're the best Saber ever or secretly hate themselves as a Saber too. Poor girls.

Sword of the King- 200,000
Sabers have shown many different kinds of Charisma, in their long and storied existence. The sort you possess right now is that of a King or Emperor. The sort of personality and presence that makes others believe you should be in charge and can protect them. When combined with a natural talent for actually ruling nations and empires, no one would be surprised if you ended up remembered as a legendary king. You have the steady hand to lead a nation through almost any crisis and the adept mind to easily navigate the byzantine politics that arise from strange fairy kingdoms. Should you prove your worth, you'll be able to garner a potent bond of loyalty from most of your subjects.

Riding EX- 400,000
Truth can only be obtained from focus. Discard all other distractions. Motorbikes? Too slow. Horsies? Too smelly. Feet? Too landbound. Only a spaceship can take you where you need to go. Though some Sabers may lay claim to the skill of Riding, your version applies to only one kind of vehicle. You've mastered the spacelanes like no other before, able to push space-ships of any kind to outright impossible feats. Getting a cruiser to run twice as fast is just a matter of taking the wheel yourself. When you really put the effort in, you can make spaceships enter warp speed even if they don't actually have a warp drive. The more of a heap of flying junk the ship is, the crazier you'll be able to get with your Riding too.

If you want, you can also change this from 'spaceships' into another specific class of thing that you can Ride. Bikes, cars, horses, people, so on. The same rules will apply, with your impossible skills getting more so as your mount gets crappier.

Mana Burst- 400,000
A classic for any Saber. By applying magical energy, you boost the functions of the target. A simple process made terrifying by the skill Sabers tend to have with it. A proper user can easily increase all physical attributes to a massively heightened level or apply similar boosts of power to the functions of Noble Phantasms or other abilities they possess. The normal use of Mana Burst focuses on increasing what already exists and is what you gain by default.

As a master of the art, even a small amount of energy that an ordinary human magus might provide can let you fight against powerful Servants evenly for a time. Your skills lie in exceptionally efficient use of magical energy. A constant supply renders you almost unstoppable, uncatchable and practically invulnerable to even a strong Servant, statistics boosted to the stratosphere and even basic attacks equaling Noble Phantasm releases from lesser fighters. Though not exactly practical in energy costs, Mana Burst can even be used to form destructive constructs from energy, such as dragon heads or chains to pursue and attack foes from range.

Alternatively, you can have your Mana Burst be of a specific element such as Fire or Poison. Though the reinforcement benefit will be significantly lower, you'll be able to produce and control the chosen element from your body. A powerful Saber with Mana Burst [Fire] could produce flames that melt even Noble Phantasms down to slag! Though there's no limit on what kind of elements can be chosen, those with more innate power will be proportionately more costly to make use of, and Mana Burst is exceptionally poor at attempting to replicate more complex magecraft-like effects.

Saint or Sinner- 400,000
Blessed by the Heavens above, you've become a Saintly Saber. Holy power is infused into your very being, granting a powerful attribute of such to any attacks you make. It gives access to all kinds of religious abilities, from healing with a touch to the production of sacred relics and warding against evil beings. Though many of the powers can seem moderately useful on their own, one stands above the rest. The Revelations sent from the Heavens to you act as a guidance to your goals, giving you a general idea of what the best path to take to achieve what you want will be. Though details are usually light and it places heavy emphasis on you succeeding in the tasks you undertake, it lets you grasp victory even when knowing almost nothing of the overall situation. Some might even say it's a terrible way to excuse a Saint winning a war they had no right to, so they could hand the victory to an idiot hero.

Alternatively, a darker path can be taken. Instead of the holiness of a Saint, you can spit on Heavens offer and become a fallen paladin. Though you lose access to the Revelations, your other abilities will invert to an unholy theme. Where the Saint heals, you harm. Cursed tools are easy to produce and the kind or naive can easily be lured with your magics. Rather than the blind faith of a Revelation, you instead gain power over all Dragons. Able to command any dragonkind you encounter, provided they are not significantly beyond your power, quickly gathering armies of wyverns if enough of the race are present.

Sabers like this are…fairly self-explanatory. The Saints act like Saints and the Sinners act like Sinners. The degree to which they fit can vary. Sometimes a Saintly Saber can be much scarier than the worst Sinner and sometimes the Sinning Sabers can reveal a rather embarrassing fascination with all things Japanese, contrary to their supposed dark villainy.

Dragonborn- 400,000
Part Human, part Dragon, all Saber. Through some quirk of your birth, a magical ritual by Merlin himself or being the actual child of a cosmic dragon, you inherit several traits of the purest Dragonkind. The most important is the magical energy conversion furnace inside you, a Magic Core that produces vast amounts of magical energy simply by the act of breathing. Where others might take days to replenish a fully depleted supply, you take only a few minutes. You're far more capable of using all this energy as well, channeling it with greater ease and much less strain than someone that relied on magical circuits, and able to rely entirely on your internal energy in case of external magic being absent. Your actual supply itself is vast, outmatching all but the strongest of Servants that are still limited to a terrestrial scale.

At times, these Sabers do display draconic traits. They find things relating to dragons to be easier to learn and that their powers can naturally take on wyrm-like forms, energy blasts forming into jagged dragon heads to bite foes and such. The reverse is that they become somewhat more vulnerable to anti-dragon attribute attacks, since they are themselves part dragon.

Ruling Saber- 400,000
A special kind of Servant, one you don't normally see in this Universe. A Ruler is like someone mixed a Master Class with a normal Servant, becoming something other Servants would be quite afraid of. You have the True Name Discernment ability, letting you clearly read out the status of other Servants or beings you encounter, giving a full run down on what they are and what they can do. It's rare to find something that can protect against your sight. Once you know what they can do, your Command Seals come into play. Fourteen red sigils lay across your skin, glowing with power, each can be used on any Servant or similar spiritual entity that you encounter. Unlike the normal seals, enough Magic Resistance can let Servants resist or even ignore the commands, but your sigils will restore themselves a month after being used.

Thankfully, the Servants with this scary amount of power over others tend to be the more diplomatic and caring kind. They might not be big fans of war and seek a peaceful alternative or be a neutral party that prefers to stay out of the conflicts of other people.

Avenging Sword of Eternal Darkness- 400,000
Only the edgiest may apply for this special Class. A nasty Class that only the meanest Sabers would be summoned into. These Sabers are able to slowly replenish their own magical energy over the course of a day, since they tend to be friendless loners that no one wants to help. They get stronger,

tough and much harder to deal with when they dislike someone, their powers increasing to match the level of their hatred and rage. The temper tantrums of a powerful Avenger can be truly frightening experiences. Worst of all, they never forget anything. Magically, their minds are warded against any attempt to alter their memories or remove them. Some might use this trait to learn whole libraries worth of information but these edgy ladies only use it to remember their many, many grudges. They can even use it to retain a level of hate against a target, ensuring they never let go of their anger and loose the powerful benefits it gives them against a target.

What are these Sabers like? It's really just more of the above. Most of them tend to be anti-social, angry and overly edgy. If you get past that prickly exterior, they're usually exactly the sort of weirdo you expect from someone who dresses in all black and talks about how they'll forever curse the cashier that gave them a small coffee when they ordered a large.

Star of Altria- 400,000
Swords must be honed to become truly sharp. Though you have all the potential to be a holy blade worthy of the Saber name, you've hardly been refined at all. Your inexperience shows in every skill, power and even Noble Phantasm. But fear not. Among Sabers, your potential is a shining star, developing at an astonishing rate. A few lessons from a proper Saber could get you most of the way there to maturity, similar to how a week learning from a master swordsman could take you from a beginner to an expert wielder of the blade. While it's not as fast by far, you're also able to manually develop your abilities and connected items like Noble Phantasms, slowly growing in power and versatility as you use them more and more. The better they get, the slower it'll become.

They might often be naive but that boundless idealism can be just as fetching as any worldliness. These Sabers tend to be on the younger side, not yet having completed their journeys, and they've still got a lot to learn. Eager to find any teachers to help them out.

Foreigner Hunter- 600,000
The very worst kind of Servant in the Universe are the Foreigners. Dirty, violent, out to corrupt good Servants and bring their strange customs into common practice. It's the job of people like you to hunt down and exile these Evil Gods colloquially known as Foreigners.

Your position as a Foreigner Hunter lets you track them down at vast ranges, slowly homing in on any Foreigners present in a galactic range. You'll recognise them on sight and possess a powerful anti-foreigner attribute that causes your abilities to be much mightier against that class of being, several times over as strong. Your own defenses are similarly boosted, their eldritch corruption struggling to gain any purchase on you and their normal attacks greatly weakened. You can even cleanse the Foreigner taint from good citizens with a few moments of contact, freeing them from control or madness induced by the Outer beings.

The most fearsome of your endowed abilities is Confiscation, the ability to acquire the Authority and power of any Foreigner or Evil God you lay low enough. Defeat is the usual requirement but once they're on the ground, you can leave them powerless. Cuff 'em and bring them back for a proper trial in the Servant Universe. Regulations say you're not really allowed to use what you confiscate, since it will turn you into a Foreigner yourself and possibly corrupt the body, mind or spirit. Buuuut…it's pretty cool, right?

These Sabers have a violent hatred for Foreigners, born from years of losing holiday hours after being called in for yet another hunt. They strongly opposed Outer God immigration into any native reality and take a fervent belief in the idea that all Lovecraftian entities should go back where they came from.

