

FATE/JUMPCHAIN

By Rukipedia and Valeria

Welcome Jumpers, to the world of Type Moon. More specifically, this is the Fate side of Type Moon, filled with legendary heroes from times long since past.

You will be taking part in a Grail War, a battle between teams of two, one Master and one Servant. The Master is the human side, you in other words, who binds the Servant to this world. The Servant is the spirit side, taking the form of a legendary hero summoned from the past.

You will use your servants to battle against other masters, until only one remains standing. Only then will you receive the prize.

But keep in mind, things are rarely as they seem. Especially with so much on the line.

You have 1000cp to spend, use it wisely Master.

Grail Wars (You may pay 100cp to choose freely)

01: First Holy Grail War

Where it all began, at least in Fuyuki. No other participant truly knows what to expect from this war, but you will be fighting against the very creators of this system, and the ancestors of some characters you may well know.

02: Third Holy Grail War

The last pure war in Fuyuki, but also where the Masters began to wise up to the holes in the system. You'll be facing several threats here, including a pair of Saber class servants working together. But you may just be able to stop the grail's corruption in its tracks, if you're lucky that is.

03: Fourth Holy Grail War (Fate/Zero)

Easily the most brutal war in Fuyuki city, everyone knows the rules now, and exactly how to break them. You'll face some of the strongest servants and the most cunning masters. It all ends in tears though, unless you step in and change that.

04: Fifth Holy Grail War (Fate/Stay night)

The last of the Fuyuki wars, and the first one to see the screen in the form of Fate/Stay Night. Your opponents will be strong, but you may find some close allies along the way. Persevere and you shall emerge victorious.

05: Great Holy Grail War (Fate/Apocrypha)

A war unlike any other, this takes place in an Alternate Romania. There are two teams of servants and masters, 7 vs. 7 each, and this war will be a challenge indeed. Watch out though, as not everyone is here solely to fight...

06: False Holy Grail War (Fate/Strange fake)

Are you sure? This may be the most dangerous war of them all. This war will take place in Nevada, and has more than its share of surprises, as well as its nightmares. Be careful, for the two oldest heroes are taking part in this war, and getting between them may prove to be your end.

07: Tokyo Holy Grail War (Fate/Prototype)

What's this? I do not believe we have ever shown this war to anyone. I wonder what you will find in this unknown war?

08: Free Choice

You can freely choose which of the above 7 Grail Wars you take part in.

Timeline

You will begin 5 years before your war is scheduled to begin, take part in it, and spend another 5 years in the aftermath, if you manage to survive that is.

Location

You may begin at any place in the world, though you will inevitably be drawn towards the Holy War you have chosen, regardless of your will.

Age & Gender

Your age is $16+1d8$ and you may change this for 50cp. You can freely switch your gender in this jump. It happens very often here after all.

ORIGINS

000: Drop-In

You appear out of nowhere, near the location you have chosen. With nothing but the clothes on your back and a bright red mark on your hand, it is time to discover a whole new world.

100: Scholar

A born and bred Magus, you were raised and taught in the Clocktower, learning from your betters, even if you secretly hate them, and continuing to research without rest. The day the Command Seal appeared on your hand, was the day you knew things were about to change.

100: Enforcer

You were never one for sitting behind a desk and studying. No, you were always one for action, and the enforcers have taught you much. With your specialty in combat and combat magic, you were well prepared for the day the Command Seal appeared on your hand.

100: Church Representative

Raised a loyal member of the flock, the church has seen fit to give you training fitting of a servant of the lord. The Command Seal was a sign from God, or so they told you. All you know is, you have been charged with winning this upcoming war and keeping the grail out of the hands of those who misuse it.

PERKS

The First perk of your origin is free, and the others are discounted for you.

GENERAL

Free: Command Seals. (One Only)

These are a set of three red symbols that appear on your right hand. They symbolise your bond to your servant, and allow you to supply your servant with mana so long as you retain the seals. Retain you ask? Yes, you can in fact lose them. By spending one of your charges, you may give your servant an absolute order that must be obeyed. This can even let them teleport to your location, or push their abilities beyond their normal limits.

