

Generic Fate Fanfiction



By Neuron/Accelve

Welcome to the moonlit world, a place of beauty and danger in equal measures and a vast history. This is the world of Fate, though perhaps not entirely the one you may or may not know given both the great and small changes you'll likely encounter on your travels here. Of course, for all the greatness of the world here that's not the focus you'll have, after all it's eyes on the prize and in the Holy Grail War there is only one winner, and you'll be lucky if second place awards you with merely surviving mostly intact.

The Grail War you'll be participating in is the real question here, what it is, where it is, and so on are going to be from the world of fanfiction, perhaps one of your choosing or something built from the best parts of the Kaleidoscope.

To aid you in this journey you receive 1000 CP.

Locations:

You may choose your starting location for free, though I would certainly not recommend any of the more dangerous locations.

1. Fuyuki, Japan - The place where it all started, both figuratively and quite literally in the case of the Grail Wars. Fuyuki is normally a quiet city, considered a magical backwater by the Association and overseen by the Tohsaka family, or course this is normally. When the Grail War starts it

quickly turns into one of the most dangerous places in the world for both magical and non magical people. Though this isn't the case in some timelines, perhaps the Grail has been dismantled or stolen already in this time?

2. London, United Kingdom - The beating heart of the Clocktower, the headquarters of the organization of the same name and one of the branches of the greater Association. London represents one of the greatest gatherings of Magi in the world and a massive center of mystical research and politicking. A Grail War taking place here, under the Clocktower's very own nose would be inconceivable to any Magus, and should one be at hand there are likely greater forces at work.
3. Snowfield, Nevada - A project of the United States Government and a group of Magi, Snowfield is a city built solely for the Grail War and nothing else given its prime position to host the Grail. That the original native inhabitants were deemed as expendable by the Government in the face of its plans for all mankind is something of note as well. Regardless, it represents a city of both nature and artificial construction, and far more importantly it represents something the world's most powerful nation and those who have aligned with it will not take kindly to interference.
4. Rome, Italy - If London is the beating heart of the Clocktower then Rome is the same for the Holy Church. The ancient capital of Italy is one of the most secure cities on earth under the watchful eyes of the Vatican and its Executors. Let it be known that coming here as a Magus or even worse Dead Apostle unaffiliated with the Church is to invite death. Though for those who simply wish to live life or work for the Church it is a bastion of power and security.
5. Trifas, Romania - A small city in Romania and the birthplace of Vlad the Third, it has served as the citadel of the Yggdmillennia Clan since the Middle Ages and continues to remain under their control to this day, though depending on the world that may not be case. It is a city dominated by Magi in which the citizenry simply hope and pray that they'll be left unmolested by the inhabitants of Millenia Citadel.
6. A Digital Academy, Moon Cell - This is, unlike the other options here given it isn't real. Welcome to the Moon Cell, a massive computer that records and has done this for around one hundred million years. That was its prerogative until recently. Now for whatever unknowable reasons you and many others have been pulled into a Grail War of its own design. The city you reside in may be a copy of any number of cities from this list, history, and so on. It merely depends on the world.
7. Chaldea Security Organization, Antarctica - Welcome to Chaldea, the last line of defense for mankind! Or at least it is in Grand Order Timelines. The goal of Chaldea is quite simply the preservation of mankind for at least the next century, a goal that is always moving forward and uses some of the most advanced technology magi have ever created, and a bootleg Grail system to function. It would be best if you were supposed to be here, given the facility's remote location

and defenses of course. Not to mention that if you're not in a Grand Order timeline this facility is nothing but an abandoned waste of money, with no ability to communicate with the outside world.

8. Mosaic City, Japan - An interesting choice given the circumstances, but a good one nonetheless. Mosaic is an oasis in a literal wasteland being built from Tokyo's former wards and overseen by Caren Als after a Grail War devastated the previous area. Notably this is a place where magecraft is no secret, a place where just about everyone has a Servant and mystery and man coexist. I wonder how such a world could possibly have been born?
9. Free Choice - Mayhaps you've Taiga's Luck then? Feel free to pick from any of these locations or even anything within reason in the Nasuverse.

Origins:

Age and gender may be chosen freely.

