

CARNIVAL PHANTASM

Jump created by Rukipedia

Welcome to the Carnival Phantasm! It's a strange time that only comes once every ten years, and for the first time it's going to last ten years as well! This is a time when various tales cross paths, transcending obligations, adult circumstances, and morals. A new dimension where those who've never come across each other can meet.

To be specific, this is a time and space wherein the various characters within what is known as the Nasuverse, regardless of when and where they'd normally be, can meet up and interact. Seriousness is toned down while comedy skyrockets, silly and strange circumstances abounding in endless quantity. Even something as fierce as the Grail War is made into a game show, with the supervisor Kotomine Kirei complaining of the repair costs that normal wars bring. The True Ancestor Arcueid Brunstod is inspired by Magical Girl anime, running around and using her reality-warping powers to save people as the White Moon Princess Phantas-Moon. Berserker rampages around town on a shopping trip for Enerloop batteries, at Ilya's request. Such things and more await!

It's sure to be a wild time regardless of who you meet up with, so get ready to have a blast. Now, let us enjoy this special-length Carnival! Your allowance for this event is 1000 Carnival Points.

VEHICLE

Since there are no fixed locations within the Carnival Phantasm's sphere of influence, other than the Ahnenerbe Cafe, you will instead be granted one vehicle from the Grail War Grand Prix free of charge.

Roll 1d8 to select your vehicle. If you or your companion have a Servant class, you can instead choose that vehicle for free; the Gilgamesh Unit GilGil-Machine is bound to Jumper class.

You can pay 50CP to choose your vehicle. Additional vehicles cost 100CP.

1: **Saber Unit Lion**: A mountable toy shaped like a cartoon lion. It runs on money, with more money giving it more speed. It seats two, and plays a melody when it's activated.

2: **Lancer Unit Gae Bolcar**: A red drag racing car. While it has extreme speed, it can't turn and the brakes are a bit faulty. It seats one, and comes with a blue racing outfit and helmet.

3: **Archer Unit Get-Money**: An expensive pink sports car that handles well and has good speed, though it's lacking in defense. It seats five comfortably, and comes with one set of sunglasses per passenger.

4: **Rider Unit Granny Bike**: A normal bicycle with a surprisingly sturdy front-mounted basket. The basket is strong enough to support one extra rider, and the handlebar has a bell to ring.

5: **Berserker Unit Bersercar**: A Panzer IV tank... allegedly. It's shaped like Heracles' head with the barrel coming out from between his teeth, and the only available riding seat is on the top, leaving half the rider's body exposed. In exchange, it accepts voice commands.

6: **Caster Unit Honeymoon**: A classic silver automobile designed for newlywed couples. It seats two people, runs at a high speed and handles turns poorly. It also comes with cans tied to the back, as per newlywed tradition.

7: **Assassin Unit Honeymoon II**: A massive semi truck, fabulously decorated and large enough to carry a small building structure in the trailer, such as the entrance gate of a temple. It seats two, and comes with an enka cassette and built-in cassette player.

8: **Gilgamesh Unit GilGil-Machine**: A gold japanese style motorcycle that runs quickly and can manage any terrain without incident. It only seats one, but at least Gilgamesh won't kill you for owning it.

ORIGIN

The origin not only decides what perks you'll have an easier time getting, but which crowds you'll be magnetized towards. While there is frequent crossover, characters tend to find their home with one group or the other.

Your choice of origin is free. For your age at the start of this jump, roll 16+1d8 or pay 50CP to choose. You may keep or change your gender freely.

Tiger Dojo: Your memories are your own, and until the Carnival started you didn't exist in this world at all. You have no fixed group of friends and rivals, but instead float between them indecisively.

Ahnenerbe: You're practically a native of the Neco-Arc-staffed cafe Ahnenerbe, able to relax and fit in there easily. While they may not see much business, the other two groups do come here occasionally.

Grail Wars: You stand among the competitive group of the Fate franchise, caught up in the televised contests that now make up the Fuyuki Grail Wars. The Grail may not be so all-powerful now, but you won't (usually) have to worry about losing your head, either.

