

Lord El-Melloi Case Files



Jumpchain by Ze_Bri-On

Three years after his defeat in the Fourth Holy Grail War (depicted in Fate/Zero), Waver Velvet returned to the Mage's Association's Clock Tower in London, to resume his studies in magecraft. He became employed there as a lecturer for third year students, and quickly became popular among the mages who lacked individual influence and long family histories, eventually revolutionizing thaumaturgic education. He rescued his dead teacher's house from ruin by compiling the man's leftover notes and research, and in doing so earned the title "Lord El-Melloi II," the man who revived the house of Archibald.

His mediocrity as a magus prevented him from advancing in practical skill, but in time he became one of the greatest professors in the Clocktower.

Now if only the mages around him could stop murdering each other and getting him involved.

The Nasuverse is a deceptively familiar world, on the surface. Here, however, almost every myth and legend is literal - though incomplete - truth. Most of the World's mystery, and thus magic, has declined and faded, lost with the ancient Age of Gods, strangled by the engines of progress, though beneath the surface there are still some who cling to the remnants of ancient powers, hoping to advance their craft to the point where they can travel to the Root of the World, also called Akasha, and gain access to True Magic, a power beyond mortal ken in this era. There is nothing the mages of this world will not do to achieve this. No depth they will not sink to, no sin they will not commit. Fortunately, they are kept mostly in check by fear of the general public discovering their existence and a handful of other supernatural creatures and organizations, such as the Holy Church, who unfortunately are almost as amoral as they are. Almost.

This is the world you shall spend the next decade in, whether you chose to embrace the shadowy secret societies of the Moonlit World or not. Here's 1000 CP to help you get settled. You enter this world at the beginning of the anime, sometime in 2003.

+1000 CP.

Origins

Students and drop-ins are 8+1d8 years old. Researchers and Teachers and 20+2d8. Or 100 CP to choose. Likewise, your sex stays the same unless you pay 100 CP to change it.

Drop-In (free) You arrive in this world with no history but whatever you brought with you. You are unchanged in every way.

Student (100) You are a member of a prestigious bloodline of mages, sent by your family to study in the Clocktower in hopes that you will better yourself and your family's craft in hopes of one day reaching the Root of the World.

Teacher (200) After completing your own education on the matters of magecraft, you turned forward, towards the next generation. Perhaps you only took it for political reasons, but the fact remains that it is now your duty to educate young mages in thaumaturgy on behalf of the Mage's Association.

Researcher (200) You are the magus distilled. Having completed your magical education, you hunkered down and started doing what every mage dreams of: research and experimentation. If you dedicate yourself, you might just bring your family one step closer to reaching the Root of the World. I expect there's no end to the bloodshed you're willing to commit to attain that goal.

Policies Enforcer (200) It is a rare magus that gives up the search for the Root, but remains involved in the Association, but it does happen periodically. Many of these

mages do what you have done - join the Department of Policies, which is dedicated to preventing the rest of the Clocktower from self-destructing or exposing magic to the world. In short, you're one of the police officers of the mage world, though that is at best misleadingly simplistic. Fair warning, around 90% of the time, the motive for any crime is going to be related to reaching to Root or furthering one's family's research.

Coconspirator (100) I'm sure you had your reasons, but you've thrown your lot in with "Doctor Heartless," aka Kurou Adashino, who intends to bring back the magic and Mystery of the ancient Age of Gods, destroying the Age of Man in the process. You'll be hunted down and punished - but they'll need to discover what you're doing first.

Location

You may choose to begin anywhere in England that you could rationally be at - even Avalon, its equivalent on the Reverse Side of the World, if you can come up with a passable excuse.

Perks

Discounts are half off, except for 100 CP perks, which are free for their origins.

Magic Circuits (200) This perk confers twenty average quality magic circuits, open and ready to be used, or equivalent magical output, in case you want more or less circuits. The first purchase is free for all. The second purchase is free for Students. You may buy it as many times as desired. If you purchase the Magic Crest item, purchases may

instead be used to improve upon it at an equal rate rather than adding to your innate circuit count.

Elementary Thaumaturgy (Free) You know the most basic levels of magecraft. You can use the most basic forms of Structural Analysis, Gradation Air, Reinforcement, and Alteration. You have the beginnings of an understanding of the laws of magic in general, but don't expect to outclass anyone but Shirou Emiya. Some of the more haughty mages will resent referring to you as a mage at all.

Elemental Affinity (100) First purchase is free. Can be bought up to five times. You may pick one element - a base component of the World - to have a magical affinity for. All magic pertaining to this element - symbolically or literally - comes significantly easier. Most mages have affinities relating to one of the Five Great Elements (fire, water, earth, air, and ether) though some have more esoteric affinities like Imaginary Numbers or more mundane affinities like Swords, so you may choose whatever you'd like.

Magecraft (200) You have sufficient understanding of modern magecraft to claim the title of Cause, an average magus, and may pick one form or style of modern magecraft to specialize in. Canon examples include alchemy, curses, holy sacraments, spiritual evocation, runes, formalcraft, kabbalah, jewelcraft, golemancy, necromancy, puppet mastery, gravekeeper secrets, druidcraft, astromancy, witchcraft, summoning, zoology, onmyoudou, shugendou, Apache shamanism, Traditional Japanese magecraft, and many others. You have a firm grasp of both its theory and practice, as well the general fundamentals of thaumaturgy, but unless you've got something else up your sleeve

you're nothing special. You may purchase this perk as many times as you like. First purchase free to all but Drop-In and Student.