Imperial Privilege- 600,000
The quality possessed by any true emperor, a title which has not eluded some Sabers. The majesty and, some say, the authority of your position allows you to lay claim to things that you shouldn't. You can instantly develop new Servant Skills, up to three at a time of notable strength, so long as you can vaguely justify some reason you may have developed such things in the past. Even magical powers or biological alterations, such as gaining Divinity, are possible to achieve. While such powers do remain accessible as long as one desires, mental damage or shakeups can cause you to forget them and lose access to your choices for a few hours, though you can choose something else too. A psychic attack or a terrible migraine is all it can take to shake your hold.

An Emperor Saber is, in almost all cases, a proud thing. Of themselves and their nation, they have the highest opinion and many will not even see a difference between the two entities. Whether they're a saint or a tyrant, they tend to have a great deal of self love.

Saber Ninpo- 600,000
A lifetime of adventure has taught you only one thing. The victor of any match is the more mysterious Saber. What could be more mysterious than a ninja? However you attained the skills, you're able to conceal your presence from even exceptionally observant Servants and use assassination techniques to greatly enhance your lethality in combat. Even if you're holding a greatsword, it's as swift and precise as a stiletto in your hands. But the true arts of the ninja are the secret jutsu you grasped, magical techniques available only to those of exceptional mystery. The many mythical feats of ninja are turned into real and powerful techniques in your hand, such as splitting yourself into numerous equally powerful clones, walking on water or disappearing into a puff of smoke. Oddly, the ninja arts often guide you to techniques that enhance the most Saber-like actions you can take, jutsu that increase the power of holy sword blasts or make any lance charge ghost through obstacles. What kind of ninja has all this knightly stuff, anyway?

Blackened- 600,000
Clad in black and red, every step shaking the ground and a storm of magical energy flowing outwards every second. Who could this terrifying new villain be? After a skinny dip in some strange black mud, you emerged simply throbbing with power. A link to an Evil God of the distant past provided you with an unlimited source of magical energy, always being able to draw out the maximum amount you can use at any time. This connection has rendered your power denser and thicker, enhancing your overall strength further. Even without any ability to reinforce your body, it has grown much stronger and more enduring, able to heal from many serious wounds at speed. Though your aesthetic and abilities have taken on the blackened scheme of the Alters, your mind appears free from any changes.

Every Alter tends to share some similar traits. Heightened aggression and reduced empathy with others. A mean sense of humour and either an effortless sense for being cool or the total inability to be cool at all. Some say that only true Sabers can manage to turn into a cool Alter, pretenders just end up as katana loving doujin artists.

Cosmo Reactor- 600,000
Saber is the centre of the Universe! The heroine the tale revolves around! The presence of the Cosmo Reactor, a shining soul within you, is proof. Sometimes confused with being a chosen one or beloved by fate, the Cosmo Reactor is responsible for the phenomenon known as 'plot armor' that so many Sabers benefit from. Whatever tasks they attempt, whatever their goals in life, it'll become possible for them. Like luck on a grand scale, the impossible becomes achievable and the difficult becomes easy.

A journey to dethrone the Golden Great Emperor would see wise teachers like Old Man Moriarty happen across your path and become quickly attached. A useful encounter with the roguish Star-Pilot Robin Hood and Furry Friend Atalanta who guide you on your journey. Discovering strange powers like the Ninja Arts to manipulate the Saberness inside you or even, somehow and kind of against any sort of reason, a final battle with Emperor Cosmo Gilgamesh that reveals he was your father all along.

Those who hold the Cosmo Reactor, or whatever else someone wants to call it, are destined to end up doing legendary things and becoming a legendary being. Even if they get led through a lot of very strange events and meet some very weird people to get there.

Sabers with the Reactor come from all walks of life. The one commonality is that the presence of so much 'plot' has quite the effect on the user's body, inducing great amounts of 'plot' and 'story' and 'character' to the physical body. Such protagonist like qualities are definitely why everyone stares whenever you strip down for the beach.

Saber Items

As a reminder, there are no freebies or discounts in this section. You gain a 400,000CP stipend that can only be used for Saber Items, Saber Sabres and Saber Ahoges. Please remember that taking this stipend precludes you from any freebies or discounts in the main jump.

Mysterious Getup- Free
A classic and cute Saber outfit. Rich golds and blue decorate the apparel, a hat and scarf alongside a comfortable hoodie and shorts combination. They're pretty good at hiding your identity, even if people can totally see your glowing blond hair and dashing blue eyes, they'll only be able to think that that's some kind of Saber and not you specifically. Optionally, you can change out these super mysterious clothes for a sensible set of plate armor, which offers decent magical protection at the cost of being really noticeable and not stealthy or mysterious at all. Either choice can be freely manifested and dismissed at will via magic.

Cosmic Noodles- 50,000
The diet of any Saber living a cheap life. They're instant, easy to make in space and they always taste mostly like good ol' space-chicken. The Cosmic Noodles are a popular brand that you won a lifetime subscription to, ensuring you always had three cups worth a day available. They're…not very filling and don't even taste that good once you get used to the overly strong chickeny flavours. But they're definitely easy to make and that means there is no false advertisement going on!

Annihilation List- 50,000
A list that bodes great destruction for all of Saberkind. This attache case contains detailed files and documents on every Saber or Saber-like being that exists in your current Universe. There's a summary of their character and role in the plot, an analysis of any abilities or special items they have access to, a character history and personality test, a chart of their favourite foods, a dating compatibility test done with the reader and an Ahoge power level readout. Only the most critical information for a Saber Hunter.

Voroid- 50,000
A most useful assistant, the lovely black knight to any young maiden. This small droid doesn't offer much in terms of combat or reconnaissance or scouting or security or…is it at least good at cuddling? No, it's an uncomfortably hard robot. I guess it's just a computer with a basic AI after all, though said AI appears to be that of the average Japanese teenager. Sometimes you get a sense that someone is trapped inside of it but that'd just be silly, who could expect that the bland protagonist of a fantasy game trying to stop the timeline being destroyed would get trapped inside a stupid little drone?

My Stallion- 100,000
The most loyal of steeds, worthy for any Saberly king. Of golden mane and knight-crushing hoof, the magical stallion before you is a high class beast. It possesses the speed and agility to remain of use to it's master, even be they a mighty Saber, and it can also turn into a rad-as-fuck motorcycle for when you want to blend in a little. The motorcycle is just as affectionate as the horse, however that works, and can even drive itself to attack people alongside you.

WFD- 100,000
The headmaster's gift to a prodigal student. This wristband can project a bubble of static reality in a wide area around the user, dragging them and any desired targets into an alternate version of their

current environment. Referred to some as a Reality Marble Generation Device, it lets the user force any battle to occur in a safe place where innocents won't be harmed and, more importantly, won't be able to sue you for getting hurt. The bracelet can maintain the bubble until destroyed but can only manifest it's power once each day.

Santa's Sack- 200,000
A sturdy sack filled with treasures. This Santa-class phantasm can be a powerful weapon, if properly filled. Right now, with just a few common Craft Essences crammed inside, it'll smack into people like it's full of bricks. It doesn't even weight more than if it was full of pillows! But the more valuable things you managed to shove in, the heavier it'll hit. Start cramming in powerful Noble Phantasms, rare gemstones, priceless artworks, you'll find that the sack can smash even a mighty Servant flat. And when you smack people around with it, they're a lot more likely to drop treasures of their own out of their pockets.

My Stallion 2- 400,000
A proper space-age rocketship! It's as valuable as all of England and moves as fast as you'd expect! It might look kinda junky but this ship can cross the galaxy in just weeks without warping and it's warp drive is really top of the line! It only crashes now and then, usually into some alternate timeline or strange situation. You lost the instructions but it's entirely possible the warp drive actually does work for time travel, if you can figure out what all the buttons do.

The ship also comes with cooking and laundry facilities but they don't really live up to what you hoped for in such a cutting edge rocketship. The weapons sure do though, powerful auto-cannons and missile launchers that can obliterate most servants on a direct hit. There's even a wrist-bound remote targeter for you to call in artillery from the ship.

Spirit Origin Enhancement Device- 400,000
A relic stolen away by one of the worst rogues in Saber history. The Spirit Origin Enhancement Device is a portable chamber, small enough to fit in a ship's lounge, that is powered by large amounts of Artorium. With enough fuel, it can create an exact copy of any Spirit Origin placed within, allowing it to create full clones of any Servant or other spiritual being. What? It doesn't work on anyone but a Saber? That doesn't seem like much of an issue. Who would want to make a clone of anything but another Saber? Especially when copies are able to combine to increase the power of the original, as clones can be programmed to lack wills of their own. Allowing such power in the hands of a dirty lancer is just unthinkable.

Saber's Sabre

The weapons wielded by Sabers become, or already were, the stuff of legends. Unique to each Saber, these mighty tools represent their power and stories. You couldn't be a Saber without a Sabre of your own, a weapon to wield in your battles. The below section will act as a customisation table to help you design one such Sabre.

Access to the Saber Shop grants one free Sabre. This Sabre only has the free options and traits below, it does not gain any points. Instead, you may convert CP into SSP at a rate of 1:2. 100,000CP becomes 200,000SSP.

Further Sabres may be purchased for 50,000CP. These also begin with no options aside from the freebies.

Form- Free
The default form of your Sabre. It doesn't actually have to be a Sabre or even a melee weapon at all. Any form of mundane weaponry that exists from the twenty first century or before can be chosen. Whatever the choice, it gains the basic qualities of a Noble Phantasm. It will count as a magical weapon, able to strike spirits as normal, and possess somewhat enhanced abilities because of this nature. The Sabre can be dismissed into an astral state at will, recalled just as easily when needed. If damaged or destroyed, it will slowly repair within your self until ready to be resummoned.

You may import an existing personal weapon that you possess into this option for free.