Upper Class: You find yourself walking alongside Tohno Shiki as he goes to school, or perhaps Phantasmoon saved you in the alleys. For some reason, you find yourself running into the Tsukihime characters more often than not, and get along with them pretty well.

PERKS

The first perk in each section is free to the appropriate Origin, while the other two perks are discounted to it. Discounts are half-price.

TIGER DOJO

100: **Carnival Spirits:** The Carnival Phantasm is an event of high spirits and comedic situations, and the spirit of the Carnival is strong in you. Your innate sense of comedic timing and reactions are both bolstered, certain to get a laugh if you have a good set-up.

300: **Sharing Tables:** You have an uncanny tendency of coincidentally meeting with new and interesting people, and your first meetings with others rarely turn out poorly, unless they were your enemy to begin with.

600: **Advice Corner:** A pair of voices have taken up residence in your head, though it's not the onset of insanity taking root this time. No, these two (introducing themselves as Tiger Sensei and Student No.1) have taken it upon themselves to warn you about the most dangerous options when you're faced with life-or-death situations, possibly saving your life. If you don't tune them out, that is. They're quite silly, though, and if you close your eyes you can almost see them. Try not to die this time!

AHNENERBE

100: **Neco-Arc Form:** Two feet tall, cat ears, cat tail, cartoony face. You can change back and forth from this chibi-arcueid-like form at will. It's cute, isn't it?

300: **Master of Conversation:** You can have deep and engaging talks, and others always feel appreciated when you're nearby, even though you're not replying or really paying attention. Don't you agree? *NOD NOD NOD* I know, right?

600: **Beams Are So Unisex:** Explosive eye lasers, which naturally benefit from the larger eyes of the Neco-Arc form. Though they don't seem to cause a lot of harm to living things, they can cause a lot of property damage quite easily.

GRAIL WARS

100: **GARcher:** A rare trait that only surfaces in exceptional people, the power of GAR allows you to better embody the concept of a badass and/or adorable person, drawing in the romantic attentions of your preferred gender or genders. The power of this trait is enhanced if you belong to the Archer class of Servants.

300: **A Friend In Need:** Whether it's for comedy, combat or contests, you work better with a friend. It's not just the value of teamwork, though; in fact, you get a general but small boost to all abilities if you have a Companion working alongside you.

600: **Like Hell I'd Die:** Much like a certain blue-haired man in tights towards the Carnival's end, you can dodge the unfavorable lots that destiny sets up for you. This is primarily true of lethal situations, which you can, with proper skill and durability, either dodge successfully or play off in slapstick fashion. This still depends on your own capabilities, though.

UPPER CLASS

100: **Ominous Behavior:** You have a knack not only for letting off a creepy feeling, depending on whether you're being suspicious or intimidating, but also getting away with it. Switching into this aura-like style won't break the flow of a social situation, even if it alters it, and suspicious behavior will be largely ignored if it's small enough.

300: **Unexpected Ally:** In times of need, people who have a reason to care about you are more likely to show up to help, in defiance of logic or reason. They may not always be able to help, but they will certainly try. However, try as you might, you can never get a clear look at these mysterious helpers...

600: **Badump! Date Super Plan:** You have an unrivalled ability to plan and schedule things that, when pushed to the limit, can even make what seems impossible become a reality. Of course, these plans still require you to have the necessary powers, skills, abilities, and resources to pull them off. Failure to follow through properly could still land you in serious trouble.

ITEMS

What's a carnival without some souvenirs? Well, these may be a bit out of the norm for such things, but they're great to have anyway. They're sure to enhance your stay, and your life afterwards as well! If you don't have a warehouse, the supplies that normally go there are instead directed to your current place of residence.

050: **Fancy Cigars:** Whether or not you're a chain smoker like Neco-Arc Chaos, you may enjoy having these fine, top-of-the-line cigars. A daily replenishing supply now exists within your warehouse.

050: **Enerloop Battery:** These must really be worth the cash to send Berserker out for this brand specifically, huh? Now you can get them with as little effort as reaching into your pocket for a spare. They only short out when it'd be funny, as well.

050: **Nasumedia:** Your warehouse now stocks all the different forms of media connected to the Nasuverse and the Carnival Phantasm, from OVAs to games and beyond.

