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『Basic Information』

Name: Jacy do Prazer
Aliases:
Gender: Female
Race: Human
Nationality: Brazlian/Japanese
Height: 169cm
Weight: 70 Kg
Age: 22
Birthday: June 7
Origin: Flow
Jacy instinctively seeks movement over stagnation. Whether in battle, relationships, or life itself, she naturally guides situations toward harmony rather than forcing change. Her magecraft reflects this tendency, excelling at adaptation, support, and sustaining rather than overwhelming through brute force.
Elemental Affinity: Water
Sorcery Trait: Growth
Alignment: Neutral Good
Trigger: Jumping into the ocean from a high cliff

『Appearance』



『Parameters』

Circuit Quantity:

Circuit Quality:

Quantity: Average
Quality: High
Composition: Water-aligned

『Personality』

Jacy is a kindhearted and compassionate young magus who values protecting others over proving her own strength. Cheerful, approachable, and selfless by nature, she often places the well-being of others before her own. Growing up without her parents left her with lingering self-doubt, making harsh criticism difficult to ignore despite the smile she usually wears. Within the Clock Tower, her young lineage and modest rank often cause members of older aristocratic families to underestimate or dismiss her. While such treatment affects her confidence, she refuses to become bitter, drawing strength instead from the unwavering support of Lord El-Melloi II and the friendships she has formed within the El-Melloi Classroom. Her greatest wish is simply to become strong enough to protect the people who once gave her a reason to keep living.

『Skills』

Cooking
Swimming
Water Survival
First Aid
Hydro Thaumaturgy
Alchemy
Thaumaturgical Research
Housekeeping
Academic Writing
Reading
Multilingual (Japanese, Portuguese, English)

『Magic Crest』

The do Prazer family's Magic Crest is a young, third-generation Crest inherited through direct bloodline succession. Located above Jacy's left hip, it appears as a compact network of delicate lines resembling branching rivers flowing beneath the skin. Unlike the expansive Crests of ancient magus lineages, it remains relatively small, reflecting the family's short history while leaving room for future generations to expand upon it. Designed around the family's Sorcery Trait, **Growth**, the Crest is intended to evolve as each successor contributes new magecraft and research. Following the deaths of her parents, Jacy became the first heir expected to continue the family's legacy largely through her own efforts under the guidance of Lord El-Melloi II.

『Mystic Code』

Auxiliary Mystic Code — Tidebelt

An Auxiliary Mystic Code developed to support Jacy's Water-aligned magecraft. It consists of a reinforced leather belt fitted with several engraved glass phials containing specially prepared water. Through thaumaturgical formulas embedded within the belt, the stored water remains purified and retains its magical properties over long periods of time. By channeling magical energy into the Mystic Code, Jacy can instantly deploy and manipulate the water without opening the containers manually, significantly improving the speed and efficiency of her magecraft while reducing unnecessary magical energy consumption.

『Gear』

Tidebelt Mystic Code
Prepared Water Phials
Clock Tower Field Notebook
Fountain Pen
Academic Textbooks
Emergency First Aid Kit
Catalyst Pouch
Waterproof Satchel

『Magecraft』

Jacy specializes in Water-aligned Hydro Thaumaturgy, utilizing existing bodies of water as the primary medium for her spells. Rather than creating water from magical energy, her magecraft focuses on manipulating, redirecting, compressing, and purifying naturally occurring water with exceptional precision. Through the inherited Sorcery Trait, Growth, the do Prazer family's magecraft continues to evolve with each generation, allowing Jacy to expand upon her family's research with new applications centered around restoration and healing. While capable of forming defensive barriers, high-pressure cutting streams, and various forms of fluid manipulation, her greatest interest lies in developing techniques that preserve life rather than take it.

『Lore』

Jacy do Prazer was born to a young Brazilian-Japanese family of magi whose lineage had only recently begun establishing itself within the world of magecraft. Descended from the third generation of the do Prazer family, she inherited both their Water Elemental Affinity and the family's unique Sorcery Trait, ***Growth****, carrying the responsibility of one day expanding their still-developing Magic Crest.*

Born in Brazil, Jacy spent the first four years of her life surrounded by the ocean before moving with her parents to Fuyuki City, Japan. Growing up between two cultures, she became far more accustomed to Japanese traditions while never losing her appreciation for her Brazilian heritage.

Her life changed forever during the events of the Fourth Holy Grail War.

