



Kotori
Jumpchain by Cthulhu Fartagn

The Story Thus Far

In the years leading up to the Fourth Holy Grail War, Tokiomi Tohsaka had a difficult choice to make. For you see, he had two children, two wonderful daughters who were both acceptably talented in the arts of magecraft, Rin and Sakura. Normally this would not be much of a problem, but Tokiomi was a Magus. Only one child could inherit - the other was either useless, or a threat.

However, in the town where the Tohsaka family lived, a second Magus family made their home. An old family that had moved to Fuyuki from Russia some two hundred years ago, and a friend to his own family. The Makiri, who had taken the name Matou. The poor, poor Matou. Any Magus still capable of feeling pity, would, for the Matou were on the verge of dying out. Every generation, their children were less powerful, less skilled.

For Tokiomi, this was an opportunity to secure a future for his second child, for if they would take her, she would stand to inherit all their secrets. ...In another life, she would be given to a family the Tohsaka had slighted in the past, the Edelfelt, and be able to live happily. In this world, the patriarch of the family, Zouken Matou, only ever gave her suffering. She inherited nothing. She learned nothing. Her new family turned on her, using and abusing her to their heart's content, gambling everything on restoring their bloodline through the use of a wish upon the grail. What little power they gave the girl would turn her into a monster if pushed wrongly.

The Makiri family magecraft was deeply rooted in familiars, known as Crest Worms. Invading the body of the user, they slowly consumed you from within as they amplified the user's power. A living form of the Magic Crest that Magus families are so often proud of. A... breedable form of the Magic Crest. The usage of these worms upon Sakura was the closest she ever came to using the Makiri magecraft. But before they could be used on Sakura, compatibility had to be assured, and her will needed to be broken.

What was done to her in the pits beneath the Matou mansion is a crime against nature. I can only hope that you are here to stop it. I shudder at the thought you are not. But no matter your plans, please take these. It will be a long ten years in this world, and there is a Grail War coming in the next year or so. Try not to die. Try not to deserve such a thing.

+1000 cp

Origins Pick One

Hero / Drop In

The world is a harsh place, and many people who never did anything wrong suffer at the hands of others for petty reasons. It was easy, it was convenient, it's part of the master plan to win the grail war... So many reasons, none of them good. You are someone willing to stand up for them, putting yourself in harm's way to save the girl. Whether you deserve or want to be called a Hero is debatable, but if nothing else, you'll protect her smile. Right?

Magus

Fully grown and at the height of your power, you've done a lot with your life. There's really only one thing left to do, and that's to prepare your heir. But, are you sure they're up to snuff? Do they deserve to carry on the family name? They could ruin hundreds of years of effort on reaching the Root in a moment of childish fancy... Perhaps you should take a firmer hand in their education, to ensure such a thing does not happen?

Heiress

You are the product of generations of study, research, politics, breeding. You are the Heiress to a Magus family. In a few short years, everything your family has ever accomplished will become synonymous with your name. It's a heavy burden, but one you are prepared for. ...At least, I hope you're prepared for it. And that you actually want it. The things your parents would do to you if you weren't or didn't are honestly rather horrific.

Age

Magus are middle aged, Heiresses are teenagers, Heroes may choose between the two.

Gender

Hero and Magus may swap to male for free, Heiress must be female.

Discount Rules

100 cp perks and items discount to free, all others to half off.

Perks

Hero

100 cp - Extra Special Someone

No I'm not talking about the love of your life or your secret crush, I'm talking about you. There's just something about you that makes your relationships last a bit longer and be a bit stronger. Oh, I know! It's the lack of suspicion that people seem to hold about your motives. Magi are a paranoid lot, but you seem to be exempt from that now. It might not be enough to overcome the politics of magus marriage and unite you with said crush, but for some reason she'd introduce her kids to you and have them call you uncle. Heck, depending on how things go, said kids might like you more than they do their actual father. I suppose it wouldn't be wrong to say that you can take slight liberties with your relationship, and end up closer with them than you ought to be? Just don't try to actually seduce your crush ten years down the line when she's happily married, it'll only end badly for everyone.

100 cp - Life And Times Of A Failure

Kariya Matou was inches away from being the greatest mage produced by that Matou family in a hundred years when he did the smart thing and ran the hell away from his crazy ass family. Getting back on his feet after that probably wasn't easy, but he somehow managed it and supposedly became a journalist, and not a half bad one if he was to be believed. So, go ahead and pick a skill of some kind. Maybe it actually is journalism like Kariya, and you're actually quite talented at sniffing out secrets and skeletons in the closet. You could also pick something more archaic like the bow and arrow if you wanted to, I'd love to put a handful into Zouken but sadly that wouldn't actually kill him. Either way, you're perfectly capable of finding and holding a job based on that one skill. Whether you will or not... That's up to you.