Keen Edge -100,000
A sword suits the Saber best, so it only makes sense that Sabres wielded by Sabers are exceptionally good Sabres. Whatever edge or point your Sabre has is enhanced to exceptional sharpness. Where before it might have easily cut through a thick tree, now it slices through stone and steel without stopping. The edges enhanced this way won't dull, even if constantly clashing directly with similar blades.

Limiter- 100,000
Your Sabre has had a limiter or two applied to restrict it's true power. The benefit of this option, as opposed to limiting yourself normally, is that the limits chosen here increase the original power of the weapon. By applying a number of fairly strict limits, up to thirteen in total, you can increase the power or functions of your Sabre for each conditional release you meet. Your sword might get mightier and release more destructive light if you fight with honor in battle and in one on one duels. Once applied, the restrictions are extremely difficult to permanently remove without fulfiling their temporary conditions.

Elemental- 100,000/200,000
The gift of a naughty old wizard. Your Sabre is imbued with a strong association to a particular natural element. It can cloak itself in that element on command and utilise it in combat. Wind might leave the Sabre invisible, extend it's slashes and become a powerful cannon when the cloak is temporarily released. Lightning may instead cause the Sabre to vibrate and increase it's cutting power, dealing paralysing shocks to those it touches. Those with Mana Burst could easily heighten these effects to terrific extents but every Element can already be released for a powerful explosion of that element, at the cost of losing access to the element for a few minutes.

For an additional 100,000, your Sabre grants a more comprehensive power over a chosen element. Holding the weapon will let you create and manipulate large amounts of the chosen element, even at some range from yourself. Send waves of boiling flames against the ranks of the enemy, while you cleave your way through personally.

Conceptual Crystallisation- 100,000
This Sabre, although a physical tool you hold, is also the crystallisation of a particular concept. It could be the promised victory to all warriors who enter battle or represent the hopes and dreams of humanity. Those who look on the Sabre and it's wielder feel this concept strongly, perhaps even coming to associate you with the emotions brought out in your presence. It doesn't actually do anything practical but every Excali Blast you do will become a super dramatic finale scene the fans love to watch.

Tasty- 100,000
What a yummy Sabre. Your Sabre is mostly edible! Maybe it's a bit of meat on a stick or the metal is actually made from candy. It's no less effective than normal but whenever you feel peckish, you can snack on the Sabre. The more you eat, the weaker it will get until the food can grow back, but who knows what happens if you eat bits of such a powerful weapon. Maybe it'll be something cool.

Magic Bullet- 100,000
This particular Sabre can generate it's own basic ranged attacks. For most gun-type Sabres, this means that the Sabre can use tiny amounts of magical energy from the atmosphere and it's wielder t create almost any kind of mundane ammunition that suits the Sabre. For melee weapons, it allows these Sabres to fire weak ranged blasts, like a particularly tiny Excali Blast. Both can be charged to greater strength from the user's magical power but this is far less efficient than an Excali Blast.

Actual Immortality- 100,000
Whosoever draws this blade, will fight eternally. Taking up your Sabre gave you a gift, unending youth that will never tarnish. Your physical body and the spiritual organs within cease to age, letting you preserve your perfect Saberness even for a thousand years of wandering.

Sabre-san- 100,000
It's alive! Aliiiiive! Your Sabre is more than just a weapon, it is able to take on a human form, complete with a personality of your choice. They can turn back and forth as they will, referring to themselves as the spirit of your Sabre, and even wield a copy of the Sabre while manifested. The Sabre Saber can also make use of various powers that your Sabre might have, such as energy blasts or magical energy.

Optionally, you can take this option for yourself. You'll become the Sabre Saber of your own Saber's Sabre, attaining all the benefits of the above.

Anti -100,000/+300,000
Made with a focus against one specific category of being, your Sabre is best suited for the utter destruction of this favoured foe. Whether it's aliens or Sabers or humans or Sumerian kings, your Sabre displays increased effectiveness when used against that enemy. The more specific the category is, at least in terms of what is present in the Servant Universe, the greater the power will be.

This boosts not just destructive power but any non-positive ability used against the target, even making the Sabre more durable to their attacks or enhancing passive powers the wielder is granted.

For +300,000 points, you can reduce the strength of the Sabre against all other foes but the single category that it is specialised for. The Sabre will only be able to display a small fraction of it's true power against most foes but become an absolute destroyer when it comes to your chosen prey.

Parasolmyniad- 100,000
Your Sabre can take on an alternate form, one poorly suited for direct combat. This non-weapon shape must still fit to the personal scale the Sabre normally works on, and be a mundane tool or piece of technology to begin with. A humble mop or decorated parasol, as examples. However, the Sabre retains all it's normal magical powers, many of which take on more suited forms to this less hostile shape. Your Excali Blast may become an all purifying swipe of the mop, annihilating all dirt and stains the light touches. Cali Burning might instead create a gentle zone of steady warmth beneath the parasol, never leaving a comfortable temperature no matter the environs.

Excali Blast- 200,000
Most famous of all Saber attributes is the Excaliblast, named for the weapon that all Sabers feel a calling towards. By channeling magical energy you have access to into the Sabre, the weapon can convert it into a vastly powerful magical attack. Commonly manifesting as a pure laser of light or wave of brilliant energy, there is little that can resist it's destructive force. This is a near instant process, able to be converted and released in less than a second, but the power can be difficult to aim due to the sheer strength involved. The default firing power of the Excali Blast depends on the quality of the weapon used and the magical power of the wielder. The power can be lessened at will, greatly reducing the cost.

Excali Blade- 200,000
A similar function to the Blast but rather than releasing the power, it is condensed around the Sabre. The same process of instant energy conversion as above applies but instead, it provides a constant high level enhancement to the default use of your Sabre. A sword is covered with an aura that enhances it's cutting power whereas a spear's might concentrate in it's point or a gun's enhancing the barrel. The overall power is far less than the Blast but instead, it concentrates to a small point, and requires far less energy from the wielder to maintain.

Both Blast and Blade being taken gives extreme control over the energy to the Sabre wielder. You could easily shape the ranged Blasts or combine both to create jet boosters for yourself by pointing your Sabre backwards. Both being taken also significantly increases the efficiency of both functions.

Cloaking Technology- 200,000
A rare weapon for a Saber. Holding this weapon can cloak the wielder in shadows, concealing their presence from the senses of others when desired. They become invisible to the mundane eye and even the sounds or smells they leave are near-completely muffled. Powerful magic can pierce these wards and the vigorous motion of combat weakens them enough for others to see your hazy shape in the air and track you.

Smelting Sabres- 200,000
The Sabre is not yet complete. Your tool has the ability to combine with other magical weapons, taking on the combined attributes and power of both at once. The Sabre can only do this to a single

other magical object at once but, as long as you can lay a claim of ownership to it, the fusion is almost instantaneous. Combine a proper Holy Sword with your Sabre gun to get a Anti-Materiel Rifle that fires an Excali-Blast with every shot!

Secret Sabre- 200,000/100,000/100,000/100,000/100,000/100,000/100,000/100,000/100,000…
Isn't dual wielding just the coolest? For barely more than the price of one, you get two Sabres! You receive an identical copy of your Sabre, possessing every option except for this one that you have bought. Any elemental or alignment based traits are reversed to their opposite number, or at least a different one. Your Holy Blade becomes a Sword of Darkness. Beyond just using each Sabre on it's own, the two Sabres magnify their power when used in unison. Excali Blast with both at once and the end result will completely blow your opponent to pieces!
After you buy it once, you can dip again and again for even more Sabres. 100,000 points for every purchase after, each one doubling the quantity of your Sabre. Two, four, eight and more!

Cali Burning- 200,000
A different kind of blast. Consuming the magical energy of the user, this Sabre can convert that energy into heat values transmitted through particles of light. Superficially similar to the classic Excali Blast, this Cali Burning works not by raw destruction but impossible levels of heat focuses through light. It burns, boils and vaporises what it touches. There is no upper limit on the heat provided enough energy is provided, and the Cali Burning can leave a vast swathe of destruction due to the heat waves that goes well beyond the range of an Excali Blast of light.

Holy!/Unholy! -200,000
The classic core of a Saber's Sabre. A powerful Holy attribute is intrinsic to your Sabre, transferring this effect to anything touched. Creatures of darkness and evil feel fear at the Sabre's presence and their bodies burn away to it's touch. The allies of the wielder will be bolstered by the golden light emitted by this Sabre and any blasts or energies released by the Sabre are strongly enhanced by the Holy attribute against evil.

Alternatively, an Unholy or anti-life attribute can be attained. The black power that emanates not only withers and destroys beings of goodness and light, it even weakens living beings around you as it saps their strength. It boosts the power of your sword similarly to Holy in regards to blasts and such.

Blood of Arthur- 200,000
Made to make kings ever more kingly. The Sabre in your hands has a curious effect on your presence and charisma, enhancing the way you interact with other people. Even a normal fellow becomes quite the magnetic personality when the Sabre is close at hand and a worthy king may be endowed with exceptional personal charisma.

Holy Armor- 200,000
A spiritron-based armor your Sabre can manifest around you. The more powerful the Sabre, the more powerful the armor becomes. At a basic level, it provides full body protection and total environment sealing, making it a super awesome space suit as well as combat armor. It'll also have some method of flying around and be able to attack independently from you, if you ever take it off. All other abilities will depend on what else your Sabre has. Magic Ammo might allow for laser eyes and Elemental (Electricity) could let your suit hack into technology. The Holy Armor is also actually

always able to be used, even when only present in spiritron's around you, but everyone just thinks it's cooler to have a transformation sequence.