At the age of twelve, Jacy and several other children were kidnapped by the serial murderer Ryūnosuke Uryū. While attempting to rescue their daughter, both of her parents lost their lives before they could reach her. She was ultimately discovered alive within Gilles de Rais' hideout by Rider, Iskander, and his Master, Waver Velvet, becoming the sole surviving child rescued

『Trivia』

- Despite studying under Lord El-Melloi II, Jacy remains visibly intimidated by Reines El-Melloi Archisorte, believing she constantly torments her mentor. Reines, meanwhile, finds Jacy's protectiveness rather amusing.
- She often prepares meals for Lord El-Melloi II, worrying that he neglects his health whenever he becomes absorbed in his work.
- Jacy and Gray frequently work together to make sure Lord El-Melloi II eats properly, gets enough rest, and doesn't overwork himself.
- Having grown up in both Brazil and Japan, she is fluent in Portuguese and Japanese and enjoys introducing Brazilian cuisine to her friends at the Clock Tower.
- Her personal emblem, a heart supported by colorful wings, symbolizes the people who shaped her life and inspired her to continue moving forward.
- Her greatest personal dream is to one day show Iskander the real ocean that he longed to see.
- She dislikes greasy food, preferring lighter meals, seafood, and home-cooked dishes.

from the massacre.

Although Waver initially intended to erase the traumatic memories through magecraft, Jacy's familiarity with basic alchemy and her late father's research convinced him otherwise. Recognizing both her potential and her determination, he chose instead to keep her under his protection until the Holy Grail War came to an end.

During those days, Jacy quickly formed a close bond with both Waver and Iskander. The larger-than-life King treated her with warmth and kindness, often carrying her on his shoulders or allowing her to sit beside him, while Waver became a quiet source of stability she could trust. Witnessing Iskander's final stand against Gilgamesh left a profound mark on her heart, and she remained beside Waver as they mourned the King's passing together.

Following the war, Waver remained in Japan for a time and ensured Jacy would not be left alone. She was cared for by the elderly couple who had assisted during the conflict before eventually learning to live independently as a teenager. Attending Homurahara Academy alongside Shirou Emiya, Rin Tohsaka, Sakura Matou, and other students of Fuyuki, she gradually rebuilt a normal life while dedicating herself to the study of magecraft.

Inspired by Waver's perseverance despite his humble lineage, Jacy resolved to follow the same path. She worked tirelessly to earn admission to the Clock Tower, determined not only to honor her family's legacy but also to become someone capable of supporting the man who had given her a reason to keep living.

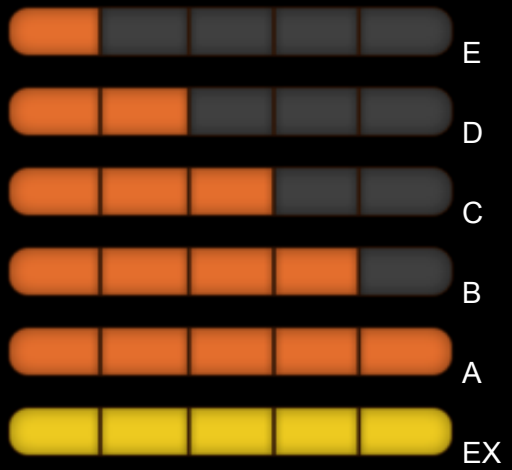
Years later, after maturing and reflecting upon her memories, the admiration she had once held for Iskander gradually blossomed into genuine love. Rather than dwelling on grief, she chose to carry that feeling as motivation, dreaming that one day she might become skilled enough to summon the King of Conquerors herself and show him the real ocean he had once spoken of with such wonder.

*Now studying within the Department of Modern Magecraft under **Lord El-Melloi II**, Jacy serves as one of his apprentices alongside Gray. Though frequently underestimated by members of the Clock Tower due to her family's short history and modest standing, she continues to pursue her research into Water-aligned magecraft, hoping to expand the do Prazer*

- Although she rarely talks about it, she holds a motorcycle license and occasionally rides one when traveling outside London or Fuyuki.
- She has a deep fascination with Greek history and mythology. Ironically, the one figure she cannot stand is Zeus, whom she considers an arrogant and irresponsible ruler.
- Much of her free time is spent reading, particularly books on magecraft, history, mythology, and marine life.

family's legacy through restorative and healing thaumaturgy.

Above all else, Jacy strives to become a magus who protects rather than destroys, believing that true strength lies not in surpassing others, but in ensuring that those precious to her can continue moving forward.



