

Fate/Prototype

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"You Have No Choice...But To Enter Heaven's Feel"

Time

First Grail War

Second Grail War

Origin

Human

Reluctant Master

You did not set out to be a Master. You are one of the unfortunate souls chosen by the Grail to fill an empty slot in the war, and now you must muster your limited power and the strength of your servant to save yourself and *perhaps* get your wish.

Prepared Master

You were born for this, you are a Skilled Magus who set out to be a Master in the Holy Grail War, your strength is at its apex and you have mustered all your possible preparations. Now it is time for you to take what you deserve.

Irregular Master

You're an oddity in this world of Mages, some form of being that should not exist for some reason or another and yet persists and for reasons known only to you has become a Master in the Holy Grail War. You will bring down the established order and create a new understanding of reality itself.

Servant (200)

You are a Legend, a Heroic Spirit called forth by the Grail to do battle once more to achieve your wish. Wielding might beyond almost any Mage and experience most lack you are ready to fight through others like you in the name of the dreams you hold in your heart.

Perks

General

Magus Potential (Free)

You're a Magus with an average amount of Magic Circuits and an element of your choice, if properly educated you'd be a decent mage even without a family bloodline.

For they surpass the Mysteries (Free)

Arthur blowing up an entire district of Tokyo just charging a strike from Excalibur, Isemi giving Rider a body of flesh and blood with only his Command Spells... We don't know if this was intentional, but it's clear that the feats in this story are on another level compared to most of the Fate Series. Now you will find that all your magical abilities are more powerful altogether. Mystery weakens the more people know about it, but it will not be an irreversible process, and now is a lot less susceptible to fade as a consequence of civilization advancing. This effect can be toggled on and off to affect settings in future Jumps.

(Free)

(100)

(100)

(100)

(200)

(200)

(200)

(300)

(300)

(300)

Reluctant Master

(100)

Never Once Have I Cursed Others (100)

Even if you were to suffer through the worst life had to offer, a victim of horrific experiments kept alive through tubes and machines for the advancement of others you will not grow bitter or hateful. You aren't naive- but there will be nothing stopping you from perceiving goodness and beauty in the world, regardless of your trauma.

(100)

(100)

Dying Wish (200)

In Aro Isemi's final moment he achieved a miracle, using all of his Command Spells he managed to grant Rider a fully incarnated body- trusting the servant to carry on his will and bring about a happier world.

You carry a portion of his spirit, now when you entrust your dream to someone else you'll be able to stretch any abilities you may have well beyond their breaking point to grant them a miracle. What this is will be dependent on their needs and your abilities but it will always be useful enough to matter. This will cost you your life, but will allow you to continue your chain if the beneficiary of this miracle is able to succeed in their goal.

(200)

(200)

Hope For A World Without Suffering (400)

You dream of a world free from suffering, and while the Grail War is naturally an easy way to do so you find that all your efforts towards such an end come easier and have a vastly magnified impact. You'll find that even your kind words, and sympathetic ear can have a profound impact on the lives of others, and that any more significant contributions can have a much more potent effect even to the point of enacting change on a societal level.

(400)

(400)

Fate Worse Than Death (600)

There are some situations they may befall you that are much worse than simply dying, you could spend the rest of your life as a vegetable, living in constant agony, or possessed by some kind of malevolent force... you know the one advantage these kinds of situations have? *They don't make you fail your chain* now whenever you would have died or otherwise Chain Failed you won't, but your condition will be worsened to such an extent you'll wish you had,

If you have a perk that removes or reduces these consequences this situational invulnerability will fail to apply and you'll be left dying as normal- however Willpower perks can be used to mitigate your suffering without compromising this perk's integrity.