Mastery (400) You may pay 200 CP to elevate your skills in one form or style of magecraft you know from average to incredible - mastery worthy of the Association's elite, rather than a common mage, even if you learned it on another jump. This isn't enough to defeat a Lord of the Clocktower in a straight fight, not without some serious talent and quite a few more magic circuits, but they'll at least take you seriously as a mage. You may also buy this upgrade multiple times, but not for the same form of magecraft.

Brand (600) By paying 200 CP after taking Mastery - or having equivalent skill - you may elevate your skills still further. At this point, your command of your speciality is amongst the greatest living mages. Regardless of how long or short your lineage is, you are on par with such exalted figures as Ruffleus Nuada-Re Eulyphis, Kayneth El-Melloi Archibald, and Inorai Valualeta Atroholm, even if your magic circuits aren't up to snuff and your general skills leave something to be desired in comparison. Unlike the previous perks, however, this may not be purchased multiple times - Brand is the highest practical rank these days, and it would stretch credibility too far to reach it multiple times. It also does not come with a ridiculous name, even if you want one.

Self-Defense Training (Free / 200 / 400 / 600 / 800) Every modern mage has some training in mundane combat, whether in hand to hand or with a “simplistic” melee weapon. The free version of this perk confers that much - hardly an unimpressive level of skill, but easily outclassed by professional combatants. For 200 CP, free to Policies Officers, you may instead have skills with both equal to a low level Sealing Designation Enforcer, Executioner, or mercenary Spellcaster. For 400, you are something truly special, able to consistently defeat all but the best of what even a powerful (modern) mage can throw at you, if only you have your weapon, even with only average magical skills. For 600, you are one of the greatest living fighters - one of very few humans who can comprehend an attack from a Servant. With the right magical abilities, you might even keep up with one, for a brief time. For 800, you have surpassed what simple physics and biology should allow and developed a degree of Mystery, reaching an explicitly supernatural level of mastery over your weapon of choice and to a lesser extent martial arts - a degree of skill that the trappings of and contact with modern society - and the Age of Man - should prevent, yet in your case, miraculously, does not. Mind you, even this is not enough to replicate Zeltretch’s Multidimensional Refraction Phenomenon or fend off a Servant through skill alone, but it’s certainly closer than most ever come. Regardless of what tier you chose, any magical abilities and weapons you buy here are fully integrated with your fighting style.

Family Research (Free) Every magus lineage has some focus, some subject they’re studying, such as the biology of a specific Phantasmal Species, mystical archeology, the human genome, the interaction between Paracalus’s alchemy and the Periodic Table, astronomy, or the inner workings of Mystic Eyes. Whether you inherited it or stole it, you

may pick one such focus here, and gain a vast well of knowledge pertaining to it - enough to rival an accredited doctor if there is such a thing. At base there is little mystical benefit to this knowledge, but as your magical skills improve it will grant you access to numerous mysteries that are either unusually powerful or extremely difficult to replicate using modern thaumaturgy. Some of those shall be the fruit of your family's research, some will be the tools necessary to continue it. It's nowhere near enough to reach the Root, but maybe someday, if you keep at it. Additionally, some Thaumaturgic Attribute - probably one that resonates with your family research - has been passed down your bloodline, like any magus lineage, which adds "meaning" to elemental magecraft, making it many times more effective and versatile, and may even open up otherwise-impossible options, though you cannot claim the most impressive canonical examples such as Tradition Carriers and Wish-granting with this perk alone. Like elements, these can be changed, but never casually. Known attributes include swords, sisters, opening wounds, the flow and transfer of power, and absorption, so you can pick just about anything you can imagine. Just remember that having "almighty" as your Sorcery Trait won't actually make you almighty, though the Queen of the Clocktower might have something to say on the subject.

Drop In

Making Friends (100) You have a certain predisposition to making friends. For some reason, people simply like you more easily than you should. Any of your traits and actions will be seen just a little bit more positively than they normally would be, even by those who are already your enemies.

Sybil (200) You have an innate and instinctive connection to death and the dead. This gives you certain natural insights into supernatural phenomena related to them, such as ghosts or blood sacrifice. You also automatically know when you are in a graveyard. The benefits of this start out subtle, but with training they could develop into a formidable form of magecraft that allows the invocation of Heroic and Divine Spirits, though causing true possession by such beings would require an amount of magical energy that could not realistically be acquired by a modern mage. Still, projecting them upon yourself to borrow their powers is a potent form of thaumaturgy in its own right. In future worlds you may use this magecraft to invoke local heroes and gods in addition to those from the Nasuverse.

Mysterious (400) Your soul is a self-updating Record of Mystery, akin to a Servant, making whatever supernatural powers you use accepted by the World and similar as possible if not as natural, and neither the decline or dilution of Mystery or the degradation of your Thaumaturgic Foundation will ever weaken or destabilize your magecraft or magic, true or otherwise, though again like a Servant you can still benefit from spreading and deepening your Foundation or increasing the levels of Mystery, as they can still bolster your abilities. Furthermore, all your supernatural abilities, even those from other worlds, retain their normal potency no matter where you go, regardless of how sensitive they normally are to changes in location, even in other eras, areas, dimensions, or worlds where they shouldn't function, even if you were to travel to a dead World or voyage outside the Earth's influence and Texture altogether - as long as you can provide all the other normal requirements (like magical energy) and overcome anything actively trying to stop you, your magical and supernatural abilities will work anywhere.