050: **Grail Replica:** A golden cup big enough to fit someone's head in it, with two handles on opposite sides. It may not grant wishes, but it's truly a glorious sight to behold... right?

050: **Sweet Supply:** You have machines to make Candy Floss and Cotton Candy in your warehouse now, in the spirit of a true carnival. The ingredients are infinite, but your tolerance for sugar overdose may not be.

050: **Drinking Fountain:** You have a drink dispenser in your warehouse now, loaded up with an infinite supply of ice and one mundane beverage of your choosing. So no potions or drugs, but anything from soda to coffee to booze basically.

100: **Fluffy Futons:** Huh, someone left these warm, fuzzy futons out to dry and forgot them. I guess you can take them... if you can stop yourself from falling asleep long enough to get them home. Anyone who lays on them is sure to fall asleep in ten seconds flat, and won't wake up until they're fully rested. They're large enough for two people to lay on them comfortably, and two futons come with each purchase.

100: **Narrow Escape:** You have a life-size replica of the Pop-Up Pirate toy. If you can load someone into it and hit the right spot, you can send them flying!

100: **Serving Uniform:** A customizable maid or butler uniform, perfect for cleaning, waitress work, or perhaps even seduction.

100: **Cosplay King:** You now have the necessary outfits and props to cosplay as various characters from the Nasuverse. They're not functional, but they're fun to run around in! Just... don't let Gilgamesh catch you playing as Gilgamesh.

200: **Alter Switch:** It seems you've developed a quasi-split-personality, either more dominating and uninhibited or more careful and timid than your usual behavior. You can change into this alternate persona as easily as having a certain gravity-defying lock of hair plucked from your head. It only lasts for about five hours, but it also always lasts that long unless a loved one brings you out of it sooner.

200: **Portable Shelter:** An easily-prepared tent, portable fireplace, and some other basic amenities for when you can't sleep inside a proper home. This is particularly helpful if you're locked out of your house for the night, or have to stay outside guarding something. Works for all seasons.

200: **High Definition Camcorder:** This is how moments that pass us by are captured. A HD Camera with a terabyte of storage space.

300: **Ahnenerbe Cafe:** A relaxed, smooth cafe staffed by Neco-Arcs. Though the staff won't do anything out of the norm for you by employee standards, this cafe now belongs to you. As an interdimensional slider, the cafe now under your claim is brought with you from place to place. The customers still return to their home dimension, but you might see them sipping tea again some time.

300: **Caster's Charm:** A hand-made luck charm from Caster Medea herself. It gives a general, low level luck boost at all times, but once per month you can focus on the warm feelings encased within it for a massive windfall of fortune. Figuratively in most cases, though if you're using it on a lottery it may well be literal as well.

300: **Loli Reversion Tea:** A suspicious-tasting tea originally made by Kohaku of the Tohno Estate, this beverage regresses the drinker's mental age to the age of four years old. The effect lasts for about sixteen hours, and needs five minutes before it starts. If used, a new cup of tea appears in your warehouse one week later.

COMPANIONS

Every celebration is better when you bring your friends, right? Here's your chance to bring in old friends, or meet some new ones that'll join you no matter what you choose to do ten years from now.

100: **Neco-Arc:** You can have your own personal Neco-Arc companion, with an appearance and personality quirk set by your choice.

100: **Saber Lion:** A cute, mini-Saber with a lion costume. She behaves in lion-like ways, though she also acts like a human at times. Tends to get hungry often.

Free: **The More The Merrier:** It's free to import up to eight companions, and all imported allies get 1 origin and 600cp to spend. They can't buy Items, however, and they can't take drawbacks.

DRAWBACKS

1000CP... It's probably not enough, is it? You want more, and there's more to be had if you're willing to take on some extra challenge. You can gain up to 600 extra CP by accepting your choice of circumstances below, though you can take more drawbacks for free. What better than a little struggle to make the fun all the more worth it? There's also a few extra options that are free to take on here.

000: **Familiar Faces:** Normally, each decade of adventure is bound in its own continuity--even if you've met Saber in Fate, you haven't met this dimension's Saber. Now, 'tis not so--the various people you've met in any Nasuverse jump will recognize you and remember the events of that jump now.