Free: One Servant

When you enter the jump, you will find that another person has appeared alongside you. This is your Servant, a legendary hero from the stories and myths. You may use either existing Servant Supplement to create your servant, they both have their advantages and Disadvantages.

Free: Status Page

A natural boon given to all masters, you have the ability to view the abilities of your servant and other beings in the form of an RPG statistics page. While this does not give you any information you do not already know, it does put it into an easily understandable format.

200: Magic Circuits (First purchase free to all, can be bought multiple times. Discounted to Scholars, Enforcers.)

You receive 20 magic circuits, each of the highest quality, upon entering the jump. These circuits are used to control both Od and Mana, internal and external magical energy respectively, and allow the use of magecraft. The more circuits you have, the more prana you get to play with. Each additional purchase of this perk will add another 30 circuits of identical quality.

400: High Speed Incantations

A rare and much sought after skill, one possessed by the Blue herself. This skill allows you to cast Magecraft incantations in half the time, regardless of their length or complexity, while retaining the full power of the spell.

800: Reality Marble

The rare ability of projecting your inner world onto the surrounding area, this allows you to warp reality in certain ways while this technique is active. However, not only does it require a long incantation, it is also a short term ability, as reality itself tries to remove it's existence. There are ways around this limitation though, but you'll need to find them for yourself. Remember, this is NOT reality warping in the absolute sense, but rather projecting what represents YOU the most. For

Shirou, it was swords and allowed him to replicate nearly any sword in the form of Unlimited Blade Works. For Alexander it was his mighty army, which came back from the dead to support him when he used Ionioi Hetairoi.

Variable: Stronger Servant

Have you run out of SP? Well, by exchanging CP at a 1:1 ratio, you may give yourself or your servant extra SP.

DROP-IN

100: Self Control

Hot heads and high stress are not the sort of things that you care for, and you can prove it, at least on the surface. You can suppress your emotions and other such foibles such as kindness and charity, in order to do what you think is necessary.

200: Relationship Flag

People just seem to open up more easily with you and with just a little effort, you can make fast friends with anyone. If you want to take a relationship even further then you now have a chance, regardless of how icy their heart is. So long as they care a little bit in return, you will eventually light that spark of romance.

400: Mystic Eyes

Well, you have Special Eyes after all don't you? You've now got the chance to pick one of the following mystic eyes, though they may take some time to get use to. Just make sure you get the right brand, yeah?

-Binding

These eyes allow the user to cast a fairly strong suggestion spell with just eye contact. However this effect can be negated by running mana or energy though ones own body.

-Charm

These mystic eyes are very similar to the facial mark was once possessed by Diarmuid Ua Duibhne. It distorts the targets perceptions, so that they view the user as incredibly attractive and sexually appealing.

-Flame

These eyes are capable of igniting the point the wielder is looking at, or, with some strain, producing a gout of fire from the users eyes.

-Illusion

These eyes are able to place the target under an illusion with but a passing meeting of the eyes. However, it can only create an illusion that covers one of the senses at first, though you may eventually get up to all 5 senses at a time. They are draining to use for long periods or with multiple targets however.

600: Snake

This incredible martial art is taught only by a secretive organization, but you managed to pick up the basics and some more advanced moves. The training alone has increased your physical power

greatly, to the point where you could destroy a man's head with a single punch. But the true allure of Snake comes from the unpredictable and nearly impossible to defend against fluid strikes, on the first battle that is. While Snake can strike nearly any part of the body with it's curving strikes, it is also an Assassination technique at its heart, and failing to kill your opponent in the first exchange will make Snake less effective over time. As an added bonus, you also gain great control over your body, and now waste little movement or energy.

SCHOLAR

100: Academia (Analysis boost & Teaching boost)

You've spent your whole life learning and helping out your teachers, and those benefits have stuck with you. You'll find it much easier to teach others, as well as understand new knowledge a fair bit quicker.

200: Resource Acquisition

Mages always seem to get their hands on the most amazing things. Artefacts of heroes and lost wonders from the past seem to be much easier to find. As long as it still exists, you can eventually find it, but the rare it is, the longer it will take to find it.