Origin: the starting point that defines one's existence and directs one's actions throughout life. Those who are awakened to their Origin usually aren't consciously aware, it's more like an instinctual pull that has one moving along the path of their Origin, when someone is awakened to their Origin it's nearly impossible to deviate from it if it is even possible in the first place. it shapes everything about you because it is you.

Under the system of Magecraft, Origins are used to describe precise details about a magus, while Elemental Affinity indicates one's general alignment. Magi with an Origin that is strongly expressed outwardly are sometimes removed from the normal alignments and there are times that the origin itself becomes the alignment. Most of those magi exhibit their talents as extreme specialists, allowing them to potentially reach higher grounds than normal magi. Even those without an Elemental Affinity are sometimes still capable of casting spells simply by following their Origin. It's possible for them to overcome great obstacles such as a lack of Circuits or a lack of talent for Magecraft altogether.

Sorcery Trait: Sorcery Trait is a Thaumaturgy "special feature", the general term given to special abilities that are somewhat related to Magecraft. To a lineage of magi, their Sorcery Trait is a treasure as valuable as (or even more than) their Magic Crest. Although clan inherent Sorcery Traits are the more common kind, those that are unique and innate to a single individual are not unheard of. Mystic Eyes are considered a Sorcery Trait.

Elemental Affinity: Depending on one's affinity it can change how useful certain spells are, if a spell falls within one's elemental affinity the spell is stronger than it would be without an affinity. Most Magus only have one affinity, in rare cases one can be born without an affinity, such mages are severely weakened by

this, in even rarer cases one could have two elemental affinities, if one were to have all five basic elements as their affinity they would be given the title of **Average One: Wielder of Five Great Elements**.

The five main elements are: Fire, Water, Wind, Earth, Ether.

There exists an extremely rare “sixth” Element known as Imaginary Numbers, as of now only two types from Imaginary Numbers is known: Hollow and Nothingness

Fire: One of the Five Great Elements that has Warm and Dry features. It is well suited for destructive Magecrafts. Magi who have water, fire’s opposite attribute as well as Fire are rare.

Water: One of the Five Great Elements that has Cold and Wet features. Both this and Wind are good at liquid manipulation and Kayneth El-Melloi Archibald can make poisonous gas harmless using both of them.

Wind: One of the Five Great Elements that has Warm and Wet features. In the Mage's Association, they call it noble due to the few Magi capable of using it.

Earth: One of the Five Great Elements that has Cold and Dry features. Kiritsugu Emiya applies it to "bind" things that he "severed". This is only possible due to Kiritsigu Emiya’s Origin of “Severing and Binding”.

Void: It, also known as **Ether**, is one of the Five Great Elements. It also is called the **Fifth Imaginary Factor** according to the teachings of the Mage’s Association. It combines itself with any of the other four Elements in order to actualize the mysteries of Thaumaturgy. It is artificial magical energy that forms the basis of modern magecraft, although it did not exist during the Age of Gods. Although amorphous and incapable of materialising by its own power, it is what allows shapeless bodies to take a material form.

Ether Clump: It, also described as Liquid Clay, is a failed materialisation attempt of Ether through the combination with one of other Elements. Under normal circumstances Ether can only be materialised after combining itself with one of the other Elements. In some cases however, mainly when there is some sort of failure on the part of the Magus, it will take the physical shape of a clay-like substance. Somewhat related to the First Magic. Other than serving as a conductor of magical energy, it is completely useless. Whatever the shape it is given by a magus, if left inactive for long enough (i.e. without magical energy running through it) it will eventually return to its original clay-like form. Known uses include True Assassin’s Zabaniya, the first suitcase puppet of Touko Aozaki, Cornelius Alba’s slime creatures, and the main component forming Leysritt’s body.

Hollow: Also called **Imaginary Numbers**, it is an Imaginary Element that gives its users access to Imaginary Number Space. Lev Lainur used it as a time capsule and Trisha Fellows put her head into it when killed to keep her killer from using her Mystic Eyes. When the Matou clan restraining spells are used along with this, it is possible to imprison and skewer the target into a separate dimension composed entirely of shadows. Furthermore, when Angra Mainyu's

power is imbued on Sakura Matou, she is able to use this ability even against normal humans. It is a power highly effective against those made of Mysteries, such as spiritual beings, but not so potent against those who have physical bodies.

Nothingness: In magecraft, it is defined as that "which is not possible, but materialises", contrasting Hollow which is defined as that "which is possible but not in the physical plane". It has a different meaning than the "nothing" of physics and maths. Not much concrete information on the uses of Nothingness is known as there has only been so far one person who has had such an affinity. Normally a being with such an affinity would be erased by the Counter Force immediately upon being born.