They may not work exactly the same - mind the local ley lines, for instance - but they'll work, unless they're completely removed from the local context, like traveling to alternate dimensions where none exist. Beyond that, you also don't need to worry about them ceasing to operate because of changes or damage to the underlying system.

Gray (600) Apparently the blood of the Pendragons flows through your veins, because at some point in your youth your face and body suddenly changed into a copy of King Arthur's - I mean Artoria's. For now, this means you possess the ability to reinforce your body far beyond what should be possible with modern magecraft and your sex is automatically set to female, though you may pay 100 CP to be male and take on the appearance of Proto-Arthur instead of Artoria. You can also utilize Artoria's Noble Phantasms, should you acquire them. In time, however, more of your royal heritage will show itself, until eventually you will inherit Artoria's draconic nature and power, halting your aging and making you into a phantasm in human shape. This will give you access to a Magic Core capable of generating immense magical energy in short amounts of time, as well as extremely powerful resistance to hostile magic. Post-jump, your Saberface appearance becomes an alt-form.

Student

Student's Lifestyle (100) Being a student's harder than it looks. You've got to manage your time, take good notes, listen to boring lectures, read boring textbooks, search through a library for references, and write papers that actually make sense. Fortunately, you're perfectly adapted for academic life, and have all those skills. You also have a deep

seated love for discovery and learning, in general but especially when it comes to the supernatural, which will carry you through even the most unengaging classes.

Fast Learner (200) Ironically, the greatest students are often the ones who spend the least time as such. Your mind soaks up knowledge and new skills like a sponge, absorbing information that will shame all but the best of your peers. Regardless of what academic discipline you're trying to learn, you'll master it in half the time it takes most people.

Mystic Eyes (400) You're still young, you don't have to live on your own achievements just yet, for now you need only prepare yourself. Helpfully, you've got an advantage right out of the gate in the form of some hereditary trait or mutation. Despite the name, this is not limited to mystic eyes, and also includes pure eyes and other unusual gifts, such as phantasmal ancestry, ESP, and the Fraga Clan's Traditional Carrier trait, though if you purchase multiple actual Mystic Eyes, Rail Zeppelin will be very interested in you. You may select any such ability that occurs or exists in the modern Age except Wish-granting and Mystic Eyes of Death Perception. This can be bought multiple times, but each time you buy it the price doubles..

Magical Genius (600) You are a prodigy when it comes to magecraft, both in theory and in practice. You can learn and develop spells in a fraction of the time it takes your peers, and end up much more skilled than them. You are the kind of genius that's seen only once or twice a century, the sort of mage that will reach beyond ordinary magecraft and be recognized as an exceptional magus by the entire Mage's Association. In fact, you

either will or already have learned or developed a rare or totally unique mystery, or set thereof, whether that means your fire spells can consume normally unburnable things like magical energies, spiritual bodies, and otherwise inflammable materials or that you have created a cheap knockoff of Kischur Zeltrech's Kaleidosword - or if you're really crazy, one of his Kaleidosticks. Unfortunately, this has limits, and they are such that nothing produced here can compare to an actual True Magic or sorcery from the Age of Gods, so don't expect to project Noble Phantasms or create an almost perfect copy of yourself. You also get a free purchase of Magecraft or Mastery, and further purchases of both are discounted.

Teacher

Teaching Aid (100) You might not have a teaching degree, but frankly you deserve one. You know exactly how to organize a syllabus, grade papers, lecture effectively, and keep a classroom full of rowdy teenagers in line. Er, mostly in line.

Moral Magecraft (200) Most mages are sociopaths who only care about themselves, their research, their families, and reaching the Root. Only a small percentage break this mold. You, however, have a talent for breaking people out of such mindsets, overcoming cultural inertia and turning people around to your way of thinking. When you earnestly endeavor to change hearts and instill morals, even such sociopaths will pause to listen, and may, in time, even change their ways. This is most effective when you have some form of authority over them and the respect and admiration of those you are attempting to change.

Great Detective (400) While you don't have the skills of a true detective, you have an analytical mind and are highly perceptive. You are skilled and trained enough that, given a small array of facts and evidence, you can usually uncover the unnoticed or hidden specifics of a crime, which makes discovering its true motive, and thus true perpetrator, far easier. This will be more helpful than actual detective training when it comes to solving magical crimes, as the means and opportunity thereof have so many variables that figuring those out - much less proving them - is nearly impossible. You can also see through attempted cover ups and manipulations with incredible ease. More usefully to a magecraft professor, you can quickly and easily notice details that may be relevant to magecraft and analyze both at the same breakneck pace.

Visualizing How to Run (600) Regardless of your practical skills with thaumaturgy, you are a master at instructing others. It seems to be connected to your superb visualization skills, which are indeed quite impressive. Even if you are only an average magus, your students could be some of the best in the Clocktower, if not the whole Mage's Association. Such is your skill that you could have single handedly revolutionized magical education - if Lord El-Melloi II hadn't beaten you to it, anyway. In fact, this skill helps you teach any and all of your supernatural powers, so long as they are teachable at all. You are also very skilled at figuring out unconventional and more efficient applications of magecraft, including those involving modern technology.

