

Fate / Stay RPG

An unofficial RPG game by Grubey14 & Harukajunko

Introduction:

The following is an unofficial RPG game for Fate/Nasu verse using a converted and modified AD6 system by Strange Machines Games. All credit to the original game writers of Robotech RPG and Super Age. All names, places, images present are property of Type/moon, Nasu, Aniplex USA.

List of Terms:

- Magi: Magi are humans born with magical circuits capable of performing magecraft.
- Servant: a Magical familiar used in the Holy Grail War by Masters to fight for them in the form of Heroic Spirits.
- Heroic Spirit: The Spirit of a long dead heroic or legendary figure whose existence, real or not, has been transcribed into the throne of heroes and who may be summoned forth.
- Familiar: A magical companion used by Magi that draws Mana and power from their Master to sustain their existence and operate in the world.
- Mana: A Source of Magical fuel present within one's Magic Circuits that is consumed to enact Magecraft.
- Homunculus: An Artificial human grown through Alchemy.
- Noble Phantasms: the Crystallization of a Heroic Spirits legend and myth into a form of power that can be unleashed by speaking aloud its true name.
- Apostles: Vampiric creatures of magical nature.
- Mystic Codes: a type of magical equipment that can be used to assist in the performing of Magecraft.
- Mages Association: a collection of Magi in a research institute bound by laws and controlled by esteemed Magus families.
- Clock tower: an esteemed magical center of the Mages association located in London that functions as its headquarters.
- The church: The Holy Roman church who operate as an independent power that barely tolerates the existence of magecraft but not of other heresies.
- Atlas: a branch of the Mages Association that grown increasingly distant from the other branches and focus mainly on
- Chaldea: A UN and Mages Association funded security organization devoted to the insured survival of mankind.

The world of Fate:

The World of Fate/ is a Dark Urban Magic Fantasy setting. It sees the hidden world of Magi and Magecraft collide with mythical creatures and unsettling mystical mysteries. Vampires stalk the streets and those with unknowing Magical talent commit crimes in the shadows while mysterious and secretive Mages battle for supremacy for the power needed to reach the Root of all magic and achieve godhood through various means. Members of the Holy Church scour the world of heretics, seek out ancient magical items and seek to keep the world of magecraft at bay, hidden within the shadows of a world that has lost much of its magical potential. Among the cities, scattered across

space, time and dimensions Heroic Spirits battle it out for the right to possess the wish granting Magical Holy Grails while mysterious Spiritron Hackers invade the digital realm of the moon cell explore the virtual realm scale within the hidden magical supercomputer on the moon's surface. Other organizations seek to preserve humanity fighting through space and time with the use of both science and magecraft to keep the natural order of the world while some people find themselves dealing with surreal ghosts and anomalies born of magical phenomena lurking in the shadows. The world is a dark one, filled with the occult, intrigue, conflict and mystery.

The World of Magi:

Magecraft:

Magecraft or Thaumaturgy, is the artificial recreation of Mystery normally only possible by inhuman beings. This ability creates or brings forth phenomena possible through science with supernatural means instead. Magecraft is incredibly limited and changes as science and time develop.

However, magecraft is first and foremost a reenactment, a copy, a replica of an older established Mystery and cannot be used to create a new Mystery even with infinite research due to the decay of Magic from the Age of Gods.

Modern Magecraft is very inferior to Magic from the Age of the Gods for the reason that Magic was directly connected to the Root and drew magical energy from the source.

Magic:

Magic, True Magic is the highest class of mystery that surpasses magecraft and is capable of even producing the impossible. Magic can only be performed only by those Magus with a direct connection to the Root.

True magic encapsulates the impossible and features such incredible powers not possible with Magecraft:

- Time Travel and Flickering time
- Resurrection of the dead
- Teleportation.

The Root:

The Swirl of the Root, also known as the Vortex of Radix, the Akashic Records, or simply the Root is a metaphysical location within the Universe that exists outside the world removed from all continuity. It exists outside of space and time and holds an archive of all events past, present and future as well the records of all the Souls ever. It is the location of the Throne of Heroes where Heroic Spirits are summoned from.

All Magi seek the path to the Root and they spend their entire lives researching their own path towards it, passing down their knowledge to future generations to achieve this dream. There are various methods used to reach the Root and different Magi all have different ideas on how to achieve it. One such Method includes Holy Grail Wars.

From the Root, a Magus seeks to learn the Truth of the universe. If a Magus can reach the root and understand it they will no longer be bound by the impossible and can potentially achieve god-like capabilities.

Magi:

Magi or Magus singularly is a term for a human practitioner of Magecraft, the magical science. This is different from a Magician who can bring forth true miracles that are impossible.

Magi are dedicated researchers seeking the Root and more Magical knowledge. Magi descend from Magical bloodlines and some come from old Magical families. This is due to Magical affinity being passed through bloodlines in the form of magical circuits. Magical Circuits allow the manipulation of Mana and combined with a Magus' Magical Crest which contains the combined recorded knowledge of the Magi Families magic allow them to perform Magecraft.

Magi is not just a term but a lifestyle. The dedication to the research of Magecraft and reaching the Root no matter the cost. The accumulation and hoarding of Magecraft and possession of family and life as mere tools to this end. Magi use anything and anyone at their disposal and manipulate others to their own ends. They see themselves as separate from mankind and part of a higher calling. Their Ego and pride in their abilities are often a dangerous and double edged sword. Those who would not consign themselves to the path of the Magus who bear magical powers and would use it not for research and reaching the root or deviate from the authoritarian and autocratic lifestyle and denounced as heretics.

Magi tend to be very territorial and paranoid, often distrusting and scorning other Magi in an attempt to protect their secrets.

Spiritual Land and Ley lines:

Mystical and spiritual lands exist in places where magical Ley Lines pass through. Underground veins of mana running through it that can be drawn upon to power Magecraft allowing for the activation of high class Magecraft. Most lands of this nature are owned by powerful magi and the Mage's Association.

Administration of these lands is often left to families of note to administer and use it at the discretion of the Mage's Association.

It is possible for a magus or individual with an appropriate conduit to tap into the magical energy with ley lines in order to use them as a source of power.

Workshop:

A Workshop is a magical laboratory where the Magus performs their research and experiments. Their closest secret and most secure fortification. Magi go to great efforts to conceal their Workshops with Magical bounded fields to protect them and construct them in such a way they are hidden and prevent the leakage of a Magic. Entering one without permission is seen as the most hostile act a Mage can endure and intrusion regardless of who is often met with deadly force.

Phantasmal creatures:

Phantasmal Creatures is the term for the numerous unique creatures, also known as magical creatures or daemonic creatures born from mystery that exist outside of standard biological classification of a creature within an ecosystem. While not all of them are 'Beasts' per say, they are all creatures of some kind who have deviated from standard biological lines that cannot be explained by research or sudden mutation. They are typically classified as Monstrous Beasts, Phantasmal beasts and Divine beasts according to their level of mystery.

While many Phantasmal creatures have disappeared from the world and their existence is a relative scarcity and secret where they can only be found in the world of the Magi after most of them fled to the reverse side of the world at the end of the age of Gods or secluded themselves at the edges and deep dark hidden places of the world following

the recession of mystery with the Age of Man. These Creatures are often terrifying in nature and even the lowest of their power are unnatural. Some possess incredible abilities and their rare nature means they naturally threaten others who endanger them but their existence is not well known outside of folk tales.

Types of Magic:

Alchemy:

Alchemy is the manipulation of matter by a Magus. Closer to a science than a Magecraft, the Magus who focus on this field transfer matter and manipulate it. Some use this to create Homunculus clones or living flesh golems and other living creatures manipulating living cells. Some transmute one form of material into another as part of it altering its atomic make up. A Magus may use alchemy to turn bronze into steel, copper into gold. They might transmute glass into sand or water as they change its substance. A Magus might break free of a cell that they are held in by using Alchemy to accelerate the rusting of the bars and decay the matter before them. Another may deploy a sentient ball of mercury to fight at their side flexing and shaping into the forms needed and directed by the Magus for attack or defence. Another magus may employ a series of elixirs that combine together to create effects such as tunneling through walls or forming a hardened barrier of materials.

Black Magic:

Black Magic is the use of witchcraft and involves a mixture of curses and metamorphism and elemental manipulation. A practitioner of Black Magic may inflict a terrible illness upon their target or summon up water from the sky to sustain them while trapped within a desert. Black Magic often makes use of catalysts, such as a Magus shooting raven feathers at an assailant to drive them back or paralyzing a person by channeling the electricity within some electrical cables. The foundation of Black Magic is the manipulation of the elements however and can be expressed in many ways from shifting the earth to creating heat and spontaneous fires.

Kabbalah:

It is centered around the belief that coded messages were left in holy scriptures such as the bible, that contain "light" from the swirl of the root, and can grant those who decipher and use them power. Kabbalists find mystical meanings in arrangements of letters and numbers. They use those techniques to recreate magical phenomena. By reading aloud a passage or using a phrase of words, a magecraft takes form. A Magus may utter a phrase from his mouth that disoriented an enemy causing them to miss their critical strike or create an illusion. Another may use the word of scripture to call forth snakes and fire based on the passage. Others may use the descriptions within passages to form objects and creatures such as golems based on formulaical meanings buried in the text.

Runes:

Rune Magecraft uses runic script, ancient symbols and glyphs to create magical effects. The Magecraft draws its power not from the mage but from the Rune's meaning itself. A Magus may use the rune for fire to unleash a firestorm upon a creature burning it to ash or drowning it with the rune for water. Another Magus may draw a glyph that wards the dead or warns of approaching intruders. These runes may be inscribed into the air and their effects directed by the Magus or inscribed onto a surface to affect only it or things it touches. Supreme Masters of this Magecraft may string runes together to create a combination of effects or even inscribe a series of glyphs that work together in a network. Either way the form the Magus uses to produce Magecraft is the ancient lettering system.

Necromancy:

A sub form of Spiritual Evocation. As a necromancer who practices you use the parts and bodies of deceased creatures to power your spells and perform mage craft or your magecraft gives life to undead or takes the form of undead. Some Necromancers even use the deceased parts of dead beings, especially those with magic circuits, to create powerful magical weapons that they can use. One Necromancer might call forth hordes of skeletons and zombies to fight for him. Another might harvest the parts of a Magus corpse and use their finger to create magical ammunition. Necromancers derive their power from the dead and death but not the spiritual.

Onmyoudou:

A direct counter point of Spiritual evocation and necromancy, a practitioner derives and produces magic based on the writings on talismans activated and used by them. A Magus may carry various talismans with their effects written in meaningful words or phrases upon them only to activate the magecraft by channeling their mana through the talisman. A Talisman with a cut inscribed when activated might create a knife. A Talisman with Banish written may ward off and destroy beings of a spiritual nature. Some Talismans may be given a form of temporary spirit to create puppet-like Shikigami familiars to serve their master. Others may use this to create various charms that protect a wearer or take new forms when activated. A Magus might use Talismans to perform a reading to create a form of divination.

Spiritual Evocation:

Calling forth spirits of the dead, Spiritual Evocation derives its powers from the land of the spirits and the great beyond. A Spiritual Evocationalist may call down the spirits of the recently dead to communicate with them or they may entreaty and command deathly spirits and wraiths to attack their foes. Some make use of fairies as spiritual beings and entreaty or enslave them to their will. They derive their power from souls and conceptions of afterlife.

Flowing and Transferring Power:

The flowing and Transfer of power relies upon the manipulation of mana across objects. A Mage practised in this form of Magecraft may use the Mana within their circuits to enhance themselves Physically through reinforcement or project objects into existence through the use of mana. Others might store Mana within objects to transform them into magical implements. A Magus cannot store mana outside their own body as it quickly disperses and as such if done is used by the Magus for quick spells before such. Material Transmutation is similar to this and revolves around the pouring of magic into something to alter its shape. One Magi might enhance their own body to perform powerful physical attacks. Another might use it to reinforce the structure of an object allowing it to withstand damage or increase its damage.

Healing:

Healing magecraft is the unique use of mana to accelerate one's natural healing, stimulate the closing and knitting of wounds and remove toxins from living creatures. A Magus may use healing magic in a number of ways most of which revolves around the restructure, enhancing or dulling of the senses. A Mage may use it as a form of pain killer or use the healing magic to tamper with magical organs for implantation. Some, very simply may exercise the power to heal injuries, even reattaching limbs at the very limits of the masters of this craft.

Mental Interference:

A common form of magecraft that deals with the manipulation of the mind. A Magus uses their magecraft to reach into the minds of beings through eyes, skin contact, words or even long range telepathy to influence their mind, erasing memories or subduing targets. Some also otherwise use it to confuse, terrorise brainwash or even control the mental state of a creature. Inserting memories is common and Magus often uses this craft to keep their activities a secret from non-Magus. A Magus might use this craft to command subjects who become infatuated to their will and words as they control them while another might erase themselves from the memories of all people around them locally as they move through a crowd.

Puppetry:

Closely related to Spiritual evocation, Zoology and familiars, a Magus of this field produces magical dolls as part of their craft. They spend hours building dolls of all shapes and sizes that act like familiars controlled and directed by the Mana of the Magus. Some may be simple dolls in human or beast-like forms controlled at the end of strings of mana attached to the Magus. Others may be able to produce real life facimilies with their dolls, even trading places with them and using them depending on their skill. This area of Magecraft creates an imitation of life out of non-life giving materials. Even then a Magus of this school may instead use this puppetry to control individual objects from a distance, lifting a blade or a tool with their mana as if attached by a string.

Zoology:

The shape of this magic is based on animals. It is the understanding of Phantasmal beasts and a learned knowledge in them of all kinds. The practitioners of this kind of magic influence living creatures, communicating, manipulating and using them as either components in their mage craft or as the form of their mage craft. A Magus may use a simple rabbit which they modify with magic to transform it into a phantasmal beast to do its work. Another might use worms or bugs unleashing them upon foes after they have been modified into deadly creatures with abnormal abilities. The claws and horns of creatures might be used as materials to cast magecraft. A Horn transforming into a steady sword or the claws used as part of a magecraft to transform a Magus' hands into the powerful claws of a beast they were taken from. Some Magus of this practice may even use their magic to transform themselves into a particular creature.

Mineralogy:

Magic and magecraft can be conducted through the use of earth gems which carry symbolism containing various elements used in the performing magecraft. A practitioner of this Magecraft uses minerals and gems to produce magical effects. Rubies and garnets might be used to create explosions or produce fire. Emeralds may create barriers along with diamonds. clear crystals shaped into animals and shapes to be used as familiars and seeing balls for spying. Obsidian used to create crushing fields and silver shaped into blades or produce powerful beams of light. Glass may be used to call forth illusions. In order to practice your magecraft you require gems or metals.

Astromancy:

Astromancy is the use of signs, symbols and stars to divine the future and predictions of events to come

Displacement:

The act of replacing one thing with another.

Modern Magecraft:

Not to be confused with the term for magecraft in the existing age, Modern Magecraft makes use of new age technologies.

Mages Association:

The Mages Association is an international mutual self preservation and defence organization formed by Magi for the purpose of controlling, concealing and developing magecraft. The Association is said by many to transcend nationality and genre when it comes to magecraft encompassing all but this is an illusion in name only. After having existed for decades, it was eventually decided that magecraft should drift away and be segmented from the rest of the work as a secret known only to a few. It established many laboratories across the world in the pursuit of stopping the degradation of the Magecraft.

Although it is primarily a research alliance between mages, it serves as a way to increase its own military might to protect itself from other organizations that threaten its existence such as the Holy Church and other Magi and supernatural groups. The Association also hunts those individuals who are heretical or otherwise engage in taboo that threaten their continuation and secrecy. The Association has set up research institutions along with enforcers of laws that govern magecraft and its criminal use in order to promote magecraft research. The Association is mainly focused on the concealment of the practice particularly in criminal matters however they do not care about most crimes so long magic is exposed to the common public.

The Mages Association Wizard Marshal are capable of mobilizing the Elite Magi soldiers when direct action is needed but otherwise rely on individual Magi requests and freelancers.

The Mages Association is made up of various branches all governed by different internal and external politics resulting in conflicts between faculties, factions and branches. It's possible to leave the association freely without any restrictions unless they have a sealing designation. However due to the benefits and resources one is able to access through the Association. However research is actually rarely shared.

The Clock Tower:

The Clocktower is the official headquarters of the Mages Association located in London at the British Museum and extending across the area to Westminster. It is the largest Magical Fortress in the world of magecraft so heavily protected it likely wouldn't be destroyed even if the planet itself was. The deepest sections of the Clock Tower extend underground to the "Bottom of the Bridge" where the association confines Magi that have a sealing designation.

The Clock Tower is built on top of the Spiritual Tomb of Albion, the corpse of a massive dragon the size of a mountain that did not go to the Reverse side of the World with the coming of the age of man and tried to dig its way to the Reverse side. There are four entrances to the Tomb scattered around the city including in Chinatown. The tomb itself is a labyrinth home to magical beasts. The Tomb grows stranger and more unpredictable the further you travel down and the laws of physics cease to work. At the very bottom of the Tomb is the Carillon Observatory where Sealing Designations are decided, often signalled by the bell that rings out when one is issued. The Observatory also serves to store and process magical patents. The observatory also observes traces of magecraft cast on the world which when combined with the other branches builds a network that monitors the magecraft copyright usage across eighty percent of the world.

The Clock Tower has eleven different compartments that reconfigure themselves as their own college towns in the districts and suburbs surrounding London disguised by magical bounded fields to prevent trespassers. The campus itself is a mixture of buildings dating as far back as the twelfth century. However the den of faculties of the Clocktower

is a world in which magi scramble to rise in rank in a cut throat manner filled with deceit and betrayal. The power structure of the Tower is a pseudo-aristocratic elite called Lords who hold political power around the tower and Association earning their position through nepotism or raw skill. Discrimination is common among the Clocktower not only across faculties but across race, gender and job.

Admission is possible for new members involving exams about Magecraft but is also possible through sponsorship. Special students are treated as rare creatures and catered for hard to ensure they stay on hand. Magi can bring their Apprentices who attend for free but are not recognized in any capacity.

Currently within the Clock Tower three families lead the factions and compete for power. The Barthomeloi, Trambelio and Valualeta with the Barthomeloi on top and firmly rooted in power.

- Barthomeloi - Aristocratic faction. They believe the management of the Clock Tower should be handed to those nobility who had proven to have excellent bloodlines.
- Trambelio - Democratic faction. They believe bloodline should be disregarded and those with the talent should be in charge.
- Valualeta - Neutral faction. They don't care one way or the other, and just want to do their research in peace.

The faculty include:

- General Fundamentals
- Individual fundamentals
- Spiritual Evocation
- Summoning
- Mineralogy
- Zoology
- Lore
- Botany
- Astromancy
- Creation
- Curses
- Archaeology
- Modern Magecraft Theory

The final Power in play at the Clock Tower is the Policies division who pursue politics, teaching the ways of leadership and rule. A place where those who attend learn how to rule over the Clock Tower they engage solely in the Political affairs of the Clock Tower manipulating as they will and governing magical patents.

Atlas:

Atlas known as the The Pit is located within the Atlas Mountains. The Alchemists of the Atlas Temple are supposedly descended from Isis, the ancestor of the Magi within Egyptian mythology. Atlas technically predates the Clock Tower as the original gathering of those with magical ability in search of the Root. However the residents of Atlas have naturally lower magical circuits and in opposition to the Clock Tower seek to use their own ingenuity and natural scientific approach to discover new rituals. The current result of the evolution of Atlas is the Atlas Academy whose alchemists are focused on inquiries into magecraft and the principles of the world in an attempt to create accurate predictions of the future. Atlas is closer to an assembly of a think tank filled with geniuses all working towards the creation of new and different ideas and blueprints. Atlas however has no restrictions in its taboos and no penalties exist to prevent students from creating even the most unethical of weapons. Instead, the only Rule of Atlas is

whatever is created within its walls may never leave. Atlas cares more about people leaving than they do guests visiting.

The exception to the rule at Atlas however is the seven exceptions that have existed since its founding. These exceptions are one of the seven contracts that bind the Temple of Atlas to render aid on demand. However the contracts were lost and so far only four have been found.

Atlas is a fully underground temple filled with numerous Mages Workshops, laboratories, storehouses all filled with numerous mysterious inventions the likes the world have never seen. The Temple is essentially an enormous underground laboratory that descends deep into the mountains; its tunnels are labyrinthine and some are shaped like rock tunnels, others are modern and give the appearance of an advanced school. These tunnels are filled however with autonomous weapons designed to prevent those who would foolishly attempt to leave the Atlas temple from doing so. The central core of Atlas where the TRI-HERMES is located is a massive central chamber located 500 meters below the surface. The cavern is so large it fits a complete town, complete with an artificial sky.

The TRI-HERMES is three obelisk like structures only accessible by Atlas Mages that is the largest information recording and storage device in the known world. Its photonic crystal core has said to be on par with a philosophers stone and has only ever been partially recreated in pale shadow attempts to service the Chaldea Organization.

Atlas has a single Director and a vice director most of whom are credited throughout history for the creation of doomsday weapons created to prevent terrible futures they foresaw. Below the Directors are the Six Sources who are the equivalent of Magi Lords from the Clocktower.

Atlas is extremely isolationist ever since the Clock tower became the headquarters of the Mages Association and interaction between Atlas and others is extremely low. Atlas is known to be on incredibly bad terms with the Prague branch of the association and is extremely independent. Atlas is so far removed and independent from the other branches that it has its own agreements with the Holy Church and finds itself in constant conflict with the Clock tower. Despite this isolationism, Atlas does render aid and sell its services as alchemists to different organisations and have contributed to assisting the Holy Church on occasion and with construction and development of tools and technology for the Chaldea Security Organisation.

The Alchemy of Atlas is not like the modern Alchemy practised by other mage sects. Instead it draws its origin from the ancient egyptian practice of metallurgy and is an advancement of this school. As such, for their Alchemists mere transformation of matter is a primitive ideal. For these Alchemists its the foundation that humans exist to acquire knowledge that has evolved the form of the Alchemy being used to enhance their own body. That the body is simply a tool to enhance the brain's capabilities in solving formulas that they primarily use Alchemy to accelerate brain thinking, create thought partition and focus on making the most out of their physical bodies in order to modify and develop their abilities through magecraft. Most members of the Atlas group cannot perform Magecraft that interferes with nature due to a lack of magical circuits but they make up for this in the development of weapons and they blend both man and machine across their magecraft. This is where their focus lies, in the invention or new magical and technological devices. This has led to the so-called doomsday weapons and the idiam of Atlas' long term goal to prevent the end of the world and only be unleashed in order to save it.

The Wandering Sea:

The Wandering Sea is the original foundation of the Mages association formed in 20AD along with Atlas before the Clock Tower would splinter off and be formed. Just like Atlas, the Wandering Sea is stuck in tradition but has still stuck with the Mages Association. However as of the formation of the Clock Tower, they ceased all communication

with the association in 500AD. The Wandering Sea is concerned mostly with the research into the Age of Gods and Magecraft from that time.

The Wandering Sea's headquarters known as 'The Moving Tomb' is a mobile mountain range that exists as an island from the Age of Gods located between the world of man and the otherside meaning it can not be normally observed and is immune to Radar. It mostly moves around the north sea but occasionally moves over dry land. A self independent singularity filled with its own sea with an island at its centre. Entering and exiting a challenge even for those who know how and can account for the difference in elevation. The Wandering Sea opens its borders once a year on december 31st to recruit new talent but the numbers accepted are exceptionally low.

The Island at the Wandering Seas centre has no surface entrance and instead can only be entered from a cave located 40 meters below the surface of the water leading to a docking and lobby area. However, gaining entry without specially designed vehicles that can resist sudden pressure change is impossible. If a ship can make it, it is pulled into moor at the underground dock through magecraft manipulating the water. The entirety of the Associations facilities is located beneath the island.

The Wandering Sea is completely opposed to the modernization of Magecraft and rejects anything that comes after the Age of Gods, only recognising Magecraft from that era. This rejection of modern magecraft comes with the rejection of modern humanity and technology as well meaning they are unequipped for the world outside. Its rumoured that their research is focused on body modification but the Wandering Sea holds its secrets well.

Prague Association:

The Central Association of Alchemists as they are also known is a group of Magi focused on Alchemy research that follows traditional precepts of Alchemy and its practice. Due to this difference of opinion in regards to the nature, use and future of Alchemy Magecraft, they are on bad terms with Atlas.

Thule Society:

A group of Magi that have formed a collective around the research, study and preservation of Rune Magecraft. Rune Magecraft is their only focus and its said that the group hidden somewhere in Ireland have the only remaining copy of the original runic scripts that they do not share with any other even as rune magecraft declines.

North American Branch of the Mage's Association:

An aspect of the Mages Association of the Clock Tower located in North America that oversees local magecraft in the area that is heavily understaffed and overworked. The North American branch is located in New York. They are on bad terms with the Clock Tower and struggle to police and control the sheer number of freelance Magus that operate across North America.

Singapore Branch:

A Branch located in Singapore that has a search radius within its observatory that extends into Guan Territory. The use of their observatory as such requires the authorization of the Mages Association and Louxuan Gaun, another minor Mages Association of eastern Magi.

Sealing Designation Enforcer:

Magi who are specialised in hunting down other Magi that the Mages Association has marked with a sealing designation. Enforcers are the limbs of the Mage's Association unbound and apart from the main structure, they enforce the Association's will, arrange cover ups, arrest and kill rogue magi, securing valuable information and eliminating threats of both a magical and non magical nature. This kind of work offsets the Enforcers typical lack of a job since Sealing Designations are rare. Enforcers spend most of their time dealing with heretic Magi and deviants from Association Law before harvesting their Crests for information. However Enforcers are few and as such are often offset by mercs in the form of Freelancers to offset the workload. Due to the nature of their work they often clash with the Church whose own activities overlap with theirs.

Sealing Designations themselves are direct edicts handed down from the Mages Association to maintain and protect special Thaumaturgical abilities and magecraft that cannot be acquired through study. While a great honour and those given one are deemed precious. The Association will move great amounts of resources to secure such a person and preserve them deep within the Clock Tower. However those unique and powerful enough to have one placed on them tend to be extremely hard to capture and most of the time non-cooperative in regards to submission since it means the end to their research as a Magi in most cases. The Association doesn't care and many targets spend years on the run being hunted by Enforcers. Those who are designated may either become Hermits confined to a place where they only transmit their knowledge to a single successor in which case the Association leaves them alone or Philosophers whose striving for new heights, sometimes even dangerously. Its these second type of individuals that are typically hunted.

The Church:

The Holy Roman Church's hidden side that specialises in hunting heresy and keeping the world of Magecraft in check in the Age of Man. Despite the public side of the Church having to ignore the mysterious out of creed for the word of God, they are extremely aware of the existence of the mystical and regard it with scorn and hatred. From the ranks of the church, the most Zealous and fanatical join the secret side to seek out and destroy these heresies.

The Church as an Organization are at odds with the Mages Association with which they have a tenuous relationship with middling agreements of ceasefire and cooperation in regards to the concealment of Magic. While the Church will suffer other non-human creatures that can be domesticated and controlled in the name of coexistence the Church will not tolerate Vampires as they are born from Humans. The nature of Vampires has them treated by the Church as a disease to be eradicated.

The Church despite its teachings has the world's most widespread Magecraft teachings in the form of its Holy Sacraments. This Magecraft encompasses a single skill in which the Priest or Nun lights a purifying holy flame to cleanse away corruption and filth.

The Church is divided into numerous different sub organisations each with their own goals and objectives:

Assembly of the Eighth Sacrament:

A special agency of Clerics charged with the research, recovery and managing of holy relics scattered across the globe. Where there is the chance that a relic of the Church may be found, no matter what it is or its validity and authenticity a member of the Eighth Sacrament will be there. The Clerics of the Assembly do not fear the mysterious and will stoop to the level of Magecraft and involvement with heretical powers in order to accomplish their mission. Almost every Grail War has at least one member from this organization present in some capacity and over the course of the agency's existence, have investigated some 726 different Holy Grails. However since the Church has already confirmed it to not be a genuine artifact and typically care little for a Magical Reactor other than to prevent Magi from gaining too much power and seek to keep Grails from falling into the wrong hands.

Burial Agency:

The Burial Group are Vampire hunting inquisitors dedicated to the eradication of the Vampire's specifically. Considered the most professional Inquisitors. They are not Exorcists however, as their focus is on the destruction of Vampires and undead or the sealing of Apostles too powerful to be killed. They are the slayer of demons of all kinds however and are well trained in the ways of combating mystical opponents. The Burial Agency is not picky about its recruits and will source those capable of fighting heretics and other inconvenient powers with faith in God as a secondary requirement to skill. As such, its filled with many extreme and varying people from all walks of life filled with everything from rogue Magi, Sadists, Fanatics, Gun Nuts and Serial killers. That said, most of the time members work alone (due to their instability and typically anti-social) refuse to cooperate with foreign demon hunting organisations. However, they have incredible privileges and influence that allow members to get away with just about anything operating above even the law of the Church. Some Ancestors have been noted to cooperate in secret with the Burial Agency for personal reasons.

Chivalric Orders:

Knights of the Holy Church who make up the main military body deployed against the forces of heresy. Typically the Chivalric orders work to defend church grounds as a defensive force primarily. They still use a variety of old and traditional weapons but are slowly adapting. They are a well drilled and capable fighting force in relatively high numbers that stand guard at the various important holy sites and installations around the world.

Executors:

Executors are Heretic hunters tasked with the destruction of demon killing and elimination of heresy. A violent and bloody group who mercilessly destroy all signs of Magecraft and Magic along with any and all witnesses. They are Church Ordained murderers who seek out and hunt Mages and Phantasmal beasts to slaughter them with impunity. Like the Eighth Sacrament they may stray away from the Church's teachings in order to accomplish their goal in slaying Magi, Demons or anything else. They do not spread the word of the Lord but merely work to destroy any that would oppose him and the Church. They are the most fanatical however of all the agencies in their belief in order to justify the extremes of their actions. Sometimes the scope of their work will increase when they believe anything to be of a particular Evil that must be destroyed for the sake of man beyond their normal targets. Their ranks also include specialised individuals such as Exorcists who attempt to stop any kind of spirit possession and are specialised in the elimination of spiritual beings.