Sceptre Sabre- 300,000
A Saber that casts spells? It might not seem very fitting but they're not hard to find. Your Sabre is a superb implement for the use of magic, acting as an exceptionally high quality focus for magecraft and other spells. It not only greatly increases their power, it also makes it much easier to cast when doing it through your Sabre. Additionally, you're able to use the various other abilities of your Sabre on the magic you use, likely boosting it even more than before.

Plot Important- 300,000/600,000
Forged by fairies in the inner sea, smelted in the core of the Sapphire Galaxy, made from the layers of the world, there's always some explanation for why some Sabres are better than the rest. Your Sabre is just as notable in this setting, having some fantastical backstory and metaphysical importance to the world. It's a great bragging point but more importantly, it also enhances the benefits of all choices taken on this table. You could have every other option chosen significantly enhanced or apply your benefits all to the one option, in case you were wanting the proper Excali Blaster you always dreamed of.

For an additional few points, you can also design a single unique power for your chosen Sabre that represents it's importance to the setting. The Sabre might be the bond that connects two layers of reality, able to channel the sheer energy of that bond to attack or potentially combine both layers if the Sabre is broken. Maybe the Excali Blast of your blade instead strikes at the Truth of all things, bypassing almost all defences and protections with each use.

Sabre Scabbard- 300,000
As long as the Sabre remains in your possession, your enemies will struggle to do you harm. It's possession grants a powerful regenerative ability to you, healing most wounds in seconds. Unless your brain is destroyed, even catastrophic physical damage will be unable to kill you. A complete mauling of your body and even severed limbs take only minutes to fully recover at worst, albeit the presence of powerful curses or anti-healing effects can retard the strength of your healing. As a unique side effect, this regeneration also prevents your blood from leaking out of your body, completely erasing risk of blood loss and interfering with many spells that might draw out your blood.

Towards Avalon- 400,000
The resting place of the true Saber. Though one can never truly go there before the story is over, your weapon can help you reach it for a few moments. The Sabre can manifest a force field that acts as a mobile fortress around your body, a dimensional barrier made from Avalon itself that prevents even True Magic from crossing to affect you. However, you are still able to move and act as normal in the world while this barrier is active, though it must be dismissed to attack another foe. While it only lasts for a few seconds, even mighty Divine Spirits will find their best attacks helpless to touch you

Divine Essence- 400,000
The spark of the divine hides deep within this Sabre. Just holding it lets some of that power flow into you, boosting your physical parameters to another level. The divine energy also works to significantly enhance the power of any other energy-based effects the Sabre possesses, such as an

Excali Blast or any Elemental attributes. The true benefit of this option will only become clear over time, as continued wielding of the Sabre slowly converts you into a powerful Divine Spirit. It'll probably take a few hundred years, maybe less if you spend that time constantly blasting away with your holy sword, but you'll get there eventually.

Kings Only +100,000
Only the worthy can truly wield this sword. Your Sabre only displays it's power for those who are currently acting with the presence and value of a true king. The further one becomes from the Arthurian ideals of kingship and chivalry, the weaker the Sabre will become. It's possible for some functions to entirely seal themselves off, if a wielder is particularly pathetic.

Fragile Craft +100,000
The Sabre can barely handle it's own power. Too much was enchanted into too weak of a container, leaving this Sabre prone to damage from overuse. While untroubled when only part of it's full potential is used by you, activating the full extent of it's functions risks damaging the Sabre or even breaking it if it is pushed beyond it's actual limits.

Saber's Ahoge

The core of a Saber's identity. The sign by which all true Sabers can be unerringly distinguished. It is a confident, earnest and sincere strand of hair that never bows to any evil. The Ahoge is a sacred part of your being, one unique to each and every Saber.

Accordingly, you have been granted a small stipend to design your own Ahoge. It is imperative that you make careful choices, as the kind of Ahoge you give yourself may be harshly judged by your peers at a later date. All ahoge will repair quickly from any damage, ensuring you never spend more than a few hours without this sincere strand of hair.

You receive 1,000,000 Ahoge Points (AP) to spend on the following options. Fare thee well, Saber.

Coloration- Free
The natural colour of all Sabers is blonde, at least some shade of it. As a generous gift, you can choose any preferred colour for your hair, though you'll always know in your heart that blonde was the best choice.

Shape- Free/100,000
The shape of one's hair indicates a lot about the shape of one's soul. A downward curving lock of hair indicates a serious-cute disposition, whereas one with an upward curve is emblematic of an innocent-cute ideal. Those with love hearts or other strange shapes for their ahoge are usually seen as whimsical or chaotic people. You can freely decide the orientation and style of your ahoge, provided it is not more complex than a love heart. For 100,000 AP, you can create even complex shapes like cursive writing or simple images.

Saber's Silky Sabre- Free
Optionally, you can choose to combine a single purchased Saber's Sabre with your Ahoge. All options you have applied to your Sabre will apply to your Ahoge, though the ahoge must be made of hair and it's shape will be dictated by the options purchased in the Ahoge table.

Length- 50,000
Every ahoge starts at a cute and humble two inches in length. It's small and easy to hide but noticeable to those who care enough about you to look close. Every 50,000 AP you spend on this option doubles its' length. There is no upper limit to this, but keep in mind your ahoge will become vulnerable to cutting when long.

Softness- 50,000
A pat on the head is a worthy reward for the earnest young knight. But wouldn't everyone want to pat you more and more if your hair felt so silky and soft to the touch? Each time you purchase this, your ahoge and the surrounding hair become ever softer and more pleasant to the touch. Just one purchase ensures it's always as soft as freshly conditioned hair can be. What would more do?

Rough and Tough- 50,000
A Saber gets in a lot of tussles, it only makes sense to want to keep your hair safe. Every purchase of this option will make your ahoge and the rest of your hair that much tougher. It'll be harder to cut, tear, rip out or even burn. Two or three purchases could make it as strong as a spider's silk and it'll only get tougher from there.

Pierce The Heavens- 100,000
Not even the grandest armor can hide your glory. Your ahoge is proudly visible through all covers, even wearing a hat or helmet won't conceal that one strand of hair standing up. It won't actually pierce any clothing you're wearing, just allow your hair to phase through it.

Multihoge- 100,000
The child of two exceptionally pure Sabers, you were not born with just a single strand of noble hair but rather, two strands of noble hair! A dual ahoge, with all other purchases replicated across each lock of hair. Every time you buy this, you'll double your number of ahoge. Won't it just become hair after a certain point? You go too far.

Subhoge- 100,000
Your hair is growing it's own hair! Your ahoge has now sprouted it's own ahoge, with a modest stipend of 500,000 AP to spend on the new ahoge. Every time you purchase this option, another Subhoge will sprout. Your Subhoge can also purchase Subhoge, if you are feeling particularly mad. However, each layer of hair gets progressively smaller and weaker, halving the effectiveness of all options purchased here.

Assassin Mode- 100,000
As beautiful as they are, the ahoge are a clear sign of Saberhood. You need to go under cover sometimes and having a hair arrow pointing you out at all times goes against that, especially if you've made it big. This option allows you to, temporarily, conceal your true Saberhood from others. For a few hours, you'll look like the average ahoge-less mongrel of this universe.

Heart Hair- 100,000
For those times when you can't get the words out yourself. Your ahoge will now automatically communicate your emotions, reshaping and colouring to give everyone an idea of how you're feeling. It might vibrate when you're angry or turn into a corkscrew at times of confusion. You might even grow as a person with your ahoge guiding you to such honest expressions of your inner self.

Fan Mode- 100,000/400,000
Due to the high speed motor built into the base of the ahoge, it can now spin at a great velocity! How cool! Literally, it acts as a wonderful fan for the top of your head, keeping you cooler the larger it is. Even a modest default ahoge acts as a nice little hand fan but something longer could keep a whole room of friends comfortably cool. For 300,000 AP instead, the sheer speed of your rotor hair will be enough to achieve lift off! It'll be hard to direct yourself at first, you steer by turning your head, but you'll be zipping about in no time. The bigger your ahoge, the faster you'll go.

Divining Hair- 100,000
There's a particular kind of thing that your hair is drawn towards. When you come near that sort of thing, your ahoge will begin to point towards it's direction. You'll even feel a general tug on your scalp. What things can be found? Any one thing you think of. Cats, dogs, people attracted to you, dishonest people, invisible things. As long as it's one thing and it's within about ten meters, your hair will find it.

Edgy- 100,000
Your hair is classified as a deadly weapon. Your ahoge has the sharpness of a deadly blade, edges leaving nasty nicks in the hands of anyone who dares touch your head. Every purchase of this option only makes it sharper, enough to slice bone with two purchases and through thick stone with three. If your hair is already sharp, this will make it even more so, and you can dull the ahoge at will.

Animated- 200,000
Your hair has a mind of it's own. Your mind! Like a fifth limb, you can control the movement of your ahoge. Through the muscles and bones inside your stand of hair, you can make it twitch and twirl like any animal would their tail. Its great for swatting flies and unwanted headpats away. No matter how long it is, it won't even droop from lack of blood flowing through it.

Lightning Rod- 300,000
Created using the magical principals of a lightning rod, your Ahoge helps draw danger away from the rest of your body. Any electricity-based effect your find yourself targetted by will instead be drawn towards your ahoge. It can withstand an impressive amount of energy, more the bigger it is, but it can be burnt out and after that you're open game. If you're long enough, you might even attract attacks directed at your allies.

Laser Hair- 300,000
Pew! Pew! You've brought the heat this time. The end of your ahoge is actually a gun, a laser pointer that fires deadly little blasts. Each shot is only as powerful as a 9mm bullet but you never seem to run out of energy. The ahoge can even sustain a weaker but constant laser beam to slowly cut into any targets within range. The bigger your ahoge gets, the more powerful your lasers will become.