200 cp - Tomorrow's Menu With Your Family

Do you know what tends to cheer people up, even if only a little bit? Food. Good food, to be precise, and possibly the company of friends while you eat. Food eaten alone doesn't taste as good, you know? So that's your new super power, the ability to hang out with your friends and have a good time even if all you really do is eat lunch and chat for five minutes. There's a sort of warmth about you that makes quality time you spend with others into a higher quality. Perhaps you should use it to drag the shy one out of her shell? Or maybe all she needs is a shoulder to lean on when times are tough?

200 cp - Strike A Bargain

Quite frankly this is a horrible plan because you can rarely if ever trust magi to keep their word without a hell of a lot of blackmail, but you do you. You aren't half bad at negotiating deals with people who are supposedly your better, and are outright great at noticing all the ways said deal can go wrong or be turned against you. Of course, if you can't afford to negotiate this isn't that great, but even with that you also have a sixth sense for when your blackmailer will decide to start backstabbing. At that point getting out of dodge is up to you, but hopefully this will help you live long enough to do so. ...If you were to look into Geass - that is, magical contracts - you'd find them coming naturally to you, but actually finding a way to learn them would likely be a pain in the butt.

400 cp - Her Smile and Optimism Restored

Zouken's teaching methods are harsh, and the man himself is harsher still. Doubly so when you realize that he genuinely doesn't care about any of his 'family' members beyond the use they provide to him. It makes sense then, that his current student, Sakura, would be highly traumatized by said teaching methods. Luckily for you, your mere presence acts as a calming influence on those who would otherwise have screaming nightmares every night for the rest of their natural lives. And that's a side effect of your true power, which is the fact that you do tender loving care so well that one day soon she might actually get over it - or at least, be able to move past her past and finally confess to the guy she has a crush on and genuinely enjoy her first time with him.

400 cp - Close Your Eyes

No matter how hard you fight, no matter how much you want to save them, there is something you have to be wary of, one final fuck you from the villain that could ruin everything. What happens if she loses hope? What happens if she is crushed and ground so far down that she can no longer perceive herself as human or as someone worth saving, only a monster or a tool of violence? If something like that comes to pass, then no matter how much you may hate it there really is only one thing to do. In such a situation 'saving her' becomes the same thing as 'killing her', something you are probably the best person to do. The people who care for you and the people you care for, you'll find your sword cutting them down like wheat during the harvest. All you need is the smallest opening to take advantage of this, and with the emotions I'm sure exist between you two it's not as if you'd need to be picky. That kiss goodbye before she kills you and destroys the world... is the perfect time to strike, if you can.

600 cp - What Is Good And True

Magi are an unscrupulous lot, entirely unconcerned with morals and basic human rights in favor of efficiency and results. If a magus wants to murder puppies for some reason, so long as they aren't caught in the act by normal folk, no magus would bat an eye at it. Similarly, if Zouken Makari wants to abuse and rape his chance at restoring his family to greatness in order to forge her into a weapon meant to kill all his foes in the upcoming Grail War... Nobody would really care. Except perhaps, for you. You've gained a weapon that I can only describe as Karma in action. Men and women who lie, cheat, steal, and kill in any proximity to you would find themselves having turn of bad luck after turn, even finding some of their strength and power sapped away - on the flip side, those heroic would become stronger for it. A true hero such as yourself up against someone as horrible as Zouken? It would almost be as if the common sense of mankind had decided to fuck that one guy in particular and given you a fragment of the Counter Force. It's not a guaranteed win of course, but everything would go right for you and wrong for him as you both made your plans.

600 cp - Caged In Madness

A simple turn of phrase, but also a dangerous one. These words once allowed the black sheep and only kind member of the Matou family to ensure that the servant he would summon for the Grail War would be Berserker. For you, the words instead represent an oath of sorts. Pick your goal. Zouken's death. Sakura's freedom. Whatever you like, really. The longer you pursue that goal, the more strength you will find flooding your limbs, the more energy you will find boiling through your veins. But more importantly, the more you suffer, and the more you hate. A painless journey against a hated foe, or a painful battle in which you feel nothing would make you stronger, yes, but not so much as if you both hated and suffered in the name of your oath. This does come at a cost however - too much and it will quite literally boil your blood in your veins or leave you incapable of any emotion bar hate. But in your last moments of rationality, you would be able to fight on par with servants. Of course, if you had someone to drag you back down, a lover or a daughter perhaps, and ideally the one you made your oath to, your final moments might not be so final after all.