Researcher

Experimentation and Papers (100) You are at home in a lab. When it comes to experimentation, you know all the procedures, can keep detailed and accurate notes, and

will never accidentally violate a safety protocol. You also have the ability to compose your findings in ways that are elegant, informative, and understandable even to the less educated. You also have a knack for correctly connecting cause to effect, which would make you a half-decent detective, though it is nowhere near infallible.

Funding and Grants (200) One of the hardest tricks for any research scientist is finding the money to actually perform experiments and acquire specimens, and mystical scientists are no exception. Fortunately, you are positively blessed with opportunities to find funding, and unusually charismatic when you ask for grants, even in the world of mages, where secrecy is as precious as lifeblood, if not moreso.

Bloodlines (400) Perfecting the family magecraft and reaching the Root is the work of generations, not lone geniuses. As such, passing on the fruits of your labors is vital to all magi. Whenever you create a sapient being by natural or supernatural means, you may pick any number of your perks that are individually worth 400 CP or less and give that child and all their descendants partial or complete copies of them, though if you're feeling a little elitist - or want to keep something in the family - you can make partial or complete inheritance conditional on whatever you want. Post-Spark, these restrictions are loosened and you may pass on any perk worth 800 CP or less. If a perk has benefits and effects determined by choices made upon purchase (such as the above Elemental Affinity perk) then you may either force your choice upon your progeny or allow each individual to subconsciously make their own choice based upon their personalities and spiritual natures. However, any aspects of perks based upon ancestry are "locked in," and cannot be changed, as are those that provide a body of knowledge. Any and all perks

will first manifest at puberty (or equivalent) or as appropriate. They will not manifest if they cannot - no thaumaturgic skills without open magic circuits, though if you made the above Magic Circuits perk hereditary your bloodline's circuits would open naturally at puberty.

Lord (600) You have the position - if not the power - of one of the Clocktower's most elite mages, a Lord of the Clocktower. You can even pick which department or invent a new one for yourself. In this world you have connections, favors, influence, and vast amounts of wealth and resources, both mundane and otherwise, some of which is generated by an array of magical patents. You are well trained in the subtle arts of politics, intrigue, manipulation, and negotiation, and in future jumps you'll always be a highly influential member of whatever background you chose. Additionally, you are highly resistant to curses and attempts to assassinate you are often foiled by happenstance.

Policies Officer

Investigator (100) You are trained to carry out systematic and formal inquiry to examine and discover the facts and events of an incident or allegation, even when that incident or allegation is supernatural in origin. Unfortunately, such dictionary-definition detective work is often imperfect when used upon the myriad of strange and unpredictable abilities mages can - often secretly - possess.

Stability, First and Foremost (200) That is your job, as a Policies Officer - to create stability in the Clocktower, and act as a deeply necessary check on the impulses of a

fiercely competitive subculture with zero-sum goals that encourages a disregard for human life and is essentially heavily armed, constantly. Even if you're in the pocket of the Barthomeloi family, you've got what it takes to do your job; you have almost clairvoyant instincts capable of intuiting what is necessary to maintain stability in any situation, and the bureaucratic and social skills necessary to make strike deals with opposing factions to make it happen - and to find elements that create instability. That said, remember that maintaining the status quo is almost always easier than improving or altering it, so don't overestimate yourself.

Witch Hunter (400) You've got superb mystical senses, and can almost always sniff out hidden magic and the purpose thereof, as well as a high resistance to any sort of influence that hopes to throw you off the trail, all three of which grant you a serious edge when it comes to investigation. You're also trained in both the mundane and mystical arts of tracking and discretely tailing suspects.

High-Speed Incantations (600) You have learned the techniques necessary to speed up your spellcasting without sacrificing the efficiency, effectiveness, or stability thereof - a supremely useful skill for mages who expect to fight other mages. Currently, your spellcasting takes only half the time it should, but with practice you might be able to perform it at ten times its natural speed. Also, neither nervousness nor the strains of combat will interfere with your spellcasting, and you're very good at interrupting and anticipating the spells of others, though the latter skill requires some information on the opponent.

Coconspirator

A Trustworthy Face (100) One of the most fundamental laws of mystery novels is that the one you don't suspect is always the true culprit. It seems that is particularly true in your case - you're very skilled at ingratiating yourself to others, including the investigators chasing you, and deflecting blame. You will also never confuse your alibis or expose yourself by saying the wrong thing,

Off the Grid (200) As good as hiding out is, there's always a risk of being discovered. Fortunately, you have a very particular set of skills to facilitate surviving going on the run. You know exactly how to bypass borders and checkpoints, set up convincing fake identities, disguise yourself, lose trails, and maintain a cover for long periods of time. Even without a hint of magic, you could infiltrate and evade a surveillance state. When it comes to magic, you're quite talented and almost as skilled, and can hide yourself from tracking spells and even create convincing false leads, though this is dependent on your general skills with thaumaturgy. An ordinary magus with ordinary (token) pursuit could survive indefinitely with your talent, and even continue their research. The way you and Doctor Heartless are going? I suspect you'll need something a bit more impressive.

WhyDunIt (400) More accurately, "why did you do it." Which is a question a lot of people are going to be asking, and you are very good at deflecting. You can predict what people will do long before they do it and with the benefits of such foresight, destroy or alter evidence to maintain the premise of your innocence, or at least keep them out of your hair. You're also fantastic at confounding trackers and losing tails, as well as living off the grid, if need be. Such skills, together, can be bent to creating labyrinthine plans of

such complexity and potency that a single elite mage could bring all of mage society crashing down - or hide the true significance of a ritual that got one of the most prestigious and powerful mages alive killed.