Plot Hair- 400,000
An ahoge is a noticeable charm point but yours draws a particular kind of attention. Anyone relevant to the plot or story you're involved in or want to be involved in will find their attention drawn strongly to your ahoge. It only works when you first meet but something about that adorable stick of hair will make them want to meet you. They'll might even get an unconscious feeling that you're pretty important to, someone that might help out with their goals.

Hair IQ- 400,000
Your ahoge has a mind of it's own. It's actually of it's own this time, too. A separate soul, with the ability to vocally communicate to everyone around it, has been born in that strand of hair. It's personality is up to you but how it'll develop from here will depend on how you treat it. You can consider it a companion in future jumps, though it can never fully detach from your head or truly cease being at least partially hair based. It can also whisper into your brain in case you don't want anyone to hear it talk. How creepy.

Excalihair- 400,000
It wouldn't be a Saber section if it didn't have some sort of Excali Blast. The quickfire magical attack you've surely come to know and love can now be channeled through your hair. It's much weaker than if you used it with a Sabre but even the shortest ahoge can unleash a powerful blast of light and lengthier hair can start to approach the massively magnified power of a proper Excali Blaster. It is a big strain on the ahoge though, so don't be surprised if you find it frayed or damaged for a short time after using it.

Saber Drawbacks

The following drawbacks may only be taken by those who have access to the Saber section of the jump. There is no limit on how many drawbacks may be taken, otherwise.

Mysterious Heroine +0 (Mandatory)
All Sabers must eventually face their Fate. You are being hunted! By a mysterious being of unknown identity. All the other Sabers you know talk about is how they have blonde hair, blue clothes and eyes, wield a holy sword, look a lot like most Sabers and they call themselves Mysterious Heroine X. Are they really that mysterious?

The hunter is after you and all your kind and, no matter what you do, will eventually find you. Truthfully, she's not that great at her job and you can probably convince her to shove off or be friendly if you don't fight much. Somehow, she's impossible to truly kill and will often appear as a special guest in your story scenes in this world. Maybe even in future ones too.

Ahogeless +1
Don't do this. Only villains do this. You've given up your Ahoge. The pure concentration of Saberness has disappeared, leaving you less than half a person in the eyes of many Sabers. Was it worth the single point of CP you gained? What else will you do in your mad rush for power?

Literally Pointless Robot +100,000
There is no other way to perform as a proper king. You decided the only way to win was utter efficiency, requiring yourself to lock away almost all your emotional responses. How else could you do what needed to be done? Even the most extreme stimuli would only get a muted smile from you now, entirely driven by goals and willing to undertake a great deal more pain and necessary evils to achieve them.

God Save Us From The Queen +100,000
You've gone mad! There's efficiency and then there's just plain brutality. From a deep sadism or earnestly believed philosophy of ruling through fear, you make every task far more brutal than it needs to be. Rebellions put down with force, even if negotiations would be easier. Enemies killed slowly in battle to warn away other challengers. You even refuse to eat with anything but your bare hands! No cutlery? How brutal!

Lion of England +200,000
Haute couture for Saberkind, the legendary lion suit has been sewn to your body. A living mascot for your kind, the magical outfit has overtaken your mind and turned you into a half-lion. You're unable to take off this large fluffy suit that covers everything but your face, leaving you with awkward paws. You're also only capable of roaring like a lion or purring, losing speech to the suit. The Lion Phantasm forces the wearer into constant hunger, a love for meat driving them each day, and this preference won't differentiate between cattle meat and Lancer meat.

Lie Back And Think Of Rome +200,000
Oooww. Always at this time of day, just when you begin to have fun. Your head is often rocked by terrible migraines, ones that appear often and severely so during combat or other intensely straining activities. They're bad enough to seriously interfere with most tasks, especially anything needing

concentration. Medication barely helps and is rapidly overcome if you continue exertion. If you keep yourself relaxed and sedate, you'll find the migraines are quite a bit less common.

SSSaber Slayer +300,000
MHX's quest is not one she undertakes alone. All Sabers must die, a maxim endlessly repeated in your heart, and it takes much of your will to stop yourself from actively hunting their dreaded kind. You attack Sabers on sight, without even realising, unless you force yourself to stop with great difficulty. Against those pure Sabers who have the chosen face of Arturia, you can't even stop yourself with that. Even if you manage to hide away, Fate will see to it that you often run into more and stranger Sabers, somehow bumbling their way into meeting you.

Ultra Jumper Z +300,000
The perfect being, a Saber to end all Sabers. Such a thing doesn't exist. What does exist is the Saber to end you specifically. Clad in all white, they're a being with the powers to match and even exceed you, with numerous abiities adapted to kill your kind. They might even have made a living from hunting your sort down, killing alternate versions of you across the universes. Their one flaw, as a particularly edgy Saber, is that they refuse all help from the outside. Anyone could be one of your evil agents, they think, and thus they isolate themselves.

Servant Cinematic Universe

A few tales to interest the wandering eye. Though any individual could surely find a wide range of bizarre events here, some might desire more direction. Below lies a series of challenges, each building on each other to a grand finale. You'll live out a dazzling school life, explore lost worlds, delve into the deepest darkness of the galaxy and fly through the stars as one of it's greatest superheroes.

Any and all of the following challenges may be taken together. However. The sixth and final challenge requires that all five of the previous tasks have been successfully completed.

Journey to the Lost World!

SU-1

Introduction

After you've started to make a name for yourself in this Galaxy, you take a day off to relax and have a bit of a rest. You've probably been fighting and adventuring for months already, anyone would need a break after that.

So of course, it's on a day like this that a starship appears above you in a flash of lightning. A swashbuckling man with blue hair swaggers out of the ship to stand before you. A pink haired woman in a blindfold waits by his side. He greets you and introduces himself as Captain Nikola, Star Pirate and member of the League of Villains. You've heard the name before, a world destroying terrorist hell bent on remaking the entire universe in the image of the Alternating Current.

Captain Nikola's got an eye for talent and he thinks you'd make an exceptional villain. He'd like to invite you onboard to help him with one of his biggest heists yet. He'll give you some time to think and leaves a communicator with you. He even mentions you're not the only apprentice he has his eye on.

Just after he leaves, a bug eyed man runs up to where you're taking your rest. Clad in the most bizarre jester outfit and panting from exertion, he begs you to reconsider. This is Doctor Sanity Gilles, a renowned adventurer and hero who is considered the arch-nemesis to Captain Nikola. He tells you that Nikola is seeking the location of the lost world Mythologia, where legend says one of the six Infinity Ingredients rests. If Nikola gets his hands on that Ingredient, it's bad news for the Galaxy! He asks you to help him save the Galaxy, saying he may have convinced another young person like yourself to pitch in. He might not have the cool starships or fancy coats or really any sense of style at all but he wants to do the right thing.

The Journey

Whoever you choose to side with welcomes you onboard jovially. Nikola is a prideful man but one with a great deal of wealth and power, his electromagnetic abilities garnering much respect among other villains. You won't find camraderie here but if you want a villain to learn from, there are few better. Nikola's silent aide Fran will act as a guide for you on your journey. His pirate fleet are immediately setting course for the recently discovered coordinates of the Lost World.

Captain Sanity might be lacking in wealth but his unique talents make up for it. Somehow, he's managed to find ways to safely use the power of the Outer Gods. His ship is a disgustingly bloated creature from the Mythos and many of his crew are strange beings themselves or at least fused with them. They're all friendly people and do their best to make you feel welcome, even giving you the least wriggly rations at dinnertime. In particular is Gilles first mate, the Lovecraft Trainer Prelati, who keeps a stable of monstrous pets in the bowel of the ship.

The ally you sided with also managed to convince that other potential apprentice. A dark young woman who goes by Mysterious Heroine X Alter ends up bunking with you. A quiet thing, she only slowly opens up over the course of the journey and admits she's lost and rather without purpose. She's good at following orders, she says, but has no idea whether she wants to be a hero or villain. She used to be friends with another mysterious heroine but…that was a long time ago.

It'll take a few weeks to get to the wormhole your destination lies behind, making a perfect chance to get to know your knew allies and make friends. The captain of your ship is likely to look more and more fondly on you as time goes by, even asking if you'd like to directly apprentice to them. Nikola's always wanted someone he could pass his love of electromagnetic destruction onto and Gilles is eager to spread the knowledge of safe eldritch magic.

The Lost World 'Mythologia'

A world in many wrong times. Mythologia isn't a true planet. It's the haphazard mishmash of many different textures, each stolen from another universe by some primordial force, and slapped together to form a somewhat stable location. Each part of this world hails from a different mythology, from the ages where those myths were at their peak. Even from Orbit, you can zoom in and see all kinds of cultures. The marble cities of the Greek Gods, the raiding parties of the Norse crashing on their shoes, the vast armies of ancient Hindu wars and more. Over eons, the different pantheons and cultures have mixed to create entirely new societies, where people and beings you might be familiar with have entirely new alliances.

At the centre of this chaotic world is the prize that both Nikola and Gilles are after. You, your captain, MHX Alter and much of the crew of your chosen ally will have to descend to the world and find a path to the core. You'll encounter heavy resistance from the mythological beings once they realise you're all from offworld but maybe you can find some way to play them against each other. Just making your way through the mythical wilderness will be hard enough but ever wilder challenges will present themselves as you find paths underground. Your rival crew will challenge you several times but the growing bonds of friendship between yourself, MHX Alter and your captain could see you through to victory.

There'll be a final confrontation once you reach the centre of the world. You'll find the prize waiting for you. The Infinity Ingredient representing production and time, a minty green chocolate bar that if eaten, would allow the user enormous influence over the timestream. The final battle between you and your rival crew will decide who gets to keep the stone.