Magus

100 cp - Tender Loving Care

To be a Magus is to walk with death. Every lesson, every experiment, every chance encounter with an unknown Magus is another opportunity for fate, happenstance, or the Counter Force to kill you before you can reach the greatness you so richly deserve. While I cannot take the edge off your own experiments, you'll find that the lessons you teach are moderately safer - or at least, your own history of mistakes and errors makes it significantly easier for you to catch them in your own children before they are made, or to extract said child from a suddenly hazardous situation. More than that, your lessons can do more than just impart knowledge, they can help you control the development of the child. Constantly pushing them to physically excel will obviously result in a strong body, but under your guidance it will also create a mind that values a strong body - there will be no lamenting about where you went wrong twenty years down the line when your child has grown weak and fat, because your lessons STUCK.

100 cp - Ha, Penis Worms

Ah yes, the Matou family speciality, happiness worms. It's a strange name to be sure, but given their ability to act as artificial crests and amplify their masters power... Well, most magus would be happy to have some. On the other hand, you have something else they'd love to have, a nigh on unbelievable level of talent in the art of lying, bullshittery, deflecting, and otherwise not telling the truth. As you might imagine this makes you great to have at magus parties on the rare occasion they actually hold such a thing, or at least the ones they actually invite you to. You could even convince another family head that you will totally teach his spare child all your family's secrets because you have no heir of your own. Which, no magus would ever do that. But you could say it and be believed.

200 cp - What A Naughty Girl

The Matou family's Crest Worms work well no matter who they are used by, but over the last few hundred years they've been altered to cause immense pain to men and immense pleasure to women as said worms literally eat you from the inside out. Just another perversion of the Matou family legacy at Zouken's hands. Speaking of perversion, it seems you have a skill of being able to encourage just that in people. With the new crest worms, designing a teaching curriculum that revolves around letting them rape is perfectly possible if slightly inefficient. Or maybe you'd rather do something crude and quick, like forcing your 'granddaughter' to cook in a naked apron? No matter how you go about it, these lessons will stick around in such a way that your students grow up to lack those pesky morals, specifically those relating to lewdness.

200 cp - 'Grandfather'

Your grandson calls you that. And so does his son. And his son. There's no convoluted family tree here, just your various descendants being too pants-shittingly terrified of you to call you anything but what you ask to be called. See, you've got an iron grip on your family, and most of them would rather bow to your whims than actually put up anything resembling a fight. And the ones who do fight you will do it by running the hell away so that they don't get caught up in your schemes. Or maybe you want to be the cool old guy who everybody loves because you're crazy awesome? Well, you have the acting skills for it... No matter how you go about it, running rings around your descendants is as easy as stealing candy from a baby - hell, you probably did just that when they were babies.

400 cp - A Worm Made Just For You

Congratulations, Jumper, you now have a decent founding of knowledge on the Matou family style, Crest Worms. Disgusting things, but useful. As expected, you also have a great deal more knowledge on how to use these worms for lewd purposes as well as how to customize said worms for maximum pleasure. Or pain, depending on your mood. With just a short bit of observation and maybe a tad bit of testing you can tell how to make this one small change to the 'standard' design you were planning on using on a person to make the whole thing so much better/worse. This also carries over to other things, being able to fine tune just about anything to be more effective on the target of your attention.

400 cp - Don't Question, Just (Ab)use

Hypnosis is a standard technique most Magi know, one used almost solely for the purpose of keeping the secret of Magecraft, well, secret. You however seem to have taken it to an art form, anchoring a specific piece of hypnosis to a structure or individual. Something along the lines of 'the girl in the toilet is a toilet' would be about what I expect from you. Maybe 'the school uniform is nudity', though obviously using this on a large number of people for an extended period of time is a tad bit costly. Maybe you should combine it with a bounded field that drains anyone who enters, forcing the participants in your little games to pay the cost of their own hypnosis? That would be a tad bit beyond your skill set though.