Newcomer - Holy Grail War? What's a Holy Grail War? You've spent your entire life unaware of the greater mystical world out there and to you magic has always been limited to simple card tricks and fiction. This is a fact that may remain, after all you may just be trying to live your life and make a living. Or perhaps this has changed, thrust into the War when the spells appeared on your hand you're now trapped in a game in which you win or you die. What and who you are is up to you to decide.

Hero - You're going to be a hero now! That may not have been your goal previously or even now but it's going to take becoming a hero to survive this. Prior to this you didn't have much experience with the moonlit world beyond dabbling and practicing Magecraft regularly. This has changed, the command spells on your hand have drawn you far deeper than ever before and have given possibility to even your wildest dreams. Of course, giving them up is possible but well, that may work out just as poorly as it did for a certain redhead.

Magus - You're no dabbler and you're no stranger to the moonlit world given your profession it would seem. In this life you're a Magus, a practitioner of the Thaumaturgical arts of the Clocktower and other such organizations. The goal of most Magi is to reach the Root, otherwise known as Akasha where they believe all knowledge may be found, though this needn't be your goal. Still the spells on your hand mean you've an opportunity to achieve greatness or even skip the whole generations long struggle to reach the Root in one go. The question is, how far are you willing to go to achieve your goals?

Overseer - The Holy Grail War is destructive and a massive waste of life, as such it was decided that to limit such destruction an Overseer would be appointed, normally from the Holy Church as was the precedent set by the Fuyuki Wars, or if need be a Ruler class Servant (normally a Christian Saint) appointed by the Grail. That is what you are, an Executor of the Church and the man or woman put in charge to herd the group of psychopathic cats that many of the participants are around. While you are

meant to be impartial, the Church would hardly mind if the Grail fell into their hands, though you might have designs of your own.

Alternatively, you may simply be an Executor who was chosen by the Grail to participate in the War.

Servant - A man or woman out of time it would seem, or in those rare cases in your original time. You're a Heroic Spirit, someone whose achievements managed to land themselves a spot on the Throne of Heroes, a very lofty position and a very hard to reach position. Your first moments in this world will be the rush of information filling your head about the specifics of the Grail War and time period as the Grail always does, and the sight of whoever summoned you to this time and place. That Master of yours will remain your lifeline in this world so it is imperative you keep them alive, so I hope you get along with them or manage to find a replacement in time if not.

Perks:

Perks are discounted to their respective origins; 100 CP perks are free to their origins.

General:

Origin and Element 0 CP: Your Origin and Element, two of the most important things for a person in this world. Your Origin is who you are and what defines you, it can be a concept, an object, feeling, action, and so on and holds some sway over who you are so picking something like worthless is likely a poor idea, though so long as it's not awakened it is minor. Your Element determines what you hold the most talent and aptitude for magecraft wise and can be any of the Western or Eastern elements.

Just about anything is possible with a single exception, you may not pick Void or Nothingness as your Origin, such an Origin would normally result in you being erased at birth.

Command Spells 0 CP: The sign of a master in the Holy Grail War, these three tattoos have taken shape on your body somewhere, though normally on one of your hands. They signify your contract with your Servant and more importantly, allow you to give them three commands which are absolute over your Servant allowing even for feats that would breach into the realm of True Magic such as teleportation. Remember you only have three, and unless you find more once you're out of them you're done.

Overseers will start with an additional twelve command spells given to them by the Grail to assist in controlling the war.

Magic Circuits 50/First Free CP: Magic Circuits are a pseudo-nervous system which spreads throughout the body of all Magus and allows for the usage of Magecraft. Without proper training they can be dangerous to use and using even the most basic of magecraft is inadvisable. You'll start with the ability to use them properly at minimum, as well as 20 Circuits of A-Rank quality, unless you wish to start

with lesser Circuits for one reason or another. Each 50 CP spent here will net you 30 new Circuits with which to utilize.

Dead Apostle 200/600 CP: You're no human for sure, not anymore now that you've given your humanity up in the pursuit of power. For a lack of a better term you're now a Vampire, a child of the Crimson Moon and the Night. In return for your humanity you receive quite a bit in. The power to move faster than the eye and even outrun and catch machine gun fire with relative ease, greatly increased strength to the point that smashing through thick concrete walls and even armored vehicles is easy for you now, and most importantly the Curse of Restoration which reverses your personal time to undo damage sustained by your body. There are naturally weaknesses, such as a need for blood, the sun, and holy weapons which can deal grievous damage to you.