Conclusion

Whoever you sided with, you'll get to keep the Infinity Ingredient of Time. Captain Nikola will decide that he'd like to see how his most promising apprentice would make use of the mythical mint chocolate first, offering to come along with you as a guide until you're ready to part ways. Perhaps even co-captains, if he's become that fond of you. If you want to part ways, he'll simply ask that you send the chocolate back in time to him once you're finished with it and present you with a rather sleek, electricity-powered starship as his parting gift instead. Despite his evil ways, he loves freedom above all else.

Captain Sanity is so glad that together the three of you halted Nikola's evil plans. He trusts you completely, seeing no problems in passing the stone onto you. He'd love to keep travelling at your side, doing more eldritch good throughout the galaxy. He'll give you an egg if you'd prefer not to, which will quickly grow into a living ship like his own if nurtured well.

Making your way out of Mythologia will be a lot easier, as the loss of the Infinity Ingredient causes the time-displaced pantheons above to quickly fade away, leaving a barren world with your starships waiting above.

Grand Tour

SU-2

Getting the Band Back Together

It's a rainy day on one of the many urban worlds in the galaxy. Walking down a neon lit street, you find yourself standing before a young lady, sitting on the curb and currently getting drenched. She doesn't seem to notice. If you inquire what's wrong, she won't respond. It's only after gently leading her to a warm cafe and putting some food in front of her that she opens up to you.

Her name is Mysterious Idol X Alter and her band just kicked her out. Even her manager betrayed her, falsely claiming they were in love with MIX Alter only for her to find them with another idol. She came to this world, a place known for being the birthplace of many music legends, because her dream was making the whole galaxy feel better with the power of music. But it looks like it's time for her to just go home and become a knight, like her mother always wanted.
But maybe hope isn't over yet. Her spirit isn't crushed completely and by the way she peeks at you from under her bangs, she seems to already think highly of you. If you tried, you could convince her to give it another shot. As long as you helped out.

Debut Album

As either the second perform in the new duet or her new manager, it's your job to help MIX Alter reach her dream. The Sapphire Galaxy has a huge music scene and popularity is tracked on the Galactic Idol Charts. You're not even a charting hit yet, so you'll have to get to making music. Find some good quality equipment, get your names noticed by a brand or even rely on making your own and finally start garnering the popularity you need to put your message out there.

Once you start getting noticed, you'll enter the sleazy and deadly world of Servant Idols. It's not uncommon for rival groups to carry out murderous raids against up and coming stars, while the top class Idols have to constantly be on watch for Assassins sent by other record labels. MIX Alter is a true believer in the healing power of music but you'll need to be careful you don't get corrupted by all the money, luxuries and temptations of this world.

If you can make your mark, releasing a song that hits the number one Galactic Idol position across all sectors, you'll notice your final challenge.

Roma Forever

Seeing MIX Alter so successful on the big screen, someone so similar to herself, has inspired the Empress Nero to take to the galactic stage herself. Though her singing is atrociously bad and her fellow Emperors generally poor as an instrumental band, everyone appears to adore her songs regardless. Even MIX Alter can't help but bob along as she listens. Only the two of you appear mostly resistant to her charms.

How could she immediately kick the two of you off the number one spot? She proudly reveals when you three first meet. She's eaten the Infinity Ingredient of Demand and Mind. Everything she does is in demand by all her audiences. She sees nothing wrong or unfair about mind controlling her audiences. MIX Alter is so horrified that, without thinking, she invokes the most sacred right of Idols everywhere. A battle of the bands.

You'll have one month to prepare for a musical showdown on Forever France, the sacred homeworld of all things artistic. Somehow, you and MIX Alter have to find a way to surpass the power of the sweet citrus fruit of Demand. You and your music has to be so bombastic, so out of this world, so breathtaking that you shock the people out of that control and make them realise what true music is. The concert will have a 90% viewership rating across the galaxy, meaning that any failure will enslave the whole Servant Universe to Nero's self absorbed whims. If you can get even Nero to start cheering for your performance, you'll know you've got it in the bag.

Triple Platinum

You're the hottest thing in the galaxy since the Big Bang. You and MIX Alter stand at the top of the cultural world, able to genuinely exert change on galactic society through your musical popularity. But MIX Alter never forgot about how important you've been to her and she's willing to put all her trust in you going forward. She'll join you on your adventures going forward, even temporarily setting aside her Idol work to help out if you need it.

Nero gives up the Infinity Ingredient to you, spitting up the citrus fruit and handing it over as the 'spoils of war'. She says she'll gladly allow you to collab with her sometime, though that probably isn't advisable if you want to keep your place as a music Idol.

As a prize for perhaps the wildest band battle ever, the ruler of Forever France also gifts you with the sickest set of instruments you'll probably ever encounter. Some EX-Rank magical tools that resonate your music with the very souls of your fans, no matter how far away they are. How Queen Marie managed to find such things is a mystery but they'll cement you over the top of almost any rival going forward.

My Saber Academia

SU-3

Enrollment

Every young Servant dreams of coming to the Cosmo Chaldea Academy. Here, young Servants are taught by the galaxy's veterans to become SSR Heroes! Getting admission isn't just something anyone can do. You have to prove your resolve to become a hero, show you've got a talent for combat and then get the acceptance of the First President of the Academy, GOD. BLESS. EDISON.

But you managed it. Today's the first day of school and you're surely excited for it. You arrived on the space colony the academy is located on just this morning and you're currently heading to the front gates. It's here that someone smashes into you. A blue-clothed blonde girl with toast in her mouth, blaming you for her not looking where she was going. You'll have to defeat this random encounter to proceed.

She turns out to be an alright girl, this Mysterious Heroine X. She's actually a new student to and, somehow, she manages to forget her earlier anger and ask to be friends. You'll need an ally going in, she's heard the Academy has all sorts of crazy battles and infighting going on. She won't take no for an answer, declaring herself your friend even if you openly dismiss her, and you head on in to your dazzling school lives.

YOUTH!

It's going to be three years before you graduate and those three years will be filled with adventures. You'll be learning from the best heroes the galaxy has to offer, whether it's the droning lessons on Reinforcement from Nameless Red to the exciting steampunk I.T classes given by Babbegin. You could become almost any kind of Heroic Servant you wanted if you really applied yourself.

You'll end up bunking with MHX, somehow, and she'll do her best to help her bestie have fun at school. You'll get into trouble together more than a few times, mostly because of MHX and her growing dislike of other Sabers, but things will be optimistic. You'll even find that God Bless Edison, First President of the Academy, takes a personal interest in your studies. He keeps trying to take you under his wing, mostly by saying he's doing that and taking credit for you achievements, but he seems to mean well.

You'll have lots of fun school events to look forward to, from sports festivals to prom dates. You'll even share a few days with Queen School for Young Ladies, meeting the fine young tsunderes raised there for joint-school events. Nothing like a rival school to push kids to be their very best!

The League of Villains Returns

As the first year goes by, incidents start to occur. Complaints of bullying are on the rise, some Servants are assaulted outside of sparring classes and the Academy is often vandalised. The teachers seem worried and a few students even disappear but no one can figure out what's going wrong. It all comes to ahead at the annual Servant Fire Dance Festival, when the League of Villains appears once more.

The League is a collection of the vilest Servants to ever live. Among their ranks are many infamous criminals. The Architect of Crime, Moriarty. The most vengeful man in the galaxy, Dantes.The Witch of Betrayal, Medea. The Hassan Order, led by their mercenary King Hassan. Many more villains have association with the League, like Captain Nikola, but these are their primary captains. The monster Goetia, who once stole the powers of seventy two different Servants, all for one man's ambition. That man is King Solomon, leader of the league and who represents all that Cosmo Chaldea stands against.

After God Bless Edison, First President of the Academy, and his fellow teachers destroyed the League years ago, they have finally returned. As the villains and heroes busy themselves monologuing at each other, a traitor strikes! One of the students, the eternally incompetent dragon Liz, stabs the President in the back and leaves him critically wounded. The villains leave with evil laughter, having achieved their goals, and making it known that they'll be back. Why they don't just attack you now? Who knows how they mind of a villain works.

As God Bless Edison lays dying, he calls you over. You are the shining star of his academy, he says. His proudest student, though one should refrain from pointing out he never taught you anything. He shares a secret with you. His power and glorious lionhead are not truly his own. In his youth, he found one of the Infinity Ingredients. The Sugar Content of Power, one of those weird pockets of sugar that you got the plastic spoons to eat with and were never all that tasty. He coughs it up like a hairball, a mass of sugar stuck together with saliva, and begs that you take it within your body. It will be weak at first but, through heroic acts, the Infinity Ingredient will ferment within and release it's true power into your body.

Taken away for emergency care, you are left with only MHX for company in the chaos. You know what you have to do now. Become a hero worthy of your mentor, the First President of the Academy, and defeat the League of Villains.

A Super Serious School Life

The League will begin to attack and interfere with the school more and more as time goes on. Almost always, you'll be there when they make their move. School trips to worlds in need of heroism are attacked by evil mercenaries. Exams on safe evacuation procedures are infiltrated by the bad guys. Other spies are waiting within the Academy to cause more chaos and at times, the school itself will come under attack.

You and your trusty sidekick MHX must prove yourselves worthy. Come out victorious and the League will continue to weaken, eventually falling apart as all worthless villains are wont to do once the going gets tough. Your powers with the Infinity Ingredient grow over time but, somehow, so does the strength of your villains.