(600)

(600)

Prepared Master

Knowledge is Power (100)

The mark of a truly powerful person is knowledge and influence. And now you will be swimming in information. With this perk, each time you come into a new Jump you will have some prodigious knowledge of the overall setting, the power structures, the hierarchy and whatever known intrigues and plots going on. Your starting amount of knowledge is equivalent to someone who has spent the last 10 years gathering each little bit of information your character would have been searching for before the start of the Jump. Eventually, this base would allow you to create your own information network

Formalities (100)

Formalcraft is considered by many Magi as the Lowest Form of Magecraft, a method used by weak Magi to compensate for their lack of ability through primitive ritualism. This is perhaps true, but no one can deny that the greatest examples of Formalcraft have rocked the Moonlit World to the core, with Heaven's Feel being a prime example. You are familiar with the Methods of Formalcraft capable of adding elements of ritual such as incantations or material components to reduce Prana Costs and allow your Mysteries to reach new levels of power.

(100)

Finance Wizard (200)

Seems that magecraft and the arcane arts is not your only talent. You have a natural instinct to know how to handle any amount of money, an intuitive understanding of any business, economic system or capital exchange. These skills are perfectly extrapolatable to any kind of economic activity: you're the perfect deal-cutter, business manager, door-to-door salesman, or even a pawn shop owner. When making any kind of personal investment, you can feel what kind of enterprises will give you the most return and when you're being scammed or cheated out of your benefits in any kind of transaction. If given enough time, you would take a candle shop and turn it in a true financial colossus

Inherited Legacy (200)

It is the Lot of a Modern Magus to spend their whole life slaving away so that their successors can build upon their efforts on the path to glory. You may not appreciate this fate, but it's one that you take to with gusto. You'll find that when you pass down something you have created the greater the effort you invested the more prosperous it will become in its new owner's hand. A branch of Magecraft Study finds its way into the hands of dozens of prodigies once you pass it to an heir, a major corporation will only expand once you're ousted as CEO. You will never see the benefits of this growth personally but your dreams and will just might.

(200)

Money opens all the doors(400)

Now we are talking some major words. First, you're rich. No ifs or buts on that, now you have some incredible amount of capital, making you one of the richest persons in the setting, maybe with the only exception of the King of Heroes with his legendary Vault.

And what is money worth if there is nothing you can buy, create or change with this. Besides the evident benefits of such affluence, you will see that, the more capital you have, the more opportunities, advantages and benefits you will stumble upon. People will become more aggregable to your wants and goals, and even some hermetic organizations would find themselves including you in their secrets and intrigues for nothing but such a big... bank account. This sure will be useful to buy some cushy seat in the highest rank of the Clocktower

(400)

(400)

Better than (Para)Celsus (600)

Well, well, it seems that you are more than a big back account and some knack for money managing. When all that falls short, you're still a master of your craft, your thaumaturgic thesis: Alchemy. The transmutation of matter, energy and in some higher levels, the soul itself. Now all those things are open to you.

Now you have the equivalent to 20 years worth of in-depth study from all the alchemical arts, handling, and use of alchemical tools and natural compression of the alchemical nature of different materials. If you have a Magus-related Origin or background, your family's thaumaturgical thesis is now perfectly compatible with alchemical studies. So long as you have the willingness to learn, eventually all rituals and alchemical processes will be understandable for you, including the esoteric even for fellow Mages, ritual of the Heaven's Feel and any other thaumaturgical thesis that can be connected to some alchemical process. Turn lead to gold? Behold as the flesh open to give way to the pure, untainted soul

(600)

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Irregular Master

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Mad Love (400)

You have the capacity to love, truly and deeply. In fact you could fall deeply enough in love within days that you'd be willing to murder your own family! Though you may of course toggle this if you don't want to go **that** far. The benefit? Love is a very powerful motivator, and in your case you'll find it can allow you to far surpass your natural limits. And the Limits of Magecraft as a whole. If you loved someone deeply enough your magecraft could reach the level of a Caster Servant... or even beyond

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Servants

(100)

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Items

General

(Free)

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Reluctant Master

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Prepared Master

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(600)

Companions

Import (Free)

Export (Free)

OC Companion #1

OC Companion #2

OC Companion #3

Manaka Saijou

Drawbacks

(100)

(100)

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