Of course that is hardly the height for Dead Apostles, though most don't go farther than that. For 600 CP instead of 200 CP you've become something else entirely, to be more precise you've become a Dead Apostle Ancestor, one of the twenty seven arch vampires that rule their race. With this your powers and abilities have skyrocketed to a level that lets you swat the previous tier around like annoying gnats and even keep up with Servants, though most Ancestors contest Servants more through versatility than raw firepower. Most importantly you've gained an Idea Blood, or the Mandate/Original Cause engraved on your soul which grants you an incredibly powerful ability. Such as a grand Cathedral thirty km in diameter that allows you to isolate everything within from the outside world, or the ability to control temperature allowing for the immediate creation of a blizzard that freezes entire cities and other cryogenic and even heat based attacks if developed properly. You may pick one that already exists or make up your own that follows the rules of the Nasuverse.

Semi-Servant 300 CP: A living miracle is what you are, something like you shouldn't exist and yet here you are. Other than Erice Utsumi you are the only other recorded instance of a legitimate child born from a Human and a Servant. How this came to be is a question just about everyone will want answered if they find out about your nature. What this does for you is quite something though, while you lack the skills and noble phantasms of a proper Heroic Spirit unless you manage to somehow gain them elsewhere your body is still more than capable of keeping up with Servants, and more importantly should you gain skill and ability even defeat them. Of course, you're certainly not as strong as a true servant and remain on the lower end of the scale, you're still rather powerful by modern standards. Of note, normally if you left the presence of the Grail you would die in a few days but since you're paying a premium that'll be waived.

Lamyros 500 CP: A Phantasmal Species more similar to the historical depictions of Vampyres than the likes of Dead Apostles or True Ancestors. Possessing strength, speed, regeneration, and resistance as is appropriate for their kind; they are able to effectively combat three lesser Servants with ease and grow more powerful with age. As creatures of Myth, they are hauntingly beautiful, ageless, and capable of wielding magecraft and magic similar but distinct to that of a magus, but more importantly they grow more powerful with the expansion of their myths and stories and possess a truly horrifying ability to take and consume the myths and stories of others to grow more powerful resulting in a unique skill to rip out, preserve, and eat the cores of servants to empower themselves further.

Hurt By Marbles (Discount Dead Apostle Ancestor) 600 CP: Okay so maybe you weren't actually hurt by marbles but with this you're certainly going to be hurting others with marbles. You possess a Reality Marble, an incredibly powerful and advanced form of forbidden magecraft normally only seen in Dead Apostle Ancestors, TYPES, powerful Magi, and some Servants. In reality these Marbles are your internal world manifested in reality overwriting the world of Gaia with your own personal internal world. Though it need not always be projected that way, some Marbles may be manifested internally allowing for them to be used continuously without cost. What this manifests as is up to you, it could be a world of unlimited swords where everyone you've encountered and could comprehend is stored for your use, or it could work on the principle of memory remodeling allowing you to manipulate the memories of everyone you encounter and completely erase yourself from their minds making it seem as though don't exist. One final note is that since you're paying for it the Marble won't require your mind be warped to use, nor will it warp your mind.

Newcomer:

100 CP:

100 CP:

Wake Up Call 200 CP: You ever simply wake up one day in some strange land with no recollection of how you got there? Of course you have, you're a Jumper. The unfortunate problem with getting dropped into a high octane battle is often those unprepared can freeze up and/or panic. That's not you anymore, not at all. Even in the most intense and terrifying situations you'll always find it in yourself to just move, to do something or complete the task at hand with all the skill you'd normally wield. Sure it may not be much but you wouldn't believe how many people would live if they could just think in these situations.

200 CP:

Inspiring Presence 400 CP: There's just something about you, something that inspires hope and brings out the best in you regardless of who they are. You're the type of person with the ability to lead and inspire an entire army of Servants to fight to the death in the face of a Beast despite victory being all but impossible. This ability extends even further to getting Servants to get along with each other allowing for even the likes of Bluebeard to be reigned in and used for good while ensuring other Servants play nice with him and so on. Of course, you'll face challenges in this but when it comes down to it even the greatest of heroes and villains can be successfully mediated between and channelled for something greater.