Whether through clever tactics and technology, brute force and alien super-powers, the help of your fellow students and friends or maybe finding some way to pay off all the villains with the power of money, you'll come to your final opponent. King Solomon, the jealous magician who desires the Sugar Content of Power so that his magic can remake the galaxy to bow to his dubiously moral whims, and his demon Goetia. You, your bestie MHX and every other ally you can gather from the Academy will have to show Solomon the power of good to survive.

Graduation

You've done it. You've become the biggest hero ever. Congratulations! Even MHX thinks you're pretty cool now. The League of Villains will slink away, if there's any left alive, and it's doubtful they'll ever come back together again.

By the time you graduate, you're so widely considered a hero that God Bless Edison, First President of the Academy, offers to make you the Second President of the Academy. His wounds showed him it was time to retire, instead desiring to be an advisor that can take all the credit for training his successor. The academy itself, including the space colony it is located in, comes under your ownership. MHX was going to go out hunting Sabers but decided that her best friend might need help rounding up all the troublesome new Servants coming next year to learn to be heroes.

Burn That Beast

SU-4

The Offer

One evening, in a quiet little dive bar, a dark skinned man sits down in front of you. He's a striking sort, white hair and big guns and everything. He says he has a job offer for you and it's not one he's letting you refuse.

Three days ago, galactic standard time, the Maximum Security Wing at the Orbital Prison Station 'Seraph' had a breakout. The worst of the worst broke out, hardened criminals that make even your average Avenger cringe in horror. Most of them will be tracked down, that's not why the dark man known as Demi Fett came to you. It's the ringleader, the one who caused the breakout, that he has a personal issue with. Since he heard you're usually important to the plot, he figures having you along will raise his chances of hunting his prey successfully.

The target's a woman named Kiara, a beastly sort of person. She used to run one of the worst cults in the galaxy, one that left a swathe of misery in it's wake, but Demi Fett himself turned her into the Galactic Cops years ago. Her cult, it seems, wasn't as broken up as the cops promised him they were. They managed to obtain an artefact known as the Infinity Ingredient of Desire, a lollipop that lets the user manipulate Souls. Now Kiara is on the loose, and already worlds are falling to depravity in her wake.

He's got a partner waiting outside, if you accept. A blonde girl dressed in white, hostile if you even look at her but the holy sword she carries is worth the trouble. She'll be coming along on the hunt too. She answers to Mysterious Heroine Z, when she answers at all.

The Hunt

It won't be easy to track Kiara down. Her powers conceal her presence and as much evil as she wreaks on others, it's all too easy for a succubus like her to gather allies. One the team set off after her, you'll have to be prepared for betrayal from any angle. Kiara's path takes her through some of the darkest worlds in the galaxy, almost like she's searching for something.

The trail starts in Neo Shinjuku, a world so heavily urbanised that they started building new cities on top of the old ones. The top layers a nice place but the lower levels? That's where you find some real scum. Kiara's kind of folk. If you can get through alive, past the cannibal gangs and cybernetic mutants that live down there, you'll catch onto Kiara's plan. She's looking for something called a 'Moon Cell', some sort of xeno artefact that could let her project her new powers across the galaxy. The crazy bitch isn't satisfied at just corrupting whole worlds anymore, she wants the entire Servant Universe to fall under her sway.

The info merchant Demi beats the knowledge out of points you towards a library ship in transit no far away, holding the alien-focused research of one Professor Tokiomi. It's where Kiara went next. If you're quick enough, you'll be able to arrive in time to stop her sending the ships' crew into an orgy of violence as she finds the tomes. Chances are though, you'll only get onboard after the deed is done. Fighting through the swarms of demons left behind, you'll be able to access the same records Kiara used to find her next location. You'll have to defeat her right hand man though, a cruel little creature that calls himself Hans. He can pull all sorts of nightmares out of books and he's got a whole

library to draw on here. Even with MHZ's holy blasts, this fight might be too much for three bounty hunters alone.

Deepest Darkness

Life or death situations are pretty good for bonding unlikely friends. If you survived this long together, Demi Fett will start to open up to you about his past with Kiara. He's got good reasons to hate her and you may even sympathise. Tokiomi's work leads you to what is almost the end of the journey. MHZ might even be inspired to talk to you, watching Demi Fett relax as he vents to someone he feels he can trust. Again, depending on your speed, you might reach Kiara before she can leave again.

She's heading towards a dead world called Nyx, one where it's pitch black night for every day of the year but one. Nothing's meant to be alive on this world because of it but already, the Infinity Ingredient has allowed Kiara to warp the followers she's gathered into a monstrous horde. You three will have to find a way underground, through a complex tunnel network, while fending off thousands of shadow creatures in the night. If you can reach your goal, you'll find a chamber left behind by the ancient aliens.

It's another map, something you might be sick of by now, that points you towards what should be an empty section of space. Likely with no other leads, the two of you may decide to follow the coordinates. Kiara certainly did.

Lunar End

It's only on this final stretch that MHZ confides her own past in you. She didn't always hunt the bad guys. She used to be obsessed with hunting her own kind, other Sabers, and it was only her defeat at the hands of another version of herself that made her realise the truth. There's a lot worse evil out there than another Saber. This is her penance, hunting demons like Kiara, and why she feels kinship to Demi Fett.

It looks like empty space, alright. But what your ship's sensors can't read, you can see with your bare eyes. Space is shimmering like water in front of you and when the two of you float through the field, it reveals the truth. A Moon Cell was here all along, an alien device the size of a moon. It's obviously damaged, great rents torn in the side that reveal the dull crystals within, but you can't take any chances with Kiara's goals. You can see her vessel landed near the top of the Moon Cell and enter a small passage after her.

Her cruelest and most powerful Servants await, each one having received her personal attentions. She's made sure these demons are aware of the flaws and traumas of your team. They'll mock and shame you three as best they can, playing on fears as they try to tear your bodies apart. Alone, the other two would likely fall. They're tired, they've fought for so long to make up for their pasts and the sweet release that Kiara's power promises is so tempting. But it's the bonds they hopefully forged with you that lets them stand back up and tell the devil to fuck off.

Kiara waits at the control room. Attempting to use the Desire Ingredient to jumpstart the lunar wreck, she's having little success. All that's left is for the three of you to take her on. She's a deadly temptress and the Infinity Ingredient improves her powers greatly but she's still far from what some may call a Beastly state. If you can push through her allure and ignore her tricks, you can put an end to her threat for good.

Bounty Brought In

He might've thought you were just some extra insurance at first but now, Demi Fett admits he couldn't have done this without you. You're a dear friend in his eyes, though don't expect him to ever admit it again. MHZ is a little more open, even wearing a smile at last, and says she's glad to have met you. The Infinity Ingredients are almost impossible to destroy and neither of them think highly enough of themselves to safeguard it. But you? They'll hand it over so you can decide it's fate.

If you're interested, both of them would be happy to keep travelling with you. They'd prefer to keep doing good as best they can but they're open to a career change from bounty hunters and moral hitmen.

There's a hefty bounty on Kiara's head to split three ways now and, as a little secret between the three of you, they'll keep the location of the Moon Cell quiet. It's pretty much an inoperable wreck but even damaged, the technology here is astounding. Salvage could be worth a fortune far outweighing that bounty or reveal the secrets of the universe.

Sacred Saint Society

SU-5

The Hall of Justice

The Sacred Saints are a uniquely famous group of Servants. A bunch of heroes that travel around the galaxy doing good and fight evil. Hardly unique there but what stands out is that every one of the team is a Saint of some kind. They're well known for their kindness, charity and valor. But even more so for their radical power armor that enhances their Servant abilities and provides plenty of cool gadgets on the side.

It's made them one of the more popular hero teams in the Sapphire Galaxy but they've been on a bit of a downward trend recently. The disappearance of several team members years ago hasn't been recovered from and, after much deliberation, they finally decided to open up the Saint Society to non-Saint members of sufficient moral fiber.

You and one other were chosen from a huge pool of applicants as probationary members, probably proud to join such a vaunted group. It's today that you find yourself in front of the Hall of Justice, side by side with a woman known as Mysterious Heroine XX. She's your fellow initiate and confides in you that she's really just looking for a decent job with some security and good annual leave.

The current four Saints are welcoming people. Martha the Aerial Diver, a renowned and brutal wrestler with a big sister demeanour. George, the Dragon Knight, clad in a monstrously large mecha. Shiro, the Bladesmith, who uses holy flamethrowers in battle and maintains the power armor of his team. As well as David, leader of the Saints and possessing an advanced medical mecha suit.

The two of you are only prospective members for now, it'll only be after you prove yourself to each Saint that you'll be fully inducted. They're looking forward to seeing how you do in your new job. Looks like you and MHXX will be going along on a special mission with each Saint.

Mid Season Arc

Each Saint has a particular kind of task they like to do good through. Your first few days with Martha will see you three hunting down all kinds of massive monsters causing mayhem across the galaxy. She does her best to take them down nonlethally and would like you or MHXX to attempt the same. If the two of you can prove you've got strength and kindness in equal measures, she'll be glad to give you a passing mark.

Georgius seeks out more malevolent evils, aiming to take down the creatures that do evil knowingly. He protects the weak from those that prey on them, particularly inhuman menaces like dragons or vampires. You and MHXX will have to show both your talents for protecting the innocent as well as resisting all manner of corruptions on your journeys with him. Though he never really relaxes around you, he does come to approve of you both.

The tech guy of the team, Amakusa Shiro, understands that both of you probably won't be of much aid in maintaining the mecha suits the full members rely on. Instead, he'd like you to help out with some tense negotiations. He tried to keep an eye out for religious disputes and discrimination against certain religions, trying to stop things coming to violent ends. MHXX isn't great at this sort of conflict so you might need to pick up the slack. She'll be super grateful if you share the credit. Shiro

also tells you a bit more about the Saints, if you ask, and explains that no one knows much about the disappearance years ago. He's tried searching but David only responds that it's dangerous to even know.