Lostbelt King (600) Wait, what? How did - nevermind. I'm sure Dr Heartless will be glad to have you on board, because it seems you have somehow circumvented one of the dangers of actually changing the world in this setting, specifically that the Quantum Time-Lock and Pruning Phenomenon may decide that your timeline is outside of acceptable boundaries, and eventually delete it entirely. You don't need to worry about it, because you have a power no one else does: when your timeline is about to be erased, altered, or deleted, a sort of mystical alarm goes off in your mind, at least a day in advance, and you may declare yourself - or a major or defining figure of the timeline a the timeline's "king." Upon doing so, the timeline is henceforth a "Lostbelt," over which the king gains a sort of Divine Authority. So long the Lostbelt's king remains within it, and alive (or alive-adjacent) it will persist, any problems caused by its mere existence will simply not occur, and any attempt to alter it will simply result in additional timelines spawning. Departing for a new jump or Going Home does not count as leaving, and post-Spark, you no longer need to remain within your claimed timelines to preserve them. In the case of competing claims, the more defining figure of the timelines or the most mystically powerful becomes king.

Items

You gain a 300 CP stipend to spend on this section alone.

Family Library (100) A collection of several dozen mystical texts and hundreds of notebooks which contain all the information necessary to learn common magecraft, and a great deal of information about your family's magic and research in particular.

A Phone and Computer (100) Exactly what it sounds like, and as a bonus it can be updated into each new setting's equivalent. It will never be out of date or need recharging.

Infinite Cigars (100) Apparently you have a smoking habit, because you'll always have one on hand if you need one.

Nice Clothes (100) A full and fashionable wardrobe that somehow continues to fit you perfectly no matter your form. It can even update for whatever the current local fashion is.

Research Supplies (100) All experimentation requires resources. You receive a steady supply of whatever mundane resources are required for your research - yes, including gems if you use jewel magecraft, no you can't sell them to get rich - arriving on the first of every month. Does not come with any living humans to experiment upon.

Mage's Workshop (200) This is a warehouse attachment, though it can be imported into future jumps instead. Either way it is perfect for any aspiring thaumaturgic researcher, a structure of your design the size of a manor house that's all set up for magical experimentation, with an empty surrounding area, and all necessary equipment provided.

It's self-maintaining and has all the relevant utilities. As a bonus, something about it reduces the severity of any and all laboratory disasters by an order of magnitude, though resources, samples, and test subjects will have to be procured elsewhere...

Black Keys (200) A collection of holy blades used to combat magic and destroy unholy and demonic creatures such as vampires and demons. It is nearly impossible for such a being to heal from a wound inflicted by a Black Key. As blades go, they are well forged but ultimately subpar weaponry, only truly shining when used against spiritual or supernatural entities, preferably of the unholy or demonic variety. And shine they do, as even a Servant who is neither unholy nor demonic can be momentarily stunned by a Black Key. With training in the Church's Holy Sacraments, they can be used for a variety of supernatural effects, including blocking spells, and can be made more effective with magical energy. Due to their nature as a religious Mystery, however, they are most potent when the wielder and target are both Christians, particularly Catholics, though they function fine if only one is and don't *absolutely* need either to be. As you are a Jumper, you do not need to be Christian to use yours at their most effective, and they will regard you as such when you wield them regardless of your actual religious affiliation. Also comes with a few dozen Ash Locks, which are more common holy weapons, in a number of forms.

Volumen Hydragrym Meido (200) An autonomous mystic code designed with a simplistic personality designed with the appearance and function of a maid, though it also has combat capabilities and some pretty impressive computational abilities. Can be condensed into a vial for easy transportation.

Magic Crest (300) You have your family's Magic Crest implanted somewhere in your body. It adds an additional twenty extra magic circuits of average quality to your arsenal. It brings with it two abilities: firstly, a series of spells are engraved upon it, which can now be cast simply by running magical energy through the Crest. The second is that as long as the flow of magical energy continues throughout your body, and the Crest remains intact, you will remain alive in the face of almost any wound. Of course, Crest can be fragile things, and nearly impossible to restore, but this one is special - it is guaranteed to regenerate to pristine condition a year after it is damaged or destroyed, including any later additions. As Crests are, by nature, transferable, this is an item rather than a perk, and if you trade or give part or all of it away it won't regenerate unless destroyed or if you reclaim it, but I doubt a Jumper like you would be interested in that. If you are, then you won't need to worry about it or any additions to it decaying with age, poisoning a relative of yours, or being rejected by their body. If taken with Lord or Brand then it has an additional twenty magic circuits or equivalent. If taken with both, fifty. If you have one or more Crests from other jumps - or acquire more in future jumps - they may be seamlessly merged with this one, conferring its benefits upon all crests involved.

Family Fortune (300) Every first rate mage (except Lord El-Milloi II) is wealthy. By purchasing this, you receive similar wealth, which can be converted into the local currency and adjusted for inflation and deflation at the beginning of each jump, at which point it is replenished.