The Templars:

A small but powerful faction in the Church that is technically not apart of the Greater Church but have many connections to it. They are a separate organisation loyal only to themselves their own teachings above the Church who are considered by all accounts extreme radicals even by the standards of the other Church Agencies. Their actions border on Terrorism and they have no qualms about attacking anything of a magical nature. They employ even criminals within their ranks without regard for safety and loan out their heretic hunters whose underhanded and extreme tactics when needed.

Chaldea Security Organisation:

The Organization for the preservation of Human Order, Finis Chaldea is a secret organization founded with the purpose of preventing human extinction. Its an organisation that specialises in the investigation, closure and prevention of disasters of a temporal nature such as temporal anomalies and other existential threats including those of a cosmic nature. Its headquarters is located in Antarctica. The facility is located in an Alpine Tundra atop some mountains surrounded by an extremely powerful magnetic and magical field that suspends it from the space time

continuum. The facility is powered by a super reactor. The facility is a state of the art research laboratory and observatory manned by scientists and Magi brought together by a combination of the United Nations and Mages Association. Despite being primarily civilian its internal structure is like a military force. Its Director Oversees activities for the base and personnel and the best and brightest are recruited globally regardless of magical status.

Chaldea has the ability to observe the future with a Magical construct known as Chaldea's, has a vast internal storage HERMES bank provided by Atlas and has developed a system for the summoning of Heroic Spirits from the Throne of Heroes without the use of a Grail in order to assist in the peacekeeping and ensuring that humanity is protected. Finally, the group make use of Ray Shifting to transfer people through time and space to different locations and eras across the world. They are even able to enter alternate dimensions and singularity pocket spaces.

The group is well equipped and well funded with access to vehicles, Servants, and intelligence that surpasses almost any group on the planet. They were the first to develop Demi-Servants as well and currently have one on station created using designer babies. The nature of Chaldea and its mission however has meant the sacrifice of many moral and ethical responsibilities.

The Holy Grail Wars:

Holy Grail Wars are a competition that decides the ownership of the Holy Grail in a battle royal between parties. There have been many Holy Grail Wars and the term is used to reflect the events in which Masters summon Servants in the form of Heroic Spirits to fight for them in order to claim the Grail. Due to the magical nature of the Holy Grail and the power it can offer to a Magi in reaching the root, Magus can be found often at the front and centre of such battles risking life, limb and exposure to obtain the power they seek hoping to reach the root.

Participants of the Holy Grail War may be anyone regardless of their magical prowess as they are selected either by the Grail itself or the organizers of the War. Not everyone who participates is even a master and may be allies or stray figures who are drawn into a war for some reason or another. Those specifically marked as Masters for the Holy Grail War receive command seals and may call forth a Heroic Spirit familiar as a Servant to fight alongside them.

There are various Holy Grail Wars and various types of magical systems by which they operate. Within the Fuyuki Holy Grail War as part of a magical ritual devised by several Mage families seven Masters fight bitterly within the area to achieve control over the lesser grail, a magical vessel with which to manifest the complete Grail. In the Moon Cell, the Machine devises a far more grand scale Holy Grail war that occurs within its digital landscapes fought with hundreds of Masters and Servants operated and controlled by the Moon's governing system. In the case of Holy Grail Wars in which all sides participating work together, the Grail will initiate a greater Grail war pitting two teams of seven Masters and Servants against each other to ensure the ritual's completion. Some Holy Grail Wars are natural events or created by twisted magecraft attempts at the ritual like the Fuyuki Holy Grail War. These Holy Grail Wars have been held all over the world and each time they vary greatly from each other as the magical ritual changes.

Holy Grails Themselves are in the case of all of them except the Moon Cell Holy Grail War are magical constructs with a will of their own only able to manifest through the Grail War ritual in which it calls on Masters and beings to fight in order to slay Heroic Spirits it calls forth from the Throne of Heroes to die so that their magical essence may build up inside of the Grail creating a vast magical reservoir. Once all Servants are killed, the Magic can be unleashed and allows the Grail to manifest within the world physically.

At this peak, the Grails Magical Powers can be used by the last person marked with a command seal who the Grail designates the Victor. With this power it attempts to grant the wish of the Master. However, the Grails often have a will of their own. Each one seeks to be born and invites people in to complete the ritual that gives birth to it while promising a wish for the Heroic Spirit and Master that emerge victorious. However, the Grail cannot manifest itself unless it absorbs the energy seven Spirits and thus gives Masters Command Seals to ensure the Servants obedience and eventual suicide. As living things, Grails have their own will and power they exert in order to ensure they can come into existence. Some Grails are cursed beings that overflow with darkness and are malevolent in nature. Others are benevolent and may simply grant a wish depending on the Origin of the Grail.

Grails have been known to spring into existence and most of the time take the form a golden chalice but once they obtain full existence at the end of the Grail War can take many forms. They are a magical and cosmic evil in most cases filled with corruptive influence that have the power of small Super Weapons. Grails are highly unstable due to the Mana they absorb from Heroic Spirits within them and require the full seven servants to stabilize. If they cannot achieve it, a magical meltdown is inevitably capable of leveling cities. When threatened, the unconscious mind of the Grail can call forth Servants of its own will to even fight for it and take actions in extremely peculiar Holy Grail Wars.

Grails come into being naturally from the desires of humans and can exist even without the influence of Magecraft to force their existence. As a result Holy Grail Wars are never ending and can occur at any time in any place.

The only exception is the Holy Grail of the Moon Cell which is an artificial construct based on the magical phenomena present on earth, except it does not possess a will of its own or corruptive influence. In fact, the Moon Cell Holy Grail is not Magical. Instead it is a digital construct code that the winner of the Moon Cell Holy Grail war can use to exert absolute control over the Moon Cell with their wish.

There are various other Holy Grail type rituals, each of which vary in composition, rules and structure. Thus, very few of these rituals designed to bring forth a Grail will act the same. Though at their core, the general goal remains the same. Complete the ritual and gain the wish granting device and the power contained within.

Heroic Spirits:

Heroic Spirits are beings of powerful existence far above those of wraiths or elementals that are called forth from the Throne of heroes by a Grail to fight as part of a Holy Grail War alongside a master under the false promise of a wish. Within the Throne which itself exists within the Root are removed from the cycle of reincarnation and time itself to be called upon forever by the Counter Force as well as the Grail. The Counter Force has been known in certain Grail Wars to influence the Grail by forcing it to summon a particular Servant as an agent of the Counter Force. These heroic Spirits are great figures of legend and myth whose existence, real or not, has been ingrained in the consciousness of people throughout the world. This in itself occasionally distorts the Spirits forms and even creates Heroic Spirits who were not real.

When Heroic Spirits are summoned, the Grail endows them with pieces of knowledge from the modern world. While it does not provide history it does provide context about the setting they are summoned into such as technology, lifestyle and general indications of the world's climate. Most servants however will need to refresh themselves personally on the state of the world in whatever era they are summoned to.

However, Heroic Spirits do not remember previous summons unless a malfunction occurs in the same grail system in which they were previously summoned.

The Multiverse:

The Nature of magecraft and Magic is such that there exist any number of futures, realities and timelines. Even entire worlds sit disconnected from each other through some mystery. Even the Root itself is an entirely different dimension out of time and space.

The Reverse side of the World:

The Reverse side of the World is the place that is by means not a place that can be reached physically anymore. It is a world where the gods and the Phantasmal beasts of old reside, now stuck and unable to cross into the world of man. Both separated and not at the same time it exists as something akin to a parallel dimension.

The Moon Cell:

The Moon Cell is a secret largely unknown to most humans and was only discovered in the 2030's within its own universe. In the world in which the Moon Cell exists, the earth is very similar in many ways but in others it is not. In the world of the Moon Cell, beginning in the 1970's the world of magecraft began to decline rapidly along with the rest of humanity.

The moon Cell is a collection of photonic crystals on the moon that contain the Moon Cell Automaton, a large computer-like construct that through its observations has recorded all of human history since its creation. Its origins are largely unknown and some believe the Moon Cell to be alien in nature. In its timeline, the Moon Cell was discovered by the Western European Conglomerate who named it the Holy Grail for its reality changing properties. The massive crystals are an incredible super computer that runs deep beneath the moon's surface. Its memory capacity cannot even be comprehended by humanity in its totality even as the moon scans the Earth entirely every nanosecond to record all information. After years of research and development it became possible to hack into this computer system and enter the moons digital realm with their mind. It's these spirit-hackers who have replaced Magi who seek to obtain the Moon Cell Grail.

The Moon Cell's internal digital space however is known as SE.RA.PH, a digital landscape of information and simulations based on data recorded within the Moon Cell. This artificial environment is an eternal storage medium in which all archives of humanity have been stored and is filled with people, creatures and landscapes controlled by the SE.RA.PH system. The landscape within SE.RA.PH is a world of constant flux and imagination that blends reality. Each environment within the world is closer to islands in a sea. Each location is a Reality Marble being operated and controlled by the system filled with people and creatures running on the simulation. SE.RA.PH is divided between the near side in which this sea of reality spaces exist with possible travel between them and the far side where data is discarded and stored for extermination and deletion of corrupted and dangerous data where no life is supposed to exist.

The Moon Cell is the centre of the SE.RA.PH is what calls forth Servants from the history of earth that it has recorded and is often represented by a cube like core. The person who holds the command of the Moon Cell has the power to recreate the digital landscape of the Moon as they wish. The Moon Cell like any program is somewhat self aware and even summons Servants to protect itself from threats that enter SE.RA.PH.

Within the Moon Cell, Magi are replaced by Spirit hackers and Magcraft is code casting involving the hacking and manipulation of the Moon Cell system to create cheat like effects.

Singularities:

Singularities are unobservable regions that do not exist within recorded history. They are a hole in time that contains a location and events separated from the regular temporal axis where a temporal distortion of an impossibility that should not be possible such as the resurrection of the dead or destruction of a city has forever destroyed the standard timeline. Each time space anomaly that is a singularity has its own rules and circumstances. Most of these are created by the presence of a Holy Grail appearing to destabilise a time period. If the actions of a singularity are left unchecked, the events within will disrupt and eventually overwrite history itself resulting often in catastrophe. Within Singularities, the power of Grails allows Servants to be summoned and exist freely without a Master. The summoning of Servants may be part of the Grail's defensive systems when dislocated out of time. Singularities exist

separately but if they can achieve critical mass will layer back onto the world changing future events and rewriting history with the new events that have occurred within the singularity. Singularities may close on their own and end complete with the destruction of the tampered history within or may need to be destroyed through the removal of the Grail within. Removal or destruction of a singularity grail will disperse a singularity.

Lost Belts:

Lost Belts are alternate timelines of the ultimate what if question. They are scenarios born out of a what if this person did not win. They are questions of a historical and temporal nature whose conclusion does not reach the established and current history of man. These what if events become cordoned off as parallel worlds where history has reached a dead end and no longer progresses. Each of these parallel histories locked off from time and space are home to a Fantasy Tree at its centre which contains a Grail and is governed and controlled by a Lost Belt King who protects the tree and gathers power for it to grow. These Lost Belts can grow and potentially if they reach critical mass be imposed onto the real world in order to alter history. This is achieved through growth of the Fantasy tree in order to call down an Alien God of unknown power. If the Fantasy Tree at its centre is destroyed, the Lost Belt will be destroyed and it will be like it never existed as it and all people within are destroyed after being deleted from the universe as a possibility. Lost Belts are capable of clashing with each other and may even consume each other in order to replace their history with the others if they grow too cancerous.

Alternate Dimensions:

Aside from the standard dimension, numerous different timelines and dimensions exist in the multiverse. Some may be very similar to the standard earth dimension but certain events may never have happened or things may be slightly different such as a certain person dying or winning certain wars and conflicts.

In others, like the Servant Dimension, Heroic Spirits might exist freely and galavant across space and time battling in the stars in a cosmic war between good and evil. Certain worlds may be at different levels of development, even in the stone age or Age of Gods while some may be hyper advanced civilisations.

In one timeline, the world may be one where every person has a Servant and openly walks around with their Servants by their own side. Some worlds may be dead ends where a Grail achieved complete destruction of everything or a wish went horribly wrong.

There are numerous alternate dimensions each with their own Magi, level of magic and Grails that exist. The Boundaries between worlds may even be beant when Grails summon people and creatures through time, space and even different dimensions resulting in historically inaccurate servants or events.

Character creation:

In Fate, players assume the role of humans and Magi within the world during a time period and setting. Depending on the Nature of the adventure, Player Characters may be regular humans and magi Fighting for their survival in a world of dark urban magic fantasy. They may be called on as Masters in a Holy Grail War and call forth a Servant or engage in everyday investigations and magical mystery and intrigue in the world of Magi.

Step 1: review.

The First step in any Character building process is to talk with the GM about the type of adventure and review the lore, history and setting of the Fate universe. The GM should explain the different aspects of Fate and the type of adventure. Whether it be a Holy Grail War, a Dark Magical Investigation, a World spanning universe altering adventure set in the realms of the moon, whether its an alternate universe or the players are time traveling members of the Chaldea security organization determined to prevent mankind's extinction. Player and GM communication about not only the adventure and the parts of the setting being used is very important for creating the cast of characters that will be present in this adventure.

Step 2: backstory and fiction.

The Second Step of character creation for a player to build the individual they will be playing is to devise their backstory and think about who their character is, what their place within the setting is and why they have been called on this adventure.

This is an important step in character creation and the Players should work together with their GM to figure out a character backstory that works within the realms of the fiction and story that they are setting up. This step may be the longest of the character creation steps as it requires much thought and communication. A player could do this step last but it's always best to consider what you want to play first before you begin character creation. If you have an idea of what you want to play the following steps are quicker as you take options towards building your desired character.

Example 1: After considering the GM's adventure set in a haunted town in which strange Magecraft has been occurring, James decides he wants to play as Lord Halo Middleton, an english Mage from the Clocktower investigating the town for his own purposes who in search of his apprentice who disappeared in the area. Amy decides she wants to play Cara gardens, a freelancing Magus with little Magical training who was hired by the Clocktower to find out what is causing the haunting and element any traces of Magecraft from the general population's view.

Example 2: With the same setting of a haunted town overrun by magecraft phenomena, Alex wants to play as Rinowa Minsk, a college student returning to town and an aspiring reporter whose been caught up in the events of the story and is now looking for their family who have disappeared. Alex, knowing that the other players are built either for combat of magecraft has decided to make a character which can cover off different skills and intends to play a very investigation based character.

Example 3: Michael, after considering the adventure that the GM is running, has opted to take a different approach and is a Nun belonging to the Church organization also sent to investigate the town and put down any rogue mage. Her character may be at odds with James' character but both use Magecraft and Michael knows that James' character would not be part of his mission so direct conflict won't be needed. Michael makes Lilith Meseri who is a Puppet based mage working for the church.

Example 4: Jennifer has decided to build Earl Dickson, a soldier who is returning from service overseas to their hometown when things in the town decided to get strange. Jennifer build earl to be very combat focused but not magical and has decided their character while logical has no idea what's happening in terms of the rampant anomalies and phantasmal creatures and is more than willing to work with people who seem to know or don't know what's going on, so long as they help.

Step 3: Origin

An origin is a natural instinct, a direction of a soul that is followed by subconscious compulsion. One's origin comes from the traced existence of one's souls providing a direction forward. However, if one is aware of their origin they do not need to heed it.

Picking a term that defines one's Origin is an important step. An Origin is the natural instinct of a character to act. This is essentially one's nature of their soul and a defining trait for roleplay. If you are playing to your Origin as part of the fiction you may gain a re-roll once per conflict.

Example: James selects the Origin for his character Lord Middleton as 'Regal'. Thus when his character acts in a Regal fashion, he can invoke a re-roll. For Rinowa, Alex picks 'Inquisitive', hoping to leverage the re-rolls when investigating things. Michael decides that Lilith's Origin will be 'sword' so that they can get a re-roll when attacking with their blade. Jennifer, for Earl, decides to go for the simple Origin of 'Indomitable' which they hope to help roleplay into as part of the fiction, representing the physical strength of the Earl character.

Step 4: Stats.

After determining your origin, create terms for skills that represent your character's ability and nature. You must select 4 Stats at level 1.

Stats represent an area of knowledge that you have, or trait or even nature through which your character expresses their actions. Stats are used to make your primary rolls. You can see more on Stats on page xxx.

Example: James makes Lord Middleton a capable and distinguished Magi.

Step 4: Stat Value

Now that you have an image of the character and who they are it's time to generate the value on their Stats. All Stats have a value of between 1-10.

1 is an average untrained person.

2 represents an aspect that is considerably enhanced through training or lifestyle.

3 represents the peak of what a human who has devoted themselves to intense training is capable of in that aspect. A person with 3 strength is absurdly strong on the level of a professional fighter or bodybuilder. A person with a 3 can be naturally gifted such as with luck and mana blessed with a fortuitous nature or well bred Magi bloodline. For Servants, this E-Rank.

4 is beyond human. It is the domain of powerful creatures whose nature is superior to humans. For Servants, this is D-Rank.

5 is super natural. Such a capability should not be physically possible for any creature and to possess such power is to step into the realm of the heroic. For Servants this is C Rank.

6 is the Apex. True might personified. Their power in an area unmatched by any living creature. Truly powerful beings possess stats and skills that have a value of 6 and its near impossible for a human to exceed this threshold. It's considered a B Rank for Servants.

7 is to go beyond even the Apex. It is almost unknowable in its power. A level that defies possibility. It is the true level of heroic beings and creatures unrivaled myth and power. It's considered A ranked.

8 is the beginning of the realm of the Divine. It is a step above which even heroes and monsters exist. It belongs to creatures and beings not bound by the rules of the world. It is considered A+ Rank for Servants.

9 is the Divine Realm and on par with gods and deities., beings of true divine nature who command unrivaled power. It is considered A++ rank for Servants.

10 is the power that exceeds the limits of the universe and the divine realm. Its the pinnacle of divinity and creation which bend, break or recreate the world with its power. That which destroys all concepts of reality. This is EX Rank for Servants.

For determining the statistics of a Master character or non servant character there are several ways. At level one, no stat can be higher than 4.

You can choose one of the following stat arrays:

- Focused: 3, 3, 2, 2, 1, 1.
- Standard: 3, 2, 2, 2, 2, 1.
- Versatile: 2, 2, 2, 2, 2, 2.

Or you may use one of the following methods to determine the value of your base stats.

- Roll 1 D6 and add 4. The total number rolled is the number of points you can allocate between them.
- Roll a D3 for each stat individually to determine its value.
- You have 9 points you can assign freely between your stats.

Step 5: career.

Select from one of 7 careers to help form your characters archetype. These careers form a base of your characters training, abilities and general archetype of hero.

A gunslinging mercenary may choose to be a Soldier while a Scientist who has accidentally stumbled into the world of Magecraft may be a Scholar Career. A magus who makes a living selling his Magecraft to a shady group of Mobsters may use the Magi Career or use the Soldier Career. A young boy who works to investigate the supernatural mystery around town and solve crimes may use the Volunteer or Investigator Career. A magus who works as a magical detective solving the Mysteries may use the Investigator Career. A Magus with no formal training could use a volunteer or Magus Career.

Careers are not to be taken literally but instead serve as a base of abilities to create your heroes general features and focus.

Each career provides a starting talent, proficiency, equipment, wealth, fame and element.

Example: James with Lord Middleton is a fully Magus and takes the Magi Career with the Magus Element to further exemplify his leaning towards a magical playstyle.

Amy with her Cara Garden chooses the Investigator Career and picks the Shade Element to create the base of her private magical gunslinger for hire.

Step 7: Talent.

Select an additional talent from one of the categories. This Talent is freely chosen and only the prerequisites listed on it apply. This should be your third talent for your character before enhancement.

Step 8: Wounds & Armour:

The next step is to determine your character's wounds.

Wounds are divided between Brawl and Critical wounds. Brawl wounds are easy to heal and are not serious injuries. Critical wounds are serious injuries and take much longer to heal.

Humans and humanoid creatures at level 1 have 5 wounds. 3 Brawl. 2 critical.

When you would take damage that would put you into negatives, your character is killed and has died.

In Addition, all creatures have a natural defense based on their physicality and training. All characters have natural Armor equal to their AGI score that stacks with any other armor.

Step 9: speed.

Next determine the speed of the character. This is typically representative of how many units or meters they can cover quickly in a run.

All characters have a speed of 3 units or 30 meters.

Step 10: Burnout & Affinity.

All characters start with a Burn out of 5.

Burnout is the total amount of dice you can roll on an action before you overexert yourself. It's possible to roll more than your burnout as you push yourself but it represents the limits of a character's tolerance and endurance, mentally, physically and magically.

All characters start with an Affinity of 5.

Affinity is the total number of dice which may be used from Servants, companions or familiars as part of an action. Affinity can be increased to draw more upon these companions' strengths in battle as they fight for you. Affinity can be burnt for additional effects.

Step 11: Enhance your character.

Before character creation is finished you can now enhance your character. All characters except the volunteer gain 9 enhancement points to spend on the following options. Volunteers gain 6 enhancement points to spend.

- Increase your Affinity by 1 - 1 point
- Increase a statistic by 1 to a max of 4 - 3 points.
- Gain another talent - 4 points.
- Gain an additional Skill at value 2 - 2 points.
- Increase a existing skill by 1 point to a max of 4 - 2 points
- Gain an additional Brawl wound - 3 points.
- Increase your speed by 1 to 4 ground units/4 meters - 1 point.
- Select 1 additional piece of non-magical gear you can acquire with your current Wealth level to start with - 1 point
- Select 1 additional piece of magical gear you can acquire with your current wealth level to start - 4 points.
- Select 1 additional proficiency - 1 point.

Step 12: Finish

At this stage character creation is done and all that's left is to review your options. Below are the completed examples of the two characters that have been shown.

Character name: Lord Halos Middleton

Player name: James

Origin: Regal

Wealth: 2

Fame: 0

Rank: 3

Career: Magi

Affinity: 5

Burn out: 5

Stress: □ □ □ □

Wounds: 3 - 2 Brawl / 1 crit

() () ()

Speed: 3/30m

Proficiency: Cars.

Stats:

- Strength 1
- Agility 2
- Endurance 2
- Mana 3
- Luck 0

Skills:

- Silver tongue 3
- Proper etiquette 2

- Arcane knowledge 3
- Duelist 2

Skills:

Bounded Field.
Zoology (tier 2).
Wealthy.

Gear:

- Mages Staff
- Clock Tower Mystic Code
- 1 Medical Kit

Level Up:

Leveling up and progressing characters is an important part as characters grow and learn new skills and Skills. Develop physically and rise to the challenge in front of them.

Player Characters level up and grow by acquiring Build Points which are given by the GM as a reward during the game's sessions. The GM should award BP based on what they think is right and the kind of power they wish to obtain. The following are some examples of reward amounts for the GM:

- 1 BP for every hour of play up to 3.
- 1 BP for excellent Role Playing.
- 1 BP for defeating a minor foe.
- 2 BP for defeating a difficult foe.
- 3 BP for defeating an enemy villain.
- 1 BP for progressing the story.
- 3 BP for completing a story arc.
- 2 BP for resolving a drama.
- 1 BP for accomplishing a difficult task.

Players can spend their BP on the following options.

Increase a Skill: 3BP

It costs 3BP to increase a skill you currently have by 1 point. A Skill can be raised to a max value of 6.

Buy a New Skill: 2BP

It costs 2BP to purchase a new skill at a starting value of (2). You can have a max of 10 skills at any given time. Each time you purchase a new skill you must create it just like when you are creating skills during character creation with the GM's approval.

Buy a Talent: 4BP

It costs 4 BP to purchase a new talent from the talent section. You can have a max of 10 Skills at any one time.

Swap a Talent: 2BP

You can spend 2BP to swap out an existing talent for another talent. This however requires GM approval and is considered an optional rule.

Buy a proficiency: 1BP

It costs 1 BP to select a new proficiency from among the vehicle and mount section.

Increase Burnout: 5BP

It costs 6 BP to increase your Burnout by 1 point. A Burnout cannot exceed a maximum of 8.

Increase Affinity: 4BP

It costs 3 BP to increase your Affinity by 1 to a max of 10.

Careers:

Magi

To be born into a Magi family is to be born with a responsibility and privilege few can imagine. Entrusted with the secrets of your family's magic. You must further it, protect it and pass it on. Many magical families are old and arrogant while others are new and upstart. No matter, you have been born with a great power in the form of spellcraft to accomplish what science can but faster and more efficiently and have dedicated your life to learning this power. But the lifestyle of the magi that dedicate themselves to endless research controlling the destinies and caring little for the value of the lives of others in their quest for knowledge is not for all. Some magi walk the path of Freelancers and use their abilities not to reach the Root but to earn their own way in the world. Freelancers use their magecraft and others implements at their disposal to make money and fulfil their own worldly desires as much as they want, taking advantage of their gift. Some Magus spend their lives in service not to themselves but others either keeping the world of Magi and magic secret from the public for their own protection as Enforcers who hunt down renegades and investigate magical disturbances or Tuners who in the most jarring departure from the Magus lifestyle serve as caretakers of families magical crests, repairing transplanting, tuning and empowering others Magecraft. Then there are some who simply possess the ability to learn magecraft who are self taught practitioners starting their own line or have no line to call their own but have mastered the basic steps of Magecraft.

A character who takes the Magi Career gains the following:

Proficiency: select 1 ground vehicle or mount.

Gear: Either a Mage's Staff or Grimoire, 1 mystic code or Modern Armour.

Starting Wealth: R2

Fame: 1

Talent: Magi Characters gain 1 talent based on their chosen Element and must take 1 Talent from the Magecraft Skills.

Select one of the following Elements to represent the nature of your Magi and their training and expertise.

Elements:

- **Magus:** A Magus is a Magi who belongs to an organization that seeks to reach the root of magic. They live and breathe the Magi way of life. Their magic is closely guarded and kept from others as they compete in cutthroat games of intrigue and manipulation to climb the ladder of power and obtain more magical knowledge. You are in this element when using mage craft and engaging with the supernatural alone without aid.

Established Crest: A Magi with sufficient training and well kept crest is able to perform several magecrafts before they tire from depleted mana. Once per conflict, you can take a Fatigue to use a Magecraft talent an additional time per conflict/round.

- **Enforcer:** Enforcers are the killers and secret keepers who guard mage society keeping mage law and enforcing it on all members of both mage organization and freelancers. They are trained in the destruction of magical creatures, the killing and capture of rogue Magus and the erasure of evidence. You are in this Element when investigating and combating beings of a Magical nature.

Phantasmal Lore: Enforcers are tasked to often deal with cleaning up magical incidents. As such, they must be well versed on a great number of magecraft subjects in order to understand their prey. When attempting to investigate or discern a kind of magic, you may draw upon your years of study and experience, Once per Conflict when seeking to identify a type of Magecraft or Phantasmal being you may do so. However, you may not identify Divine beings or Alien beings.

- Tuners: These Magus use their skills to watch over, manage and care for the Magical Crests passed down through the Magi families. As an existence central to Magi society who are in charge with repairing, preserving and transplanting Magus Crests their skills are in demand which allows for the overlooking of the fact that another magus is examining the inherited magical secrets of a Magi. You are in this Element when assisting other Magus and spellcasters engaged in Magecraft.

Tuning: Using an implement of your choice you stimulate the Magical Circuits of nearby Magus to enhance the flow of their mana allowing them to perform their magecraft better for longer. Once per conflict, when an ally is using magecraft as part of the fiction for a skill roll, they may ignore Burnout for that roll.

Scholar

Scholars are the learned men and women of the world who study not the mystery like Magi but the foundation of physics. Scholars are teachers, scientists, engineers and doctors with a specialized nature of the physical world. Experts in their field from years of training and study. They are knowledgeable experts content to explore the world and their work. Scholars come in many shapes and sizes. Some might be professors at universities and colleges who teach and pass on their expertise to others. Some may be workers in the field, an engineer who builds buildings and designs architecture or they may be a mechanic of either humble skill or renown who knows their way around any engine or device. Doctors serve as nurses and surgeons who care for the human body and are bound by an ethical oath to help all they can. They are pharmacists who are experts in chemicals and drugs or a plastered field medic from the army. A Scientist may be at the forefront of genetic research, studying the stars and strange phenomena in physics as they attempt to unravel the world's inner workings.

Proficiency: Select 1 ground vehicle of choice

Gear: 2 kits, 1 hand weapon.

Starting Wealth: R3

Fame: 0

Skills: Scholars have the field expert talent and must select one additional talent from the technical Skills.

Field Expert: As an expert in your field that has trained intensely you possess a font of knowledge you can call upon at any time from the long and sleepless nights spent ingrain information into your brain. When engaging with an area you are an expert in as part of a skill test you do not have to roll and can elect to automatically pass the Skill test once per day but at the cost of a complication.

Select one of the following Elements to represent your training and knowledge as a scholar.

Elements:

- Doctor: You have spent a lifetime of training learning how to heal others. You specialize in the medical arts. You are in your Element when treating others or investigating organic systems.
- Engineer: Engineers have a talent for creating and repairing hardware and software systems. You are in your Element when you are working with technology or mechanical systems.

- Scientist: As a Scientist, you have dedicated your life to uncovering the mysteries of the universe. You are in your Element when interacting with the natural and physical world.

Celebrity

Celebrities are the influencers of the world whose presence is enough to instill fear or joy. They are performers, actresses, idols, singers, and people of skyrocketing mega fame that live in the spotlight of society. They are so practised in standing out that it's an artform for them as they move through life on the adventure of stardom. Such people always keep a mask of performance before them and their personalities often fabricated between their real life and their performing persona as they levy their artistic and natural Skills that make them so well known to have others act on their behalf. The rich and famous excel at using others to get the most out of people and many celebrities are able to inspire great numbers of people to move towards action when called with the charisma and presence they carry. Celebrities could come from all walks of life and any facet of the entertainment industry.

Proficiency: one ground vehicle of choice.

Starting gear: 1 baton (for self defence), any items to support your celebrity career.

Starting Wealth: R4

Fame: 1

Talent: you gain the Natural charisma talent in addition to one social talent from the talent section.