600 cp - The Worm That Fucks

Congratulations, you have mastered the Matou magecraft. Or had one hell of a helping hand from someone that did, because your body is less a body and more a mass of Crest Worms hidden underneath human skin. And with the circumstances being what they are, every single one of these worms is a perverted mockery of what they were originally supposed to be. In other words, exactly what you would need to sexually torture someone into being a good little puppet for your schemes. Every kind of worm the Matou have can be found inside of you, making you a walking sex machine. Or a crime against nature, it could go either way. If for some reason you ever are running low on worms or want to breed a new kind, just go ahead and plant your seed inside some poor fool - preferably someone you don't care if they die - and let your upgraded toys eat their way out of the corpse.

600 cp - Flash Airworm

The fundamental function of the Makiri Crest Worms is to generate energy. A single magic circuit, inside the body of a worm, and using bits and pieces of whatever unlucky sod pissed off Zouken as fuel. But, for Crests, they don't just generate power, they also contain circuits that are designed to cast specific spells - somewhere between pre-cast and automated, and extremely useful. Regardless, you've actually reached a level of skill with the Matou worms that few possess - the ability to not just generate raw power, or to leverage the worms natural biology for your own ends, but to actually treat the Crest Worms as a Crest in and of themselves, to embed a spell inside each worm. Creating such worms is slower by far, but the knowledge on how and the means to do it are well within your grasp - this will default to Flash Air, or the opening of portals, but can also include any Magecraft that you hold a decent level of knowledge in.

Heiress

100 cp - Breeding Beauty

Inheritance is a big thing for Magi and while looks might not be terribly important to reaching the Root, they're still human enough to be vain. So yeah, thanks to a few hundred years of narcissism, you are quite the looker. Eight out of ten, easy. Nine with a dash of makeup, ten if you doll yourself up. You can also choose a particular aspect of yourself to emphasize, such as your chest or rear. But that's all about you - as with anything you do with your life, your kids are expected to benefit somehow. Which is why this perk is both inheritable and constantly improving. In another few generations, your kids will be eight out of ten on their worst day - and in a few more, nine out of ten normally. Your kids might not share your epic chest or fine rump, but they'll never be lesser to you.

100 cp - Blueblood Breasts

The problem with being mildly obsessed with empowering the next generation is the fact that it encourages women to pop the next one out right quick. If you're a woman, this means that you don't get the same number of opportunities as your brothers or fathers. So it falls to you to be demure, enticing, and maybe a literal bribe to another family. In other words, you're a cross between a horrible flirt and the most sophisticated of high class ladies. Putting on the airs of politeness is as easy as breathing, and so is working in an innuendo or two. Or insults, if you prefer that. It's entirely possible to be polite and rude at the same time after all.

200 cp - Black Mud And Impure Desires

Sometimes, life sucks. Sometimes it sucks so badly that you just sort of snap and lash out at the nearest thing, and accidentally convince your rapist kidnapper that also kidnapping and raping your sister is a good idea. You on the other hand? Well, congratulations because you can do it on purpose. With just a few words and maybe some suggestive pelvic thrusts, you can take any misfortune that befalls you and spread it out to the people around you. You get kidnapped, your sister gets kidnapped. You don't sleep well and do poorly on a test, everybody does poorly on the test. It's petty as hell and twice as bitchy to do, but it also serves the purpose of lessening the focus on you be it because there's half as many people raping you or because the sight of their misery and panic somehow manages calm and focus you. Just be aware that this isn't exactly going to win you many friends.

200 cp - Mana Transfer Device

Due to certain circumstances, your body has been modified. More sensitive, easier to orgasm and to have more of them, and... Strictly speaking, it's a Makiri style worm that's been more or less permanently attached to you, but it's so highly specialized that it barely resembles their usual work. Simply put, through the attachment of a small handful of Worms, your body has become something neither male nor female, possessing the major characteristics of both. Large and full breasts, a shapely rear and defenseless anus, and a rather large penis with balls hanging below it. Objectively speaking, this is almost pure perversion, but it does serve the purpose of allowing you to transfer magical energy via your bodily fluids with significantly greater ease. Most Magi would place it inside their blood and pretend to be a vampire. You aren't nearly so limited, being able to use any fluid. Yes, any of them.

400 cp - Never Let Them See You Bleed

Image is important in the moonlit world. A reputation for never losing is just as important as actually being able to win - if you're an unknown, then clearly you don't matter and are for walking all over. A hit that almost breaks your defenses might as well do nothing if they can't see you panicking over just that. And if it does nothing, then it's their turn to panic, no? From there, the fact that you took lessons on how to present yourself, were hurt on purpose so that you'd learn not to react, and have suffered for your skills makes perfect sense. No matter what people try to do, you'll never show them the full extent of how badly you've been hurt, or let a tear slip out of your eye until you're safely away behind closed doors. Years of constant abuse could obviously wear this down, but it would take months before you began to slip up. As something of a side effect, your lack of reaction can be extremely demoralizing to some people, as can you shouting insults about how weak they are. Just keep in mind, some people take that as a challenge.