400 CP:

Fuji Luck 600 CP: It would seem Taiga Fujimaru now has a rival when it comes to her Luck stat, given both hers and yours sit at a nice EX rank, a level greatly exceeding even legends like Gilgamesh and allowing for truly ridiculous things. This isn't normally the same as regular luck as most think of it, though it will act as such for you. No, what this truly is, is the ability to defy fate and do the impossible, allowing for victories and achievements that should normally never happen. An example being a skilled yet entirely mundane kendo practitioner, being capable of defeating a magically enhanced assassin capable of crushing a high ranking Saber Class Servant through sheer luck, or dodging a fated blow that seeks for you. With this alone winning the Grail War without any prior training or experience is entirely possible.

600 CP:

Hero:

100 CP:

100 CP:

A Man of Determination and Steel 200 CP: It takes a certain kind of person to push through the Mud of All the World's Evil, even if it's a temporary thing given the curse's potency. That kind of person is you, your willpower is simply inhuman allowing you to push through just about anything thrown at you and weather an enormous amount of trauma. Whether it be pushing through the evils of all mankind being forced on you, even briefly, or the agony of sword bursting from within you all can be brushed away and powered through so long as you breathe.

Talented 200 CP: You may not be a super good Magus but you certainly have other things down pat. Pick a skill that's mundane such as Archery or Cooking and you'll find you've become a certified master of it. Enough to become famous on the national or even global level if you work at it for a bit. Think cooking on par with famous and decorated chefs when it comes to your specialities and even your secondaires and for things like Archery it best to think Olympic in nature.

Nerve Damage 400 CP: Just who is insane enough to over the course of several years conduct a procedure every day with a high chance of killing them just so they could practice magecraft? The answer is you it seems and the rewards have been amazing for you, yielding some twenty six hundred circuits for your use. They're certainly not the highest quality, though with research perhaps that could change but there is such a thing as quality in quantity and combined these are worth hundreds of high quality circuits making a literal mana battery. In the future using similarly insane methods as this is likely to yield similarly ridiculous returns, though it's not always a guarantee.

Chaos Theory 400 CP:

Harem Protagonist EX 600 CP: It cannot be said that any of the various heroes of this world normally have an actual harem, with perhaps one exception. It can be however stated that they still certainly do seem to attract members of the opposite sex like nothing else. This is a trait you now share with them. Romance and you go hand in hand no matter where you go and you'll find that as you travel or simply go on in life you'll run into people who are naturally compatible with you in one way or another, sometimes through the most unlikely of circumstances as Shiki Tohno can no doubt attest to. This is also more of a quality over quantity phenomena, with those you encounter many times being of rather powerful stature and nature. Though they're still people, and this is hardly mind control so treat them poorly and you'll quickly find yourself receiving their wrath.

An Everdistant Dream 600 CP: An unattainable dream, one so far off as to seem impossible to reach. That was what the idea of Everlasting Camelot was, and it did indeed prove to be untouchable in Arturia Pendragon's case as she and her kingdom fell at the blade of treachery. You may have a similarly impossible dream or not, the difference between her and you is where she failed, you'll succeed. For you reaching Utopia or some other impossible concept or goal is quite possible. It may take you a lifetime or more of journeying, researching, and fighting but reaching your end goal is truly almost never impossible no matter how hard it may seem or how lost the that which you seek is. Only things truly impossible, such as dethroning that which is truly all powerful and so is truly out of your reach.

Magus:

A Magus Mindset 100 CP:

100 CP:

Magical Specialization 200 CP:

A Thousand Year Dream 200 CP:

Blue Blooded Ancestors 400 CP:

400 CP:

600 CP:

600 CP:

Overseer:

Black Hearted Priest 100 CP: Is your name Kotomine by any chance? Or perhaps Hortensia? Because with a tongue like this you must be related to the man. You've a natural talent for words and understanding people that most never have in all ways. Using this for good could allow you to easily become a noted member of your community whom people could go to to ask for advice and assistance on personal issues and find them easily resolved. However, while this ability to understand people allows you to pick them apart it can be both good and bad given you're just as capable with your words when it comes to driving the dagger in deep and then twisting it as you are with healing.

100 CP:

Useful Heretics 200 CP: The position of the Church on Magecraft is rather well known, however even with that view it isn't impossible to find members of the Church who make use of such heretical tools. Should you find yourself in this position then you've no need to fear reprisal from your superiors. So long as you use such tools for the betterment of the organization you serve and its goals you'll find superiors are willing to ignore most such violations of their codes and rules. However, go too far such as making an actual deal with the Devil in this case or use them to do things that go against the very tenants of the Church or other organizations and you'll find that you'll be in just as much trouble as you would usually be.