Natural Charisma: As a Celebrity you know how to engage with people and inspire them. You gain an edge when engaging with people in a social conflict. In addition, once per conflict you through a method of your choice such as singing, performing or speaking inspire others to fight harder with your words and actions bolstering them. All allies gain Edge until the start of the next round.

You gain the following Element to represent the nature of expertise and training.

Elements:

Performing: Being in the spotlight, with a huge crowd of rabid fans gathered to see you, is the ultimate reward. You perform for them and feed off their energy, giving them an experience they've never had before. You are in your Element when performing, giving it everything you have.

Investigator

Investigators live in the shadows seeking and solving the mysteries of the world. Some Investigators are simple men and women who take it upon themselves to unravel any particular mystery, learning numerous skills to help them find the answers hidden in the world before them. Others blend into the streets to track down missing people and find themselves embroiled with gangs and magical violence hidden in the darkest depths. Others are no less than hitman, gangsters, Private Investigators or down on their luck cops working in the streets looking for a target and a chance to approach so they can make their big bust.

Proficiency: select up to 2 ground vehicles.

Gear: 2 kit, 1 Handgun or Hand Weapon.

Starting Wealth: R1

Fame: 0

Talent: You gain the In the shadows talent in addition to one Technical or Social talent.

In the Shadows: you know how to move in the dark to make sure no one catches onto you while you go about your work. As someone used to moving in the shadows you are well versed in their structure and how to move quietly. When engaging in stealth as part of a skill test you do not have to roll and can elect to automatically pass the Skill test once per day but at the cost of a complication.

Select one of the following Elements to represent your field of training and expertise.

Elements:

- Shade: Shades work from the shadows. You're never seen or known until you make your mark. Then, you disappear into the aether. You are in your Element when stalking, sneaking, or working out of view of your assigned targets.
- In Plain Sight: With a gentle smile and nondescript appearance, you get the job done hiding in plain sight. Where others may need to skulk or get all the attention, you get things done without swagger. You are in your Element when you operate in plain sight, using the noise of the world to mask your presence.
- Copycat: A Copycat is a master of everything. You learn to be anyone at any time and do anything. You take over people's lives and even impersonate them. You are in your Element when you disguise, impersonate, and copy others' skills to get the job done.

Soldier

Soldiers are fighters, either trained, self taught or natural born. They exist to take action with their body and like man since the dawn of time fight for survival and every other desire under the sun. no matter what kind of soldier they are, they know how to handle themselves and a numerous amount of weapons. Most can throw a solid punch and have an idea how to operate a gun. They know first hand how dangerous violence can be and take it very seriously. Soldiers all fight in different ways preferring one kind to another. Some might be martial artists, some might be military or even gangsters, mercenaries and assassins. They may fight alone or together and be practiced in different kinds of warfare. Some might be versed in the Magical world and put their skills there. Some may be members of the holy Church who have trained their mind and body to tear down the heresies of magic and the creatures that threaten man.

Proficiency: Select 3 ground vehicles

Gear: 1 Hand Weapon, 1 Handgun, 1 Modern or Heavy Armour.

Starting Wealth: R1

Fame: 0

Talent: You gain the Soldier Up Talent in addition to one Leadership or Tactical talent.

Soldier Up: You are an exemplary soldier, committed to your duty. When taking action of a physical manner, you may take 1 wound, brawl or critical to gain an automatic 2 successes, or take 2 wounds to gain an automatic 5 successes.

Select one of the following Elements to represent your area of expertise and training where you excel.

Elements:

- **Lone Wolf:** You respect the ability of your military peers, but you believe you can do it better alone. You operate without support and often enter dangerous situations so your friends do not have to. You are in your Element when you operate without reliance on a squad for support.
- **Assaulter:** Hundreds of rounds fly around you, but you are right at home. You live to be in the thickest of combat, running in first to experience the bliss of pure battle. You are in your Element when you are in a fierce battle composed of many enemy threats.
- **Suppressor:** You stay close to your squad, defending and supporting them. You focus on keeping enemy heads down so your mates can advance or withdraw. You are in your Element when you fight with your squad as a cooperative member.

Volunteer

Sometimes, the most regular of people get drawn into the fantastical. Sometimes against their will, other times by choice as they delve into the rabbit hole and are drawn into adventure and mystery that threatens them. There with the skills they have from everyday life they must press on and adapt to survive. Volunteers are average and ordinary people who have stepped forward in the face of a calling to see it through for whatever reason compels them. From there they must rise above or drown. From High School students to the ordinary office worker anyone can be a volunteer who steps forward before the adventure presents them and takes action. While they may not have years of training or skill or natural abilities they learn quickly like any human. As people they come in every variety under the sun with a vast array of skills.

Proficiency: select 1 ground vehicle.

Gear: 1 kit, 1 hand weapon.

Starting Wealth: R0

Fame: 0

Talent: select two Skills from any tree.

Select one of the following Elements to represent your area of expertise and training where you excel.

Elements:

- **Introvert:** You are so focused on a favorite topic that you fail to notice the outside world. You keep your nose in the books, or crafting a machine, or fighting against an enemy. You are in your Element when you can focus intently on a topic or task.
- **Caretaker:** You are driven into service due to your empathy. You want to help or support others and are

more than willing to sacrifice yourself in the process. You are in your Element when you can care for others through assistance or sacrificing yourself.

- Adrenaline Junkie: You answer the call to live on the edge where excitement exists in its purest form. You seek to find the next rush and you never stopped looking. You are in your Element when you are in danger and ride the razor's edge of death.

Fame and Rank

Fame influences how well known a person is and extends beyond just the regular celebrity sphere but covers how well known a person is in general. Most famous people are celebrities but they may only be famous in certain circumstances. Typically, non-Magus have Fame and Magus instead have Rank but a Magus may be known well in the popular sphere and be a TV star but be a low ranked Magus, or the reverse, a Person may have very little real world fame but have a high rank and standing among Magi even with no Magecraft ability.

Fame exists in the open world of regular people and those who are celebrities. Fashion models, TV stars and popular culture. Fame represents this sphere of influence and renown.

Star Power

As you become more famous, you will have greater access to larger venues (see pagexxx) and the more recognizable you will become to the public. Here is a description of each Fame level within the public sphere:

- **Personality:** A Personality is someone who is recognized and respected, but seen as having potential. A Personality is recognized in their community where they tend to perform. People greet them with smiles, handshakes, and high fives but they are unlikely to get asked for an Autograph.
- **Starlet:** A Starlet has moved beyond their community and will sometimes be recognized by the larger population. While they are seen as talented, their opportunities are restricted to smaller roles and venues. At times die-hard fans will recognize a Starlet, stopping them for photos or an autograph.
- **Star:** Very few make it to become full-on Stars. A Star is widely recognized, but not necessarily loved by all. They're able to perform in large venues and can control when they perform for the most part. A Star has a strong and loyal fan base and has no problem filling seats when Performing.
- **Diva:** Only the most special of performers can reach the level of a Diva. Divas are considered to be the most talented and loved of all entertainers. They are recognized by all and command venues. A Diva can land just about any role, and is never looking for work. Their fan base is massive, forming in waves just to get a glance.

Magus Ranks:

Ranks are the measurement of renown and fame within the closed circuit society of the Magi. typically its limited to Magi as they vie for rank and prestige but other supernatural and important figures can be recognized with rank. The ranks are based on the Mages Association system that attempts to regulate the Magi across the world.

- Rank 0: Frame
- Rank 1: Count
- Rank 2: Cause
- Rank 3: Fes
- Rank 4: Pride
- Rank 5: Brand
- Rank 6: Grand

Fatigue & Drama

As you move forward in the universe, you will face many trials. There will be fearsome enemies to overcome, tough technical issues to work through, and Drama you must cope with. Stress is the mental or social pressure you cope with that accrues from interpersonal relationships and the loss you must deal with from combat. There are two types of Stress:

Drama: You gain Drama from interacting with PCs or NPCs. Drama is an obstacle that you must deal with and take care in resolving.

Fatigue: You gain Fatigue from fighting the enemy, pushing your limits and watching your friends get hurt. Fatigue is easy to accrue, but is also easily alleviated.

Gaining Stress

When you gain a point of Stress, track it in the Stress Tracker area of your character sheet. Indicate the type of Stress by writing a "D" for Drama and an "F" for Fatigue. There are a total of 5 Stress boxes in your Stress bar. When all the boxes are filled, you have a mental break, and must take some time to recover (see below).

Drama

You gain a point of Drama from social interactions that cause you to become emotional or confused. Drama causes problems when interacting with characters. Getting into a fight with someone may have consequences. They may not issue you functioning gear, refuse to work with you, or may even attack you when no one else is around. To remove Drama, you must spend time attending to the issue. This involves speaking with their friends, doing them a favor, or even getting them out of a jam.

Dramatic events may come about from chance or interactions with others. The GM may initiate an Event that leads to Drama occurring. Be prepared to cope with a dark figure from your past, an argument with a superior, or a passed friend's secret that's come to haunt you. Track each instance of Drama in the Stress Tracker. Also, record a short description in the Drama portion of the character sheet. This area tracks the progress of your drama, and may help you to resolve it. In most cases, Drama is not easily resolved. It may take interacting with several people, or going through multiple steps to resolve the Drama successfully. If the Drama does not get resolved, it may grow as a problem and continue to add "D's" on your Stress bar. Track different instances of Drama with a number, such as D1, D2, and so on. Provide a brief description on your PC sheet for each Drama you have gained to help track them.

It is possible to have multiple points of Drama occurring at the same time. Be sure to track everything in the Stress and Drama areas of the character sheet. Here are some ideas for

Dramas that you can get caught up in:

- **Blackmailed:** Someone has caught you doing something wrong or knows something you don't want revealed. They blackmail you for money or favors. You need to find a way to extricate yourself from the situation.
- **Dark Secret:** You have a deep secret that no one knows. If it gets out, your career and relationships may be destroyed. The secret is in plain sight, and you must constantly try to keep it hidden so that those around you do not find out the shocking truth.
- **Disapproving Superior:** No matter what you do, you have a superior who does not approve of you. This may hurt your career, as they keep you from getting the best assignments and gear. You need to resolve this before you get demoted or suffer some other serious setback.

- **Large Debt:** You owe someone a payment of some sort. You may owe a large amount of money or a valuable favor. The longer it takes to pay back what you owe, the higher the amount becomes. If you don't pay quickly enough, some rough looking people will come to collect.
- **Love Triangle:** You love them, but they love someone else, and that someone else loves you... At least that's how you have it figured. All this confusion keeps you from focusing on the important tasks at hand.
- **Old Crush:** Your old crush comes around and shakes things up. Your significant other gets jealous and wants to know why you want to hang around this old flame so often. How can you perform with someone always looking to take advantage or looking over your shoulder?
- **Unhealthy Rivalry:** You have a rival who must always best you at everything. They can't stand to see you get one over on them. The thing is, you don't want them to win either. This competition can put you both in danger.

Backlash

The GM may use story elements related to your Drama that serve as an obstacle. A Backlash should continue to surface if the Drama is not resolved. The more Drama you have accrued, the more Backlash you encounter. This may lead to injury, loss of a contact, or damaged equipment.

- **Jaded Comrade:** When an ally dies, his good friend blames you for his death. They are relentless in their misplaced blame. You encounter them in public at the worst times.
- **Unhealthy Competition:** You have a rival who takes things too personally. They sabotage your business and magical workshop or may organize stray magical attacks.
- **Sabotage:** An apprentice or third party that has it out for you and actively seeks to undermine you. They gain access to your equipment or Magica stores and tamper with it to not function.
- **Vindictive Superior:** You have a superior who has it in for you. You may be sent on dangerous missions, provided sub-standard equipment, given grunt work, or grounded entirely. Find a way to get back in their good graces.
- **Blacklisted:** The neighborhood you live in thinks you are a pariah. You are blacklisted in the community. Shops will not take your business and people on the streets ignore you. Rough characters may try to fight you.

Fatigue

Fatigue indicates the wearing down that combat inflicts on your mental health. Fatigue is easy to obtain, but also easy to remove. There are several events that contribute to Fatigue, and each has a different weight it imposes on you. Fatigue can stack as determined by the GM.

- **Death or Serious Injury of an Acquaintance – 1:** When those you know are harmed or killed, it affects you in a deep way.
- **Serious Injury to a Friend – 2:** Knowing a friend has been seriously injured and may never completely recover is a hard thought to put to rest.
- **Death of a Friend – 3:** Typically, the death of a good friend can send even the most hardened warrior over the edge.
- **Sustained Combat – 1:** Having to fight multiple battles in a short period of time. This is problematic because the constant fighting keeps you from recovering.

- Unable to Recover a Body – 1: Not being able to bring back your friend for a proper burial leaves you unable to resolve the events of their death.
- Under Assault – 1-2: Being in a position that is constantly bombarded or besieged over a day causes fear and Fatigue to build.
- Your Fault – 1: Knowing that your actions or decisions are what caused a major problem or a casualty weighs heavily on the soul.
- Leaving a Friend Behind – 1-3: Knowing that you have left someone to die will leave a deep guilt on your soul for the rest of your life.

Burnout

Operating in stressful situations can cause Fatigue. Pushing yourself too hard in an attempt to get through a trial causes Fatigue. The limit at which you can use your Skills is called Burnout. The starting Burnout value you have is set at 5. At 3rd level, you unlock the ability to increase it to 6 and further at higher levels.

In stressful situations, such as combat or a singing competition, rolling a number of dice greater than your Burnout results in Fatigue. You take 1 point of Fatigue for every die rolled over the Burnout value. You are allowed to limit your own dice pool, reducing the values of the Skills being used to keep the total under the Burnout threshold. There are also Skills that allow you to ignore the Burnout penalty.

Heightened Initiative

You may take 1 point of Fatigue to increase the initiative of your action. This means you can take attack or interact actions in the support phase before others would have the chance. See more on Heightened Initiative on page 157.

Mental Break

When your Stress boxes are completely filled, you suffer a mental break. Once this happens, erase all the boxes that are marked as Fatigue (F), but leave those marked for Drama (D). The mental break resolves over time, and as long as you are in the process of resolving it, you do not accrue more Fatigue. However, Drama is gained as normal, and the mental break may exacerbate your ongoing Dramas. When the mental break occurs, you act irrationally. The GM may compel you to act in certain ways if they feel you are not roleplaying the break with enough gusto. The mental break lasts for several days and then resolves on its own, returning you to your previous mental state. Below are some examples of mental breaks you or the GM may choose to give you.

- **Revenge:** You immediately desire to seek out revenge against those who hurt you or your friends. You do not take time to prepare or make plans. You are unable to requisition equipment or participate in the Communication Phase of combat.
- **Melancholy:** You become depressed from your experiences. You have a hard time concentrating and take a Hindrance to all Actions. While depressed, you arrive late to meetings and are unable to find the motivation to start new projects.
- **Reckless:** You ignore common sense and strike out without concern for your own safety. You are unable to take defend or maneuver Actions in combat. You start to care less for your life and may place those around you in danger as well.
- **Cautious:** You are wary of engaging in combat and dealing with superiors. You are unable to follow orders that place you in danger, and when in combat you must always save one of your Actions for defense. You are also unable to order those under you into harm's way.

- Lash Out: You push away those close to you. You don't seek help and cannot use or accept assists during combat. This includes refusing to have someone repair your equipment or provide medical aid.

Recovering from Stress

Fatigue and Drama are recovered in different ways. Fatigue is recovered from quickly, while Drama takes time based on the situation. Here are the guidelines for recovering from each:

Recovering from a Drama

To recover from Drama, you must resolve the issues causing it. This may take time and involve interacting with multiple characters. You may need to apologize to a superior or even kill an old enemy to alleviate the Drama. How you go about clearing the Drama from your life may cause additional instances of Drama. You are able to invoke and interact with your Drama during downtime. When the GM provides you time to advance your personal story, you may interact with your Drama. This means you are able to spend time trying to resolve the issues causing it. It may take several encounters to resolve the Drama. You are also able to integrate your Drama with the storyline presented by the GM. As the game and story unfold, you can insert aspects of your Drama into it. This potentially helps you resolve your Drama faster as it provides you more instances to interact with your Drama. Once the Drama has been resolved, erase the indicators from the Stress Tracker on the character sheet.

Recovering from Fatigue

Fatigue can be reduced through rest or participating in an activity that makes you happy or content. There are many options, but each instance may only be applied once a day. This means that 1 point of Fatigue may be removed each day, as long as you have taken the time to address it. This includes the following:

- Attending a Funeral: Paying respects to the departed helps heal the wounds of their loss.
- Competing: Positive competition and physical movement is both mentally and physically healthy.
- Creating Something: Creative projects help you feel a sense of accomplishment.
- Helping Someone Out: Helping others helps you feel better about yourself.
- Resting: Rest helps you remain centered and allows you to focus on you.

Stats:

All stats have a value between 1-10. This value represents the number of D6 associated with that stat.

Stats are indicated below from a set list. Servants and Creatures will often have set Stats.

Master characters tend to have 4 Stats decided at character creation based on their fiction.

Stats are used to overcome challenges as described on page xxx. Challenges are the basic way in which a character interacts with the world which require stat rolls to overcome.

Successes:

After rolling dice from combined values of both stats, calculate success.

- 1-3 are never successes.
- 4 is only a success if the creature is at Edge.
- 5 is a single success or 2 successes at Advantage.
- 6 counts as two successes.

Positive and negative modifiers can be applied and are capable of stacking and canceling each other out.

- Edge - allows 4s to count as a single success.
- Advantage - allows 5s to count as 2 successes.
- Hindrance - means only 6s count as successes but still counts as two.
- Disadvantage - means only 6s count as successes but only as a single success.

When called to make a Test a character can select up to two Stats from your Character or 1 Stat from your Character and 1 Stat from a Servant. they have form from the values of those respective stat and skill into the number of D6 they are rolling against that test. Then based on the number of successes against a difficulty number set by the GM the results are determined.

Example: Luck (2) plus a Strength (2) would form a pool of 4 dice for the test or action.

When using a stat for any challenge or action, you must justify how you are using it narratively, describing what you are doing and how to the GM along with how many Stat you might be using as well ties into the action. To guide players, all Stats have a cost benefit ratio to help guide the fiction on their use and application in the physical world.

Example: you are trapped in a building surrounded by angry magical beasts and need to escape. With your entrances closed off and the party trapped you look for a window and tell the GM you wish to break it in order to escape through it. The GM may call for a test to see you try and break it and you use Agility (2) supported by Strength (2) to try and punch through it and leap outside quickly. You roll 4 dice and get a 3, 4, 5, and 6. At normal without any modifiers you get 3 successes total. The GM determines this is enough for you to break the glass as you've described to open a way out to escape.

If the Glass is hardened or you are under extreme pressure, the GM may impose a negative modifier like Hindrance causing you to only achieve 2 successes with tha roll, causing you to fail to break the glass since the GM determined you needed 3 successes to break it.

Stat List:

Strength (Benefit: Brawn / Cost: Clumsy)

Agility (Benefit: Quick / Cost: Movement)

Endurance (Benefit: Resolve / Cost: Immobile)

Luck (Benefit: Miracle / Cost: Desperate)

Mana (Benefit: Magic / Cost: Focus)

Charisma (Benefit: Charm / Cost: Recognition)

Intelligence (Benefit: Analysis / Cost: Slow)

Technique (Benefit: Skill / Cost: Expertise)

Psychoanalysis (Benefit: Insight / Cost: Awareness)

Challenge Types:

Challenges represent the obstacles you must overcome during play. The GM decides when to present Challenges and you must determine a way to deal with them. There are three types of Challenges – Combative, Static, and Basic:

Combative: A combative Challenge is presented when you are opposing or working against another person or system capable of dynamic decision making or action. Physical combat, playing chess, and hacking a heuristic AI would be examples of combative Challenges. Designer Note: The GM may choose to not roll for combative Challenges. They will assign a value similar to one for static Challenges.

Static: A static Challenge is presented in a situation where you must succeed at a task where there is no entity capable of consciously opposing you. Jumping a wall, repairing damage to a vehicle, and cooking a delicious meal are examples of static Challenges.

Basic: Basic Challenges are considered easy to succeed. In this case, you have enough time to complete the task without stress and are prone to making fewer mistakes. In these instances, no roll is required and you are considered to succeed automatically.

Success

If you gain enough success to meet or exceed the Challenge presented by the GM, or you exceed an opposing character's number of successes, you succeed the Challenge. In general, this means you get what you want, or can continue your plan of action. See more on Challenge difficulties on page xxx.

Failure

Things don't always go as planned. When a Challenge is failed, there are different outcomes that may occur. There are six failure conditions chosen by the GM based on the situation:

1. **Partial Success:** If you do not meet the result required, you are considered to have achieved a partial success. When a partial success is granted, the GM provides some benefit from the effort such as partial information or limited progress. This may be as a reward for a creative idea or strong roleplaying. A partial success may make subsequent checks easier. You attempt to hack a terminal and are unable to achieve the 4 successes required. However, with your 3 successes, you are able to gain some valuable information that may confer a bonus for your next attempt.
2. **Hard Failure:** A hard failure means that further progress cannot be made on the attempt. You attempt to hack a computer terminal and fail. This means that you are unable to continue hacking or make bypass attempts of any nature, on this terminal and possibly all others.
3. **Soft Failure:** A soft failure means that you may make further attempts to succeed the Challenge. You may be allowed to try again or be forced to use a new Skill. You are trying to hack a computer terminal and have failed, but are allowed to continue attempts on the same terminal. The GM may also allow you to try again, bypassing the terminal electrically or through a different creative option.
4. **Risky:** A risky Challenge comes into play when the hero has something to lose or may take damage if the Challenge is failed. If you try to fix a Valkyrie hastily and fail a repair roll, you take damage from electricity or have a tool break. The GM determines that the Black Market Dealer is gruff and doesn't like people they don't know well. The GM sets the Challenge to be risky. If you fail to get enough successes, there will be a penalty imposed. You roll and don't gain enough successes to make friends with the Black Market Dealer. The penalty imposed is that they ignore orders to provide you with what you asked for.
5. **Sticky Challenge:** A sticky Challenge occurs when something bad is associated with attempting or completing a Challenge. In all cases, a consequence is applied to you after an attempt has been made. Typically, a sticky Challenge is automatically passed. You receive an outcome as you intend. Rolling provides successes that mitigate the consequences, and, with enough success, the consequences may be eliminated completely. To get to your destination as quickly as possible, you must navigate through an asteroid field. The field is dense and it is impossible to avoid all the debris. You roll a navigation check to avoid as many as possible and gain 3 successes. The GM determines that your mecha takes 2 damage. If you didn't get any successes, you would have received 4 damage. To obtain information on an escaped prisoner, you speak to a mob boss. You know they'll exact a price for this knowledge, but you attempt to mitigate the cost. You negotiate and gain 4 successes. The boss demands a small favor in return. With fewer successes, the favor would have been more costly.
6. **Mixed Success:** Achieving what you want at a cost is called a mixed success. This happens when you receive enough successes to succeed, but not enough to avoid taking a penalty. A mixed success is related to a risky failure or a sticky Challenge – see above. However, there is no guarantee of a penalty and no guarantee of success. The GM must set two values, one for the success and one to avoid a penalty. A mixed success should be employed when your Skill allows you to escape risk, but the risk is present. You want to use your mecha to fly through a pulsing Zentraedi engine. You must time it properly or you will take damage. It's possible that this Challenge is both risky and offers a mixed success. If you gain 0 successes your Car is burned up and you die. If you get 1 your mecha takes 3 points of damage but you make it through, and if you get 2 successes you make it through unscathed in just the nick of time.

Timeframes

Completing Skill Challenges requires varying amount of time. Breaking down a wooden door may only take a quick moment, while completing a complex surgery could take hours. The GM should follow the timeframe guidelines below and may

hone the time as they see fit to the nearest increment.

- **Instant:** The action takes an amount of time so quick that it is perceived as instantaneous. The time it takes for an electrical signal to travel across a ship would qualify as instant.

- **Moments:** A moment describes an amount of time that takes less than a second to accomplish. The time it takes for you to aim your gun at a new target is just a moment.

- **Seconds:** An action that takes 1 to 60 Seconds would be considered seconds of time. The time it takes to hack a keypad would be seconds. A standard combat round takes place over seconds of time.

- **Minutes:** An action or event that takes between 1 and 60 Minutes is considered a to take minutes of time. The time it takes to refit munitions on a mecha is minutes.

- **Hours:** Hours equates to a period of 1 to 24 hours of time. Rebuilding or exchanging Veritech parts would generally take hours of time.

- **Days:** Days equates to a period of 1 to 7 days of time. Repairing a heavily damaged area of armor on the SDF-1 would take days of time.

- **Weeks:** Weeks equates to a period of 1 to 4 weeks of time. Building or upgrading a section of the SDF-1 would take weeks of time.

- **Months:** Months equates to a period of 1 to 12 months of time. Designing and building new Robotechnology would take months of time.

If the proper tools or resources are not available, timeframes may increase. Also, if additional labor or special tools are available, the timeframe may decrease. The GM may alter time required to complete a task as they see fit.

Special Challenge Options

Sacrifice

Sacrificing allows you to increase the number of successes you achieve during an Action. If you do not have enough successes to meet the Challenge, you can take a penalty to gain automatic successes. When you want to Sacrifice, declare it after reviewing your rolled result. You must explain to the GM what you are sacrificing to gain the successes. If they approve, you'll lose something to gain the successes. If they don't approve, your sacrifice may be in vain, meaning that you lose something but gain nothing in return.

A civilian shuttle is under attack. There is no way for you

to make it in time without taking extreme measures. You must make it within range of the shuttle and attack the Zentraedi. You roll 4 successes to damage the Zentraedi but need more. You choose to sacrifice your Engines and use your mecha to run straight at the enemy. The GM finds this acceptable and grants an additional success, allowing you to take 1 damage to your Engines for over burning them and 1 damage from the enemy.

Challenges Over Time

Occasionally, you may be the midst of an enduring Challenge. When a check is made continuously, the GM may impose a check over time. This means with each roll taken, you use an amount of time specified by the GM. You continue to roll until you meet the check or time runs out. See more on Reasons for Rolling on page 175.

Disarming a complex bomb takes time. The GM requires a Skill check of 3 to disarm the bomb. Each attempt takes 15 seconds. There are 60 seconds left on the bomb's clock. Therefore, you have 4 attempts to disarm the bomb to gain 3 successes.

Follow Through Checks

At times, the GM may allow you to carry success over from one Challenge to another. If you succeed with additional successes, they may let you set aside some or all of the extra successes to use for later. Typically the extra successes may only be used in a related or continuing Challenge.

A Mechanic performs repair to your Veritech. They roll extra successes on their repair and the GM determines that the Mechanic learns your Veritech so well that next time they can fix it more easily with the extra successes.

Heroic Successes – Optional Rule

When a Challenge is attempted, if the success achieved is sufficiently great, something amazing may occur. When you attempt a Challenge and gain at least 5 successes over the requirement, you may add a free Heroic Move (see page 61) to the effort. An additional burden is that the attempt must be creative within the play space and fiction. The GM has final decisions regarding if a Heroic Move is added to the effort.

A mechanic is repairing a Valkyrie Fighter and requires 3 successes to complete the repairs on time. They decide to convince a romantically interested mechanic into helping. They roll and gain 7 successes. The GM likes this approach and grants a Heroic Success. They decides to add an experimental targeting system to the Fighter

which provides +1 die to all targeting.

Designer Note: There is no one “best way” to handle skill checks or Challenges. The GM should use their best judgment and employ any of the options. Over the course of a longer game, all these types should be experienced by the players.

Challenge Difficulties

As the Challenges you are attempting gain difficulty, you will need more successes to complete them. A Challenge’s difficulty may depend on how much time you have to complete it. Use this as basic guidelines for successes:

- Easy - Basic: 1
- Moderate - Professional: 2
- Hard - Expert: 3
- Very Hard - Adept: 4
- Astonishing - Ace: 5

Using Stats

Skills represent the expertise you exhibit in everything from maneuvering your Veritech and lying to a superior to sneaking past an enemy guard. When the GM presents a Challenge, you must choose a method by which to succeed. Skills serve as guidelines or approaches for meeting a Challenge. Once the Challenge has been presented and you provide a solution, the GM determines the Difficulty based on the approach.

After rolling, If your successes are equal to or greater than the Difficulty, then you succeed.

Each Skill has two descriptors to help you understand how it works and what you can get out of it:

- **Benefit:** The listed benefit is a word or short term that indicates what the Skill does or provides to you. Rapidfire, for example, has the “Deluge” benefit. That means when you use Rapidfire, you get a lot of something. If firing a gun, it means you spray your target with a hail of bullets. In an argument, you could use Rapidfire to launch insulting quips in rapid succession.
- **Cost:** The cost is a limitation or contingency that must be met to use the Skill effectively. Rapidfire has the “inaccurate” cost. This means that the Rapidfire Skill does not produce accurate results. In a long ranged firefight, Rapidfire may not be very effective as using it close ranged. During a debate, Rapidfire may not be the best choice as it may produce a less than cogent argument.

Several of the Skills have overlapping capability and some Skills work better in particular situations even if several have the potential to work. Choose the Skills that support your ideal play experience, Career, or the ones that seem the most fun to play.

- **Equipment Suites:** Equipment suites are Skills that are dictated or controlled by external forces. This means that you have little agency over how well an equipment suite functions. Hardware or weapon systems are common types of equipment suites. When you send a volley of missiles flying, you generally have little control over their behavior. These Skills are used just as your hero's Skills are. However, each equipment suite describes how it can be used. Not all can be used to take all Actions. Some may only be used to attack or defend while others are limited to scanning. See more on equipment suites on page 158.

Creating Actions

Actions are created from using Skills. Each turn you may use a total of the following to create Actions:

- **Skills:** 2 Skills may be used to create 2 Actions.
- **Equipment Suites:** 1 equipment suite may be chosen each turn.
- **Bonus Skills:** Any number you can create from Heroic Moves, Skills, or other sources.