400 cp - Tiny Titan

They say that pride cometh before the fall, but the truth is that they're falling because you tripped them. Those who think themselves your betters, those who look upon you with derision, and those who would treat you as lesser just because they can... Well, they're in for a nasty surprise when you finally come to blows. You see, all of this "I am greater than you" that they spout simply grants you more to work with. Maybe it's handholds in the rolls of fat for you to grab them with, or their habit of flaunting their wealth at fancy restaurants with expensive wines. No matter how they exhibit their arrogance, around you they'll indulge more than they normally would, creating cracks in an otherwise perfect facade. And from there, you tear them down.

600 cp - Red and Black Ribbons

A childhood that murderers would feel pity over. A shard of a forgotten wish. And a desperate need for senpai to NOT notice you, or the filth that is your life. All of these things came together in the form of the Shadow, a monster made of the nightmares of a child named Sakura. You have something similar to it, though outside of the thematics there's very little in common. See, you can create shadowy copies of anyone you sleep with. More accurately, you can make copies of anyone who causes you pain, from rape to a simple beating. The more times this happens, the more painful they make it, the more insults and meaningless spite they heap onto you, the more complete this shadow becomes. And once you have enough misery, you can let the ribbons coat your body and let the shadows paint you in their blood. ...Now, that's not to say that you couldn't power this from a simple kiss, or even from love and hope instead of misery, but quite frankly I don't see that in your future.

600 cp - Tohsaka Family Technique

So let me tell you a funny story that starts with an arranged marriage, and ends with the Tohsaka family head at the time running out on his fiance with a ton of research on gem related magecraft. It's what founded the Tohsaka family of today. But prior to that, their method of reaching the root was through some form of martial arts. You must be some sort of throwback, because you're capable of using that style. It's a mix of a dozen different normal martial arts, seven different reinforcement techniques, and a whole lot of spells that can be summed up as 'I cast Fist', or somehow involve doing so as part of their usage. ...There's also one of the best massage techniques in the world trapped inside your brain alongside all this fighting, and entirely too many bedroom arts. Like seriously, heroic spirits who became heroic spirits because of how much they slept around would be in awe of the sheer lewdness you can bring to bear. At least that explains HOW your family managed to steal all that info on gemcraft.

Items

Hero

100 cp - Awakened Will

A hero needs a suit of armor, and this is yours. Granted, I'm not sure that any sane hero would want something like this, but you have it anyways. This particular jacket has a rather unique effect while you wear it, allowing you to reduce the cost of magecraft by a small amount. Or rather, to drastically amplify the output of your spells so that less magic will go further. But, it comes at a cost, and that cost is pain. So long as you wear this jacket, you will be in constant pain. A minor ache at best but noticeable, as if you had stubbed your toe a few moments ago or something similar. Actually using its effect, channeling your mana into a spell... Well, it will hurt worse. A lot worse. You could always take the jacket off, but if you're so desperate for an edge, well, here it is. After all, your pain is nothing compared to hers, right?

200 cp - Stuffed Lion

A simple toy, the kind they make by the dozens and sell on the cheap. And yet, holding onto it seems to remind you of better times and ward off nightmares. For someone like you, I'm sure you could make decent use of it, but there's a better use for it. Have you a daughter? A niece? Or maybe even someone completely unrelated, but that you care for nonetheless? Then give this to them, so that their dreams might be guarded by the mighty lion and his companion, the odd white squirrel-dog. ...It's probably a manufacturing fluke, but hey, it has the same properties as the lion and even serves to enhance it slightly if you were to give both to the same child.

400 cp - Bladed Wing Swarm

Arguably a perversion upon the design of the Matou's already perverse style of magecraft, these worms are meant for one thing and one thing only. To hurt. They don't even need to drain magical energy from you to do it, having been designed to be fully self sufficient. Of course, they were given the ability to strip a body of flesh in mere moments to compensate, and will not fight with any real power unless well fed, but surely you have enemies to grind beneath your heel... and to feed to the swarm? The swarm itself has an uncanny ability to strike at weak points and can hit even a servant that's actively trying to dodge more often than not, but against anything but a normal human their power is lacking. Reaching into a pocket will always draw forth at least a single hibernating insect, from which a swarm can rapidly be generated. And due to their highly specialized design, your new familiars aren't even something Zouken can take from you. Isn't that wonderful?