Add - Grim Reaper (400) A replica of the Atlas superweapon known as Logos React created by Morgan le Fey, this Mystic Code takes the form of a talking box in a bird cage, with a personality designed by you. At your command, it can transform into a massive scythe known as Grim Reaper that's deadly in combat and can consume both magical energy and spiritual bodies, boosting the user's physical abilities in the process. It grows as it consumes more energy, somehow without reducing your combat effectiveness. It can also be turned into a hammer, a shield, and probably a few other forms as well.

Rhongomyniad (800) By spending an additional 400 CP after purchasing Add - Grim Reaper, you gain access to the Mystic Code's true form: the Lance That Shines to the Ends of the World: Rhongomyniad, the holy spear of the King of Knights. Besides being an incredibly powerful spear, it is capable of launching beams of magical energy at one's enemies. It is also a pillar of the World, which means if it breaks, the Age of Gods shall return and consume the Modern World or whatever world you unleash it upon. Best not to allow that to happen, but if you do, Rhongomyniad will reform post-jump, optionally restoring the barrier between reality and illusion in the process, though by then who knows what damage will already be done. Oh, and don't worry about that whole "turning into a sociopathic goddess" thing. Add will protect you from that.

The Clocktower (400) Yes, the whole thing. It is hidden and protected by a large number of powerful bounded fields, equipped with dozens of laboratories, classrooms, and libraries. It will insert itself into new worlds. The residents have no particular loyalty to

you, but they'll never become openly hostile unless you do first, and they'll forget it after that jump. For 1000 CP instead, the magi are replaced by loyal followers each jump.

Spiritual Tomb of Albion (400) Beneath the Clocktower is the mystical labyrinth created when the dragon Albion attempted to depart for the Reverse Side of the World after waiting too long, only to end up fused to the earth around him and be trapped in a pseudo-undead state. It is a place of enormous danger, but also enormous opportunity. By paying 400 CP after purchasing The Clocktower, you may bring the Spiritual Tomb with you as well. The mages within are as loyal or disloyal as those you bought from the Clocktower. While no human has yet managed it, it is possible to enter the Reverse Side of the World by traveling far enough down this labyrinth. If you do so in future worlds, you will find some realm of layer of existence where local myths and legends reside - or whatever equivalent exists.

The Holy Church (600) The Holy Church is the supernatural underbelly of the Roman Catholic Church, utilizing holy mysteries and to a lesser extent magecraft to both protect humanity and support their mundane counterparts. In case you feel the need to bring them with you, the Holy Church can be made to follow you into future worlds. In modern jumps it simply integrates itself into the Catholic Church of that world. In jumps where there is no Catholic Church one will appear retroactively as a major world religion. Members and holy items will take on local forms, identities, moralities, and magical or holy abilities, if applicable, though you may instead import them in their original forms if you desire. These are followers, not companions, so individuals do not carry over from world to world. The Church will never become hostile towards you unless you give them

legitimate reason to, and they'll even ignore less legitimate reasons to dislike you, like you using magecraft or not being a Catholic, as applicable. They are also extremely willing to help root out unholy and demonic creatures of the night to defend humanity. For 800 CP instead, you are considered an important and trustworthy member and leader of the Church, though if you try to do something directly contrary to their mission like wipe out humanity or kill God (without first convincing them it is not truly God but an imposter) they will side against you.

Companions

Old Friends (50/300) You may import one companion per 50 CP you spend, or eight for 300 CP. They gain 600 CP to spend on origins and perks, and 300 to spend on items. They may not, however, take drawbacks.

Canon Character (100) You may select a canon character to attempt to recruit to be your companion. Not any Nasuverse character, specifically someone who appeared in the Lord El-Melloi Case Files for more than a cameo. You must convince them to follow you on your adventures, but they will automatically regard you favorably and you are guaranteed to meet them at least three times. Divine Spirit Iskandar is not an option.

Servant (400) You receive 1000 SP to spend on the Fate Servant Supplement, to build a Tier One servant. If you choose Iskandar, then you get Waver Velvet for free, and they share one companion slot.

Students (400) Discount Teacher. A group of six young and bright students that count as a single, collective companion. They're fiercely loyal to you and more than willing to follow you on your adventures.

Best Friend (200) A magus the same age as you. You have 600 CP to build them, and 300 CP to buy them items. And they get a free Magic Crest. They are a trusted friend and companion from your past in this world, and will be more than happy to follow you to strange new worlds.

Drawbacks

Take as many as you like.

Remember the Past (+0) All of your previous Type-Moon jumps now took place in the same continuity as this one, though you won't be able to encounter your past self during your time here.

Churchman (+0) If you find the Mage's Association too distasteful but still want the benefits of an organization, you may take this drawback and be a member of the marginally more moral Holy Church, the secret underbelly of the Roman Catholic Church concerned with rooting out demons, dead apostles (vampires), and heretical magi. They are, of course, zealots and fanatics to a man, but at least they're out to protect humanity for its own sake? You keep your origin and any perks and items you bought, but you are instead a Church equivalent. If you're a Researcher, expect to by researching how to kill

things the Church doesn't like. If you're a student, expect to be an Executioner in training... or learning how to be a researcher so you can help discover new ways to kill things to kill things the Church doesn't like. Or a cleric in training. Sensing a theme here?

Continuity Shift (+0) The original novels and the anime based on them are subtly different. You may use this to freely pick which one you land in.

Shy (+100) You are shy and easily embarrassed, due to a lack of social interaction in your formative years.