Each Skill may be used to create the following Actions:

- **Assist:** Grant the successes you receive to an ally. They may apply them to either of their methods. The only way to directly help an ally accomplish a task is through assisting.
- **Inhibit:** Hinder an opponent's attempts to take Action.
- **Observe:** Search the nearby area for obscured threats or interesting elements.
- **Obscure:** Hide yourself, an ally, or an object.
- **Attack:** Apply successes to damage a target. Attacking is the only way to inflict damage.
- **Defend:** Apply successes to defend yourself, an ally, or an object in range. Defending reduces damaging successes you sustain.
- **Redirect:** Create an effect that moves yourself or an opponent's position.
- **Interact:** Apply successes toward a goal in the world. This typically refers to an interaction with an NPC or environment.

See page 154 for a detailed description of each Action.

63

Describe how you intend to use the Skills to perform the Action. Then, roll a number of D6 equal to the total value of the Skills you are using and count your successes. Since you are able to use 2 Skills and 1 equipment suite, along with any number of bonus Actions, you may be rolling lots of dice.

The GM describes the scene and presents a Challenge.

You must ingratiate yourself with the SDF-1's Gunnery Chief. You choose to use your Silver Tongue and I Can Fix It Skills, and describe how you intend to seduce them through nerd-speak about the technical capabilities of the guns. The GM determines that you need 2 successes. You roll the total pool from both skills and if you gain 2 or more successes you succeed and gain their favor.

In the case of combative Challenges, the GM rolls the Skills of the opposing party. In the case of a static Challenge, the GM chooses a number you must meet or exceed. As long as you exceed the value presented or rolled, you are successful. See page 58 for more on Challenges.

The GM has full discretion regarding the allowance of Skills to be used for a task. "Rapidfire" as a Tactical Skill may not be suited for delicate engineering repair work. If you attempted to use Rapidfire in this manner, the GM may not allow the Skill to be used or impose a heavy penalty to the attempt.

Skill Modifiers

Events may occur during the game that inhibit or boost your hero. Advantages may be gained from tactical positioning, having detailed information, or wielding a powerful weapon. Hindrances may occur due to taking damage to yourself or equipment, someone having sorted information about you, or being out of your element.

The following chart describes how a modifier affects obtaining successes:

- Disadvantage [-2]: Rolled 6's only grant 1 success instead of 2.
- Hindrance [-1]: 5's cannot be used to gain successes.
- Nominal [0]: Standard rolling.
- Edge [+1]: Rolled 4's count as 1 success.
- Advantage [+2]: Rolled 5's count as 2 successes.

You have the Flash Move Skill but your Element is Ace Pilot. You choose to use the Skill during a dance-off competition. The GM thinks this is a great idea and allows it, but associates a Hindrance to the roll because the Skill is being used outside your Element.

Designer Note: In brackets are values ranging from -2 to +2. This is a shorthand for the skill modifier. A -1 equates to a Hindrance while a +2 equates to an Advantage. A GM can use the values listed as a quick way to figure and describe the level of modifier they wish to employ.

Modifier effects are cumulative when they can be used together. If you receive both positive and negative modifiers at the same time, they cancel each other out. The GM determines if a modifier stacks with another. Typically, a positive and negative modifier will cancel each other out, but there is no guarantee that two Edges will stack into an Advantage. The GM should use their best judgment based on the type of effects being created and if they're able to raise the overall bonus to the next level.

Ultimately, any modifier the GM assigns is based on a subjective decision. As a rule, creativity should be rewarded. The more creative and special the decision, the larger the bonus should be. Use the following as a guideline:

- Long Shot: Disadvantage
- Out of Your Element: Hindrance
- Taking a Sensible Course of Action: Nominal
- Working as a Team, in your Element, and taking a creative Action: Edge
- Working as a Team, in your Element, inside the Fiction taking uniquely creative Action: Advantage

Element

You are at your best when acting in your Element. Being in your Element means you are doing what you are best at; you are in a situation where you can shine beyond all others. When you choose your Career, you are able to select one of the listed Elements or you may create a new one with GM approval. The Entertainer only has one Element to choose from.

When you take Actions, if you are not in your Element, you may take a penalty. The exact modifier the GM hands you is based on the following:

- Situation: This refers to the fiction of the Conflict you are participating in. If the situation isn't perfect for you to act in your Element, you need to find a way to operate within it so you don't take a penalty or you have a chance to get a bonus.
- Action Taken: The Skills you choose need to work with

the fiction and place you in a position where you are operating in your Element.

- Creativity: If you use your Skills and operate within the fiction in a creative way, the GM is encouraged to grant a bonus.

Designer Note: We want to encourage people to take action based on their Element and use the fiction to drive the story.

The GM should work with players to help achieve this goal.

Bonus and penalties should be based on how several factors come together to make something truly special.

Skills:

Skills are powers that a Masters has access to that are typically limited in usage but powerful in effect or provide a small constant bonus. A player can only a maximum of 8 Skills at max level. Purchasing Skills that can be taken multiple times does not fill up additional slots but simply enhances the existing talent.

Abilities are divided between several categories. These are magecraft, Leadership, tactical, Social and technical Skills.

Magecraft:

Bounded Field:

A Magus knows that they must protect their secrets and the most simple of all Magecraft is the bounded field. A form of magecraft closing off a space with a magical barrier often around places of importance to the Magi or a place where they intend to perform their craft to stop others from entering and observing. You can create an area up to 500m in diameter with minutes of preparation. Creatures cannot pass through the barrier and nothing within the barrier can be seen or heard. The barrier can be broken through and has 10 Phantasmal Structure and no armour. Holes can be broken in the barrier by inflicting 5 Phantasmal Structure damage that remain open for minutes at a time before the seal closes again. A Magus can who erected the Bounded can field can dismiss it whenever they please.

Call Familiar:

A basic magecraft used by many magi is the ability to create or obtain a familiar. A familiar is a small creature, either made from materials or a naturally occurring creature which is under the Magi's control. They come in many different forms but are typically small and unassuming. They are primarily used for gathering intelligence and spying on foes. You can call on familiars in the form of small animals, either organic or artificial, which serve you. These may be bats, dogs, birds, bugs, cats, drones, small golems etc. It provides the following Equipment Suite:

Eyes of the Familiar: a magi master may see through the eyes of the familiar, observing all that they see and taking advantage of their often unassuming and unthreatening nature to spy upon those persons of interest to them, Use this Equipment Suite when Observing.

Uses: Unlimited.

Skill 2.

Homunculus Creation:

As an Alchemist you understand the nature of transmutation and the shifting of materials. When it comes to living creatures you are practiced in imbuing your creations with enhanced effects. You can create a Homunculus which serves as a Companion (see gear section). It takes Days and access to a workshop to create 1 Homunculus. A Homunculus is always in the guise of a person.

Flight:

Practiced with Black Magic you are able to use the basics of Broom Flight, a technique that allows a Magus to engage in limited flight through one of several methods, such as ether sailing, jet wind propulsion or anchored pulling magic which drags one magically to a location. The Magus gains a Flying speed of 5 units/ 50m. Through the use of ritual and the help of several mages, the speed can be accelerated to near mach 2.

Elemental Affinity:

Rigorous training of your mind, body and soul has brought you to the point that controlling your natural element has become as natural as breathing. Pick one of the following natural Elements:

Fire.

Water.

Wind.

Earth.

Void.

Wood.

Steel.

When taking actions which would involve the use of this natural element, gain an Edge.

You can change your chosen natural element out, however doing so causes you to take a Fatigue and permanently reduce your Burnout.

*This Talent may be taken multiple times. Each time this Talent is taken, select a new natural element to gain affinity with.

Codec Ciphers:

The Kabbalah school of magecraft is centered around the belief that coded messages were left in holy scriptures such as the bible, that contain "light" from the swirl of the root, and can grant those who decipher and use them power. When attempting to decipher codes and hidden meanings within text, sigils or symbols you may use this talent once per encounter to gain a sticky success.

Religious Reference:

Kabbalah is based upon the 5th use of hidden meaning within religious text deciphered to create and produce magecraft from the formula of words. This means a practitioner is very well read in the works of religious teachings. Gain an Edge in Social Conflicts when dealing with people unaware of your magecraft and advantage when dealing with Religious organizations.

Numerology*:

Through the use of codec, siphers, conceptual meaning of words and visualization you can create phenomena through association. This often takes the form of a magic bullet or attack which is generated based on the Magus associated meaning with incantation or words used. When you take this Magecraft, pick one of the following: Electrical, Fire, Cold, Water, Radiation. You can fire a single Magical bullet or Attack either at Melee range or Medium range that inflicts Modern-Class Damage. You can spend 3BP to increase the damage to 2x Modern-Class, 4BP to 3x Modern-Class, and 5BP to 5x Modern-Class..

Quick Runes:

As a Master of Runecraft you know not just the letters of power but also have the skill to produce them quickly even under duress. Once per conflict, You can use a 1 Rune from the Rune section (see Code-Gear on xxx) even if you have not acquired it.

Primordial Rune:

While masters of runecraft may learn the glyphs and letters to control powers, you know of the Primordial runes, crafted by Odin, used by Scathach, Brynhildr, Cu Chulainn, and Sigurd. You use the true versions of these runes instead of the weaker modern facsimiles and graced with this power, you rival that of even the strongest mages who respect you out of true fear for you out match them. You count as being equipped with all Runes listed under the Runes under Code-Gear (see xxx).

Knowledge of Undeath:

A practiced Necromancer can make use of the dead in many ways including how to destroy and dismember the undead. You gain an Edge when combating Undead creatures of a non-spiritual nature. You also gain an Edge when attempting Observe and identify undead of any kind.

Bathed in Undeath:

You are so soaked in necromantic magic and despair that the undead do not recognize you as an enemy and will not attack you unless specifically directed as they mistake you for one of their own. Undead creatures of all natures will not attack you unless attacked first. Additionally, your aura is so threatening and filled with dread, that you gain an Edge in Social encounters when intimidating others.

Undead Creation:

You are well practiced in the creation of Undead servants to work at your whims. These servants fight at your command, obeying your orders. You can spend a day working to create either a Skeleton, Wraith or Spirit. The creature and any future ones you create are treated as a friendly Swarm. The number of creatures which can be controlled as part of your Swarm is equal to your Burnout.

Necromantic Fuel:

You draw power from the parts of corpses and dead bodies that fuel your Magecraft. More than normal however, by obtaining rare parts such as the hearts of mages or bones of magical and phantasmal beasts and destroying them to absorb their lingering mana you can empower your spells without spending your own mana. For this the other Mages fear you as their bodies literally make you stronger as you stalk through graveyards of their ancestors to use against them. Once per Round, you Sacrifice a nearby friendly Undead creature or recent corpse to gain one of the following effects on a single attack you make that Round:

Penetration 1 [P1]

Cone [C]

Line 1 [L1]

Blast 3 [B3]

Warding talismans:

As a master of talismans the Magus can use them to create quick and powerful effects dangerous to the undead and lingering spirits. Not only this but practiced rituals and incantations drilled into your body allow for quick anti-spirit magecraft to be deployed. You gain +1 to your Armor when attacked by Undead, Servant and Daemonic creatures.

Shikigami Swarm:

While a piece of paper may not look like much to most Magus, you turn them into weapons that rival mages and can even threaten Heroic Spirits in the form of attacking swarms of Shikigami. Swarming their targets, grasping on or spraying them with magical blasts too weak on their own to do damage, but even enough papercuts will cause death. You may summon a swarm of 5 Shikigami (page xxx) as a bonus action once per Conflict who follow your commands. You can take 1 additional Fatigue to increase the Swarm to 10 Shikigami.

Anti Possession:

A Spiritual Evocationist is practiced in the communication and control of spirits. They take extra care to ensure they are not possessed or influenced and gain an Edge when rolling to resist and defend against undead creatures. You may always attempt to defend against attacks from the Undead and spiritual even if you are unaware of it.

Spectral Entreaty:

Taking minutes to perform a ritual, you call for the fragments of a departed human soul to question them. This ritual takes minutes to prepare and lasts for minutes. During which, a human spirit which has not been completely destroyed may be called forth in a spectral form to answer questions.

Reinforcement:

By sending mana flowing through objects, you are able to alter their properties through the exertion of your own mana for a short time. Once per conflict, one item or object you can touch can be Reinforced. A Reinforced object becomes harder and sturdier. This will increase the objects Armour or Penetration [P] if

applicable based on what object reinforced is. When applied to terrain, it will increase the armor provided by the terrain when used as cover.

Leyline Tapping:

Leylines run throughout the lands. Few are able to tap into this power well with the sensitivity required. But, after contacting the Leyline and binding it to your will you can draw power from it to add you as it affects your physical form. In an area, you can spend minutes to contact the Leyline. After doing so, you increase your Burnout by 1 while in the area that Leyline runs through.

Body Enhancement:

The Master of this Magecraft uses Magic as it flows between areas to enhance itself. The constant flow of mana to parts of their body empowering it through minute magecraft use or being transferred into items they carry. Your unarmed melee attacks and Hand Weapon attacks count as dealing 3x Modern-Class Damage. In addition you gain a leaping speed of 4 ground units/40 meters from channeling mana between their legs and the ground to perform extreme jumps.

Projection:

While other Magus may transform the world around them with their power, you have learned to form that power into shapes and solidify it into some of the hardest arms and armors. Able to produce objects into the material realm for a short while before disappearing, you make use of these tools as they shatter and break in your hands. Once per Round, you can use this talent to create in your hands a single modern weapon, armour or gear you know the workings of. You count as being equipped with that item until the end of the round.

Healing Energy:

By channeling healing energies into a creature, you can forcibly increase the natural regeneration of life forms. This healing energy permeates the body and increases the natural rate of healing. Once per day, you can restore 1 wound to a creature or 1 structure to a creature. This can affect Servants and other magical beings as you increase their magical regeneration. The regained wound or structure is in addition to the normal 1 wound or structure regenerated per day.

Self knitting flesh:

A Magus who can heal can impose a constant state of minor regeneration that while not enough to avoid death allows them to resist various shocks and attacks easier by magically enhancing organs and flesh. The magus gains Resist 1.

Magical Surgeon:

They say laughter is the best medicine, able to heal all sickness and wounds, but they haven't met you. Years of time spent in your craft has led to you becoming able to heal even mortal wounds, reattaching limbs of those who just lost them. Though your power may not bring back the dead, those that teeter between the mortal plane and the plane of the dead will be glad to have you to save them. Gain the following ability: Your healing powers have reached the limits of what can be called 'natural'. You count as having 3 automatic successes on any test made to heal someone from injuries, sickness or poison.

Command:

Using magecraft to create powerful mental suggestions, you can command various normal people and those with low wills to obey a simple command. Each time you use this talent, you can issue a target with a simple command to obey. If the target of the command is strongly opposed to the command, they must pass a skill test from a challenge. The difficulty number (DN) for this challenge is equal to your remaining Stress.

Memory manipulation:

Through selecting mental manipulation and interference magecraft, you are able to alter the memories of targets quickly, even implanting suggestions or overriding suggestions. Each time you use this talent, you can alter a target's memories as you see fit. If the target of the manipulation is strong willed and actively resisting, they must pass a skill test from a challenge. The difficulty number (DN) for this challenge is equal to your remaining Stress.

Mental Shield:

A Magus of this skill in mental interference is so well practiced in tampering with the minds of others they are mentally shielded and prepared at all times. As such they have an Edge when rolling to defend against any mental interference magecraft directed towards them or for any challenge involving mind control, illusion and hypnosis.

Presence Erasement:

The power to control information they say allows you to control others. This is the same with you except at the basest form of it. You control information in people's minds so well around you that even Magus have a hard time noticing it is happening as you simply vanish from their mind and at this point. Once per Conflict you can use this talent to make a bonus Obscure action in the Support Phase.

Control Strings:

Using mana to create small, thin strings of magic you are able to manipulate objects around you. To some, they appear to be floating. To others, they are seemingly tethered to your will. Once Per Round, you can manipulate an object, moving and controlling it with your strings up to Short range. You can spend an additional fatigue to increase the range to Medium.

Puppet Craft:

To create an artificial body using a doll with skills and techniques that may make it anywhere from a simple puppet, scarecrow or even human with enough time, you dedicate to crafting such dolls for your control. You can create a simple inhuman doll within days or a human looking doll taking weeks. Human looking dolls can only be identified as dolls with a DN3 test. You can control the doll from any distance as if it were your own body but you cannot move your own body while doing so. A doll may house up to 3 pieces of gear internally which do not contribute to the total amount of gear it can carry. Simple Dolls have a movement speed of 2 ground units and 2 Modern-Class structure. Human Dolls have a movement speed of 3 ground units and 3 Modern-Class Structure and 1 Armour.

Doll Body:

Doll Masters may through the use of replacing their body parts with artificial parts incorporate equipment and gear into them. Integrated gear no longer contributes to the total amount of gear a person can carry. A Person may integrate up to 2 pieces of gear into their body.

Beast Augmentation:

A magus is well practiced in their manipulation and experimentation on animals that they freely tamper with the makeup and abilities of their creatures either through training or breeding. Each creature under your control may be given a talent from the Tactical, Technical or Magecraft Skills. You may command a number of animals up to your Burnout rating.

Chimera Creation:

The creation of life is a powerful thing. To manipulate nature and construct fearsome monsters is something more which belongs to very dedicated zoology mages. Taking days and using live animals as parts, you can create Chimera (see page xxx) which may act as a companion. You can have a number of Chimera up to your Burnout rating.

Jewel Cast:

For those who use Jewel magic to cast magic, they can perform various forms of magecraft using the properties and associations with Jewels and metals. Having ready access to jewels and precious metals is key to performing various kinds of spells. Once per Round, you can decrease your wealth by 1 to use a Mage Jewel as if you were equipped with one (see xxx)

Astrological predictions:

With the stars in hand, you can predict various factors of the future with degrees of accuracy depending on your skill. Either through tarots or star sign readings, you quickly divine the future and use the knowledge to your will. Once per Conflict, you can re-roll any action involving the use of your predictions.

Displace:

The idea of displacement is the manipulation of points in space time through magecraft to swap the positions of two objects. Once per Encounter, you can swap locations with a single object of similar mass to yourself. However, the object must be pre selected, taking moments to prepare.

Temporal Manipulation:

Some mages are able to manipulate the flow of time in a rather limited fashion. Through the use of Magecraft, specific body parts or even the perception of time can be accelerated or decelerated. Once per round, a single object you can touch can either be accelerated or slowed. An object that is Accelerated acts early and has The Drop that round if it's a living object. If a living object is slowed, that object is Slowed that round.

Create Golem:

Some Magi specialize in the creation of a different form of artificial life. Golems, differentiating from Homunculus, are a creature constructed rather than grown. With time and materials, a Magi skilled in alchemy can create such constructs to serve them. You require a Wealth of 4 to successfully create a Golem in order to purchase the materials. You can create 1 Golem per month with enough resources, reducing your wealth by 4 each time you create a Golem.

Mystic Eyes:

Mystic Eyes are a unique magical trait that people, Magus or not, are capable of being born with. It's possible to obtain them without being born through them by having them manifest or awaken as response to an event. It's also possible to remove them from a person and implant them with Mage craft into a new host body. Every set of Magical eyes is unique and produces a specific type of magical effect. Some Magical eyes allow people to see the future, the past, see fairies or mana. Others are capable of producing fire magecraft or casting equivalents of spells. Some may paralyze a person or even petrify them. Some Mystic eyes may allow a person to see the spots on a person where if sliced instant death may occur. When you take this talent, work with your GM to determine what type of Mystic Eyes you have obtained and what their effect is. You can only use the effects of your Mystic Eyes as part of the following Equipment Suite.

Mystic Eyes: Use this Equipment Suite when activating your Mystic Eyes to produce their associated effect.

Uses: Unlimited.

Skill: 4

Leadership:

Coffee Break

You enjoy a nice cup of coffee to help you relax. Each day, if you have minutes to relax and drink coffee, you reduce Fatigue by 1. You can only do this once per day and this counts toward the maximum of 1 Fatigue that can be recovered each day.

Crack Team

Prerequisite: fame 3 or Rank 4

You have a personal command over a talented team ready to respond to your orders at a moments notice who support you— choose one:

- Science
- Engineering
- Soldiers
- Doctors

When you order this group to take Action, gain an Edge when rolling. See page 167 for ordering subordinates.

Fast Planner

You are able to survey a situation and act quickly. You are able to increase the time and amount of interaction that occurs during the Communication portion of a round. Every hero can go around twice to clarify a plan. Also, gain "Fast Planner" as an Element.

Hero of the People

You are well-loved by the common folk. They buy you drinks when you are out on the town and always greet you with a smile. They may even band together to help or protect you if you get in trouble. Gain an Edge when rolling to deal with civilians in social situations. Also, gain "People's Hero" as an Element.

Lead the Charge

When you charge into combat, you inspire a righteous fury in those who follow your lead. In the first round of combat, if you are the first one to enter or initiate it, half of those under your command can make rerolls to any or all Actions.

Mad Thinker

You see things in your mind's eye that others cannot conceive; an instant later you're attempting something no one thought possible. Once per engagement or encounter, you are able to use Skills to enact a plan that is so crazy it just may work. When attempting this plan, do not take penalties due to difficulty.

Swiftmind

You think and process information much faster than most. You win all ties against heroes or villains when opposing them mentally. In the case of a tie, you are considered to have at least 1 success against your opponent.

Supply Drop

You prepare to support your people in the field. Once per mission, you are able to call in supplies to a specified location via transport aircraft, courier or other means. It takes minutes to get the supplies once called for. The drop includes:

- Any 6 Kits.
- Enough ammunition to completely reload all weapons.
- One kind of vehicle that you can acquire with your current wealth level.

Watchdog

You are always keen to keep your eyes on the sensors, knowing that early detection of a threat can save lives. Once per encounter, during the Support Phase, you may treat a Targeted Scan as an Area Scan. This means you don't halve your result when determining your successes, but gain the ability to see the Area. See page 155 for more on Observing Actions. Also, gain "Watchdog" as an Element.

Battle Order

You are decisive and calm under pressure. Those under your command follow your orders without question. Once per conflict, you may give an order to an ally or subordinate who has a lower rank than you. When following this order, they do not take fatigue from exceeding their burnout. Make the order in the Communication Phase.

Combat Leader

You excel at leading in the thick of combat. Your keen senses and ability to sense the enemies' motives has led to many glorious victories. Once per conflict, gain 1 bonus action. This bonus action may only be used to make any Support or Ops action assuming you have not taken an ops or support action in the conflict already.

Good Reputation

Years of dedicated service has yielded you many accolades. People who know your track record take your word seriously. You have a good reputation amongst a specific population of sentients which is chosen when this talent is taken. You gain an Edge when engaging in social situations with this group.

Inspirational

You stand on a fallen tree, just to project your voice a little bit. As you engage your friends, more and more people approach to hear what you have to say. By the end of your speech, you have the whole company enamored. Once per conflict, you may give an inspirational speech. It takes minutes to complete, but all those who hear it have their burnout raised by +1 for the conflict.

Legendary Hero

Once, a long time ago, you walked into the jaws of hell and emerged unscathed. Increase your fame by +1 level. Once per conflict, you may evoke your legendary status to spur your fellow soldiers onto greatness. When attacking and being attacked, gain +3 automatic success, but take 1 wound or damage automatically. Equipment cannot be used to mitigate this damage.

That is How it is Done

Once per conflict, gain the following benefit: In the turn after you have succeeded an action, any allies within Short range who witness your action may make a reroll if they perform the same action in the same way. Enact this ability at the beginning of the turn after you have succeeded.

Tactical:

Built Tough*:

you always seem to make it through combat. gain 2 additional brawl wounds; the second time taken grants 1 additional critical wound.

Counterattack

Once per engagement, when you take damage at Melee or Short range, inflict half of the damage taken back on your opponent. You must have operational weapon systems, a weapon, or a simple plan to be able to inflict the damage back.

Dead Eye

Once per engagement per opponent you may ignore 1 point of your target's armor. You may decide to use this after rolling your Actions. This Talent can only be used with Modern weapons.

Defender

You gain an Edge to defend an ally. The bonus is only gained if the person you are guarding is being attacked. You must declare whom you are guarding each round and be in range to defend them.

Heightened

You are physically exceptional in some way. Choose 1: Strength, Endurance, Agility, Willpower, Intellect, or Charisma. Gain an Edge once per encounter, engagement, or day (GM's choice) when using your selected aspect.

Infiltrator

Gain an Edge to rolls when sneaking and your presence has not been detected or expected. Once you are spotted or have left evidence that indicates your presence, this bonus is lost.

Martial Artist

You are deadly in melee combat, even without weapons. For melee combat purposes, you count as being armed with a deadly weapon even if you don't have one. This may be used in mecha and Modern encounters. This allows you to ignore the penalty for not having a proper melee weapon.

Swiftstrike

Your quick reactions are unparalleled. You win ties against heroes or villains when opposing them physically. This means that you are assumed to have 1 success against your opponent when you tie.

Track Star

Humans: Gain +2 ground units of speed (50 m total). You can also run twice as far before becoming physically Fatigued.

Weapon Expert

You have an innate understanding of how Modern weapons operate and can operate any Modern weapon with proficiency, even those you have no experience using. You gain an Edge to repair, maintain, or construct Modern weapons. Also, you gain an Edge when attacking an opponent armed with a less potent weapon than you wield.

Camouflage

You master the environment and blend into it. Given seconds to hide yourself and your allies, gain an Edge to stealth related checks. Given minutes to prepare, gain an Advantage. This assumes you are on foot with limited gear carried. When in mecha or vehicles, this benefit is reduced by 1 level.

Demolitionist

You know exactly how to crack an egg - well, an egg with 3 feet thick composite armor. When planting demolitions on a structure and having taken an appropriate amount of time, increase Shaped Charge to 3x mecha-damage and double the radius of Fragmentation demolitions.

Dirty Fighter

There's no such thing as a fair fight. Gain the Element "Dirty Fighter". You gain an Edge on the first time you attack a target with a melee attack. If you surprise your target, ignore 1 point of their armor.

Ground Pounder

Troopers are fragile, but are nimble, and gain a slew of tactical advantages - especially where guerilla warfare is needed. Gain the Element "Guerilla". Gain +1 resist to your personal gear-based Modern armor. This benefit is passive and continues indefinitely. You may choose to burn this benefit to gain +3 resist against an Attack.

Snipe

Gain the Element "Patient". You wait for as long as it takes to take the perfect shot. During a conflict, you may choose to bank Attack actions as part of your steady aim. Each action banked provides 1 level of bonus assuming you take an Attack action on the target you have been aiming at and remain undetected.

Social:

Bureaucrat

You are a natural at understanding governmental systems. You requisition or get approval through paperwork to obtain equipment within minutes to hours. Use this Talent to dazzle or befuddle others with your impressive bureaucratic jargon. Also, gain "Bureaucrat" as an Element.

Copypcat

If you take time observing someone performing a task you are unfamiliar with, you can learn and execute the task effectively. The next time you perform a similar task, gain an Edge. You may store up to 3 different tasks this way.

Dead Inside

After experiencing countless battlefield tragedies, you learn to deal with loss. You never take Fatigue from the loss of a comrade or an injury to yourself. This Talent leads your hero to be sullen or morose at times. Also, gain an Edge when attempting to intimidate someone.

Friends in High Places

You have a personal friend who outranks you. From time to time they help you gain information, equipment, or support in combat. You can use their help once per game session, or as often as they are available. Take care of this relationship. Acting rude or ungrateful may have your connection turn their back on you for a while.

Friends in Low Places

You have a connection that is below your rank. This person is a friend who will help you out to the best of their ability. They're willing to go outside of the command structure to offer you aid. Take care not to push this connection too far, as they might get in trouble for overstepping their authority. You have a place that is hidden that only your most trusted friends are aware of. This is a safe place where you can rest or hide if things become dangerous. If you lose the hideout or move away from it, you can get another. It takes days to find or create a new hideout.

Hidden Contacts

You know lots of people, but you also know people who don't like being found. This may be a secret society, smugglers, or the leaders of an organization working behind the scenes. These special contacts may help you. However, the bigger the ask, the bigger the price. Choose one type you have an association with. Gain an Advantage when engaging with this group.

Lion's Roar

Gain one extra Heroic Move. You may allow an ally to use this Move at no penalty. The second Move recovers as per the normal rules and separately from the original Move. See page 159 for Heroic Move recovery.

Mysterious Past

You may not be who you seem. Others looking into you cannot learn much. There is little information on where you were raised, your ID numbers, or your medical records. Any time you can use your mysterious nature, gain an Edge. Also, gain "Mysterious" as an Element.

Parlay

You have a way of engaging others. Even a die hard enemy will listen to what you have to say before attacking. In the first round of an encounter or engagement you can delay an opponent from taking 1 to 2 Actions. The total number of Actions you may delay is the number you choose to lose that turn.

Secret Stash

You have a small and secret place to hide valuables. The space is well hidden and not easily found. Only someone performing an exhaustive sweep using high tech devices can find it. If it is located, you can take time to find or create another stash.

Wealthy

Gain one level of Wealth above your current rank to a maximum of Ultra-Wealth. Also, gain an Assistant, Bodyguard, or a Copilot. See page 125 for more information companions.

A Reason to Come Home

When you take this Talent, gain a drama relating to your desire and reason to survive and return home. Once during a conflict, you may ignore 1 source of damage that reduces your wounds. In addition you gain the "Journeyer" Element. You are in this element when attempting to return to the source of your drama.

Exaggerated Reputation

Treat your Fame as being 1 level higher than it is. However, you will often be accosted by those who believe your exaggerated reputation and people may either avoid you or harass you depending on its nature. Additionally gain an Edge when interacting with people socially who are not aware of the truth due to the outlandish and bombastic stories that surround you. Gain a drama if those people find out you are not genuine.

Slick as Water

You always know what to say to get out of a jam. You make mistakes but they never seem to impact you socially. When you make a social mistake or misqueue, you can turn it into a positive effect by taking 1 point of Fatigue. The positive effect could be getting an Edge the next time you interact with the same group of people or you can ignore getting a drama from the interaction.

Sentimental Trinket

You have a single object or trinket in your possession that you are able to carry at all times. You may destroy the trinket/object to automatically succeed a challenge - treat this as a sacrifice found on page M60. When the trinket is destroyed, gain a drama. You only gain a new trinket from this Talent after the drama from the destroyed one has been resolved. Gain the Element "Sentimental".