David, the final mentor you two are sent on a mission with, has a bit of a thing for tests. This whole process was his idea and he'll try to pose both of you questions and conundrums that require wisdom, creative thinking or a virtuous heart. He might even put you in a dangerous situation without telling you what's really going on, something you get the feeling the other members aren't too happy about. He seems to be a very carefree man. David talks over any attempts to ask about this rift in the team. If you can pass most of this tests, he'll back you too.

The Past Awakens

You've done well so far, as has your partner MHXX. The Saints are all satisfied with your performance and Shiro has even set about designing a special suit for the two of you, albeit MHXX says she's happy with the one she brought herself.

But before you can be fully inducted, reports come in of a series of planetary attacks. Robotic dragons are invading each world in a swarm, coming from an unknown source. Even as you tune in to watch the Galactic News on the situation, the broadcast is hijacked. A blonde woman with burning yellow eyes fills the screen, the Saints gasping at her appearance.

It's Jeanne! One of the Saints that disappeared years ago. She lays out the dirty past without any mercy, revealing to the Galaxy the faults of the popular Sacred Saint Society. She was part of a special mission to a migrating asteroid, one surrounded by legends of a treasure that could grant any wish. Commander David only told her that, sending her and a few other heroes on this secret mission, knowing that this was truthfully one of the Infinity Ingredients. Cost Price and Reality were controlled by this red jelly but among all the ingredients, it was the most unpredictable. The Saints were driven mad by it's power when each tried to use it, resulting in a total party kill that left only Jeanne alive.

She clearly blames David for their deaths and for abandoning them on the asteroid, destroying their ship to prevent the reality-crazed Saints from returning. But woe to the galaxy, as Jeanne has finally learned to control the Jelly's power and has summoned an army of monsters to take her revenge. She'll start by destroying all the worlds the Saints worked so hard to protect.

David and the Saints are left shattered by the news. The distrust that already existed has broken the team into pieces, as angry arguments fly and excuses are made. Only you and MHXX manage to keep the real threat in mind. You need to stop Jeanne and without the Saints, hope might be lost for the whole galaxy. It's up to the two of you to find a way to reunite the Saints and then face down against Jeanne and her army of darkness. You'll have to beat them back from the vulnerable worlds they invade and then discover a way towards the asteroid that Jeanne resides in.

Rewarded Hero

If you can manage it, on your own with MHXX or with the whole team together, you'll be a hero famed across the galaxy. You did just save it, after all. Jeanne might even be alive, if you found a way to safely remove the corruptive Reality Jelly from her and non-lethally restrain her.

Even if the team decides to go their separate ways permanently, if you didn't solve their inter-personal issues, Amakusa Shiro will keep his promise to craft you a worthy Servant Suit. The power armor or mecha suit fits to your desired themes and will significantly increase the overall powers of any Servant-based abilities or items you have access to. It'll need Artorium as fuel but you'll be a better hero for wearing it.

Any of the Saints that you managed to befriend may decide to travel with you afterwards, perhaps even the whole team if you reunited them. Jeanne, if you can help her work through her issues, might be able to be convinced to use her Darkness Armor in aid of your goals. Perhaps she can become a dark heroine, instead of a mere villain.

The Jelly of Reality is entrusted to you. Even reunited, the Saints believe it's better that none of them have it. Wounds still need time to heal and whatever David's good intentions may have been, it'll be better if the Jelly disappears for a while.

Servant Universe: Infinity Battle

SU-6 (Requires SU-1 through SU-5)

Hopefully you've had a fun time on all your adventures. You've gone back to highschool, explored lost worlds, become a super hero and more. But now the final test presents itself. While you've gathered five of the six Infinity Ingredients, the last is in the hands of another seeker. You first find out about this when a group of purple haired servants attack you out of nowhere, calling themselves Alter Egos. They're after your Infinity Ingredients and they're pretty strong too. Even if you beat them, they say that their evilly beautiful and charming master will hunt you down for the ingredients.

Which master is this? None other than the sweet kouhai BB. You receive a message from her shortly afterwards, congratulating her sempai for so skillfully defeating such a small portion of her vast army. She puts you on notice, saying she's coming for you and nothing will stand in her way, unless you give up the Infinity Ingredients. She cuts the message off there.

It's not long before some old friends coincidentally manage to contact you, perhaps just receiving messages themselves if they're already travelling at your side. The various Mysterious Heroines you've helped so far all come to meet you, something sure to be a chaotic party. But they're not here just for pleasantries and hamburgers. They've gotten information that the Mad Kouhai has returned, seeking out the powerful Infinity Ingredients, and that she has evil plans for the Servant Universe.

Servant Universe: Final Match

You should know the gist by now. It's up to you and your Mysterious friends to save the day. If you've got allies from the other scenarios you've participated in, they'll be showing up soon to offer whatever they can. BB's forces soon reveal themselves on the opposite side of the galaxy, a horde of various Alter Ego Servants supporting her. She has the Infinity Ingredient of the Sales Location, a sour lolly that manipulates Space. With it, she discovered the location of a working Moon Cell and now uses the mighty vessel as the command centre for her invasion.

What's worse, she appears to have a strange relationship with the Outer Gods, beings from outside of the Universe. It's let her support her powerful armies with a stream of eldritch monsters and spells, corrupting even the Moon Cell itself into a bio-mechanical monstrosity, one great eye and hideous lips visible across it's surface.

She'll use her armies and monsters to attack various worlds across the galaxy, hoping to draw the hero of the story out so she can steal your Infinity Ingredients. You'll have to get through her armies and the hunting parties of Alter Egos to reach the Moon Cell. Once you reach it, you'll have to dig through it's fleshy crystal guts to find the core where BB makes her home. That journey might be harder than anything else so far, as both the ship surrounding you and the Alter Ego Commanders like Passionlip and Meltlillith will bar your path.

Reaching BB and you'll finally understand the truth. It's not just BB alone but an alliance between the two evilest beings in or out of the Servant Universe. BB and the Outer God Nya have fused into a single tanned kouhai, plotting to use the combined meal of the Infinity Ingredients to open the Universe to the Outer Gods. If she can't get your Infinity Ingredients, she'll just proceed to tear holes in space bit by bit.

BB-Nya, empowered by the hellish lunar star, and the full force of the Outer God fused into her Saint Graph, are the opponents. The only path left to you and your friends is stopping her, here and now.

Servant Universe: Phase Two

Somehow, you guys managed to defeat the monster lady. Dead or at least beaten into submission, the Moon Cell begins to tremble and fall apart. Without the Outer God's power, this twisted thing can't hold itself together. You've got time to reach in and yank the sour lolly of Space from BB's gut, and maybe to drag her along too, before you all need to get the hell out.

Once you're free, you can finally notice that you have all six of the Infinity Ingredients together at last. Legend says that, if all are melted down and kneaded into a Black Bean Paste, that it would grant the eater limitless power. With a snap of their fingers, they could turn half the Servant Universe into a candy factory. Said powers likely come with a cost, a strain that worsens the greater the intended effect is, but wouldn't the power be worth it? Every one of your allies, probably, trusts you to be the one to hold all six Infinity Ingredients. Even unmixed, they remain potent magical tools.

If you didn't kill them, you'll find BB-Nya waking up soon after the event finishes. They're still mixed together and, even when they try, they can't unfuse. Apart from a brief, melodramatic speech, they quickly change course and congratulate you. Clearly, their sempai was never going to fail. Whether you like it or not, sparing their lives means they'll be sticking with you as long as they can.

What else? What else could one want! You're a hero throughout the Servant Universe. More adventures are no doubt waiting in the wings but no one would blame you for retiring now. Your ten years might almost be up.

Ending

And just like that, episode 25 rolls it's credits. The season is over, your part in the show is done. Your name will be in the credits but you'll sadly not be paid any royalties going forward. You do have a choice to make about where you head next though.

Wanna Go Home to that place where you came from? A good heroine always tries to remember their hometown.

Maybe you can Stay Here in the Servant Universe for good? It's not like you'll ever run out of interesting things to do. Season two won't be far away at all.

Or maybe you want to Move On to another show entirely, head off to a new world and leave it all behind for something fresh.

Notes

All my love and thanks goes out to my sweet Honey Bee.

Yes, everything here is just as silly as it sounds. Things are more fun when you don't take them too seriously, so feel free to fudge details here and there, when it's going to make something funny.

For those curious about the Servant Universe, the bulk of the information for it comes from several Fate/Grand Order events. Saber Wars, Saber Wars 2, CEO Crisis 2020, ServaFes 2019, MHX Alter's trial quest and so on. Some of it is also original content made to fit into this silly world, particularly all the scenarios.

Servants will be able to maintain themselves without a mana supply in future jumps, as if they were still in the ether filled universe here. This isn't infinite magic or anything, it basically just means you won't disappear in the future if you lose access to enough energy.

Primordial Goddess- Though you are certainly the actual galaxy you represent, you are not the sapient creatures within it. Your body is the space and time, the rules of the universe, the dirt and stars, even the plants and lesser creatures, but beings with a true will of their own are at least somewhat separate to you.

What counts as a Saber? Post jump, the variety of Saber specific content can be a bit confusing. In future worlds, anything similar to either a Saber as in the Servant Class or a Saber as in Arturia Pendragon will count for perks and items that need a Saber. Swordsman and Samurai, most warriors that focus on melee weapons without falling into another Servant Class, any blondes that look a lot like Arturia and certainly any version of King Arthur. There's a lot of room for interpretation but it shouldn't be too broad.