Someone Else's Face (+100) Your face... it isn't yours. It belongs to someone else, and this will bother you every time you look at it. No amount of illusions, surgery, makeup, accessories, or shapeshifting will change this.

Haven't Lost It (+100) And you won't. Fate will conspire to keep you from getting any form of R-rated fun or affection for the duration of your stay.

Inserted (+100) Instead of having your own in-jump identity, you are now inserted in place of a canon character of your choosing and must make sure things go at least as well as they originally went - from that character's idea of "well."

Beastly (+100) Beast Magecraft is nearly extinct because it has highly detrimental effects on its user's long-term sanity. Specifically, it makes them more animalistic over time. You have learned it's basic practices, and are already feeling the effects. No perk will help you

mitigate, undo, or ignore them for the duration of the jump. As a bonus, you may keep your understanding of Beast Magecraft after the jump, with any degradation you've accumulated removed, but unless you have something for it I'd advise against practicing.

Physical Frailty (+100) Like a certain substitute lord, you've neglected to exercise properly, and have been left physically weak with poor stamina as a result.

Sadistic Little Sister (+100) You have a younger sibling, possibly only by adoption, who, along with being a mage, is a sadist and has worryingly sociopathic impulses that never misses an opportunity to torment you. If you take a liking to her, you may make her a Companion at the end of the jump for free.

Wrestling Fanatic (+100) You're crazy about wrestling. You know dozens of pros off the top of your head and won't stop going on about it.

Technophobe (+200) Most magi hate modern machines, and are consequently terrible with them. Normally, you'd be an exception, for obvious reasons. Now, you aren't. In fact, you're one of the worst. You think email is some kind of telepathy mystic code.

Heartless Alliance (+200) You have, for one reason or another, allied yourself with Doctor Heartless, and become part of his plan to restore the Age of Gods, and with it both mystery and magecraft. You fully believe in his mission and will not be turned aside, but unfortunately his - and now your - greatest enemies now know your plan.

Hunted (+200) Something about you has attracted the attention of a group of particularly unscrupulous magi. They want to rip it out and use it as a research sample. They aren't so brazen as to act against a fellow magus openly, but they're more than willing to kill and torture to get what they want from you - if they think they can get away with it.

Untraditional Magecraft (+200) Your style of magecraft is of a particularly modern variety. It's short history makes it less effective, less stable, and less predictable than more traditional schools of magecraft and also earns you the scorn of the mainstream mage community.

Phantasm (+200) The World destroys that which contradicts its laws. Apparently your out of context powers were just that, because until you leave this jump they're all suppressed, and short of totally changing the world's laws, that's not going to change. It has also taken offense to your items and technology, so anything out of place in the Nasuverse's version of modern Earth is inoperable or inert.

Amnesiac (+200) Something went wrong about your entry into this world, because your out of jump memories were left behind, and won't be returning until the end of the jump.

The Jumper Case Files (+200) You just can't seem to stay out of trouble. Wherever you go, you seem to find danger or disaster. But more importantly, mysteries that will interfere with your personal and professional life unless you can solve them promptly.

Seriously Though, Why did they do it

(+200) Unfortunately, all your perks that grant investigation skills are disabled for the duration of the jump, and if you haven't got any then you're just a terrible detective all around.

Talentless (+200) To your eternal shame, you're simply not any good at practical magecraft. No matter how much you work, you will never be above average. This will haunt you.

The Budget of a Hollywood Movie (+200) That's how much debt you're in. And no, nothing you have from out of jump will pay for it, because you've lost those for the duration of the jump. You don't strictly have to pay it off, but operating under it for the duration of your stay will be a major hassle.

Actually Pay it Off (+400) You must now pay the debt off before the decade's through or chain-fail. Maybe some of the mages would be willing to help for a few favors?

Flattened (+300) There's something wrong and alien about the way your mind works, Jumper. Like having a gun barrel where a camera lens should be. You have no empathy or conscience, and your moral compass is just plain weird. Hopefully you'll find someone reliable to latch onto to keep you in line.

Grand Aspirations (+300) Grand is the highest level of magical achievement there is. It is the level beyond Brand - which is the point where one's very existence can revolutionize an entire field. It is also the level you must reach before the decade's out, or you chain

fail. All out of jump knowledge of magecraft is sealed for the duration. Hope you're got some accelerated learning or supernaturally impressive intelligence boosters, because the number of magi who have become Grand in the Association's history is absolutely tiny.

Flanderize (+300) Mages have plenty of sociopathic tendencies in canon, what with all the murder and disregard for innocent life, but now it's being turned up to 11. Every single mage in the world is a baby killing serial killer who only works with others out of very begrudging enlightened self-interest(with some Type Moon protagonists being the only exceptions), and the Holy Church will be populated by zealous fanatics more fit for Warhammer 40k than the Nasuverse. Somehow, this ridiculous amount of evil will not cause them to collapse under the weight of their own insanity, nor will it damage their ability to interact with the outside world.

The End.

Now that you have reached the end of your decade in the Nasuverse, three options lie before you.

1. **Go Home** - You tire of adventure and strange, foreign worlds. It is time to return to the first world you even knew.
2. **Stay** - Despite its flaws, this version of Earth has grown on you, and you intend to stay the rest of your days.
3. **Onward** - The end of one chapter of your life, and the beginning of another in another world.