Unhinged

You have always been a touch unstable. Most of the time, it gets you in trouble, but you have learned to harness this instability. You gain the "Unhinged" Element and are in your Element when acting erractly or during a mental break. Permanently lose 1 point of Stress, you now have access to 4 boxes instead of 5. When you mentally break, the GM may only control 1 of your actions, you still control the second.

You are the Stage

Your brilliance is always the main attraction, everything else is just for show. When performing, you may use a listed equipment suite benefit associated with a venue that you have access to with your current Fame. You do not need access to a venue to gain this benefit. You may activate this Talent once over days

Technical:

Always a Handy Tool

Even without a tool kit, you always seem to have a useful tool on you. Even if checked, patted down, or moving through security you somehow retain your tool. Your tool can be used as a Hand Weapon.

Computer Head

You are a master of computer repair, operation, programming, and virtual intrusion. Gain an Edge when fixing, programming, or hacking computer or virtual systems.

Dangerous Exposure

You have been exposed to all sorts of technical dangers including: electricity, cold, and fire. You have gained a limited resistance to these effects. You are assumed to have +1 armor when being damaged by them.

Eidetic Memory

Your mind is a steel trap. You never forget anything you've seen or heard.

Exploding Tech

You know how to combine systems in volatile ways. Any time you have access to different electronic systems or items, you can hack them into a weapon. You cause the objects to interact and create a damaging effect. The result destroys the systems or items. Also, gain "Exploder" as an Element.

Field Medic

You have the knowledge and ability to treat wounds in the field. You have the training to heal brawl wounds with few materials. With a medical kit, you may treat 1 brawl wound, per character, per day. The treatment time takes minutes.

Hiding Hole

Some are not cut out for direct combat. When the going gets tough, you hide. You always manage to find a safe place to hide for a while when someone is looking to hurt you. This Talent extends to awkward social situations as well as playing dead.

Navigator

You are at home in space. You gain an Edge to navigation of a spacecraft including: calculations, survival, launching, reentry, gravity wells, and plotting a course.

Overload

Inflict damage to a system or equipment to get increased benefit from it. The system or equipment takes 2 levels of damage, but you gain an Advantage when using it. Modern weapons and personal equipment are destroyed when using this Talent.

Pack Rat

You always store extra equipment and ammunition for hard times. You are able to carry an additional item over standard maximums. You also gain ownership of an additional kit, beyond typical loadout.

Quick Diagnostics

You are able to identify a mechanical or electrical problem by listening to it or observing minor changes in its behavior. The observation only requires seconds of time and you gain an Edge to subsequently repair the problem.

Therapist

After years of training and experience with the horrors of war, you know how to treat PTSD and mental health issues related to Stress. After interaction with someone for hours, you can reduce their Fatigue by 1 point. This can be

performed once per day, per person you interact with, but may be done in conjunction with standard Fatigue recovery of 1 per day.

Gear and Equipment:

Gear Basics

Gear is used to survive the wilderness, fix machines, and provide defense. Each hero Career provides you with a standard loadout of gear. You may also acquire additional gear as rewards, spoils of war, or from as a consequence of increasing your rank. There are 6 types of gear:

- **Weapons:** Weapons are Modern arms carried for defense. They range in size from a pistol to a machine gun and are considered portable by an individual.
- **Armor:** Armor protects you from harm. This includes Mystic Codes as magical armour.
- **Kits:** Kits are tool bags or boxes that provide everything needed to do a specific job. Each kit includes tools, sensors, or chemicals to get the job done.
- **Magical Tool:** Special Magical tools used by Magus as part of the practice of Magecraft.
- **Companions:** Companions are not literally gear, but are allies that help protect you or offer assistance. Companions must be treated well or they are likely to leave you until you can make amends.
- **Wealth:** Wealth relates to the amount of money you possess or have access to. Most heroes have a basic income, but some are homeless and others are ultra-rich.

There is a limit on how much you can carry without taking penalties. If you attempt to carry any more of any of the following listed, you will take penalties to all physical actions unless you have an enhanced strength from a Talent, in which case you may carry 1 additional item.

- **Weapons:** 1 Hand Weapon and any other 2 Modern Arms
- **Armor:** 1 Suit
- **Kits:** 2 Kits

Obtaining Gear

Every hero Career comes with a standard equipment loadout. Record the gear and mecha you are provided on your character sheet. The higher your rank or Wealth is, the more access to equipment you have. Gear may be provided for missions as a special loadout. You may gain access to additional or advanced gear as the game's timeline progresses, as you gain rewards, or as you uncover or develop new technology.

- **Requisition:** In order to obtain new gear, you require monetary worth in collateral represented by a character's Wealth in order to purchase new gear and equipment. The "R" value next to the different equipment represents the approximate monetary cost and rarity of an item. Overall when it comes to the requisition and purchase of new gear and equipment it falls to the GM to determine the availability.

Concealing Gear

From time to time you may need to conceal gear on your person. The Challenge value required is based on the size of the item and the opposing roll involved. Small items, such as a combat knife, gain an Edge to conceal. As the item gets larger, you take increasing levels of penalty. If your roll beats the opposing search roll, then the conceal attempt succeeds.

Wealth:

Wealth determines how much money or funding you have access to. Wealth is broken into four categories. Each describes the type of resources you have access to.

- Low [R0]: You have little means and no steady income or work. You have a hard time getting food and cannot afford more than the most basic products.
- Standard [R1-3]: You have a job and a steady stream of income. You live comfortably, but are not able to easily purchase luxury items. You are able to splurge on nicer things about twice a month..
- High [R4-5]: You are a leader in your field and are paid well for your expertise. You live comfortably and are able to own a few luxury items. You have access to nice objects on an everyday basis. Officers, scientists, doctors, and company managers have a high standard of living.
- Ultra [R6]: You are very wealthy. You may own a company or might be the recipient of a large inheritance. You have access to the most luxurious of items and gain VIP treatment in restaurants and clubs. Military admirals, celebrities, and corporate managers have access to ultra levels of wealth.

Kits

Kits are comprehensive bundles of equipment used to perform a certain task. The kit is usually packaged in the form of a pack or carrying case. Kits are specialized to assist with one type of work or operation. You may trade a Kit for extra ammunition, enough to double the ammo for six small arms, or one explosive. Kits count as Hardware, and may be destroyed in place of taking a wound. [H]

- Communications [R2]: This kit sets up a powerful comms station. The kit comes with a minidish, frequency adjuster, automated encryption key, and laser communication tools. It can cut through weak ECM jammers and poor weather depending on the quality. Magical versions of this item are able to communicate across vast distances without standard technological interference but are vulnerable to Magical interference. The most powerful military grade comms kits feature massive and powerful radios capable of stretching kilometres in communications range across vast frequencies.
- Demolition [R6]: Demolition kits contain charges that can penetrate thick armor or cause damage to a large area. They may be placed on specific locations or set as traps. Explosives may be set to detonate via remote trigger, timer, trip wire or Magical glyph. Setting a charge requires 2 Actions. Each kit carries a total of 3 charges. There are two types of explosives:
 - Shaped Charges: Shaped charges inflict 5x mecha damage to a 1 m area when detonated. [B1]
 - Fragmentation: Frag charges inflict 3x Modern damage to a 5 m radius blast area. [B5]
- Engineering: Engineering kits contain tools and parts needed to fix complex. They can be used to repair complex objects

such as advanced sensor arrays or build simple ones like a radio transmitter.

- Medical [R1]: Medical kits hold complex diagnostic and lifesaving equipment. The kit has everything needed to perform a lengthy surgical operation, evaluate bodily injury, and diagnose known illnesses. They can also, in part, be used to analyze new biologies, though a science kit may be needed as well.
- Modular Camp - counts as two kits [R3]: This compact camp kit provides the basis for a mobile station. Multiple kits may be combined to create a full mobile camp. There are several camp kits:
 - Barricade: This small wall is 1 m tall and 3 m wide. It has an Armor of 3 and 8 Modern wounds.
 - Bunks: This lightweight tent has enough room to sleep and house a six man team.
 - Mess Station: The station contains a small kitchen and enough to feed twelve for one week.
 - Power Station: This power unit can supply power to up to 20 camp kits.
- Science [R4]: Science kits are used to investigate the physical universe. This includes interstellar and geological objects of interest. These kits contain the equipment to analyze particles, waves, and chemical compositions.
- Scout [R3]: A Scout kit helps you hide and blend into natural terrain. An Observing opponent must gain 2 successes to detect someone standing still and 1 to detect someone moving slowly.
- Survival [R2]: Survival kits come with the equipment to keep you alive in hostile terrain. They come with exposure protection, a distress beacon, simple repair tools, rations, and maps.
- Infiltration [R5]: Infiltration kits are created for spies or scouts who go behind enemy lines for extended periods of time. An infiltration kit includes sensor equipment, encrypted comms, recording devices (bugs), and disguises or camo nets.

Equipment Suite

The Proper Gear: Kits are created to support a specific purpose. When using a kit to help you solve a Challenge, gain the benefit below as long as you are using the kit within its designed intent. Kits with consumable components may be limited by a number of uses.

- Uses: 1-4 or Unlimited
- Skill: 3

Modern Gear

Modern Arms:

Hand Weapon [R1]: A Hand Weapon is a combat knife, baton, or sword. It is a basic utility item or weapon. Knives, Spears may be thrown short distances by a trained user.

Baton, clubs and Quarter staves: Clubs and batons tend to be less lethal bludgeoning weapons used for basic combat. It inflicts Modern-Class Damage. [M]

Swords, Axes, Flails: Swords and axes come in a large number of varieties and shapes used for slashing, hacking and cutting. Some are more designed for penetrating and stabbing such as rapiers and fencing blades. It inflicts Modern-Class Damage. The weapon ignores 1 point of Armour. [M] [P1].

Knives: Knives come in smaller blades like weapons that are easily used to defend themselves. Knives range from various shapes and designs but generally encompass small blades for stabbing, slicing or stabbing. Knives are typically easy to throw and can be used as range weapons at Short range but can be thrown further. It inflicts Modern-Class Damage. [M] [E]

Spears: Spears, lances and javelins are used in a range of stabbing attacks engaging foes from a distance. The weapon is used in melee but can be thrown up to Short Range. It inflicts Modern-Class Damage. It ignores 1 point of armour. [M] [P1].

Whips: Whips are long, stringy or wiry like weapons often barbed or sharpened to tear skin, flesh and cloth equally. Normally not weapons of combat but torture devices, they can work in a pinch. The weapon has a range of Short. It can be used in melee. The weapon inflicts Modern-Class Damage. [M]

Bows [R2]: Bows combine a variety of designs such as short bows, Longbows and crossbows and rely upon a mechanic of launching shafted pointed projectiles using the force bow strings. These weapons tend to be fairly quiet and a skilled user can be very accurate across Medium Range but the weapon can fire further. Bows are hard to detect and require 2 successes to spot the archer. [E]

Stun Baton: Modern batons sometimes are designed to feature an electrical discharge through which they can exert volts into a target. Doing so electrifies the target, causing incredible pain however, its often not lethal. The weapon can be used in melee. The weapon Inflicts Modern-Class damage. A target hit by the weapon is Slowed. [M]

Pistol [R1]: Pistols are easy to use and often the weapon provided to pilots and officers. They are small and unobtrusive, making them easy to bring along in a cockpit or an officer's dinner party. Pistols have a range of Medium. Pistols inflict Modern-Class damage but ignore 1 Point of Armour. [P1]

- **Suppressor:** The Glock may have a suppressor attached. A Suppressed Pistol is an option for spies and infiltrators. The suppressor quiets the pistol's firing sound, making it difficult to hear or locate.

Stun Gun: Small pocket weapons which fire electrical prods at a target which then feed volts directly into the target. They are intended for self defence and not lethal. They inflict no damage and have a Range of Short. Targets hit by the weapon are Slowed.

Shotgun [R2]: A Shotgun fires a spread of fragments. They are used for close range combat such as breaching operations. A Shotgun can fire slugs or buckshot. Slugs inflict 2x Modern-Class Damage at Medium Range ignoring 1 point of armour. Buckshot inflicts Modern-Class Damage at Short Range but hits all targets in a Cone. A Shotgun may be used in Melee. [M] [C] [P0/1]

Assault Rifle [R3]: Assault Rifles are the standard weapon provided to marines and professional soldiers and mercenaries. This is a rapid firing weapon that is easy to use and maintain. Assault Rifles have a Range of Long. They inflict Modern-Class Damage and ignore 2 points of Armour. [P2]

Sniper Rifle [R3]: A Sniper Rifle is a high caliber firearm with sensors that allow it to fire at very long ranges. The weapon has a maximum range of Extreme. It inflicts Modern-Class Damage. The Rifle ignores 2 Points of Armour. However, firing the Sniper Rifle at Short range incurs a Disadvantage. It cannot be fired the turn the wielder has been in Melee combat. [P2]

Machine Gun [R4]: A Machine Gun is a heavy caliber rapid firing weapon. It must be set up or stabilized to fire without penalty, which requires 1 Action. The Machine Gun has a range of Medium. The Machine Gun inflicts 2x Modern-Class Damage and ignores 2 Points of Armour. [C]

Flamethrower [R4]: A hand-held flamethrower that can propel a stream of fire with an adjustable length up to 20 meters. The Flamethrower has a range of Short. The weapon inflicts 3x Modern-Class damage but cannot harm inorganic constructs. [C] [M]

Explosives [R5]: Explosive devices are common on the modern battlefields and have various yields while being either handheld, or even thrown weapons as well as launchers.

Frag Grenades: Frag Grenades and other handheld explosive devices are small compact explosives which detonate on impact or timers with powerful force. The weapon can be thrown up to Short Range but can be thrown further. The weapon inflicts 3x Modern-Class damage and has a Blast radius of 5m. [E] [B5].

Stun Grenades: Stun Grenades are designed to combine concussive force, sound and light to disrupt the senses. They cannot affect machinery. The weapon can be thrown up to Short Range but can be thrown further. The weapon inflicts no damage and has a Blast radius of 5m. Targets hit by this weapon are Slowed. [E] [B5].

Smoke Grenades: Smoke Grenades are designed to blanket an area in obscuring coloured smoke in order to conceal movement. The weapon can be thrown up to Short Range but can be thrown further. The weapon inflicts no damage and has a Blast radius of 10m. It creates an obscuring field in which non-magical entities cannot see. [E] [B5].

Grenade Launcher: The Grenade Launcher is an evolution of the Grenade weaponry pioneered in battlefield designed to project the explosive projectiles further. The Grenade Launcher can be used to fire Frag, Smoke or Stun Grenades up to Medium Range.

Recoilless Launchers: Recoilless launchers fire shaped armour piercing explosives designed for dealing with light armoured vehicles. They have a range of Medium and Inflict 5x Modern-Class damage. They ignore 3 Points of Armour and have a Blast radius of 3m. [B3] [P3].

Missile Launchers: designed to fire long range, high speed, rocket propelled guided warheads these tools in handheld and other forms are the ultimate weapons in modern warfare. The weapon has a range of Long. It inflicts 10x Modern Class Damage. It has a Blast Radius of 5m. [B5]

Anti-Material Rifle: Anti-material rifles are designed for penetration above all else. These long range high powered weapons are built to tackle hardened structures. It must be set up or stabilized to fire without penalty, which requires 1 Action. The weapon has a Range of Long but may fire further. The weapon inflicts 5x Modern-Class Damage and ignores 10 points of Armour. However, firing the Rifle at Short range incurs a Disadvantage. It cannot be fired the turn the wielder has been in Melee combat. [E] [P10] L1]

Sub-Machine Gun: A modern invention which combines fast firing weapons with compact and easy to handle designs. The weapon has a Range of Medium. They inflict Modern-Class Damage and ignore 1 Point of Armour. [C]. [P1] [M].

Chain Gun: Automatic, belt fed rotary guns are a powerful modern human invention which devastated infantry. It must be set up or stabilized to fire without penalty, which requires 1 Action. The weapon has a range of Medium. It inflicts 3x Modern-Class damage and ignores 2 Points of armour. [L1]

Modern Armor

Modern-Class Armor provides protection to pilots and soldiers. These suits are inexpensive to construct and are custom fit to the owner.

All Modern-class Armor counts as ablative. Any damage inflicted that exceeds the Armor and would incapacitate the wearer may be ignored. However, this destroys the Armor.

Modern Armour [R2]

A Military and Police combat vest Armor is worn during basic patrols and in peacetime. Light and heavy leathers and minimal mail and plate also contribute towards covering and providing partial protection. It provides the wearer with an Armor of 1. This armor is lightweight but does not protect comprehensively or sustain environmentally.

Heavy Armour: [R3]

Heavy Armour includes heavy Kevlar vests and full plate armour combined with leathers, chainmail and reinforced sections to take blows and soak shots with incredible durability. It offers an Armor of 2. (this includes piloting).

Shields [R2]:

Bucklers, Tower shields, and all kinds of shields exist in the world in various patterns and designs each designed simply to be worn and used to deflect blows from both ranged and melee attacks. Shields provide an additional 1 point of Armour in addition to any other Armour being worn. [M]

Mystic Codes:

Weapon Codes:

Mystic Codes come in a variety of types. Some of these include items and equipment designed for magical warfare or combat.

Weapon Code - Grimoire [R4]:

These Mage's books record magecraft and spells within them. They are the accumulation of magical knowledge in a written form. Reading from them and channeling power allows a Mage to perform Magecraft attacks. The weapon has a range of Medium. The weapon inflicts 1-3x Modern-Class Damage. It ignores 3 Points of Armour. [P3]

Weapon Code - Mage's staff [R1]:

Magical staffs used by Mages act as enhancers for Magecraft and assist them in casting as a catalyst. These are used to project Magecraft and by a Magus to defend themselves with magical projectile attacks. The weapon has a range of Medium. The weapon inflicts 1-3x Modern-Class Damage. It may also be used in melee. It ignores 3 Points of Armour. [P3] [M]

Weapon Code - Black Keys [R1]:

Black Keys are cross like blades in designs small enough for several of them to be held in the hand at once in a claw like fashion. They are the exclusive weapon of the Holy Church as anti-daemon, spirit and vampire weapons. They are primarily melee weapons but are magical. However in a pinch the blade section of the Black key can be launched at range. The weapon has a Range of Short. The weapon Inflicts Modern-Class Damage and Ignores 1 Point of Armour. Against Undead and Daemonic creatures, it inflicts 5x Modern-Class Damage. [M] [P1]

Weapon Code - Azoth dagger [R1]:

Azoth Daggers are simple symbolic weapons presented to apprentice Magi when they have learned all they can under their master. Each of these has a small crystal embedded in the hilt that can store Mana transferred into it. The weapon is magical and can be used to store mana which can be unleashed on a foe or used to empower spells. The weapon may be used in Melee. The weapon ignores 1 point of Armour.

When a Mage attacks with a weapon they may take a Fatigue in order to increase the damage to 5x Modern-Class Damage for a single attack. [M] [P1]

Weapon Code - Bronze link manipulator [R5]:

An Artificial Glove like contraption in the form of a Mystic code. In addition, the manipulator includes 4 spider-like arms which function much like staffs. Extremely rare and only produced by a single mage family.. The weapon is capable of making Melee attacks and inflicts 3x Modern-Class Damage and ignores 1 point of armour. The weapon can also attack up to Medium Range inflicting 2x Modern-Class damage. The use of the weapon has an Edge when Defending with it via the arms. This mystic code has 5 Modern-Class Structure. [P1] [M]

Ash Lock [R1]:

The standard equipment for Executors. They come in a variety of forms, from armored gauntlets to small knives and crossbows, disguised as gloves or boots until the tag is removed, reverting them to their original form. These weapons can be concealed with ease and you have advantage while doing so. After breaking the tag, it transforms into the weapon of choice from the Modern Arms section.

Black Barrel [R6]:

Gear Codes:

Runes: Runes are ancient symbols and sigils which form part of celtic mythology and spiritualism. is one of the Thaumaturgical Systems that originated in Scandinavia during the Age of Gods, and are symbols that, once inscribed, automatically realize Mysteries accordingly with the meaning that they represent. Runes must generally be acquired individually by a person. A max of 2 runes may be inscribed into a single item or object.

Ansuz [R2]: A rune to make known, formed out of respect for its mystery. The rune can take different forms but commonly is used for combustion. When scribed into the air, it can create a flaming projectile which has a Range of Short but inflicts 3x Modern-Class damage. The area is then set ablaze. [B1]

Ath nGabra [R5]: A combination rune of several sigils which when cast can force a target into a traditional death match. The caster becomes forbidden from retreating and the target cannot refuse combat. Once cast, the Conflict cannot end until one side is slain.

Berkanan [R2]: A rune of tracking which reveals the path of the quarry. This Rune grants an Edge when attempting to track or follow a target.

Ehwaz [R3]: A rune of hardening which can transform any material into being as hard as steel. This rune must be inscribed into an object. If the object is a weapon its damage is increased to 5x Modern-Class damage. If the object has structure, it is increased by 10 Modern-Class or 1 Phantasmal. If the object is armour, it gains +2 Armour.

Gandr [R1]: A basic rune of cursing that is common and capable of being shot at foes. It is generally shot out of the fingers at Medium Range. It inflicts Modern-Class Damage and ignores 1 Point of Armour. [P1].

Kano [R1]: The proper rune of fire which can be used to start fires. This rune can create a small flame upon being inscribed which can spread.

Kenaz [R2]: A rune of sight which when inscribed upon an object or one's body allows them to see further. The rune when cast enhances the vision of the caster. The affected target of the rune gains an Edge on all sight related Actions.

Sowlio [R4]: A rune of the morning sun and night frost which can scatter the darkness of ones magecraft. A rare rune, this rune can be inscribed on an object. That object gains +1 Automatic Successes when attempting to resist Magecraft and +1 armour against attacks from Code-Weapons.

Tiwaz [R2]: A rune of protection which can be used to quickly establish a bounded field. You can use this Rune to use the Bounded Field Magecraft Skill at any time, once per conflict.

Isaz [R2]: A rune of ice. Upon its use it creates a chilled effect which slowly freezes over a target area. The rune can be used to temporarily immobilize a target. When the rune is inscribed the target individual is Slowed and cannot move until it breaks free of the ice with an opposed Skill Challenge.

Algiz [R3]: A rune of protection. This rune when inscribed in the air or upon an object protects the caster or object from harm. The Caster or object gains +2 bonus Armour when the rune is cast.

Mage Jewels: Through the use of jewels as a catalyst, the meaning of them within theurmatological systems. In order to cast different kinds of Magecraft, different Gems are required, each of which has their own effect when channeled with mana. Gems must be acquired via purchasing them and each spell consumes a Gem.

Amber [R3]: Amber is used for casting lightning spells. When the Gem is used, it creates a lightning effect around it which is then directed. It deals electrical damage to a target, also stunning them. It has a range of Medium and Inflicts 3x Modern-Class damage. It ignores 1 point of armour. A target hit by the spell is Slowed in the following round.

Amethyst [R2]: Amethyst is used in spells to see areas far away, dosing to see beyond their sight. You can use this jewel as part of a spell to observe visually an area within 10km. The effect lasts for minutes.

Emerald [R2]: Emeralds are used in performing Wing spells. The spell can be used as an attack at Short range in Cone. it inflicts Modern-Class damage. [C]

Lolite [R2]: A stone which can be used to increase one's magical perception. Using this jewel as a catalyst, one is able to detect magical energy around them as well as leylines. The effect of the spell lasts for minutes.

Jade: Jade is normally used to create familiars. This gem can be used as a catalyst to cast the Call Familiar Magecraft Skill on xxx.

Malachite: A stone which allows its user to see the emotions of individuals around them when used in performing a spell. The jewel can be used to perceive someone's emotions which grants an Edge in a Social conflict. The effect lasts for minutes.

Ruby: Ruby's are often associated with fire and explosions. They are used for the casting of offensive magic commonly, being charged with mana to unleash fire around them as a catalyst. They can be used as a weapon and have a range of Medium. They inflict 3x Modern-Class Damage. [B2]

Topaz: Topaz can be combined with other spells and used as a catalyst for a small explosion of light and wind which can blast apart a target with precision. It can be used for an attack which has a range of Medium. It inflicts Modern-Class damage and ignores 2 points of armour. [P2]

Obsidian: Obsidian creates light when used as part of a spell. It is commonly used as a distraction to create an opening by subduing a foe's senses. The Spell has a range of Medium when cast. Targets caught in the blast are Slowed. [B10]

Familiar [R1]:

Familiars are small magical creatures created by the magus to service them. They take the form of small creatures made of various substances such as gems or hair or they may be real creatures enhanced through magecraft. Familiars can be made quickly in a single action. Familiars only have 1 Wound and can take various forms. They can operate up to 1km away from their Magus. They are capable of making magical shooting attacks up to Medium Range and can defend themselves in melee. They have a movement speed of 3 ground units/ 30 meters. They may be able to fly depending on the animal shape. They can be made on the fly without the need for time or equipment. You may act through familiars just like they are companions.

Protection Charms [R1]:

Charms are basic implements, some magical, some non that serve to protect against different types of magical attack. Simple charms can be used to counter Magecraft at the cost of their destruction as such protection is

temporary. Magical charms can be destroyed to gain +3 automatic successes when attempting to resist a Magical effect. [H]

Seers ball [R1]:

These simple Crystal balls have a number of uses. They can be used to view locations up to 10km away remotely however they cannot view inside Bounded fields and barriers. They can also be used as part of the communication ritual with the spirits of the dead during Spiritual Invocation. [H]

Transcriber quill [R1]:

These long distance communication devices read and transcribe information through parchment and quill from machine to machine just like a magical fax machine.

Origin rounds [R2]:

These rounds are used as magical ammunition made from the bone and body of a person or creature, their nature of the Origin can create multiple different side effects from being shot with them. However, any firearm using these rounds counts as magical. A weapon using these also ignores an additional 3 points of Armour.

Magic Dolls [R2]:

Magic dolls are wooden creatures assembled out of magical constructs and created and crafted by a Magus familiar in puppetry magic. They have human stats, with 0 Armour, 3 wounds, speed 3 ground units/30 meters and may two pieces of gear installed inside them. These dolls can be modified in a large number of ways and can be made to look very realistic with enough time and effort through wigs and such. The doll is only capable of operating some 50 meters from its master or within a bounded field created by their master. They can engage in melee with no penalty. The form of the dolls could be modified to look less humanoid and appear as other creatures if the designer wishes; however, Dolls must be made in a workshop and cannot be made in the field. You may act through familiars just like they are companions.

Daemon lanterns [R4]:

Daemon lanterns are projector-like devices that house a daemonic creature similar to a familiar that is carried around by the magus. When this device is deployed, a creature of demonic nature with 2 Armour and 8 Wounds emerges from the device to attack with magical claws and jaws tearing targets apart at the command of the Magus who unleashes it. The daemon can take any sort of form and are often horrific in nature. The creature is tied to the lantern which if destroyed kills the daemon. You may act through familiars just like they are companions. [H]

Primeval battery [R5]:

A small electrical Magical device that is mana powered. It can be used to sustain long uses of Magecraft and is often used in healing. This magical mana battery being electrical in nature means it can be used to supplement electrical components and act as a better battery. The Magical battery counts as being a kit with the following Equipment Suite:

Uses: varies

Skill: 1-5

Druid elixir [R5]:

The Druid Elixir is a rare ointment that is used as a medicine. Magical in nature its is applied to injuries allowing for a somewhat quicker recovery time. The Druid elixir gives an additional 3 extra successes when attempting to heal someone but can only be used twice before the bottle runs out.

Mystic Eye Gem [R6]:

A Special Gem that has had the powers of Mystic eyes cut and placed inside. The Mystic Eye Gem is then placed into the eye socket of the bearer who gains the abilities of any Mystic eyes ingrained. The bearer gains the Mystic Eyes Talent from the Magecraft Skills. The Mage can acquire additional Mystic Eyes and load their powers into the Gem.

Self-Geis Scroll [R2]:

A rare curse scroll that binds a magical contract between two parties rendering them unable to complete a stipulated task. The contracts are often very specific and the scroll must be signed in blood and applies so long as the parties are alive. The scroll compels the parties to fulfil their action and cannot be violated. The parties cannot take the actions written on a scroll they have signed.

Book of False Attendant:**Armour codes:**

Mystic codes are types items and equipment used by mages. These magical items use inherent pre programmed magecrafts to work.

Armour Code - Holy Shrouds [R3]:

Shrouds that are cloths used to wrap around the remains of saints. They provide Armour 1 and grant Resist 1 to the wearer.

Armour Code - Chaldean code [R0]:

This standard issue uniform for the Chaldean Security Organization worn during standard duties. This Mystic code provides Armour 1 and allows a wearer to regain 1 additional brawl wound per day when healing naturally.

Armour Code - Chaldean combat code [R1]:

This Combat Uniform is a type of Mystic code armour used by the Chaldean security organisation during heavy combat situations and dangerous environments. The Combat Uniform provides armour 2. A Magus when attacking or defending gains a re-roll once per combat from the implemented defensive enhancements of the Combat Code.

Armour Code - Clock tower code [R2]:

The standard issue uniform provided to members of the Clock Tower student body who attend it. These Magus devised codes provide 1 point of Armour. A Magus when spell casting can re-roll a single roll related to Magecraft once per conflict.

Armour Code - Atlas code [R2]:

The Atlas code is designed to be comfortable and flexible, containing different materials for quick Alchemy use within its materials. It provides 1 point of Armour for the Magus and grants an edge while performing any Alchemy.

Communications Bead:**Geis Scroll:****Flight Broom:**

Mounts:

Ancient Mounts:

Horses:

Horses are a common ancient form of mount which has been used for centuries. As a form of travel, the horse is relatively rugged and fast for a living creature. Though the horses are far inferior to modern mounts, they are relatively effective at cross country.

General Stats:

- Armor – Modern: 0
- Structure – Modern: 5
- speed: Ground Units – 110Gu.

Weapons

Ramming Attacks: Horses can perform ramming attacks as a charge.

Rearing Kick: Horses have incredibly strong legs and thus can kick with tremendous force. As a melee attack, the horse can inflict 2x Modern-Class damage.

Features

None of note.