400: Thaumaturgical Focus

There exist many special arts within magecraft, and now you have gained the knowledge of one of them. There are many schools of magic to specialise in, such as Alchemy, Memory Partition, Thought Acceleration, Transmutation, Jewelcraft, Curses etc. You could even learn the Emiya art of Time Manipulation, though you will have only the very basics, and will need years just to get to Kirtsugu's level, but you may possibly go even further. You may not choose any True Magic with this perk. This perk can be bought multiple times.

600: Family Crest

The most treasured possession of any magus family, this is the source of all their knowledge. Taking the form of an engraved marking somewhere upon the body, it gives a significant boost to your magic circuits, enough to equal 60 or so extra circuits in output, and can help sustain you life at a critical point but it's real advantage lies in the ability to store spells in it, and activate them merely by running power through the seal. It is also possible to store other types of knowledge within, with some effort, and when you have a child, you can pass down this Crest as their inheritance.

ENFORCER

100: Combat Magus

You aren't like the squishy mages behind their desks, you've been born and raised fighting. You have a great skill for adapting magecraft to combat situations, something that comes naturally to you, and you possess the equivalent of 5 years of experience in any one mundane martial art.

200: "Useless" Magic

The basics are crucial, something so often ignored by all these elitist snobs. You've gained not only knowledge of the techniques, but near mastery of them. Reinforcement allows you to enhance the qualities of things, such as making a wooden stick as hard as steel, or increasing your vision to rival a hawk. Gradation Air allows you to project items using your mana, though these will always be inferior copies to the original. They may last anywhere from a few minutes to a few days once mastered. There are some objects you cannot project however, no matter what you try, such as Noble Phantasms and Conceptual weaponry.

400: Runes

You now have a rudimentary knowledge of Runes, and will fairly easily pick up the rest. At first, you can only create small lights or heal cuts and bruises, but soon enough you may be able to fire blasts of elements or greatly enhance your physical body with them.

600: Mystic Code Crafter

You have a wealth of experience with crafting these grand artefacts, and your skill is unmatched among the modern world. With enough study, you could recreate the anti-magic bullets used by Kiritsugu or even the Volumen Hydrangium. With research you can even begin to make your own Mystic Codes, possibly with even more power than these have.

CHURCH REPRESENTATIVE

100: Exorcism

The most basic skill any agent of the church learns is how to banish spirits and demons from the bodies of the faithful. You are a master of this art, and while a True Demon may be out of your reach, you can easily expel any spirit from the body of another with only short ritual.

200: Hypnosis

The Church has long since dealt with the screw ups of others, both its own priests and the failures of the Mage's Association, and they have learned how to peacefully silence any witnesses. With only a few seconds of effort, you may alter the recent memories of anyone you touch, and with several minutes you can reach back even further. This is not permanent, and though it may take years, people will break out. Especially those with strong wills.

400: Rejoice!

Almost as if you took lessons from the dark priest himself, you are now a master at manipulating others and forming complex plans. You can orchestrate tragedy that breaks apart entire families with but an afternoon's consideration, and not even a professional will be able to tell when you are lying.

600: Holy Sacrament

You must have proven worthy indeed for the church to grant you this boon. Your physical abilities are now improved to incredible levels, enough for you to stand a chance of surviving in a fight against a servant, if only briefly. You can run at 50km per hour, break through steel with your fists and withstand horrific injuries for a while longer than any human could hope to survive, though you

will eventually die without aid. As a side effect of this, your body will be imbued with holy magic, allowing you to use your body as an effective weapon against the creatures of the night.

GEAR

50: Blade of Azoth

This simple blade is the most common form of Mystic Code, able to slightly enhance the power of spells and store some power in the blade itself. This is not the equal of the Tohsaka Azoth blade, but it can still hold a notable amount of mana.

50: Dapper Dressing (One free for all)

What is a magus without style? A priest without his robe? A jumper without their outfit? Taking this allows you to create your own fabulous outfit, or take a copy of an existing outfit from any Type Moon character. This may be purchased multiple times.

50: Shirou's Cook Book

The holy bible of the Emiya household, you now receive a copy of this incredible book. Within it are stored the miraculous recipes of Shirou Emiya, each of which is enough to bring your tastebuds to heaven and back!