Notes

- Tuning is considered a form of magecraft, if playing support is up your alley.
- Becoming draconic also has a number of implications I'm not really going to go into, such as growing stronger with age at a glacial but infinite pace, and being weaker to weapons specifically meant or known for fighting dragons.
- Outside the Nasuverse, Gray means that other magics and items will regard you as King Arthur. Or at least a descendant and acceptable proxy. Make of that what you will. The only two I'll nail down are Raildex, in which you'll be the Arthurian equivalent of a Saint or a Valkyrie (though unlike a Valkyrie being Gray and a Saint should be perfectly compatible), and the Classic World of Darkness, you'll get the effects of the appropriate Legend background.
- When it comes to Gray, keep in mind that piercing Magic Resistance in the Nasuverse has more to do with a spell's sophistication and the mystical / conceptual "weight" of a mystery than raw power.
- To clarify a little of what I mean in Bloodlines, an example of a perk with an aspect already based upon heredity is being a demigod with influence over their parent's domain. This perk won't change your ancestry, so all your descendants will be demigods of the same divine ancestor (without any power being diluted or lost over the course of generations), but if there's more than one way for the same godly parent's blood to manifest, then you can make them share your gifts or let them manifest their own way.
- Bloodlines can bypass some restrictions on powers and abilities, but not all of them. For instance, if you've been to the Cosmere and are passing on the Misting perk, no trauma is necessary - your descendants will unlock it trauma-free. But if

you've been to Remnant and pass on your Semblance, then it won't manifest until their Aura is unlocked (though if you pass on the Aura perk too then it'll unlock naturally).

- **Additional note about Bloodlines:** if you use a perk like Discworld's Hereditary or somehow alter a person or their past or reality, etc so that you retroactively created someone or something or are their parent, you may use Bloodlines upon them at that point, as long as said alteration isn't too short lived or impermanent. When you do so, you may decide if they retain these abilities if they revert to their original pasts and forms. How impermanent is too impermanent? Anything that will fall apart if you leave it alone, or revert within a lifetime without outside interference. The lifetime in question being theirs or a baseline human's - whichever is longer. For example, what Tiamat does to people with the Chaos Tide is sufficient. Outside the Nasuverse, what Cyvus Vail did to Conner in Angel is sufficient. A SoulForgery from the Cosmere is insufficient, until it becomes permanent. Either way, no abusing this to give people multiple copies of the same perk. Bloodlines can only give a given person as many copies of a given perk as you have, even if they are related to you through multiple lines of descent. You may also use this function to set it up so that your later descendants, er, mystically adopting someone counts enough so that the "adoptee" can inherit whatever perks you put in their bloodline.
- **Perks passed down with Bloodline** aren't restrictions, they're boons. For instance, if you pass down a single purchase of Magic Circuits, then all your descendants will have at least that much magical output, but between mutations and the

eugenics mages are so fond of, they may very well have a greater output on an individual basis.

- If a magic system or power is somehow altered or upgraded, and you use Bloodlines on (one of) the perk(s) that let you use it, then you may pass on either the original or altered form, unless it was combined with another power or magic system, in which case you must pass on both to achieve the same result. If there is no such perk, then the combined version may be passed on as is. You do not need to pass on the perk that allowed you to combine or upgrade them to do so, however.
- Bloodlines treats Races as Perks, and can be used to pass on either specific traits or alt-forms. Racial Traits that take the form of actual perks must be treated as normal perks and passed down separately, however. Also applies to Origins, if and when it makes sense. Making sense as in “relates to a personal trait,” and not “is a political position or profession.” Items and persistent Drawbacks too, under the same basic rules.
- Bloodlines resists attempts to “jailbreak” it or otherwise remove it’s CP limit. You can get to 800 CP without a Spark, if you have the right perks, or 1000 CP post-Spark with them, but if you want to go any further you’ll need a different perk.
- Mysterious is designed to help deal with things like Admiral Zhao killing the Moon Spirit in ATLA if you’re a waterbender, or the destruction of the Weave in the Forgotten Realms as an arcanist. Generally speaking the mechanisms of magic are damaged or missing, but there’s nothing wrong with the caster, Mysterious will compensate, but it can’t provide magical energy, material components, specific dates and times, individual locations, or anything like that. It also doesn’t

mean that you can build a workshop where your magic's easier and enjoy its benefits everywhere and forever. It just means that you have a certain "power floor," so to speak. Normal is the operative word in normal potency.

- As a mercy, the dead of failed Lostbelts are not erased from existence with their timelines. They'll find their ways to surviving afterlives, or their own will persist, as applicable. Also, even though the manifestation of Divine Authority should erase the Age of Man, a Lostbelt King won't - though the world should expect to get more magical, mysterious, and wondrous in general and otherwise be filled with a few new myths and legends. At least a few new Heroic Spirits will likely result.
- As an example of what importation does to the Holy Church item, you take the Holy Church and if you import them into Star Wars you'll get a Catholic Church with adherents and clergy belonging to species from all over the galaxy, with doctrine expanded to include them. Executioners could be armed with the Force, with their original powers and weapons (updated with local technology), or a combination of both. They will also behave appropriately for a Star Wars faction, even a secret one, rather than one from the significantly darker Nasuverse.
- I'm going to officially remain silent on whether or not God and His intervention counts as a holy power, a member of the Church, or neither, at least until we get more information about the canonical Church. But I would assume that, in any setting where belief can create deities, and there isn't a local version already, importing the Holy Church will create one retroactively, if you didn't bring one with you.
- Version 3.0