Modern Mounts:

MPV – [Multi-Purpose Vehicles]

MPVs are small, lightly armored vehicles that are used to transport personnel and supplies. They are not typically outfitted with weapons or heavy armor. MPVs vary in size from motorcycles and simple four-wheeled vehicles, to large half-tracked trucks.

General Stats:

- Armor – Modern: 3
- Structure – Modern: 3 to 25
- Speed: Ground Units – See Below

Weapons

Ramming Attack: MPV's can only perform ramming attacks.

Machine Gun – Optional: Some MPVs are equipped with Machine Guns for basic defense. A Machine Gun ignores 2 Modern-class armor when engaging Modern targets and inflicts 2x Modern-Class damage. The weapon can fire up to Long range. [H]

Recoilless Launcher – Optional: Some operations call for heavier weapons to be fitted on an MPV. A Launcher inflicts 5x Modern damage to targets at the impact point and has a radius of damage of 5 m. [B5]

Features

Modern: MPV have Modern structure and a damage capacity of 3 to 20 depending on size.

- Ground Speed:

- Motorcycle [R2]: 3 damage capacity / 150 km/h / 240 m / 24 Ground Units
- Two Door Off-Roader [R2]: 10 damage capacity / 100 km/h / 160m / 16 Ground Units
- Four Door Transport [R3]: 15 damage capacity / 100 km/h / 160m / 16 Ground Units
- Transport Truck [R3]: 25 damage capacity / 80 km/h / 130m / 13 Ground Units
- Supply Truck [R4]: 35 damage capacity / 60 km/h / 100m / 10 Ground Units

Armoured Combat Vehicles:

Main Battle Tank [R6]

MBTs are tough, reliable, and easy to construct. While they do not excel in space combat, they are quite formidable on the ground. MBTs are equipped with large bore cannons that fire high velocity armor penetrating rounds. They are heavily armored and resilient.

Armored Personnel Carrier [R6]

APCs are armored transports that take UEDF troops right into the fight. They have the ability to shrug off light arms fire and can dish out heavy amounts of return fire. Even if the APC is destroyed, the armored compartment has double-layered armor to protect the occupants.

- Designation – MBT: xxx
- Designation – APC: xxx
- General Stats:
 - Armor - Modern: 20 Tank / 10 APC
 - Structure – Modern: 30
 - Speed: 100 km/h / 160m / 16 Ground Units

Weapons

Cannon – Tank: A powerful artillery cannon designed for firing high yield, high explosive shells at long distances. It is limited to Medium range and ignores 1 point of the target's armor. It inflicts 10x Modern-Class Damage. [B3] [H]

Autocannon – APC: The APC is fitted with a rapid firing Autocannon. The Autocannon is limited to firing a Medium range. It deals 5x Modern-Class Damage, ignoring 5 Points of Armour. [B2] [P5]

Machine Gun: Each Armored Vehicle is equipped with Modern-class Machine Guns for basic defense. A Machine Gun ignores 2 armor when engaging Modern targets and inflicts 2x Modern-Class Damage.. [H]

No Melee: Ground Vehicles don't have an ability to engage in Melee combat other than ramming.

Features

Crew: Typically, 3 crew are required to operate an armored vehicle. One drives it, while the other operates the weapons. It is possible to add up to 2 more crew to Armored Vehicles who can operate additional weapons, load ammunition, operate comms, or help detect threats.

Transport: An APC can hold 12 passengers along with the crew.

Smoke: Armored Vehicles come equipped with smoke mortars. These help obscure the vehicle. [H]

Equipment Suite

Smoke Mortars: Armored Vehicles come equipped with the ability to launch smoke. This helps them advance into or leave a combat zone. Use this benefit to defend against enemy fire.

- Uses: 2
- Skill: 3

Aerial Vehicles

Aircraft come in a number of shapes and sizes. The invention of aircraft is one of the pinnacle moments of the modern world which shows the conquest of technology over nature. Modern aircraft, while light on protection, are fast, flying, maneuverable and often heavily armed. Numerous types of aircraft from Helicopters to attack jets.

- Designation – Attack Fighter: F-15E Eagle, A-10 Thunderbolt II, SU-35 Flanker E
- Designation – Transport Jet: C-130 Hercules, C-5 Galaxy
- Designation – AWACS Jet: E-3 Sentry
- Designation – Attack Helicopter: AH-72 Comanchero,
- Designation – Transport Helicopter: UH-60 Black Hawk

General Stats:

- Armor – Modern: 6
- Structure – Basic: 15 (Transports – 20)
 - Speed – Helicopter: 600 km/h / 1 km / 100 Ground Units / 2 Space Units
 - Speed – Jets: 2400 km/h / 4 km / 400 Ground Units / 8 Space Units

Weapons:

Mini-Gun: Aircraft cannons are light in comparison to most larger vehicles. To ensure that they have enough firepower, the cannons are designed with a high rate of fire. They inflict 3x Modern damage to targets. Mini-Guns have a range of Medium and ignore 2 points of armour. [P2] [L1] [H]

No Melee: Aerial Vehicles cannot engage in melee except to make ramming attacks.

Missiles: Aircraft are fitted with Missiles based on their assigned roles. Helicopters are fitted with Mini-Missiles, while the Jets are fitted with Tactical Missiles. These can only be used as part of an Equipment Suite Bonus Action. [H]

Features

Basic: Aircraft are considered basic. As such, they do not have locations like mecha. Attack Jets and Helicopters each have 2 damage capacity.

Atmosphere Only: Aircraft are unable to escape a gravity index over .7. Airplanes have the capability to reach low Earth orbits, helicopters have a maximum altitude of about 11 km.

• Variants:

Attack: Attack Aircraft have the task of engaging enemy targets. Use all the listed stats above for attack-based Aircraft.

Transport: Some aircraft are tasked with moving troops and supplies as their primary purpose. These vehicles are heavier and larger. As such, they have a damage capacity of 5 but have limited ability to maneuver (reduced thrusters). Transport aircraft are not fitted with Mini-Guns.

AWACS: AWACS craft's primary role is to scout for airborne targets and relay information to nearby forces. Sometimes these aircraft operate as mobile command bases. These aircraft carry no weapons, but have their Sensors level increased to Advantage and gain a damage capacity of 5.

Abilities:

Mini-Missiles: Helicopters have 2 large missile pods mounted on hardpoints under winglets and can unleash a torrent of missiles on their victims. Make an attack with Mini-Missiles up to Medium range. They inflict 10x Modern Class Damage. [B3]

- Uses: 3
- Skill: 3

Tactical Missiles: Jets are tasked with engaging fast-moving targets at long range. Their role as an interceptor necessitates the use of Tactical Missiles. Make an attack with these advanced missiles up to Long range. They inflict 10x Modern-Class Damage. [B5]

- Uses: 2
- Skill: 4

AWACS: AWACS versions of aircraft have advanced sensors that help the vessel identify threats. You may choose to activate this equipment suite when taking an action that uses the vessel's Sensors. [H] [H]

- Uses: Unlimited
- Skill: 2

Naval Forces:

Vessels that rule the seas have changed a lot over the many years and the smallest of these kinds are extremely powerful far above those made by the first sailors of mankind. Removed from those old vessels, these top of line current modern war vessels are impressive constructs that fight across the waves.

Submarine - SSGN [R6]: Submarines are able to submerge for months at a time with enough supplies for the crew. They can be deployed stealthily to any point in order to survey or perform a sneak attack.

Warship - CVN, DDGN, CCGN, FFN [R6]: The types of ships that comprise this category include frigates to carriers, though the UEDF mainly operate Destroyers and Cruisers.

Fast Patrol - PTG [R6]: These are small boats that hold a couple torpedoes and light arms. They are used to patrol tight areas or make attack runs on larger ships.

General Stats:

- Armor - Modern: 10
- Structure - Modern:
 - Submarine & Warships: 50-100
 - PTG: 20
- Speed – Submarine: 60 km/h / 96 m / 10 Ground Units
- Speed – Warships: 80 km/h / 128 m / 13 Ground Units
- Speed – Fast Patrol: 120 km/h / 192 m / 19 Ground Units

Weapons

Deck Gun Deck guns attack rapidly with multiple small munitions. They inflict 5x Modern-Class. Deck guns have a range of Medium. [B5] [H]

Heavy Cannon: These rely on massive shells to tear through enemy armor. They have a range of Medium but can fire at extended ranges. They deal 10x Modern-Class damage [B15] [E] [H]

Torpedoes: Torpedoes are slow but an enemy target takes a hindrance to defend against them. They move only a Short distance each round, but have a range of Long. They deal 5x damage. [B15] [H]

Environments:

Use the World As you move through the Universe, you will be able to use the world and environment around you to your advantage. Using the environment to support your actions may be done in the same way as using equipment suites. This allows you to leverage the situation you are in and aspects of the world itself. You may use the following environmental effects – and more – at any time when they are present:

Entertainment Venues: Entertainers perform in venues to spur on the brave soldiers fighting and keep civilian morale high. These heroes gain assistance from their venue or station they are assigned to.

Kits

Heroes often carry kits in a gear bag or case. They provide equipment suited to assist a specific task. See page xxx for details on kits.

Terrain

Terrain can provide a crucial benefit. Investigators Pilots and Mages are aware of how an enemy can use terrain as they try to gain every advantage possible from it.

Equipment Suites:

Environments can be used as an equipment suite (see page xxx). Effects are detailed in the descriptions below. The suites operate in the same way you would use a mecha's or naval vessel's equipment suite. A maximum of one equipment suite may be used each turn, regardless of the source.

Entertainment Venues

Venues are places where an entertainer can perform in front of an audience. Venues range in size which allows more people to see the Celebrity. The larger the venue, the more technical and special effects it offers. Celebrities who are very famous are able to perform over the radio, military comms, or television. Each of these offers the viewer or listener a different experience. You are assumed to be able to gain access to a venue at or below your Fame.

However, if you

do gain access to a venue, you may use it even if your Fame is lower than the venue normally allows. These venues may also serve engineers, professors, or politicians in the same way they work for Celebrities. Instead of a literal stage or arena, a politician could use the steps of a government building to sway his voters. A university professor would use a campus park as an amphitheater. Even a company provided cookout could serve as an arena for a CEO to push his agenda and everyone onboard.

Stage

Stages are found in bars, parks and festivals. A stage is a small, raised area where the entertainer can perform in front of a small audience. Usually a couple dozen people are on hand to see the performance. While not many people go out to see a stage performance, the venue is intimate with the fans getting an up close and personal experience. Stages are simple from a production standpoint - some don't even have spotlights.

Equipment Suite

Intimate Setting: Performing for a small crowd allows you to be close to them and feel their energy. When you focus your performance on a single person or small group to form a bond, use this Skill. Your attention and the setting helps make them feel special.

- Uses: 1
- Skill: 1-3

Amphitheater

An Amphitheater has a large stage and a large sitting area. The performing area sits lower and the crowd gathers around by sitting on the ground or in chairs. These are usually

constructed around the natural terrain. Amphitheaters are permanent and have a few high production options including spot and colored lighting, limited holographics, and projection video.

Equipment Suite

Brilliant Performance: While not as intimate as a stage or as Impactful as an Arena, the Amphitheater has a technical kick the others can't provide. An Amphitheater is built for the sole purpose of staging performances. As such, it provides the most pure form of performance. When you attempt to change the audience's mood, use this Skill.

- Uses: 1
- Skill: 1-4

Radio

The Radio has the ability to reach the most people. Even pilots taking part in operations can tune in and listen to a live performance over the Radio. The Radio is the best way to spread a short message to the most people. Everything and anything may be broadcast including: concerts, speeches, commercials, political rhetoric, and talk programs. If you are able to gain access to a broadcast, you can send a poignant message to your listeners.

Equipment Suite

Captive Audience: You can use the Radio to send a deep and meaningful message to your listeners. When you are trying to encourage a group via assist, if you use the Radio, then you may activate this Skill. Your short performance is heard by all those listening.

- Uses: 1
- Skill: 2-3

Arena

One of the best ways to experience a performance is to see it live in an Arena. Only the brightest stars have the draw to fill an Arena completely. Here, you have access to the best real time, technical tools. This includes high definition lighting, holo-effects, fireworks, stage doubles, and dynamic sound effects. After such a dynamic performance, the audience will remember their experiences for years.

Equipment Suite

Radiance: Those watching your performance in an Area will be mesmerized. When you are able to employ an Arena's effects and you want to sway the audience's opinion on a subject, use this Skill. Each use of this Skill may be used as part of an act of the show.

- Uses: 2
- Skill: 2-4

Video

It's every star's dream to be on the screen, whether it's in the movies or television. Being heard is good, but being seen and heard is better. Once you've made it here, you've made it. Also, once captured on film, your image can be shown over and over. Video is the best way to get people to feel the way you do about something important. Live video shows the audience your emotions in real time, while recorded allows you to do retakes until you get the scene perfect.

Equipment Suite

Striking Image: With the dedicated focus and ability to manipulate the picture, video can transform or enhance your image. When you are attempting to sway someone's opinion on a topic and change their view of you, use this Skill.

- Uses: 1
- Skill: 4-5

Terrain Tactics

Just as an entertainer or officer can take advantage of their environment, so can those in combat. The type of environmental conditions can play a large role in battles. Smart combatants seek out tactical advantages by using terrain in smart and innovative ways. Below are a few examples of to employ terrain as an equipment suite. The exact Skill value provided may vary based on the viability of the terrain to be used for a benefit.

Equipment Suites

Obscured: Out of the dust of a destroyed building or rubble,

You blades fly flashing into the enemy, catching them off guard. When your position is obscured, in the previous or during your turn, you may activate this Skill. You must be able to catch the enemy by surprise.

- Uses: Unlimited
- Skill: 1 to 4

Vault Off: Using a wall, rock or other vertical hard surface, you propel yourself up into the air or thrust back toward the enemy unexpectedly. Due to the quick movement, this tactical action is tough to track and can be used in many ways.

- Uses: Unlimited
- Skill: 1 to 4

Slingshot: The gravity wells help speed up your vehicle helping you to escape or engage quickly. In a jungle, use a vine to swing around, picking up momentum as you go. Any object that may be used to speed up your action can be a great benefit to you tactically.

- Uses: Unlimited
- Skill: 1 to 4

Other Environment Ideas

Since anything in the environment or story could potentially be used as an equipment suite, here are some ideas that may come in handy.

- Dead Comrades: In a pinch, using the memory of a dead ally can give you lots of leverage. Be careful, overdoing it may come off as morbid.
- Debris: In deep space, a forest, or the corridors of a ship or facility, debris can be used in several ways. Hide behind it to obscure or defend yourself against attacks. Use it to obfuscate your position or for the basis of a sneak attack. You may even be able to trick your enemy into slipping on it, or harming themselves as they move through it.
- Enemy Injury: If you are aware of your enemy's injury, you can use it in subsequent attacks. Melee or close quarters will be more effective to use it this way.
- Furniture: Even a small piece of furniture can come in handy. Similar to debris, you may use furniture to hide or take cover. You can also use it to stand on, giving you higher ground for attacks or a better stage to speak from.
- Hazards: When the ship takes heavy damage and starts falling apart, live wires and sharp shards of metal may protrude from the walls. Fires or floods may break out as well. Ram an enemy into these dangers, or use the smoke as cover.
- Loudspeaker: Having a big voice can get a message across far more efficiently. A loudspeaker can come in handy to intimidate, distract, or manipulate someone without you needing to be right there.
- Personal Knowledge: Knowing a secret or the right phrase to push someone's buttons is very useful. Esoteric information can help you get the leverage you need over a rival. The more intimate the knowledge, the bigger the bonus you receive.

Servants:

In Fate/RPG, player characters take the role of masters in a Holy Grail war (Typically) and summon into their service a Servant from one of seven classes, each a heroic spirit from past, present or future to fight for them. A Servant is a Spirit given form from the Grail to fight by the master's side, bound by 3 command spells. Servants act as familiars to command and can either be an NPC companion that can be controlled or players might choose to pair up and role-play as servant and master.

All Servants come with pre written stat sheets concerning them to make things easy but the general features and layout of the pre written ones work as excellent templates for GM's and players to create their own.

All Servants have General Features which every Servant has. Servants then have a series of class features similar to a career which provide them Skills, an Element and a base talent. Servants also have their own skills, abilities and Noble Phantasms. Servants also have their own starting Dramas but do not have their own wealth, rank or Stress bar.

Servants can serve not only as allies for players but as antagonists. Some grails and Heroic Spirits are able to summon forth anomalies that are aberrant servants either under the Grails influence or pursuing their own Agenda. While they may act as familiars they are a NPC companion for all intensive purposes except they may make actions without the Master sacrificing their own action to have the Servant Act.

General features:

Super Human speed: servants move a regular speed of 5 units or 50 meters either running or leaping.

Enhanced features: Even the weakest of Servants are stronger than an average human in most circumstances. Servants are considered to always have the Heightened Talent (Pgxxx) with all aspects.

Phantasmal Nature: All Servants by default are Phantasmal class Wounds. In addition, unless stated otherwise all servant attacks deal Phantasmal-Class Damage instead of Modern-Class. If a weapon they are equipped with deals multiple Modern-Class damage, the weapon becomes Phantasm-class damage. For example a 2x Modern-Class damage weapon becomes a 1x Phantasmal-Class weapon. This does not apply to weapons a Servant picks up or is given after being summoned. Servants may be harmed by Modern weapons but this only wards them off. They cannot be killed by modern weapons not imbued with magic/mana and as such their wounds can never be reduced below 0.

Spirit Form: Servants are magical familiars and spirits bound to the Master in order to manifest in the human form. When not in combat or taking physical action they may assume spirit form in order to save on mana consumption. While in Spirit form, a Servant is invisible and can only be seen by another Servant or a creature with the ability to detect spirits or invisible entities.

Command seals: representing the contract between Master and Servant, each Master bears three command seals. These powerful spells are used to ensure the loyalty and obedience of the Servant above their own ambitions but have a number of different uses that a Master could take advantage of given the power of the spells. It is possible to acquire additional command seals increasing the total number of uses. Once a command seal is used it is exhausted and cannot be used again. Command seals provide the Master with the following Equipment Suite.

Command Spells are used to either ensure the Servants compliance or to empower them to action. The fact that a Servant cannot resist a command spell no matter how strong their will means they will often detest their use in such a way that compels them to act against their own belief. Using a command Spell in such a way may result in the relationship being soured between Master and Servant. Use this skill when:

- Ordering a Servant to complete an action they normally would not comply with or when making an assist action for the Servant.
- A Command Seal may be used to summon your servant from anywhere in the world to your current location even through Bounded fields.
- Have a Servant Perform a Heroic Move including Noble Phantasms without the cost of a Heroic move.

If all uses of this Equipment Suite are exhausted, the Servant is no longer obliged to obey the contract between Master and Servant (*Note: this may lead some Servants to betray the Master of their relationship is bad or the Servant is particularly evil or unlawful.*)

Uses: 3

Skill: 5.

Ties to the summoner: The Servant is little more than a magical familiar tied to the Master. While contracted most servants cannot travel more than 5km from the Masters location before the tether that binds them weakens and the Servant weakens from the lack of mana. A Servant separated from the Master by Distance suffers a Hindrance to all actions while out of range.

Mana consumption: Servants consume Mana in order to manifest as magical familiars. If the Master cannot provide enough Mana the Servant may struggle to manifest its true strength, limiting their potential. Servants can supplement their mana through the consuming of human essence or other creatures with mana or by connecting and channeling energy from spiritual leylines. Masters who incur a Drama

Sphere of influence: Heroic Spirits typically have greater power in the region they come from. The stories of their legend and deeds that influenced the land are still held in the memory of the people. Being summoned in a geographical location they come from allows the Servant to better draw on mana within the area and receive the ability to fight almost as if they were at the peak of their power again. If a Servant is fighting in a geographical area it has come from, it gains an edge.

Wilful familiar: The Servant while a magical familiar is the spirit of a hero and person long passed. They have their own identity, feelings, thoughts, goals and motivations that may not always align with the Masters. Servants will often express this and it can be a struggle to work with certain servants. Each Servant typically has its own wish that it wants granted from a Grail and will act according to their own nature. Some wilful Servants will attempt to kill, manipulate or break free of their masters control while some might refuse to obey with or without additional demands and particular treatment.

Noble phantasms: All Servants have abilities that are marked as Noble Phantasms. These powers are the crystallization of their legends and what grant them their ultimate abilities. Each Servant has at least one and each is unique. Noble Phantasms can take many different extreme forms depending on the legend in question. Some noble phantasms are simple abilities, others may be used as Equipment Suites instead or both. Some Heroic Spirits require a Heroic move to unleash their Noble Phantasm. Any Noble Phantasm that requires a Heroic Move to be used will be noted in brackets next to the Noble Phantasms name.

Statistics: Servants use set Statistics which are listed on their profile and function much like the player characters statistics.

Alignments:

a servant will-not take actions against their alignment. It is their own personal moral code as a being with some semblance of free will.. Below is a quick list of actions of order a servant can or cannot take based on alignment and would require a command seal. No servant will kill themselves voluntarily.

-Lawful Good= will only kill Servants and will never wilfully harm an innocent or unarmed person. They will never betray an ally unless there is proof of evil or misdeeds that conflict with their own ideals.

-Neutral good= will only kill Masters whose actions they deem evil or immoral. Will betray allies if needed.

-Chaotic Good= will not kill masters or innocents but does not care for collateral damage. Will not betray allies unless they are untrustworthy or evil.

-Lawful Neutral= will not kill masters or innocents unless in self defence or extraordinary circumstances. Will not betray allies unless it furthers their goal and is necessary.

-True Neutral=will Kill Masters and innocents if required but will typically prefer to let people go as is if they pose no threat. Will not betray allies unless they believe they will be betrayed themselves.

-Chaotic Neutral=they have no qualms about killing Masters or innocents if required and don't care about collateral damage. Will happily betray allies when no longer needed.

-Lawful Evil=will kill masters and enemies freely, armed or unarmed but not civilians. They will not abide collateral damage or mindless destruction. They will not betray allies so long as they are not in conflict.

-Neutral evil=such Servants have no problems with death of anyone and take a let live approach. They care not if collateral damage is caused or if innocents are caught in things so long as they accomplish their goal. They will not betray allies so long as its practical.

-Chaotic evil=such Servants have zero restraint when it comes to killing, maiming or torturing anyone and actively encourage and engage in collateral damage. Such characters are fine with betraying allies easily.

-Chaotic Insane= The Servant has been robbed of their sanity and has no moral code or compass and doesn't care about their actions.

Summoning:

The summoning of Servants is a vital and important ritual for a Master. It allows them to call forth the Heroic Spirit as a familiar and form a contract, binding the Servant to their Command Seals.

Summoning can be undertaken completely at random in which case the Grail or system governing the summoning may randomly decide a Servant for a Master or attempt to pair the Master with a Servant of either similar backstory or ideals to the Master. Other times, a Master may use a catalyst, a type of artefact connected with a hero or legend to try and call forth a particular hero related to the object. Catalysts can come in many forms and even the area itself may serve as a catalyst. Upon summoning, the Servant is immediately bound by the contract and seals however, certain Servants may seek to formalise the contract in other means.

Invocation is an alternate form of summoning done outside of Grail wars that allows a heroic spirit to possess a person with high affinity and be projected onto the invocator to borrow their power. This method is Sibyl's magecraft however it requires massive magical energy making it hard to achieve. However while possessed a host has no awareness or consciousness.

It is possible to summon heroic spirit servants outside of A holy Grail war but requires a fake Grail.

When a Servant is summoned the summoner suffers a Drama related to the Servants summoning that stays with them so long as they have the Servant.

When a Servant is summoned, The Grail imprints on them knowledge of the modern history and setting they are being called forth into allowing them to operate and understand certain aspects of humanity in the era in which they

fight. This knowledge varies based on the Grail but all Servants are called forth knowing of the Grail and grail war and select information the Grail deems important to their function when summoned.

Classes

Just as how master and regular human characters have careers which form their base, all heroic spirits when summoned as servants are summoned into one of seven classes each with their own unique traits that are applied onto the heroic spirit.

The main classes are; Saber, Archer, Lancer, Caster, Assassin, Rider and Berserker. Other Classes exist as well but these Servant classes typically serve as antagonists or neutral third parties to the events in the world. These Classes are Ruler, Avenger, Beast, Foreigner and Moon Cancer. These Servants often do not answer to Masters and function of their own will either as pawns of a Grail or using the War to take advantage of their own personal ambition as an aberration in the system. *Such Servants while are presented here are not intended to be used by Players and exist as purely NPC intended characters.*

All of these classes have specific class features much like a career and even contain additional skills, Skills and elements given by the servant summoning system.

Shielder:

—*Master of Defense and Servant of the Shield. One-of-a-kind warrior boasting near impregnable defense. Half-servant, half-human; an unexplainable existence.*—

The Shielder is a strong but aberrant knight class that has only been observed once. The class has average all round stats with an impressive defence. While lacking in offensive power, the Shielder is capable of taking almost any attack and waging battles via attrition with very little mana cost.

Mashu Kyrielight

Due to a certain incident that involved differing timeline in universes this heroic spirit is not the actual spirit in question but a person who would later be possessed by the heroic spirit Galahad. The person in question is known as Mashu and is a quiet girl whose job is to seize and prevent disasters from destroying the world such as allowing the grail to fall into the wrong hands. She is unsure of her own skill and very cautious but will try her best when things get tough. Mash is the primary Servant/Demi Servant of the Chaldea Security Organisation entrusted with the mission of protecting human history and ensuring mankind's survival.

Gender: Female. Alignment: Lawful-Good.

Origin: none/England.

Armour - Phantasmal: 3

Wounds - Phantasmal: 7

Drama 1) Mash only has a limited lifespan and the use of her Heroic Spirit powers drains her life further.

Strength: (5) Agility: (4) Endurance: (7)

Mana: (6) Luck: (5)



Gear:

Unarmed Attacks: As a Heroic Spirit or at least a Demi-Heroic Spirit, Mashu can hit hard with just her bare fists. She deals 5x Modern Class damage. [M]

Shield: Shielder has a powerful and heavy shield. It can be used to block incoming attacks but also as a weapon to bash foes. The Shield provides +1 Armour. Bashing with the shield is a melee attack. The Shield inflicts Phantasmal-Class damage. Once per conflict, Mashu can sacrifice the shield, destroying it in order to negate a single attack which would target her or her master. [M]

Skills:

Transient wall of Snowflakes: an aura of energy in the form of falling near stilled snowflakes surrounds Mashu and all those nearby. Once per conflict, all friendly allies within 10m gain +1 Armour.

Obscurant wall of chalk: With a quick step, Mashu rushes to the side of an ally to shield them from harm. Once per round, Mash can make a bonus move action towards an ally and make a bonus Defend action.

Shield of Rousing Resolution: Mashu Plants her great shield into the ground and rallies her friends behind her for the final stand, inspiring them with her resolve against the odds. Once per conflict, when making a Defend action, Allies with visual sight of Mashu and can hear her gain an Edge until the end of the conflict.

Noble Phantasms:

Lord Camelot [Heroic Move]:

Unleashing the power of the Heroic Spirit buried within her, Mashu plants her shield into the ground to defend her friends calling forth the great castle gate and walls of Camelot that burst forth from the ground to enwrap and protect her and her party. As part of a Heroic Move, once per conflict, All allies within 100m are shielded behind phantasmal walls which provide +10 Phantasmal Armour. Only Allies can be shielded within the castle walls and enemies are repelled from entering. The only exit/entrance to the castle is the gate. Mashu cannot move from the gate and if she does, the effect of the Noble Phantasm ends.

Saber

—Knight of the Sword and Heroic Spirit of the Sword. A jack-of-all-trades warrior. Agile and powerful in close quarters; extremely adept at swordsmanship.—

The Saber class are generally considered the most powerful of all classes and have good stats all around. Sabers have good defenses against magic attacks, can unload multiple powerful attacks and have the endurance to hold on in prolonged fights most of the time. They are direct combatants, and their Noble Phantasms are often weapons or abilities that increase their damage output.

Artoria Pendragon:

A young girl whose legend began when she pulled the sword from the stone, signifying her divine right to rule all of Britain, her story would ultimately be one of woe and a young king crushed under her own ideals. During her reign, she posed herself as a man, leading to the legend as it is known. She strived to be a just ruler who worked for the betterment of the people but ultimately failed to understand the hearts of men and fell to betrayal. She is a young girl with Blonde hair and green eyes dressed in blue and silver armor. She is serious and restrained, placing honor and duty above all else with her code of chivalry and her unwavering ideals in the notion of doing good. She seeks the Holy Grail to rewrite history and not be chosen as the next king.

Gender: Female. Alignment: Lawful-Good.

Origin: England.

Armour - Phantasmal: 2

Wounds - Phantasmal: 6

Drama 1) Carries the burden of failure as king and wishes to undo her selection as the king in the hopes a better king would be chosen.

Drama 2) She carries deep regret over her failures and inability to understand the hearts of her fellow knights which causes her to question her ability to lead.

Strength: (6) Agility: (6) Endurance: (6)

Mana: (8) Luck: (9)



Gear:

Unarmed Attacks: Saber is capable of striking hard with the strength of many men even when unarmed. Saber inflicts 5x Modern-Class damage with unarmed blows.

Excalibur: See Noble Phantasms [M] [P1] [NP]

Skills:

Magic Resistance (A): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Charisma (B): Inner charisma from this servant inspires those around them. Once per conflict, the Artoria can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict.

Instinct (A): The Servant has innate instincts which allow them to sense danger. A Servant with this Skill may never be Slowed.

Mana Burst (A): Using wind attributed mana, Saber conceals her sword or spear Noble Phantasm. Once per round, Saber can disperse the mana, revealing her weapon in order to make a Cone attack at Short range that inflicts 5x Modern-Class damage.

Optional - Lancer Class.

Artoria may be summoned in her Lancer version instead of a Saber. When summoned as a saber, the following changes apply:

- Artoria exchanges her Excalibur Noble Phantasm for the Rhongomyniad Noble Phantasm.
- Artoria gains a war horse as part of her gear that she may summon.
- Artoria increases her Armour to 3 (Phantasmal).
- Artoria increases her Wounds to 7 (Phantasmal).
- Artoria's stats change to the following:
 - Strength (6)
 - Agility (7)
 - Endurance (7)
 - Luck (5)
 - Mana (7)
- Artoria's dramas are replaced with the following:
Drama 1) due to her nature of holding the great spear, she no longer understands humans and lives by a code of justice through any means in her quest of righteousness. She has no real wish.
- Artoria gains the following skill:
Protection of Worlds End: Artoria is the guardian of the great spear which will end the world one day. In the face of such a duty, she is resolute. Once per conflict, Artoria may remove all effects from Skills which would hinder her.