Magic Crest: As the complexity of the Crest increases with each new generation, the spells stored inside them become more stable and easier to activate. As long as the Crest is completely integrated with the magus' body, he will be able to cast any spell recorded in the crest, even if he himself never had the chance to learn it properly. All he has to do is to activate the Crest just like he would do to a normal Circuit (by running magical energy inside of it), find the spell stored inside and activate it with its relevant incantation and thaumaturgical process. Furthermore, it is possible to use it to support the magus' regular spellcasting and, whenever the magus gets heavily injured, the Crest is capable of keeping him alive for as long as there is still magical energy inside his body. Location of the Crest varies: Rin Tohsaka has hers on her left arm, while Kiritsugu Emiya has his on his back, and Olga Marie's is located on her forehead.

Although the Crest is a set of Magic Circuits independent from those natural to a magus' body, and cannot be detected when no magical energy is being passed through them, transplantation of a Magic Crest is still very much like that of an internal organ and thus can only be done to a compatible host. Normally that would mean someone who shares blood relation with the magus, but that is not an unbreakable standard. Even between close relatives, the chances of rejection are high. Therefore, in order to increase the chances of success, the transplant is done slowly throughout the heir's childhood, so that their bodies can get accustomed to the presence of the Crest as they mature. Furthermore, the use of medicines made of special herbs and crushed bone is normal during the whole process, although bloodlines with a long history of 500 years or more have achieved a genetic uniformity that allowed them to overcome the need for that altogether.

Despite all the troubles, the Magic Crest is still a highly valued article for any magus. But since usually only one person can inherit it, troubles can arise when there is more than one candidate. It's not unheard of for bloody feuds to erupt within a clan of magi because of a dispute between two or more children fighting over the family's Crest. It was because of that and other reasons that the current trend of only one heir per family (and the consequential policy of forsaking or excluding all other children) came to be.

In a sense, Runes and magic jewels can be considered simplified forms of Magic Crests. The Mages Association also has technology for extracting just the magic crest from the body and storing it.

Mystic Codes: A **Mystic Code: Magic Formal Wear**, or simply **Formal Wear**, is a tool that helps its user to perform Magecraft in some way. Top tier Mystic Codes are said to have the equivalent power to a missile. Others have pseudo-personalities, essentially acting like loyal robots that carry out their users' orders, but many are capable of more adaptive autonomous thought than modern AI.

Depending on how they work, Mystic Codes can be classified into two types; one to aid in performing any Magecrafts and another to realize a certain Mystery.

Auxiliary Mystic Code: An Auxiliary-type one can be used for magical energy amplification or storage, prepared to strengthen a spell. They are an orthodox Mystic Code for support. Some jewellery and Azoth Swords are of this type.

Specialised Mystic Code: A Specialised-type one performs Magecrafts contained within it automatically when supplied magical energy by its user. While their usage is limited, they can be tremendously efficient in what they do. Many of the Noble Phantasms, some of jewellery, Jeweled Sword Zelretch and Dress of Heaven are of this type. A regular Mystic Code would not be much of a weapon against Dark Sakura, but the Jewel Sword is kind of a foul play as it can start up the Second Magic.

Supreme Mystic Code: A Mystic Code given this title is worthy of symbolising any one of families to which the Twelve Lords of the Clock Tower and people in the next highest posts belong. The El-Melloi family's one is Volumen Hydrargyrum.

Miscellaneous: Amongst Mystic Codes there are several which are unique enough even amongst Magi to warrant interest. Examples of which are as follows.

Kiritsugu Emiya's Mystic Code, the Thompson Contender, is unique by virtue of being a pistol, a tool normally despised by Magus. Combining bullets made from his own rib bones and the high stopping power of the weapon itself, it is this one of a kind tool that made him a terrifying Magus Killer.

Tohsaka Jewel Magic, whilst the jewels themselves can count as Mystic Codes, users of this type of Magecraft can make more specialised tools to act as their personal Mystic Code. Tokiomi Tohsaka created a staff topped with a jewel that allowed him to cast powerful spells quickly and was not used up after a single use, unlike many of Rin's attacks. Similarly, he gifted Kirei Kotomine with a Azoth Sword that was designed in much the same manner.