600 cp - Child Protective Services

A Magus of decent skill has few limitations on what they can do. A Magus of decent lineage has fewer still. One with both? There are only two that matter. Don't let the normal people know about the moonlit world, and don't piss off someone with more skill/lineage. Combine a decent hand at hypnosis with a chunk of money and no Magus worth their salt would care a whit about Zouken's mistreatment of Sakura. That said, surely if you file things in triplicate, at multiple locations, and personally speak to multiple investigators, they can't erase all knowledge of the attempt? What you have here is a packet of information that will change depending upon your goals, but will once per jump hand you a foolproof plan for taking a single child from their guardian, so long as you have even the slightest hint of real proof that it needs to be done. More normal, less perfect plans can be created as often as you like, but those are limited by your own resources and talent - you only get the one that's perfect.

Magus

100 cp - From Russia With Love

The Matou family moved to Fuyuki from Russia some 200 years ago in order to be closer to the Holy Grail, most likely one of the first signs of Zouken's deteriorating mental state. But as it turns out he didn't bring the whole family with him. You have in your possession a collection of addresses and phone numbers that will put you in contact with a distant cousin of yours... or two, or twenty. Now, they're happy to do you a small favor, you are family after all, but if you want anything outside of parenting advice and the occasional invitation to Christmas dinner you'll probably need to bribe them with something good. Or terrify them into submission, that also works. As you might imagine, whatever family speciality you might have they also share, potentially even having better resources if not techniques.

200 cp - Camcorder and Tapes

I'll be honest, I'm a little surprised a Magus like you even knows what these are. But, evidently you must or you're about to get a crash course in their use. Anyways, these little devices are used to take videos of things. You know, like a picture, but it moves. Sorry, sorry. Anyways, beyond never seeming to run out of power or tapes, the tapes themselves have the odd trait of being... not worth mentioning? No matter what you take a recording of, from rape to murder, anybody who watches these tapes will take no action about the blatant crimes occurring. Hell, you could rape a girl on camera, send the tapes to her sister, and instead of gearing up to save her from your wicked clutches, she would masturbate to them. I mean, that would be one hell of a dick move but you could do it.

400 cp - Mansion of Magecraft

Most Magus families are also *old* families, and that means old money. With a house like this, it shows. It's a veritable mansion, the kind that would normally need a half dozen maids to keep it fully clean, and with room for dozens of people to live in luxury without rubbing shoulders. And by people I mean guests, because your rooms are even better. There's also a wine cellar with a decent selection of 200 year old bottles down there, and even the occasional 1000 year old vintage. Magus families are old families, remember? The house is defended with quite a few powerful barriers, a handful of familiars to keep watch, and is also enchanted to mostly clean itself. The perfect place to study, research, and generally laze about without a care for manual labor. It even pays for itself via a small number of investments and patents that your grandparents filed.

600 cp - Crest Worm Workshop

And underneath your fine mansion is where you keep the good stuff, your actual workshop. The upper levels are mostly normal, containing a small library about the Worms themselves, various medical grade equipment and setups, supply rooms, and of course cells to keep the people you're about to experiment on locked up. You know, everything you could ever want or need to work on the Crest Worms. Slightly further down is the main Worm Pit, where you throw hapless loli to be broken in. And underneath that is a massive cavern and a series of tunnels that spreads for miles and touches on the sewer system in places, containing all the space and waste the Worms could ever want. Speaking of, it's where all of your Worms currently are, and it's effectively chock full of every worm you could imagine - Zouken has spent the last 200 years filling it up to the brim, and it really shows.

Heiress

100 cp - A Girl's Most Sought After

By all appearances, this is a fairly simple school uniform. Black skirt, white shirt, brown vest, an utterly plain and boring manner of dress. However, you'll find that while this particular style doesn't seem to enhance your assets particularly well, what it ends up concealing is extraordinary. Or perhaps it would be better to say that it has an extraordinary ability to conceal various things? While wearing this, the wind will never kick up and reveal your panties... or the horribly lewd bug underwear you may or may not be wearing. Your nipples could be hard as diamonds and not poke through, and you might be so wet that you ought to be making puddles, but so long as you wear this outfit not a single iota of your immense lewdness will shine through.