Optional - Saber Class.

Artoria may be summoned in her Saber version. When summoned as a Saber, the following changes apply:

- Artoria exchanges her Excalibur Noble Phantasm for the Caliburn Noble Phantasm.
- Artoria decreases her Wounds to 5 (Phantasmal).
- Artoria's stats change to the following:
 - Strength (5)
 - Agility (6)
 - Endurance (5)
 - Luck (8)
 - Mana (7)
- Artoria's dramas are replaced with the following:
Drama 1) I'm still a half baked knight. I need to work harder to be the true knight.



Drama 2) The world is full of adventure which I want to explore so I can grow even further to reach my ideal.

- Artoria gains the following skill:
Journey of the Flowers: Artoria is someone who walks the path of flowers towards her destiny. All those who follow are inspired to fight harder. Her Master gains +1 Affinity.

Optional - Caster Class.

Artoria may be summoned in her Caster version. When summoned as a Caster, the following changes apply:

- Artoria exchanges her Excalibur Noble Phantasm for the Around Caliburn Noble Phantasm.
- Artoria gains a Mage Staff as part of her Gear.
- Artoria decreases her Armour to 0 (Phantasmal)
- Artoria decreases her Wounds to 4 (Phantasmal).
- Artoria's stats change to the following:
 - Strength (6)
 - Agility (6)
 - Endurance (4)
 - Luck (6)
 - Mana (7)
- Artoria's dramas are replaced with the following:

Drama 1) I am the child of prophecy born of the fae by the world to set things right.

Drama 2) I belong to a world where the Fae reign, different from the history many others know. As such, many things are out of place.
- Artoria replaces all of her skills except for Magic Resistance & Charisma, with the following:

Territory Creation (EX): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory.

Once that territory is established it can take up an area of a maximum of 400m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Item Creation (B): The Servant can spend a day creating a single Modern Item or two days creating a single Mystic Code. Artoria excels at creating Explosives and can create 2 Explosives - Frag Grenade weapons per day.

Reinforcement: Artoria has the Reinforcement Magecraft Skill on xxx.

Call Familiar (Crow): Artoria has the Call Familiar Skill on xxx which calls Crows.

Healing Energy: Artoria has the Healing Energy Skill on xxx.

Merlin Magecraft: Thanks to the Magecraft which Merlin taught her, she has obtained some odd Magecraft. This includes the ability to detect foes nearby within 100m. Artori can also use this Skill to take a Sticky Successes to automatically bypass any locked doors.

Fairy Eyes: Artoria can see the true names of those around her unless concealed via magecraft. Additionally, Artoria can tell when someone is lying.



Noble Phantasms:

Excalibur:

Artoria bears the sword in the stone, the sword of kings. An ancient and powerful weapon that denotes her right to rule all Britain that marked her for greatness. When unleashed at full strength, the sword streams forward a beam of light in a line which burns away foes.

Excalibur is a Melee weapon which deals 5x-Class damage. It ignores 1 point of armour. [P1] [M]

As part of a Heroic Move, Artoria may use Excalibur to make an Attack up to Long Range with a Line of 5 which inflicts Phantasmal-Class Damage.

Rhongomyriad:

The spear at the end of the world and the holy spear that keeps the world together wielded by the king of knights. Its shape unravels into a spear of light. When its true might is unleashed Artoria plunges the spear into the ground, destroying the area and her foes as it uncoils into a wave of destruction.

Rhongomyriad is a melee weapon that Inflicts 5x Modern-Class damage. It ignores 1 Point of Armour and can be used at Short range. It can be thrown at Medium Range. [M] [P1]

As part of a Heroic Move, the spear can be used to attack all targets within Medium Range of Artoria when she pierces the ground with it. The Attack inflicts Phantasmal-Class Damage.

Caliburn:

Artoria bears the sword of selection. An ancient and powerful weapon that denotes her right to rule all Britain that marked her for greatness. When unleashed at full strength, the sword streams forward a beam of light in a line which burns away foes.

Caliburn is a Melee weapon which deals 5x Modern-Class damage. It ignores 1 point of armour. [P1] [M]

As part of a Heroic Move, Artoria may use Caliburn to make an Attack at Medium Range with a Line of 3. This Attack inflicts Phantasmal-Class Damage. This can only be used 3 times before Caliburn is destroyed.

Around Caliburn:

Artoria stokes her ideals and projects her mental state onto the world, strengthening & protecting her allies.

Use this Noble Phantasm as part of a Heroic Move. All nearby allies within 100m of Artoria gain 1 Phantasmal Armour and inflict 1x Phantasmal damage with their equipped weapons until the end of the Conflict. This can only be used once per day.

Alterra the Hun:

Alterra as she is known was the great king of destruction who covered half the continent. She created a great empire and was descended from the kings of the Hunnic tribes. her battlefields ranged from west Asia to Europe to Russia and was said to have caused the destruction of the roman empire, she is a gifted warrior and tactician who hears a powerful voice calling for destruction at times. She is a proud and fierce warrior but feels emptiness. She has white hair and red eyes and wears a white dress and veil. Her wish is to see what life as something other than a warrior would be.

Gender: Female. Alignment: Chaotic-Good.

Origin: Asia.

Armour - Phantasmal: 0

Wounds - Phantasmal: 12

Drama 1) She is cold and does not understand life outside of being a warrior and violence to the point where she secretly wishes to experience what normal life is like. She is incapable of understanding most humans as a result.

Drama 2) Her lack of understanding and life of complete violence leads her to be destructive towards civilisation and its many forms.

Strength: (6) Agility: (7) Endurance: (7)

Mana: (6) Luck: (7)

Gear:

Unarmed Attacks: As a servant, Alterra has strength far above foes which allows her, even when unarmed to pummel objects and enemies. Her unarmed blows deal 5x Modern-Class damage.

Photon Ray: See Noble Phantasms. [M] [P1]

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magcraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Riding (A): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Military Tactics (A): The Servant has studied military tactics and understands the finer points of war. The Servant has an Edge when executing complex strategies or cooperating with other allied forces to accomplish a single tactical objective.

Natural Body (D): The Servant is blessed with a body of natural perfection and resilience. The servant has +2 Phantasmal Wounds. The Servant regains 1 additional lost wound each day per day of rest without taking action.

Divinity (B): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Alterra has 3 additional wounds.



Star Emblem: Bearing the Emblem of the stars upon her body that when mana is charged through, increases power to specific body parts. Twice per Conflict, you can use the Strength, Agility or Endurance aspects of the Heightened Skill (see xxx).

Civilization Erosion (EX): An object within Altera's hands is morphed to fit her world view. Commonly, such objects are transformed into Photon Ray. If Photon Ray is destroyed, Altera can create a new one within moments from a suitable physical object she can touch.

Noble Phantasms:

Photon Ray:

The Sword of the great Attila is a powerful and mighty weapon in its own right. When channeled with its power and unleashed fully, Altera's rainbow long sword lights up and gathers up all the light in the area that spins around it before she charges forward in a straight line attack.

Photon Ray is a Melee weapon which deals 5x Modern-Class damage. It ignores 1 point of armour. [P1] [M]

As part of a Heroic Move, Altera may use Photon Ray to perform an Attack with as part of a bonus move action and inflicts Phantasmal-Class damage.

Nero Claudius Caesar:

The fifth roman emperor, who had a reputation of a notorious tyrant whose rule was made of schemes and poison. Through remarriage of her mother, Nero was able to ascend the throne of the Roman Empire after Caligula after he adopted her as his heir. She was known as an artist, or at least fancied herself as one and put great effort in developing the arts and even built a theater devoted to them. She felt more affection for the masses than any other. She was also noted to be talented in all things as well as physically strong. However, corruption, schemes and the weight of position combined with her mother slowly poisoning her resulted in her becoming unstable as time went on. After a revolt and her handling it being viewed as poor by the senate, she was driven away and the people whom she loved did nothing to help her. She eventually committed suicide. She is a young and vibrant girl with blonde hair and blue eyes in a partially see through red dress. She is very haughty to make up for her short stature and treats all below her except her master, whom she acknowledges as a retainer/praetor. She believes herself superior and has a different definition of love. She is very masculine but has no problems exposing herself, as with her dress. She wishes to know what love is, and has no other regrets in life.

Gender: Female. Alignment: Chaotic-Good.

Origin: Italy.

Armour - Phantasmal: 0

Wounds - Phantasmal: 4

Drama 1) An arrogant and explorative woman who is self-indulgent and greedy and will not leave any regrets as she consumes all of life's pleasures.

Drama 2) Her life as an Emperor surrounded her with many people but she does not understand what true love is or even loyalty and aspires to understand and obtain its many forms.

Drama 3) Nero harbors a deep hatred for her mother who poisoned her as a child.

Strength: (4) Agility: (7) Endurance: (4)

Mana: (6) Luck: (7)

Gear:

Unarmed Strikes: As a Servant, Nero has strength greater than an average human. When making unarmed blows, Nero inflicts 3x Modern-Class damage. [M]

Sword: Nero is armed with a blade which can be used as a melee weapon. The weapon inflicts 3x Modern-Class damage and ignores 1 point of armour. [M] [P1]

Skills:

Magic Resistance (C): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Riding (A): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.



The Thrice Setting Sun: Nero is blessed with the grace to rise again after being bested. The first time she is killed, Nero will return to life within 3 days with all of her wounds remaining.

Imperial Privilege: With the person themselves asserting that they have it, even Skills that are essentially unable to be possessed by them can be acquired only for a short time. Once per conflict, you can obtain a Skill from a target. You may select which Skill Nero may learn from the target. She knows the Skill for hours.

Migraine: Nero suffers from Migraine on and off and has done so since birth. The Migraine serves to distract and often gets in the way of her work but also means that she struggles to be charmed by anything she doesn't wish to be charmed by. All attempts to charm or seduce Nero are done at Disadvantage. If Nero's master has less than 3 Affinity, Nero suffers a Hinderance on all combat related Actions.

Noble Phantasm:

Aestus Domus Aurea:

The Ultimate Noble Phantasm of Nero is a reality Marble. With this power she pulls all targets within range of her into a world of her own creation. An immense colosseum constructed by her at the height of rein where she as the master of arts is the supreme power. Within this reality marble, Nero is at her strongest and the world of the Colosseum bends to her will. It's impossible to exit the Reality marble unless Nero's mana runs out, she chooses to end it or is killed in which ase all remaining occupants will be translocated back into the real world within several hundred meters of their original location.

As part of Heroic Move, every creature of choice within 100m is dragged into the colosseum space within a pocket dimension. It cannot be used again for several days once used. While within the reality Marble, Nero has Advantage on all Actions and Skill Challenges.

Siegfried:

Siegfried, the dragon-blooded knight and a national hero of Germany who is famous in many legends. He was born a prince of the Netherlands and wielded the precious sword Balmung. He is most famous for slaying the dragon Fafnir and bathing in its blood to become immortal, however while doing so, a leaf stuck to his back creating a single weak point. After an embarrassment with a queen of another country and growing tired of his effortless adventures with no challenge, he asked his best friend to kill him but without letting him do so. Eventually his friend succeeded and ended his life. Sieg is a tall man with long silver-gray hair, his body is encased in a radiant silver woven plate armor and his skin is dragon scales with the exception of the spot on his back. A true hero of legend, who is noble and steadfast with a majesty around his being. He wishes to fight not for himself or others as he once did, but for justice. To right wrongs and help those suffering and to prevent it.

Gender: Male. Alignment: Chaotic-Good.

Origin: Netherlands/Germany.

Armour - Phantasmal: -

Wounds - Phantasmal: 7

Drama 1) Despite being a hero, Siegfried felt he was never able to really help anyone and only wishes to right wrongs and help those suffering and prevent it further after sacrificing many things.

Strength: (7) Agility: (6) Endurance: (7)

Mana: (5) Luck: (3)

Gear:

Unarmed Strikes: The Servant boasts incredible strength far above that of an ordinary human. Their unarmed blows inflict 5x Modern-Class damage. [M]

Balmung: See Noble Phantasms. [M] [P1]

Skills:

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

The Golden Rule: For slaying the Dragon, Siegfried was blessed with great wealth. He is considered to have a Wealth of High when summoned.

Disengage (A): The Servant is capable of rapidly retreating from battle to avoid defeat. Once per Day, the Servant can disengage and exit the conflict, reaching safety with at least 1 wound remaining.

Dragon Slayer (A): Within legend, this Servant is a slayer of Dragons. This Servant has Advantage when combating threats which are draconic in nature.

Noble Phantasms:

Armour of Fafnir:

Having scaled the mountain and saved the women, His skin has become scaled armor as the result of bathing in the dragon's blood. Now there are few weapons that can injure the great hero. Siegfried can only be harmed via Called



Shots to the back of his neck. He is also immune to all Magecraft Skills and Attacks. This Noble Phantasm cannot be destroyed.

Balmung:

Balmung is the great dragon slaying sword of Siegfried. It traces its origin to the age of gods and has a piece of ether embedded within it. When the weapon's power is unleashed as the ultimate noble phantasm, a wave of twilight light radiates forward, washing away enemies in a burning wave.

Balmung is a Melee weapon which deals 5x Modern-Class damage. It ignores 1 point of Armour. [P1] [M]

As part of a Heroic Move, Siegfried may use Balmung to make an Attack at Medium Range with a Cone. The Attack inflicts Phantasmal-Class Damage.

Mordred:

Known as the traitorous knight, the one who betrayed King Arthur and brought about the doom of Britain with his rebellion. Mordred is actually a homunculus clone created through the magic of Morgan and Merlin to father a child for the king. Mordred was created without knowledge by the king and raised by Morgan who placed her into the Knights of the round and was a skilled and chivalrous warrior. When Mordred learned of her heritage she demanded to be recognized and inherit the throne but was denied. Driven mad by anger at the king for not accepting her, she revolted and the two ended up killing each other. Mordred while once a knight of honor has been twisted by jealousy. She wears red and silver armor that does not come off but underneath she is a small girl with green eyes and blonde hair identical to her fathers. She wishes to use the grails power to have the sword of choice recognize her as king.

Gender: Female. Alignment: Chaotic-Neutral.

Origin: England.

Armour - Phantasmal: 2

Wounds - Phantasmal: 7

Drama 1) Mordred wishes to obtain her fathers approval and be recognized as worthy of succeeding the throne. She harbors deep and complicated feelings of love, admiration and hatred for her father.

Drama 2) she loathes Magi, particularly those like her own mother Morgan. She also dislikes people who are too self righteous (except her father) and compares them constantly as hypocrites.

Drama 3) Mordred does not like being treated like a woman but does not like being treated completely as a man.

Strength: (7) Agility: (6) Endurance: (7)

Mana: (6) Luck: (4)



Gear:

Unarmed Attacks: Saber is capable of striking hard with the strength of many men even when unarmed. Saber inflicts 5x Modern-Class damage with unarmed blows.

Clarent: See Noble Phantasms. [M] [P1].

Secret Pedigree: See Noble Phantasms.

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magcraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Charisma (B): Inner charisma from this servant inspires those around them. Once per conflict, the Artoria can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict.

Instinct (A): The Servant has innate instincts which allow them to sense danger. A Servant with this Skill may never be Slowed.

Mana Burst (A): Using wind attributed mana, Saber conceals her sword or spear Noble Phantasm. Once per round, Saber can disperse the mana, revealing her weapon in order to make a Cone attack at Short range that inflicts 5x Modern-Class damage.

Battle Continuation: The servant has incredible endurance, able to fight beyond their limitations. Once per campaign, this servant can continue to fight until the end of a Conflict even if they have no wounds remaining.

Noble Phantasms:

Secret pedigree - Helm of Hidden infidelity:

Given to Mordred by her mother to hide the secret of her creation and identity while she was a part of the Round Table from her unaware father King Arthur, this Hemlet conceals her identity and makes it impossible for her identity to be discovered or her powers assessed. While the helmet is worn, her identity cannot be deduced. Mordred may remove the Helmet anytime.

Clarent Blood Arthur:

Mordred's sword and Noble Phantasm, originally stored away by Artoria Pendragon in the armory of Camelot Described as "*more dazzling than any silver*", it is an ornate, sparkling white silver sword adorned with splendid decorations, acting as a symbol of kingship denoting the right of succession of the throne.

Clarent is a Melee weapon which deals 5x Modern-Class damage. It ignores 1 point of armour. [P1] [M]

As part of a Heroic Move, Mordred may use Clarent to make an attack up to Medium Range with a Line of 3. It inflicts Phantasmal-Class Damage.

Fergus Mac Roch:

The King of Ulster until he was tricked out of his throne by Conochobar Mac Ness. The foster father of Cu Chulainn as well as a knight of the red branch. After Chulainn returned from the land of shadows, Conochobar had Fergus' sons killed. Afterwards he defected to Connacht and spurred the queen Medb who hated Conochobar to war with Ulster. In the final battle he cornered his rival but was prevented from killing him and because of this he unleashed his rage and destroyed three hills with his sword. His wish is to "get along with his wife and Medb." A great glutton that possessed matchless vigor, great generosity, who didn't feel envy nor fear-- even now, Fergus' reputation as a magnificent and brave warrior has been left for posterity.

Gender: Male. Alignment: Lawful-Neutral.

Origin: Ireland.

Armour - Phantasmal: 1

Wounds - Phantasmal: 7

Drama 1) I am a matchless philanderer and glutton always keen to enjoy himself in the company of his fellow man and enjoy the company of women. My natural proclivity for frivolity sometimes gets him in trouble. My libido is unmatched.

Drama 2) My wish is to get along with my wife and Medb.

Strength: (7) Agility: (6) Endurance: (7)

Mana: (3) Luck: (5)

Gear:

Unarmed Attacks: Saber is capable of striking hard with the strength of many men even when unarmed. Saber inflicts 5x Modern-Class damage with unarmed blows.



Caladbolg: See Noble Phantasms [M] [P1] [NP].

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magcraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Mind's Eye: An insight cultivated through discipline and training. One possesses a combat logic to grasp with a presence of mind the state of affairs around themselves and the abilities of the enemies in a predicament, deducing the means of survival left in that situation. The Servant as an Edge on Observation Actions.

Bravery: Bravery compels the servant through thick and thin, never wavering. The Servant ignores the Mental Interference Skill. Once per conflict, the Servant can gain an Edge on a single Attack Action.

Nature of the Rebellious Spirit: The temperament to never stay at one location, and also, to never embrace a lord. One is a wandering star that does not have the capacity to be a sovereign, and also, they are not able to find their own sovereign. Fergus cannot benefit from Assist actions or bonuses from allies.

Noble Phantasm:

Caladbolg - the rainbow sword:

The Sword of Fergus is famous throughout the lands. An extremely odd sword in shape and design more used in thrusts and bludgeons with devastating effect thanks to Fergus' strength. When unleashed its blade begins to spin rapidly before Fergus smashes it into the ground. sprouting out from the spinning blade as it tears out the ground are hundreds of blades of rainbow colored lights spin out into the surrounding area.

Caladbolg is a Melee weapon which deals 5x Modern-Class damage. It ignores 1 point of Armour. [P1] [M]

As part of a Heroic Move, Fergus may use Caladbolg to make an attack at range by driving the sword into the ground. The attack hits all targets within Medium range within a radius around Fergus. The Attack Deals Phantasmal Damage.

Chevalier D'eon:

Said to be a woman who was a man or a man who was a woman, a figure of some legend in the 18-19th century in France. both a writer and a soldier who worked as a spy in a long political career and held the title of both minister and dragoon captain despite being hunted by the great world powers. A writer and swordsman accomplished in both literary and military arts. It has been said that, regardless of dressing formally as a man, or behaving as a man, he was endowed with such good looks that he could pass up for a lovely young girl. In fact, before coming of age, he was introduced to high society while wearing a dress and earned himself a reputation as a "beautiful woman".

Gender: unknown. Alignment: True-Neutral.

Origin: France.

Armour - Phantasmal: 0

Wounds - Phantasmal: 4

Drama 1) My beauty gets me regarded as a woman for some reason.

Drama 2) My life will always be that of a Knight and loyal to the French crown.

Strength: (7) Agility: (6) Endurance: (6)

Mana: (5) Luck: (7)

Gear:

Unarmed Attacks: Saber is capable of striking hard with the strength of many men even when unarmed. Saber inflicts 3x Modern-Class damage with unarmed blows.

Sword - Rapier: Saber has a single thin blade made for dueling. It is a melee weapon and inflicts 3x Modern-Class Damage. It ignores 1 point of Armour. [M] [P1].

Skills:

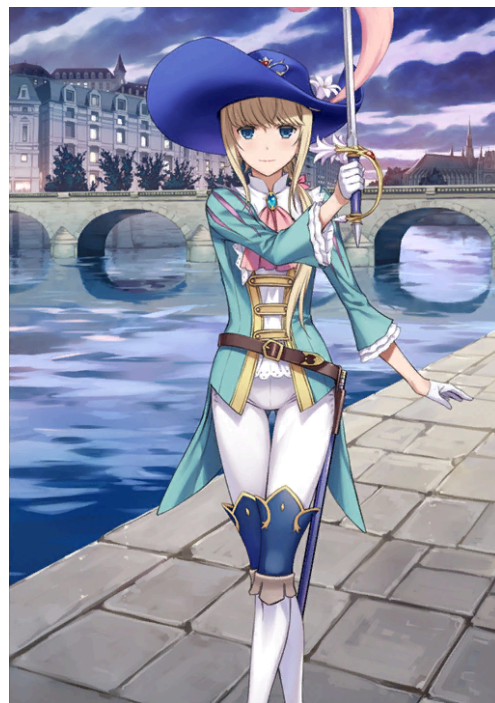
Magic Resistance (C): This Servant has a natural immunity to types of Magicraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Self Suggestion: Powerful suggestion that has oneself as target. Possesses a high defensive effect against the effects of Magecrafts, Skills, Noble Phantasms that influence the mind. All attempts to influence this servant's mind are done at Disadvantage.

Mind's Eye: An insight cultivated through discipline and training. One possesses a combat logic to grasp with a presence of mind the state of affairs around themselves and the abilities of the enemies in a predicament, deducing the means of survival left in that situation. The Servant as an Edge on Observation Actions.

Beautiful Appearance: Coupled with the attire, one is endowed with a beauty that makes it difficult to discern the gender by means of an aura (not appearance). This Servant has Advantage when in a Social Conflict with any party.



Noble Phantasm:

Fleur de Lys:

Chevalier d'Eon's way of life that has been sublimated into a Noble Phantasm. It is a beautiful sword dance which completely fascinates the beholder. While deceiving many people, d'Eon continued to accomplish their goal.

When this Noble Phantasm is unleashed as part of a Heroic Move, all enemies within line of sight to Saber decrease their Affinity by 1 and are Slowed.

Archer

—*Knight of the Bow and Heroic Spirit of the Bow. Excellent scouts that excel in possessing powerful Noble Phantasms. Masters of long ranged warfare.*—

The Archer class are a powerful class that use long range fire power combined with mobility to inflict lots of attacks from far away. Archers are probably the most varied of Servants with each one having vastly different skills. On average they deal a small amount of damage from normal attacks so rely on combined Skills and devastating but expensive Noble Phantasms to finish their foes.

Emiya:

The heroic spirit EMIYA, in life was a person named Shirou Emiya, a mere magus who aspired to be a hero of justice. In his quest to save people he made a contract with the world to give him power and became a counter guardian, sent to clean up humanities messes. However, year's death and destruction have broken Emiya, betrayed time and again by everything and everyone he has ever known, even his own ideals, leaving him embittered. His skin has become tanned and his hair white with gray eyes, while he wears a combat vest and a red cloak. His wish is to prevent himself from becoming a hero.

Gender: Male. Alignment: True-Neutral.

Origin: Japan.

Armour - Phantasmal: 1

Wounds - Phantasmal: 5

Drama 1) EMIYA no longer wishes to be a hero and deeply regrets his choice having had his ideals of justice broken by the currents of time and amount of death he has seen and inflicted.

Drama 2) EMIYA seeks a certain Heroic Spirit whom he loves and a way to resurrect her.

Strength: (4) Agility: (5) Endurance: (5)

Mana: (6) Luck: (3)

Gear:

Unarmed Strikes: The Servant's unarmed blows are strong enough to pummel targets. They inflict 3x Modern-Class Damage. [M]

Sword - Blades: The Servant is equipped with multiple blades created through projection. The swords are melee weapons. They inflict 3x Modern-Class Damage. [M] [P1]

Bow - Long Bow: The Servant has a Bow which can be used to attack at Medium Range but may fire further. The Bow inflicts 3x Modern-Class Damage. Bows are hard to detect and require 2 successes to spot the archer. [E]

Skills:

Magic Resistance (D): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.



Independent Action (B): This Servant can remain in the physical world for 2 days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Clairvoyance: This Servant has visual acuity and kinetic vision beyond the scope of a normal human. Any ranged weapon the Servant is equipped with may be fired at Extreme Range without any penalty. In addition, they can see up to 4km away.

Mind's Eye: An insight cultivated through discipline and training. One possesses a combat logic to grasp with a presence of mind the state of affairs around themselves and the abilities of the enemies in a predicament, deducing the means of survival left in that situation. The Servant as an Edge on Observation Actions.

Projection: This Servant knows the Projection Magecraft Skill (see xxx). This can only be used to produce Hand Weapons and Bows.

Noble Phantasms:

Unlimited Blade Works:

I am the bone of my sword. Steel is my body and fire is my blood. I have created over a thousand blades. Unknown to death, nor known to life. Have withstood pain to create many weapons. Yet, those hands will never hold anything. So as I pray, unlimited blade works.

Once per Conflict, EMIYA can increase the damage of 1 weapon they are equipped with to Phantasm-Class damage.

EMIYA may change the AOE of a weapon he is equipped with or grant it an AOE without taking a Penalty.

Once per Conflict, Emiya may deploy Rho Aias the shield of Troy to protect himself. When he does so, he negates a single attack against him or his Master from a ranged weapon

EMIYA may project and equip himself with Kanshou and Bakuya. These two count as swords. They inflict 5x Modern-Class damage. They grant an Edge when using them to Defend.

As part of Heroic Move, every creature of choice within 100m is dragged into a plane of infinite swords within a pocket dimension. It cannot be used again for several days once used. While within the reality Marble, EMIYA has Advantage on all Actions and Skill Challenges using Swords. Emiya may use Swords as Ranged weapons while within the Reality Marble. They have a Range of Medium and Inflict 5x Modern-Class damage.

Gilgamesh:

Known as the legendary King of kings or king of heroes, Gilgamesh is credited to being the first king, whom all the treasures of this world belong to. A 2/3 demigod, created to be the bridge between man and the gods given the perfect body, he ruled over all. His search for more decadence and wealth as well as arrogance caused the gods to grow angry and attempt to punish him but fail. He is an arrogant man whom he believes all are below him and only has interest in obtaining treasures he does not already have. He appears as a young man, clad in golden armor with Gold hair and bright red eyes. He does not seek the grail so much as prevent those he sees as thieves from taking what he sees as already his.

Gender: Male. Alignment: Chaotic-Good.

Origin: Mesopotamia/Middle east.

Armour - Phantasmal: 2

Wounds - Phantasmal: 8

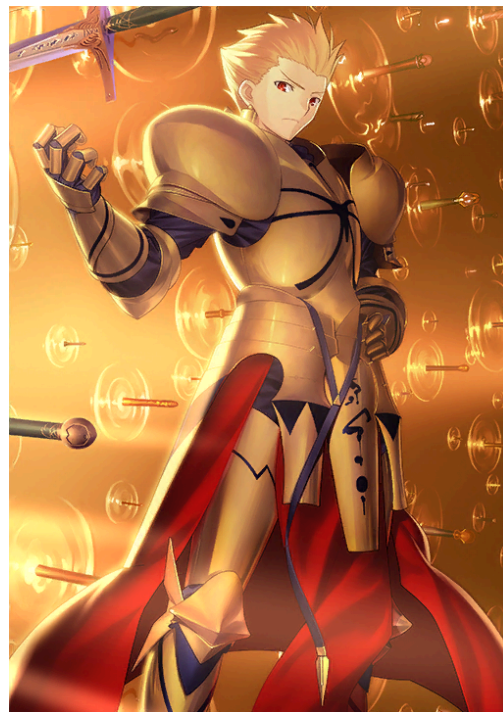
Drama 1) Mongrels everywhere have usurped my rightful rulership and treasures. I must restore order to the world under me and acquire every treasure under its sky no matter how paltry.

Drama 2) There is only one being in the world who may be called his friend and no others are worthy.

Drama 3) I curse the gods who dared to take from me, especially the loathsome and bothersome Ishtar.

Strength: (6) Agility: (5) Endurance: (5)

Mana: (6) Luck: (7)



Gear:

Unarmed Attacks: Archer is capable of striking hard with the strength of many men even when unarmed. Archer inflicts 5x Modern-Class damage with unarmed blows.

Ea- Sword of Ruptur: See Noble Phantasms [M] [NP].

Skills:

Magic Resistance (E): This Servant has a natural immunity to types of Magicraft. This Servant gains +1 Armour against Attacks from Weapon Codes. They also gain +1 success when making an opposed roll to resist a Magcraft Skill.

Independent Action (A+): This Servant can remain in the physical world for weeks before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point. The Master of this Servant decreases their Affinity by 1.

Divinity (B): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Gilgamesh has 3 additional wounds.

The Golden Rule A:

As King of Babylon, the first king to whom all treasures belong Gilgamesh was blessed with great wealth. He is considered to have a Wealth of Ultra when summoned.

Collector: All the world's treasures are his and drawn to him. While a Master is employed by Gilgamesh the Rank of all equipment when attempting to requisition it is reduced by 1.

Optional - Caster Class.