100: False ID

The vital accessory for any teenager, this ID will not only provide a flawless false identity, it will also alter to match your future jumps, providing a matching Fake ID for each one.

100: Tora-Shinai

Just a simple Shinai. There's nothing strange about this practise tool, and that feeling of dread that washes over you is just your imagination. This is simply a nearly unbreakable practice sword that gives off a rather terrible feeling. If you smack someone over the head for being an idiot with this, all they'll come out with is a humorous bump on their head. It also comes with an adorable little yellow tiger accessory, too bad you can't go into tournaments with it on.

100: Familiar

You gain a small animal, no larger than a cat or dog, which you can now share your senses with, seeing through their eyes and hearing through their ears. You may import any non-sapient animal you have to take this role for the same cost.

200: Black Keys

You receive a group of long cross like throwing knives, numbering roughly one hundred and able to be shrunk down and carried in your sleeves. While these blades do not possess any special killing power beyond being exceptionally sharp blades, they are very good at pinning or binding spiritual entities. Even a Servant could be locked down for a minute or so if you can hit them with a couple.

200: Workshop

The homebase of every magus and their main lab. This grants you a small and hidden hideaway, filled with materials that would assist any research or experiments you run involving Thaumaturgy or Magecraft. It will also appear in any further jumps, located close to your starting location but well hidden.

200: Weapon Cache

It always pays to be prepared. You'll gain a large briefcase containing an assortment of grenades and flashbangs, explosive charges, a submachinegun, an assault rifle and a collapsible sniper rifle. All the ammo and grenades replenish at the end of every week.

300: Custom Mystic Code

A very special item indeed, and one of the most powerful in the modern day. You gain a Mystic Code, something that is either the culmination of your magecraft, or made to enhance it even further. You can even choose to copy a canon Mystic Code, such as the blob of Mercury named Volumen Hydragyrum, or perhaps the Tohsaka version of the Azoth Blade. You cannot choose a Noble Phantasm with this.

300: Inheritance Amulet

A small amulet with a jewel inlaid in it. This amulet holds an incredible amount of mana, but it can only be used to enhance a spell once per year. If that seems harsh, remember that it allowed Rin to bring back the recently dead with but a single, simple healing spell.

300: Homunculus

Perhaps the Einzbern have given you a gift, or maybe you stole it for yourself. In either case, you now have the friendship of one of the Einzbern family's Homunculus. A powerful Magus with albino features, they are incredibly loyal to you, and establishing a relationship with them wouldn't be hard at all. Unlike other Homunculi, your one is a perfect one, and does not possess a finite lifespan like the others do. They also count as a companion.

600: Magic Core

A core identical to the one Artura Pendragon holds has appeared deep within your soul. This Magic Core has granted you an immense amount of Mana, far more than any normal magus could ever hope to achieve with just magic circuits. This source of mana also regenerates quite rapidly, refilling to full within a single day.

COMPANIONS

100-300: Companion Immigration

You can import companions with this option. For 100cp you may import a single companion and for 300cp you may bring in all 8 companions. Each import gains one free origin and 300cp to spend on perks. They cannot buy items with their cp. You may also apply the servant drawback to ONE of your companions, but you cannot take it at that point. If you are a Servant, you may take one of your imported companions as your Master.

DRAWBACKS

You may take as many drawbacks as you wish, but you may not gain more than +600cp from them.

000: Servitude

You wish to give up your freedom in exchange for power? By your leave jumper. You may now turn yourself into a servant and gain all benefits from such an act. When you are creating your servant, you should use either the MK 1 Servant Supplement of the Complex Version of MK 3, both are in the Drive under supplements. You must also choose a master, either one that does not take part in the war you are participating in, or replacing a canon Servant whose class you have taken on. Once the jump is complete, you may take your master as a companion free of charge. However, you cannot take the free Command Seals. If you wish for a set of your own to mimic what Medea did in the Fifth Grail War, you must pay 600cp.

000: Carnival Phantasm

Type Moon doesn't have to be so moody and dark all the time, and for once, the world agrees with you! For the next ten years you'll be taking part in the Carnival Phantasm, a wild ride of fun, adventure and leisure. However, as a result of removing all sense of danger from the world, you cannot choose any option except for this one. No perks, freebies, items or drawbacks, and only the Drop In origin.