200 cp - Sorcery Ore

A gift from your father in happier days, when you were young and he was among the living. At first glance, it's a simple statue of a horse, roughly hewn from crystal, but in the eyes of anybody who knows even the slightest bit about gemcraft, it's an open book. Studying it would teach you more about gems in scant hours than a week of studying upon the topic - though I feel I should mention, studying is far safer. In future jumps, this will automatically provide you with a similar gift, a simple but informative trinket made via whatever style of magic your family uses. Never valuable in and of itself and never anything truly impressive, but then again knowledge is priceless, is it not? If you wish it, you'll find nonfunctional replicas of it stored away in the warehouse. For display purposes, you see.

400 cp - Empty Pendant

Once upon a time, this was a pristine example of Gemcraft, the kind of thing a master of the art would be in awe of. Years upon years of energy stored away, combined with the tiniest fragment of Wishcraft. Someone arrogant might even have called it a least grail, for the miracles it could produce once spent. Sadly, those days are past and the gemstone is empty. You could refill it manually of course, but that would be the work of at least a decade to get it back up to its full glory. No, in its current state the true purpose of the pendant is to be given away. Doing so will create a link of sorts, something akin to the red string of fate that is said to bind lovers together. Whomever you give it to will inevitably be drawn towards you, developing a minor talent for Magecraft or acquiring some other useful skill along the way. Were you to be kidnapped, they would be the one most likely to save you as the bond tugs them along.

600 cp - 'Tohsaka' Magic Crest

So, funny story - the Tohsaka family used to be much richer, the kind where you don't need to work a day in your life. But after Tokiomi died, most of their finances were handled by Kotomine. And he is utter shit at money. Granted, he basically didn't give a fuck about the Tohsaka by that point, but he is legitimately bad at managing money. Now this on the other hand... I'm not entirely sure how the heck he managed this, but I'm sure the story would be entertaining. It's a magic crest. The Tohsaka magic crest, technically. But... it's also not. Because the Tohsaka magic crest was one that had a handful of martial art type spells and a ton of gemcraft spells built into it, and this is a singularity of lewd and petty nonsense. Want to have the perfect Tantric Ritual? Fire this bad boy up, we got all kinds of spells to help it go along, lube your ass up, increase your bust size temporarily or permanently and the same for his dick, even stuff to clean up afterwards. What we don't have is anything even vaguely relating to Gemcraft. Or actually usable in combat, or polite society. Maybe don't let the other Magus families know about this, they'd almost die of laughter and then kill you for the attempted murder.

Companions

50 cp / 300 cp - Companion Import

Don't you know that misery loves company? Why throw one girl into the pits when you could throw two? And hey, it's not like Zouken kept the girls to himself once he really got going, he called in the whole family and made a real event out of things. With that in mind, I'm offering you the chance to bring in some companions of yours to join in on things. For every 50 cp you spend, one of them gets to join in. If you drop a full 300 cp, I'll instead bump things up to eight companions. Each of them gets 600 cp to play with for their backstory in this world, though they may not take drawbacks or buy companions of their own.

50 cp - Companion Export

Once you've got your girl broken in and acknowledging of the fact that her life outside of being your sex slave doesn't exist, isn't it just something of a shame that you'd have to leave them behind once the jump ends? Well, who said you did? For 50 cp a pop you can bring one of the children of the fifth grail war with you, be it as your slave or in order to get them far far away from Zouken. Rin and Sakura, Shirou and Illya, and perhaps a civilian or two, most likely one of the local highschoolers. And, you know, Zouken. If you're crazy enough to want him, he's technically an option.

Drawbacks

+0 cp - Zero

The story of Kotori, harsh as it is, has another side to it. An arguably worse side. The story of Kotori is that of the Fifth Grail War - yes, I realize its proper title is Holy Grail War, but there is nothing holy about the war or even this world. Kotori Zero on the other hand, is a story taking place concurrently to the Fourth. If you wish, you can start your time in this world between one and two years prior to the fourth war, and end either at the standard ten year mark or stick around until the normal end of the jump for a total of twenty years. That's either more than enough time to have your sick fun, or the perfect opportunity to protect a smile or two.

+0 cp - Hollow

The story of the Fifth Grail War has no set ending, but one story, that of Hollow Ataraxia, somehow manages to serve as a sequel to all of it's endings. Bar the ones where Shirou or a great number of people die of course, you can't have slice of life shenanigans if all your cast is dead. While this won't save Sakura and Rin from Zouken and the extended Makiri family here and now, it will... mostly guarantee a thing to happen within a year or so after the Fifth Grail War. Things will be a bit different, and will rapidly get wackier as they go along, but the only real downside to this is dealing with Avenger, the Shades, and the nonsense that they perpetuate and are perpetuated by.