200 CP:

Holy Sacraments 400 CP: Originally these were solely miracles, gifts to certain members of the Church and Christianity as a whole. That was originally, the Church eventually deciphered how to replicate the miracle for their executors and now for you. Your body has been enhanced by this greatly allowing for feats that are undeniably supernatural in scope. Punching hard enough to rip through and shatter solid concrete and steel, while also running at speeds that would see even sports cars falling behind. Your durability is also similarly increased to the point that small arms fire is a non issue for the most part. The body you possess now has also become something of a holy weapon in of itself, each blow you land affects the unholy just the same as if it had been a holy weapon used and this Holiness provides you with a level of protection from evil and demonic things.

Kotomine School of Manipulation 400 CP:

600 CP:

600 CP:

Servant:

100 CP:

100 CP:

200 CP:

200 CP:

400 CP:

400 CP:

Neverending Legend 600 CP: In essence, given time your skills, tools, and so on can become noble phantasms in their own right over time. I just need to think of a way to word this and fluff it up.

Truly Legendary 600 CP:

Items:

Items are discounted to their respective origins, 100 CP items are free to their origins.

General:

The Grail of Heaven 1000 CP: The great prize itself, the goal of all (or well most) participants in the Grail War. The Holy Grail itself. This is a copy of the Fuyuki Greater Grail forged by Nagato Tohsaka, Zolgen Makiri, and Justeaze Lizrich von Einzbern with the assistance of the Old Man of the Jewels. It has all of the abilities of the original grail minus the corruption of Angra Mainyu unless for some reason you want it. The form it takes currently is that of a golden goblet easily carried around in one hand, given carrying around an immense orb made from the Rhinegold that took two airships to lift is a tad inefficient. Currently it has one full charge, enough to do just about anything you want in this world ranging from creating a World Gate leading directly to the Swirl of the Root or perhaps using even True Magic on a grand enough scale to turn even something as inefficient as the Third into something capable of giving all mankind True Immortality at once, while simultaneously erasing all evil from man's heart. Or if you're from another school of thought it could easily be used as a virtually infinite prana battery where magical spells and attacks that require enough energy to power an entire Department of the Clocktower for a century can be thrown around like candy. It could also be used to make a really big boom, if that's what you're into. Whenever you use magical energy from the Grail it will naturally replenish itself over time, taking around three decades to return to a full charge from empty, or replenishing fully at the start

of each Jump, whichever comes first. Though it can be charged faster should you actively look to feed it prana.

Newcomer:

100 CP:

100 CP:

Mystic Code Suits 200 CP:

200 CP:

400 CP:

400 CP

600 CP:

600 CP:

Hero:

100 CP:

100 CP:

200 CP:

200 CP:

400 CP:

400 CP:

600 CP:

600 CP:

Magus:

100 CP:

100 CP:

Magic Materials 200 CP:

200 CP:

Magical Treasury 400 CP:

Magic Crest 400 CP:

Millenia Citadel 600 CP:

600 CP:

Overseer:

Black Keys 100 CP:

The Holy Bible 100 CP:

200 CP:

200 CP:

400 CP:

400 CP:

Holy Scripture 600 CP:

600 CP:

Servant:

100 CP:

100 CP:

200 CP:

200 CP:

400 CP:

400 CP:

600 CP:

600 CP:

Rail Zeppelin's Mystic Eye Emporium:

A single set of Mystic Eyes may be purchased here.

Magus receive a discount on a single set of eyes.

100 CP -

200 CP -

400 CP -

500 CP -

700 CP -

Grail System Creation:

Companions:

Imports:

A party of up to four companions may be imported for free and receive 600 CP each. Further companions will cost 100 CP each and receive the same stipend.

Recruitment:

People may be recruited for free so long as you legitimately convince them, so no mind warping charisma or mind control powers may be used. For 200 CP fate will arrange for you to meet them on favorable terms.

Servants:

Drawbacks:

You may take as many drawbacks as you believe you can handle.

Scenarios:

Notes:

I'm aware DAA don't normally exist in Fate timelines, however Strange Fake does feature them and many, many fanfics include them as well so I thought it should be fine.