Magic Circuits: **Magic Circuits** are a pseudo-nervous system that spreads itself through the human body and what qualifies a person to be a Magus. They have two basic functions; one is to convert Life Force into Magical Energy and another is to allow their owner to access **Greater Magic Formula**, that is, Thaumaturgical Foundations. They also are paths that connect the material world to the astral plane. To perform mysteries, a Magus sends a command and Magical Energy to a Thaumaturgical Foundation through his Magic Circuits and activates one of the **Magic Formula** included in the Foundation as if someone switched a computer on and sends it commands to run a computer program.

Magic Circuits reside within the Magus’s Soul, and what is found on the body is just a physical expression of them that stretches itself throughout the body in a fashion similar to the nervous system.

They are composed of core components, which are the actual Circuits so to say, and bypasses that connect those components to the brain. Magic Circuits do not change and once damaged they cannot be repaired. Because organic activity is necessary for the operation of Circuits, it is a common mistake to think that they are literally a part of the magus body. There are rare occasions in which the Circuits continue working even after the practitioner’s body has ceased

all vital functions. In these cases, destruction of the brain is necessary to stop the Circuits. Their Quality and Quantity are ranked through letters like Magecraft, and their Composition often varies between magi.

Like any other organ, the number of Magic Circuits that one possesses is determined at birth and cannot decrease or increase naturally, meaning that those from older lineages will be more powerful, but it is possible to change that number artificially through a number of methods. One of those methods is through the establishment of a mystic pass between two magi from which the Circuits can be transferred. As the Circuits are located in the soul, a fusion of body and mind is required during the transplant. However, the process carries the same risks and complications as a transplant of organs. Furthermore, as the Magic Circuits become unstable if tampered while in use, there is a possibility of mutual destruction if a contract similar to that between a magus and his familiar has not been established beforehand.

For that and other reasons, lineages of magi seek not to tamper with the Circuits of their members while they are alive, but rather try to produce descendants with the greatest "extra" number of Magic Circuits possible. Note that number is not everything, and quality and precision of the Circuits are also an important factor that differs from lineage to lineage. The Aozaki bloodline is known for producing magi with a low quantity of Magic Circuits, but the great quality of their Circuits is more than enough to compensate for that. Meanwhile, the Barthomeloi possess a powerful brand of Magic Circuits known as **Blue Blood: Noble Magic Circuits**.

A normal person rarely acquires Magic Circuits but in these cases they are considered as sudden mutations. While Kirei Kotomine was born with sudden Magic Circuits not of his lineage, he is not of this type. Kirei's Circuits were a gift from the divine sacrament, rewarding his father, Risei Kotomine, for years of pious worship. Kirei was born with "the right to recreate the miracles in the divine sacrament". This "right", in other words, was the Magic Circuits.

Still, the Circuits are ultimately something unnatural for the human body and their activity will cause pain and numbness to the magus. Their very presence in the human body is something uncommon and an ordinary person will have little to none. Also, the use of Magic Circuits increases the magus' bodily temperature, which is what allowed Kiritsugu Emiya to discover enemy Masters on the battlefield through the employment of a thermal sensor during the 4th Grail War.

Magic Circuits are “opened” when magical energy is run through them for the first time. Based on their experience at that time, a Magus makes their own mental trigger to activate their Circuits at will from then on. For this reason, the triggers are different from each other and in an extreme case, self-injury can be regarded as a switch. An unexpectedly large number of magi have sexual excitement as their triggers and moreover many of them rely on drugs.

A lesser known function of Magic Circuits is that they can be used to record and store information, in a manner not too dissimilar from computers or smartphones, like replaying scenes seen in one's head.

Magecraft: **Magecraft**, or **Thaumaturgy**, is the artificial reenactment of Mystery, which is ordinarily possible only by inhuman beings.

It is the ability to bring about what is possible through science with supernatural means; although the process is considered a miracle, the result is not. The limits of Magecraft have changed with time, as science evolved and Magic from the past became possible through science.

There exists no impossibility for modern Magecraft within the rules of the world and limits of human intellect; there are limitations, however, where it only appears that something is possible. Because Magecraft acts as the reenactment of preexisting phenomena, it is impossible to use it to create new Mysteries; even with an infinite amount of research, there exists a "wall" preventing human wisdom from doing so in the current era. The realm past this "wall" is known as Magic.

Modern Magecraft is inferior to that from the Age of Gods in terms of magnitude because magi from that era had acquired their magical energy from the Root directly. The difference between modern and traditional Magecraft is explainable by the difference in civilizations - while the civilization of the Age of Gods existed side-by-side with the truth, the civilization of the Age of Man exists in order to search for the truth.