100: Techno-Incompetent

Electrickery? What is all this new fangled nonsense that is so prevalent these days? You'll have none of it, to be sure! By taking this, the highest form of technology you will be able to understand or properly use is a telephone from the late 90s and an answering machine. Try not to break too many televisions, okay?

100: Arrogance

They say that pride comes before the fall, and it has a long way to fall for you. While you won't be matching a certain golden king in ego, don't expect to be a reasonable or pleasant person to be around. Your constant boasting and bragging will quickly frustrate those around you. Be wary of getting too overconfident in your power too.

100: Lewd Leanings

You'll find your self starting to resemble a certain blue haired teen in your desires. You'll have a nearly irresistible urge to leer at attractive people and flirt with anyone you can. However, those people that you fancy will find you more repulsive the closer you get. Don't worry, your companions are safe from this effect.

200: Cruel and Unusual

Oh dear, things have gotten dreadfully boring for you as of late, haven't they? You know what might brighten up your day? The suffering of the innocent. Kotomine would be proud to call you his equal, in sadism at the very least. Any source of pleasure or happiness will be muted and dull, unless it is built off of the backs of the misery of others.

200: Crippled Circuits

Regardless of how many Circuits you have, you cannot use prana during this jump. There are ways to recharge your servant manually though, but this involves getting very intimate with them in order to transfer your energy to them, and will leave you quite tired afterwards. Unless you have a lot of energy of course.

200: Helping Heart

Helping others has always been a way of life for you, no matter how unreasonable the request you are glad to help out. You'll charge in at the sign of trouble and help everyone you can, regardless of if they are your enemy or if some giant is swinging an axe at your guts. Needless to say, this drawback does not do wonders for your survival instinct.

300: Royal Rage

Let it never be said you hold a grudge. Others are not so charitable, and you've managed to anger the biggest and baddest line of mages since the Age of the Gods. You'll be hunted by the most powerful family, who retain incredible influence over the other families and the clocktower itself. And god forbid you take this in the 5th war, for you will be up against the Queen of the Clocktower, Lorelei herself.

300: Center Stage

You know how the Grail War is a battle to the death between 7 masters and 7 servants? Not anymore. Now, you are the prize, and all the other teams will be working together to bring you down. And if there are any loose servants wandering around? They'll join in too, and they won't be arrogant and dismissive this time around.

300: You Got Worms!

Congratulations! It seems that some one, perhaps a kindly old man, has left you a special present on your entry to this world. Soon enough, you'll feel the crawling and wriggling under your skin, as a rather large number of rather phallic worms suck your...prana dry. You'll need constant prana infusions to stay alive, and the only prana that the worms will accept is that you gain from intimate relations. Unlike Sakura, you cannot get rid of these worms until the jump is over. Not even killing Zouken can rid you of this infestation.

THE END

Well, whether you are satisfied with your chosen path or not, it is time to make that familiar choice.

Return to your Home

You've grown tired of jumping, and you've decided to go home. You'll retain all your stuff that you've gained on this journey. We hope you enjoyed your stay.

Stay in the here and now

Grown fond of this world? Fair enough, we'd be glad to welcome you permanently. All your affairs back at home will be put in order, so just enjoy the life you have gained. Perhaps you may find a way to visit other worlds here?

Charge onwards without hesitation

We're sad to see you go, but the next world is awaiting you jumper. While your friends that you have made will not follow, you may still see them again one day.

Notes

-You might remember the Holy Grail is known for granting wishes? Well, in this jump you might get the chance to win one. However, regardless of which grail you win it from, you will not gain it until your chain is over. In the meantime, your wish will be held hostage by Jump-chan, to be made once you have ended your chain. I'm sure a single omnipotent wish is a worthy prize.

-A list of possible specialisations is provided here.

http://typemoon.wikia.com/wiki/List_of_Magic_Spells

-The 'Useless' Magic perk gives you near mastery of the techniques, but Scholar receives the basics automatically as well.

-You cannot choose Snake as your martial art for the Combat Magus perk, unless you have bought Snake as a perk, in which case it gives you 5 years of experience as normal.