000: **Bystander:** The Carnival has come, but you were too late to join in the fun. You can witness the events, but never take part--aside from the circumstances of your Drawbacks, your stay here will be completely uneventful and mundane. Isn't it sad, Sacchin?

000: **Grail-Kun:** An amorphous blob-like being that is the evils of the Grail corruption incarnated, this... thing finds you rather amusing. It will pester you and offer useless, violent advice. Usually amounting to 'take this kitchen knife and stab your problems away' said in different ways. It is, regrettably, unkillable.

100: **Power and Record:** Anything more complex than a telephone is beyond you, mechanically speaking, and this is a rather embarrassing weakness for you. You'll do anything to cover up this weakness, though at least the outcome will usually be comedic.

100: **Love and Money:** You're direly lacking for cash, and find yourself willing to accept any job that will pay. Your greed is also generally enhanced, which leads to situations like wearing ridiculously indecent and embarrassing costumes just to hand out product samples.

100: **Difficult Human Rules:** You don't really get humanity these days; even if you've lived in modern civilization for hundreds of years, you still can't quite adapt to nor get the hang of the flow of normal lives and normal humans. Expect frustration and friction in day-to-day things.

200: **Ilya's Errands:** Ilyasviel von Einzbern has chosen you to be her errand runner. She'll frequently task you with jobs that will take you all across the city, and invariably will have some things going wrong. Failure will result in a scolding, but complete refusal to participate may lead to Berserker getting angry with you instead... Oh. If you enjoy the idea of being scolded by Ilya, she'll find other ways to punish you instead.

200: **Dodgy Obsession:** Pick one character from the Type-Moon cast. You become completely obsessed with this character, and want to capture them for yourself. This obsession also compels you to collect or craft various things related to them, such as pictures, figurines, and outfits to dress them up in once they're yours. This is rather embarrassing, isn't it? If others find out, you may be in for some trouble.

200: **Collateral Damage:** You're responsible for funding and managing cover-ups for all the damage caused by the Carnival Phantasm, which can be quite taxing on one's bank account, especially since the various characters seem more likely to cause such damages now. Don't give up, no matter how stressful the job becomes!

300: **Temple-Bound:** An unfortunate circumstance indeed. You're bound to one location by magical means, centered upon a specified structure and extending perhaps twenty meters from it. If you can find a way to move that structure, you'll still be able to get around, though. Side effects may include unnatural attraction to said binding structure and delusions of said structure speaking with you. Once the Carnival ends, you can take this structure with you as a Companion for free, though you won't be bound to it anymore.

300: **All My Dates Are Clashing:** You have a horrid habit of scheduling important events for the same time, especially those of a romantic nature. While you may struggle and strive with plans simple and complex to get around this, eventually you will always be found out. Try not to be torn apart when your Significant Other gets angry with your careless tendencies.

300: **I Am The Rules:** While Gilgamesh would only interfere with your situations occasionally, it now seems like you've caught his full attention. The Carnival's mood means that he probably won't kill you unless you anger him significantly, but at the same time he'll still strive to prove his dominance over you in every possible way.

600: **Final Dead Jumper:** Normally, the Carnival Phantasm is a chaotic and humorous vacation where fates cross paths, and impossible meetings become possible. Every Carnival needs a clown, however, and this time it's your turn. The story has written that you shall suffer and die for others' amusement... can you avoid all the fated deaths sent your way, or will you just be another footnote in the comedy to come?

TEN YEARS LATER...

It's time to make that choice, isn't it? Your Origin memories are shifted into knowledge, no longer affecting your personality, and you take your default form again as you're faced with three paths.

The Festival Ends: It was a heck of a good time, but it's time to say your good-byes. You wake up in bed at your home in the real world, and time flows once more. You still have all you've acquired in your travels, at least.

Season Four: Who says it has to end? You've chosen to stay with the Carnival Phantasm, stretching it out as long as you can. Affairs in your home world will be settled anonymously.

Continuation: The party's over for now, but the road goes ever on and on. It's time to get going again, and find another land that needs your cheery touch.