+100 cp - Wonderful Senpai

People, if given the chance, can surprise you. It sounds obvious, but most people don't really know what that means until your childhood friend temporarily rewrites the laws of physics to stab your grandfather. Sadly for you, such an event would require said friend to notice that you were in pain, that your grandfather was the source of your pain, and that it wasn't going to stop anytime soon. And you simply can't count on that. When it comes to your likes and dislikes, your hopes and dreams, people seem to shove their head in the sand and assume that everything is A-OK with you, or that someone else would be better suited towards helping you.

+100 cp - Adoring Sister

Once upon a time they adored you because you were cool and amazing and everything they wanted to be when they got older. Nowadays your relationship with your sibling has soured rather drastically. Hopefully it's not because they got thrown into a pit of rape worms... Well, the long and short of it is that you have a younger sibling that takes a great amount of pleasure in screwing you over in petty and vindictive ways. Nothing major for the most part, just the occasional prank and mean word, or some whispers behind your back. But every now and then they'll up the ante by just a bit, to something actually threatening. And of course, you aren't allowed to lash out, be it because your parents won't allow it or because they're a perfect innocent angel to everyone but you.

+100 cp - Mother Dearest

First you can't count on your friends, then your sibling hates you, what next, your parents? Well, yes. Or at least, sort of. See, your parents are dead. Okay, dad's dead. Mom is... your mother would probably be better off dead, but in the meantime she's in a very nice hospital where she may one day recover. In the meantime, you've been left in the care of a friend of the family, one who is lackadaisical at best in your care and actively detrimental to your growth at worst. They will provide you with the essentials and offer advice when requested, but with those things will come a relentless mocking of all your failures, verbal daggers into all your psychological wounds, and more pressing of your buttons than one of Mozart's symphonies. I'd suggest learning to be self-sufficient very quickly, for the sake of your sanity.

+200 cp - Evil Detecting Body

Were you raised by the catholic church or something? Cause this is probably something they would like. You my friend, are allergic to evil. And by allergic I mean that being in the presence of evil spirits, demons, or even a particularly vindictive asshole all cause you to experience pain, ranging from a mild pricking sensation from a massive prick to discovering what it feels like to have your bones crushed by someone - or something - truly evil. While you may or may not be able to bear this pain, you'll find that your new constitution heavily interferes with any action against the source of your discomfort. You'll simply have to smile and bear it for the most part.

+200 cp - Spare Child

Poor, poor jumper. Not good enough, not smart enough, not talented enough. Always in the shadow of your blessed elder sibling. It's no surprise that you were cast away by your parents. Oh, make no mistake, there was a sick and twisted parody of love in your abandonment - after all, if you'd stayed then you might have one day become a threat and they'd have had to kill you. With you in the hands of another family, no matter how much abuse they put you through you'd still have a better chance of inheriting from them. But in the meantime, well... You might not be with the Matous and by extension, Zouken, but your circumstances aren't much better. Stay strong, and hope that you muster up enough of their power to turn the tables.

+300 cp - March of the Saints

Saber Alter. Jeanne Alter. Attila the Hun. Quetzalcoatl. Florence Nightingale. Suzuka Gozen. Helena Blavatsky. And Karna. Two Riders, two Lancers, two Archers, a Saber, and a Ruler. The forces of Christmas. More specifically, the forces of Christmas that Kirei Kotomine has terminally pissed off in an attempt to steal a present that they think Rin will actually enjoy from them in order to replace it with mapo tofu of his own making. Even more specifically, eight servants that now hate his guts and that he's convinced that he's working with you to accomplish this task. Each year, for one night, these eight servants will descend from the sky and attempt to MURDER DEATH KILL you to death in order to give Rin her present. Seven of them will chase after you, and the eighth will deliver presents... which is of course where Kotomine comes back in, having somehow become Demiservant Krampus and even more determined to give Rin coal flavored mapo tofu and mapo tofu themed coal. Your job - well, your many jobs are as follows - Don't die to the seven servants hunting you down, don't let Kotomine assassinate Santa Claus, don't let Santa deliver their present to Rin because it's somehow worse than what Kotomine has in mind, and of course to give Rin a present that she will actually enjoy. And don't get caught by Rin doing all of this.

The End

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