Gilgamesh may be summoned in his Caster version. When summoned as a Caster, the following changes apply:

- Gilgamesh exchanges his Enuma Elis Noble Phantasm for the Melammu Dingir Noble Phantasm & Sha Naqba Imuru Noble Phantasm.
- Gilgamesh gains a Mage Staff & and Grimoire as Gear.
- Gilgamesh decreases his Armour to 0 (Phantasmal)
- Gilgamesh decreases his Wounds to 7 (Phantasmal).
- Gilgamesh's stats change to the following:
 - Strength (5)
 - Agility (5)
 - Endurance (4)
 - Luck (7)
 - Mana (6)
- Gilgamesh's dramas are replaced with the following:

Drama 1) I am a wise and benevolent King who rules my domain with equal fist and love. Stern rulership is needed to guide the people. Only loyal retainers who prove their worth shall be given the grace of my guidance.

Drama 2) Meticulous planning is required to ensure all goes as planned in service to my kingdom. Incompetence is not acceptable when carrying out my divined plans.
- Gilgamesh replaces all of his Magical Resistance (E) and Independent Action (A+) Skills, with the following:

Territory Creation (A): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 250m around its founding area. While a Caster is within their Territory they can re-roll one roll per conflict.

Item Creation (A): The Servant can spend a day creating a single Modern Item or creating a single Mystic Code.



Noble Phantasms:

Gate of Babylon:

Calling forth gates from which he accesses the treasures of Babylon, Gilgamesh avails himself of the strongest and greatest treasures to use himself or launches them into combat like missiles at his foes when he does not wish to sully his own hands.

As a free action, Gilgamesh may equip any non-firearm gear from the Modern Arms section (see xxx) and may also equip any Gear under the Mystic Codes section (see xxx)..

Gilgamesh may deploy a massive, personal barge to serve as a vessel from which to act. The vessel can fly at speeds and it is very maneuverable but vulnerable to attack.

- Armour - Modern: 5.
- Structure - Modern: 20.
- Speed - Flying: 2400 km/h / 4 km / 400 Ground Units / 8 Space Units

Gilgamesh may launch Hand Weapons from the Gate as a part of an Action. These Hand Weapons have a range of Medium and inflict 1-5x Modern-Class damage.

Enuma Elis:

The greatest treasure within the vault of Babylon is the sword of last resort. The weapon that has never served any other than Gilgamesh. When he pulls forth the weapon he intends to destroy his target completely. When unleashed it slowly winds, drawing in energy before releasing a massive spiral of destruction that rips those caught in its blast apart.

Ea is a Melee weapon which deals Divine-Class damage. It ignores 1 point of Armour. [P1] [M]

As part of a Heroic Move, Gilgamesh may use Ea to make an attack at Medium Range in a Cone.

Melammu Dingir:

A long-range bombardment from the citadel of Uruk. A prodigious cannon fire that concentrates not only Gilgamesh's own, but also the total force of the people of Uruk that lived in the Age of Gods.

As part of a Heroic Move, turrets around the Servants Territory created via the Territory Creation Skill activate and fire a volley of projectiles at those who lay siege to his domain. Use this Noble Phantasm as part of an Attack. A target location at Long Range is hit with Blast of 100 dealing 10x Modern-Class damage. [B100].

Sha Naqba Imuru:

the mentality of Gilgamesh sublimated into a Noble Phantasm, said to have "spread across all corners of the world as if the brilliance of the stars, seeing through all creation." It is a "continuously active-type Noble Phantasm" that does not require its name to be invoked, but it is assumed that Gilgamesh keeps it intentionally restrained. Possessing tremendous efficiency, it can discern heavily concealed truths with a single glance.

As part of a Heroic Move, Gilgamesh can perceive the true name of a Servant or the nature of a Noble Phantasm or he may receive guidance on events to come. When receiving guidance, the GM may divulge information and hints as appropriate. Gilgamesh however, may not share all the details with his Master.

Arjuna:

A demigod who is at the center of the Indian epic poem Mahabharata and is one of the five Pandava brothers. He was Karna's rival and ultimately the one to kill him. He and his brothers were praised for the martial prowess which they indulged in and Arjuna was known to have been splendid with a bow. During a conference he was unexpectedly challenged by Karna and not knowing his origin held a grudge against him when he proved to be his equal. Neither ever learned they were half-brothers. The two were obsessed with each other and in the end Karna's bad luck meant that Arjuna killed him. He is seen as just and honest with a faithful personality by those around him. He is self-indulgent on the battlefield enjoying it while being hardworking and diligent. His wish however is for eternal solitude. He has a secret darkside.

Gender: Male. Alignment: Lawful-Neutral.

Origin: India.

Armour - Phantasmal: 0

Wounds - Phantasmal: 9

Drama 1) I wish to be left alone and spur the company of others.

Drama 2) My obsession for the battlefield causes me to have a deep darkness. I secretly indulge in this and willingly resort to dark acts in secret to win. If anyone discovers my darker nature, I will not hesitate to end them.

Strength: (7) Agility: (6) Endurance: (6)

Mana: (6) Luck: (9)

Gear:

Agni Gandiva: See Noble Phantasms. [E] [B3] [NP]

Skills:

Magic Resistance (C): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Independent Action (C): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Divinity (B): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Arjuna has 3 additional wounds.

Clairvoyance: This Servant has visual acuity and kinetic vision beyond the scope of a normal human. Any ranged weapon the Servant is equipped with may be fired at Extreme Range without any penalty. In addition, they can see up to 4km away.

Mana Burst:

Using embedded fire around the arrows that Arjuna carries, they can be accelerated to penetrate as well as rifles. Once per Round, when Attacking with a Bow weapon, Arjuna may take a Penalty to allow the to Attack Ignore 2 Points of Armour [P2]



The Endowed Hero: Arjuna was loved from the movement of his birth and has never wanted for anything. Unless affected by a curse, the Rank for all items is reduced by 1 when attempting to requisition them. Additionally, Arjuna gains an Edge when assisting in Social Challenges that are attempting to gain an item or assistance.

Noble Phantasms:

Agni Gandiva:

Arjuna wields a longbow named Agni Gandiva, which he received from the God of Flames Agni. This Noble Phantasm allows Arjuna to shoot missiles engulfed in flames which have the precision of a homing missile.

Agni Gandava is a Bow. It has a Range of Medium but may fire further. It inflicts 5x Modern-Class Damage. Bows are hard to detect and require 2 successes to spot the archer while concealed. [E] [B3]

Pashupata:

Raising his hand, Arjuna gathers onto him an immense power, drawing in magic from all around him until it condenses into a glowing blue orb. Arjuna then sends the Orb on its way with a command and it flies above its target before exploding outwards and then imploding, sucking everything within its blast radius into a crushing singularity. It is a power of Divine instant death which only the gods have mastered and gifted to Arjuna.

As part of a Heroic Move, this ability can be unleashed. Arjuna cannot perform Attack Actions the round this Heroic Move is declared. During the following round, Arjuna can drop or throw the Sphere at Short range, making an Attack Action. The Attack inflicts Divine-Class Damage and has a Blast of 50. [B50]

Robin Hood:

Less of a single heroic spirit but a conglomeration of legends based upon a man who lived in the druidic Sherwood forest and stole from the rich. The figure who has been materialized is the first Robin Hood, a boy abandoned in the forest and raised by druids. Despite his attempts at doing good deeds and liberating the people from a tyrant, all eventually turned on him. Originally only wanting to defend his village he was later assassinated. He never wanted to be a hero for himself but for the people. His true name was lost to the times and only his persona's name remains. He lives by a code of justice for all but is a little cowardly, prioritizing survival. He does whatever it takes to win. He is a young man dressed in green with brown orange hair and brown eyes.

Gender: Male. Alignment: Neutral-Good.

Origin: England.

Armour - Phantasmal: 1

Wounds - Phantasmal: 5

Drama 1) while I may be on the side of justice for the poor and needy My survival comes first as a priority.

Strength: (5) Agility: (6) Endurance: (5)

Mana: (6) Luck: (6)

Gear:

The Yew Bow: See Noble Phantasms. [E] [NP]

Hand Weapon - Dagger. [M]

Skills:

Magic Resistance (D): This Servant has a natural immunity to types of Magicraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Independent Action (A): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Sabotage: An action which weakens the enemy forces in the lead up to battle in the preparation stage. Robin as such is a master of traps. Once per day, Robin may construct a tarp in an area taking Hours. At the start of a Conflict, if the Conflict takes place in an area where Robin has laid traps, all enemies are Slowed during the first Round of said Conflict.

The Golden Rule:

For his part of stealing from the rich as a bandit he is blessed with some wealth. He is considered to have a Wealth of High when summoned and can manifest his wealth in treasure of gold and other valuables he can produce.

Noble Phantasms:

The Yew Bow - Bow of Prayer:



The Small bow that Robin carries is fitted with a special arrow that is used when finishing off the foe in a single deadly action lest he fail to kill them at all. Robin loads a non-poisoned arrow that he fires to hit the mark before firing a second special arrow that hits the first and explodes with toxic effect around the target.

The Yew Bow is a Bow. It has a Range of Medium but may fire further. It inflicts 3x Modern-Class Damage. Bows are hard to detect and require 2 successes to spot the archer while concealed. If you made an Attack in the immediate previous Round of a Conflict, if you make an Attack in the next Round which targets the same enemy, the Yew Bow has a Blast of 10 and poisons all targets in its radius. Poisoned targets gain 1 Fatigue, have Hinderance on all Actions and suffer 1 Wound per day until cured by Robin or he is slain. [E]
[B3]

May King:

Robin is a deft skirmisher able to combat enemies and slink away into the woods all at once becoming near completely invisible. Robin gains Advantage on Obscure Actions while within a forested or wilderness area. If Robin has not made an Attack Action detecting him in a wooded area requires at least 3 successes before he can be targeted.

Chiron:

A centaur that was known as a great sage in Greek mythology, he is the son of a titan who would not normally qualify for a heroic spirit. In life, many young heroes gathered around him and learned under his guidance such as Heracles and Achillies. He was accidently shot by Heracles and chose to give up his immortality and with it, his divinity allowing the Grail to summon him. He wishes for the gods to return his immortality to him. Rather than take his centaur form he appears instead as a man with long brown hair, dressed in archaic clothes. He does not believe in laziness and inaction, knowing there is always something to be done.

Gender: Male. Alignment: Lawful-Good.

Origin: Greece.

Armour - Phantasmal: 1

Wounds - Phantasmal: 9

Drama 1) I wish to obtain his immortality again after having given it up in order to be killed and return to my rightful place among the gods.

Drama 2) I have trained many students, Heracles, Achillies and more and am deeply attached to my students still caring for and watching over them.

Strength: (6) Agility: (8) Endurance: (6)

Mana: (5) Luck: (3)

Gear:

Unarmed Strikes: The Servant's unarmed blows are strong enough to pummel targets. They inflict 5x Modern-Class Damage. [M]

Bow - Long Bow: The Servant has a Bow which can be used to attack at Medium Range but may fire further. The Bow inflicts 5x Modern-Class Damage. Bows are hard to detect and require 2 successes to spot the archer. [E]

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Independent Action (A): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Clairvoyance: This Servant has visual acuity and kinetic vision beyond the scope of a normal human. Any ranged weapon the Servant is equipped with may be fired at Extreme Range without any penalty. In addition, they can see up to 4km away.

Mind's Eye: An insight cultivated through discipline and training. One possesses a combat logic to grasp with a presence of mind the state of affairs around themselves and the abilities of the enemies in a predicament, deducing the means of survival left in that situation. The Servant as an Edge on Observation Actions.



Divinity (B): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Chiron has 3 additional wounds.

Wisdom of the Divine Gift:

Chiron is eternally a teacher who passes down the lessons of man and god through one generation to the next. He has taught many great pupils who have become legends in their own rights. An ally who Chiron deems worthy can be granted a single Skill from the Leadership, Tactical, Social, Technical Skills list. Chiron may grant himself a Skill from the relevant Skill list. Chiron and each ally may only have 1 Skill at a time from this effect. If used on the same target twice, the ally or Chiron may change the selected Skill.

Noble Phantasms:

Antares Snipe:

Chiron points to the stars who align above begin to align and the great Antares takes form and from it shoots down a pillar of light, an arrow of pure starlight sent to crush any single foe. This strike is true, always finding a weak point if it exists and can be used by Chiron once each night. The great power also activates upon his death. Notably, the true name of this Phantasm does not have to be revealed upon its activation.

Chiron is always able to observe any weak point in a target.

Once per day, as part of a Heroic Move, Chiron can call down the antares snipe on a foe. The Attack is a ranged attack that is a Called Shot. The Called Shot has no penalties. The Attack inflicts 3x Modern-Class Damage. Successes scored as part of an Attack with this Noble Phantasm cannot be negated by Defend Success and it ignores all Armour.

This Noble Phantasm automatically activates upon Chiron's death.

Atalanta:

Atalanta is an ancient mythological figure known as the chaste huntress. Born a princess of Arcadia, she was abandoned in the mountains where she was given divine protection by the god Artemis. She grew up to be a great hunter and even took part in a great boar hunt. She said she would never marry unless she was beaten in a footrace, knowing she would never lose until she was tricked and forced to break her vow of chastity. She is a beautiful girl with green hair shaped into animal ears and green eyes and dressed in green and gold clothes. She approaches the world the same way an animal does and sees everything as a shade of gray in the natural world meaning she is opposed to love. Her wish for the grail is for a world where every child can be raised with love.

Gender: Female. Alignment: Neutral-Evil.

Origin: Greece.

Armour - Phantasmal: 0

Wounds - Phantasmal: 3

Drama 1) I have a soft spot for children and love to care for them. I wish to create a world where all children are loved and raised in safety.

Drama 2) I dislike men and refuse to fall for any unless they can best her in a race.

Drama 3) I have a general dislike of society and civilisation preferring to be within nature and live in harmony alongside it.

Strength: (4) Agility: (7) Endurance: (3)

Mana: (6) Luck: (5)

Gear:

Unarmed Strikes: The Servant's unarmed blows are strong enough to pummel targets. They inflict 3x Modern-Class Damage. [M]

Bow - Tauropolos The Bow of Heaven: The Servant has a Bow which can be used to attack at Extreme Range but may fire further. The Bow inflicts 5x Modern-Class Damage. Bows are hard to detect and require 2 successes to spot the archer. [E]

Pelt of the Daemon Boar: See Noble Phantasms.

Skills:

Magic Resistance (D): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Independent Action (A): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Aesthetics of the Last Spurt: Once an enemy takes the initiative, and after confirming their actions, she can act to anticipate them. In each Conflict, in every Round after the First, Atalanata has *The Drop*.



Crossing Arcadia:

She can move while jumping over every obstacle on the field, including enemies. One of the greatest sprinters and runners of her time, she is lithe and fast. None have ever bested her in any race. She has a speed of 11 units/110 m.

Noble Phantasms:

Phoebus Catastrophe:

By offering a prayer to Artemis and her brother, the Sun God Apollo, Atalanta can perform a powerful Anti-Army Noble Phantasm - Phoebus Catastrophe: "Complaint Message on the Arrow" with her bow. A rain of arrows will fall like a downpour on the next turn, carrying out an attack on all enemies. Atalanta affixes a letter to her arrow and fires it high into the sky to deliver it to her patron Apollo who in return sends back down to earth at her desired target a rain of arrows that engulf an area, blocking out the sky with their sheer numbers.

As part of a Heroic Move, Atalanta can make a ranged Attack up to Extreme Range. The Attack has a Blast radius for 100m hitting everything within in a rain of arrows.

Argius Metamorphosis:

The coat made of the magical boar she once slew comes to life and engulfs her limbs as she dons it as cloths before she charges forward, trampling all in her path almost like a feral beast as she becomes consumed by the Daemon Boars energies. In this state, she is little more than a Berserker.

As part of a Heroic Move, this Noble Phantasm may be activated, morphing Atalanta into a beasteal state until the pelt is destroyed or Atalanta is slain. If Destroyed, she resorts to normal.

Atalanta gains +1 to all of her Stats. However, Atalanta suffers Disadvantage on all Actions except for Attack Actions. Atalanta gains a Flying Speed equal to her ground speed. Her Unarmed Strikes attacks deal 5x Modern-Class Damage and ignore 1 point of armour. [P1]

Tomoe Gozen:

A woman from the Late Heian Period of Japan who was renowned for her peerless skills as a warrior who served as the concubine to the great Kiso no Yoshinaka (Minamoto no Yoshinaka), the famous general who earned the title of Sei-i Taishōgun and was defeated by Minamoto no Yoritomo. She was an accomplished person who fought at the side of her beloved until her own skill was that of legend after her many deeds on the battlefield. She was regarded as part of the kiso Big Four, often showing a soft and gentle disposition so long as she is not overcome with rage and fury. Her origins as being related to Oni means she has a somewhat savage disposition that she keeps in check with her feelings of love for her beloved that keep her calm. As a true Yamato nadeshiko she is a beautiful Japanese woman who with kindness and grace supports her master with all her strength. She will probably smile gently. So long as fury does not completely fill her heart. Summoned by the Grail into modern periods she makes herself distracted from thoughts with her beloved with video games which makes her very knowledgeable on them.

Gender: Female. Alignment: True Neutral

Origin: Japan

Armour - Phantasmal: 2

Wounds - Phantasmal: 6

Drama 1) My skill in battle is said to be unmatched, my beauty, unrivaled, my courage indomitable, but yet I am still alone.

Drama 2) I was to flee battle so my lord would not die with a woman as he would be ashamed if it happened. This has stayed with me all these years and I will not abandon my master again.

Strength: (8) Agility: (5) Endurance: (6)

Mana: (6) Luck: (7)

Gear:

Unarmed Strikes: The Servant even without a weapon is many times stronger than a human. They inflict 5x Modern-Class Damage with her melee unarmed blows.

Bow - Long Bow: The Servant has a Bow which can be used to attack at Medium Range but may fire further. The Bow inflicts 10x Modern-Class Damage. Bows are hard to detect and require 2 successes to spot the archer. [E]

Spear - Naginata: A polearm bladed weapon made more for Slashing than stabbing engaging foes from a distance. The weapon is used in melee but can be thrown up to Short Range. It inflicts 10x Modern-Class Damage. It ignores 1 point of armour. [M] [P1].

Sword - Katana: A blade used for slashing, hacking and cutting. Some are more designed for penetrating and stabbing such as rapiers and fencing blades. It inflicts 10x Modern-Class Damage. The weapon ignores 1 point of Armour. [M] [P1].

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.



Independent Action (A): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point. Once per Conflict, you may increase Tomoe's Strength by 1 (to 7)

Mad Enhancement (E): Tomoe has her normal reasoning but still has some minimal effect on her performance. It gives her a Hindrance on Actions in the Cinematic Phase. However, she gains +1 to her Strength Stat (This is included in the above stats)

Oni-Kind Daemon (B): A skill that demonstrates her demon traits and power. A mixed Skill. Tomoe is considered a Daemon. Tomoe's Strength and Endurance are set to B Rank each. This is included in her Stats above. Once per conflict, the Tomoe can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict. Using Fire attributed mana, Tomoe can unleash a gout of fire. Once per round, Archer can disperse the mana to make a Cone attack at Medium range that inflicts 5x Modern-Class damage.

Knowledge of Melee Combat: A methodology regarding crowd-combat, in which friends and foes are all jumbled together. Not the ability to take command of a military force, but combat techniques to persevere as a single warrior within an army troop. Tomoe is well familiar with battles of many against many, one against all. This Servant gains an Edge when surrounded by multiple enemies.

Lineage Excitation: A type of self-suggestion that Tomoe unconsciously performed while alive. Upon manifesting as a Servant, it has been defined as a skill that temporarily amplifies her powers as an Oni Kind. This Skill can be broken by attacking Tomoe mentally. This requires a DN7 Skill Challenge. Until this Skill is broken, Tomoe gains +1 to Strength Stat (This is included in her total above).

Nole Phantasms:

Mantra - Āryāvalokiteśvara Bodhisattva:

The Avalokiteśvara Bodhisattva that acts as the honzon of Gichū-ji, the temple that held the memorial services for her beloved Kiso Yoshinaka—after confirming “the love towards Yoshinaka within herself” by chanting its mantra, she grabs and hurls the enemy, and fires an incandescent arrow into them, causing damage with a magical energy that resembles the sun which symbolizes her feelings for Yoshinaka.

As part of Heroic Move, Tomoe can make an Attack Action whereby she grapples and throws a target into the air with her sheer strength. She then lets loose with an explosive flaming magical arrow from her bow. The Attack has a Blast of 100m and Inflicts Phantasmal-Class damage.

Lancer

—*Knight of the Lance and Heroic Spirit of the Lance. Gifted with extreme agility and proficient in hit-and-run tactics as well as ranged melee weapons such as spears and lances.*—

The Lancer class is a descent class that is able to engage at medium range and close range. Not as powerful in a prolonged fight as a Saber and not as long-ranged as Archer's but a fusion of the two. That in lies the strength of the class that many would consider the weakest of the knight classes but is actually a devastating combination. As a fusion class they have varied types of Noble Phantasms.

Cu Chulainn

The hound of Chulainn was a hero from Ireland's Ulster cycle of mythology and perhaps Ireland's most famous hero. Also known as the Son of light he was the offspring of a mortal woman and a god. During his youth he earned his nickname by killing a guard dog and then taking its place until he reared new dogs. He was a near unbeatable hero who never lost and was even trained in magic by Scathach who also gave him his famed spear. He met his end when he challenged an entire army single handedly he performed great deeds but eventually fell, pierced by his own spear. He refused to die lying down and tied himself to a post. He died laughing at an otter that was drinking his blood. He has blue hair and red eyes resembling a beast he wears blue full body tights and sometimes wears robes instead. he is fierce warrior and enjoys fighting but at his core believes in justice and is easy to get along. he is playful and carefree most times but is quick to get into a frenzy. he has many hobbies and has no interest in hurting innocent people and takes fighting seriously as work. he regrets nothing in life and has no wish for the grail. has terrible luck with women.

Gender: Male. Alignment: Lawful-Neutral.

Origin: Ireland.

Armour - Phantasmal: 1

Wounds - Phantasmal: 8

Drama 1) Medb shall never feel the end of my hatred as she forced me to kill my friend by vow in combat. However, I hold no regrets from my past life and simply fight as a hero.

Strength: (6) Agility: (7) Endurance: (5)

Mana: (5) Luck: (3)

Gear:

Unarmed Strikes: Even without a weapon, a servant is far stronger than a human. Their unarmed blows inflict 5x Modern-Class damage.

Spear - Gae-Bolg: See Noble Phantasms. [M] [P1] [NP].

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magicraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Battle Continuation: The servant has incredible endurance, able to fight beyond their limitations. Once per campaign, this servant can continue to fight until the end of a Conflict even if they have no wounds remaining.



Divinity (B):

Carrying a spark of Divine blood from the age of gods within their body, the Servant is extremely resilient to most forms of attack. The Servant gains +3 wounds. This is included in the above profile.

Disengage (A): The Servant is capable of rapidly retreating from battle to avoid defeat. Once per Day, the Servant can disengage and exit the conflict, reaching safety with at least 1 wound remaining.

Quick Runes: See Magecraft Skill on xxx.

Protection from Arrows (B): Cu Chulainn was born with the special ability to deal with projectiles. It's said that it's possible for him to avoid any long range attack as long as he has made visual confirmation of his opponent. This Servant gains +3 Armour against ranged Attacks that do not have an area of effect.

Optional - Caster Class.

Cu Chulainn may be summoned in his Caster version. When summoned as a Caster, the following changes apply:

- Cu Chulainn exchanges his Gae-Bolg Noble Phantasm for the Wicker Man Noble Phantasm. He also gains the Oghm Deug Odin Noble Phantasm and Gambanteinn Valhalla Noble Phantasm.
- Cu Chulainn gains a Mage Staff as part of his Gear.
- Cu Chulainn decreases his Armour to 0 (Phantasmal)
- Cu Chulainn decreases his Wounds to 7 (Phantasmal).
- Cu's stats change to the following:
 - Strength (3)
 - Agility (5)
 - Endurance (4)
 - Luck (4)
 - Mana (6)
- Cu Casters Unarmed Strikes inflict 3x Modern-Class Damage instead of 5x.
- Cu replaces all of her skills except for Magic Resistance & Charisma, with the following:

Territory Creation (B): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 200m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Primordial Runes: Cu Chulainn has the Primordial Runes Magecraft Skill on xxx.

**Noble Phantasms:****Gae-Bolg:**

A cursed spear with an ominous design that was obtained from Scáthach in the Land of Shadows by Cú Chulainn. carved from the remains of Curruid's skull. Its name is derived from the term for "*serrated throwing weapon*", ga bool'ga, evoking an image of lightning. Scáthach had wished for him to slay her with the spear, but she had already ceased being mortal by the time he received it from her. It is a glory given to only the most gifted of warriors, and it

was not utilized once after he left the Land of Shadows until his fight with his close friend, Ferdiad. He later used it again on his son, Connla. he spear of causation which carries a curse that reverses causality. The wounds inflicted by the spear cannot be healed as the curse of the spear renders them incapable of altering their fate, as long as the spear remains in the world.

Gae-Bolg is a Spear which inflicts 5x Modern-Class damage. It can also be used at Short range. Wounds from Gae-Bolg are cursed and cannot be healed unless Gae-Bolg is destroyed.

As part of a Heroic Move, Cu may hurl the spear at Long Range, unleashing its true power. The weapon when thrown using an attack as part of a Heroic Move inflicts Phantasmal-Class Damage.

Ochd Deug Odin: Cu Chulainn unleashes all 18 original runes given to him by scathatch at once in a single powerful magic attack.

This Noble Phantasm can be used as part of a Heroic Move. When this Phantasm is used, Cu Chulainn inflicts Phantasmal Damage as part of an attack action. In addition, all Skills possessed by enemy servants or masters are disabled in the following round.

Gambanteinn Valhalla: It sets up a "well" as a meditative field to consecrate an area. Using it, Cú Chulainn was able to create an anti-curse barrier that destroyed the cursed hands of Cernunnos and made it possible for the Storm Border to approach Cernunnos's body. The price of this Noble Phantasm's use is it costs Cú Chulainn his eye, just as Odin sacrificed his eye at Mímisbrunnr.

This Noble Phantasm may be used as part of a Heroic Move. Cu Chulainn creates a 10m diameter barrier at the cost of taking 1 wound (losing an eye) which may never be healed. While within the barrier no creature can be affected by outside Magecraft Skills or curses.

Wickerman: A giant composed of countless tree branches makes his appearance. Said giant wears flames on his body and applies intense heat·flame damage by rushing on the target. The cage on the torso of the giant that appeared as a Noble Phantasm is empty, hence the giant rages while seeking the offerings to the gods. It is a large 12m tall construct.

Cu Chulainn may partially deploy the Wicker Man Noble Phantasm by materializing its arms and legs to make attacks. This may be used as part of an Equipment SUite which grants 3 bonus dice. Attacks with the Wickerman inflict Phantasmal-Class damage.

As part of a Heroic Move, the full Wickerman may be summoned. You may act through the Wickerman once it is summoned.

General Stats:

- Armour - Phantasmal: 2
- Structure - Phantasmal: 10
- Speed: 4Gu/xxx

Weapons:

Wickermans Fists: Wickerman can make attacks with its fists. The Attacks inflict Phantasmal-Class damage.

Features:

Caged grasp: If the Wickerman successfully performs an attack against a target under 2m tall, it is placed in its chest cage. A creature trapped cannot take any actions except to escape which has a DN of 6.

Equipment Suites:

Sacrifice to the Gods: After the Wickerman has found a sacrifice and placed them within its cage, it can light itself ablaze to take itself and its target to the grave in honor of the gods. Use this Equipment Suite as a

bonus action while a creature is within the Wickermans cage. The Wlckerman and the target both get hit by an attack which inflicts Phantasmal-Class damage. The Wickerman is destroyed after this is used and cannot be summoned again.

Uses: 1

Skill: 3.

Diarmuid Ua Duibhne:

The first warrior of the knights of Fianna. he is known as Diarmuid of the love spot after a young girl granted it to him, resulting in any women he looks upon falling for him. This eventually led to his lord fiancé Grainne falling for him. they absconded and were pursued, and after much bloodshed Diarmuid was forgiven and their marriage was recognized. later while hunting he was wounded and his lord failed to heal him, still bearing resentment from what happened. he is a proud and noble person who wishes to fulfill his duty as a knight and uphold his code of chivalry. he cares not for the grail, only the chance to fight for a new lord and regain his pride. he is a handsome man with dark long hair combed backwards wearing teal clothing and armor and has fierce brown eyes.

Gender: Male. Alignment: Lawful-Neutral.

Origin: Ireland.

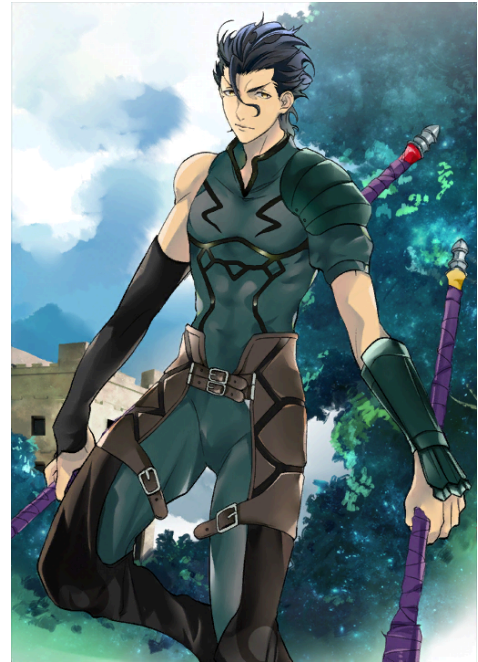
Armour - Phantasmal: 1

Wounds - Phantasmal: 5

Drama 1) Many women fall in love with me just by looking at me, but I still hold true to my loyalty to Fionn. In penance I seek only to serve my lord with honor.

Strength: (6) Agility: (8) Endurance: (5)

Mana: (4) Luck: (3)



Gear:

Unarmed Strikes: Even without a weapon, a servant is far stronger than a human. Their unarmed blows inflict 5x Modern-Class damage.

Spear - Gae-Dearg: See Noble Phantasms. [M] [P1] [NP]

Spear - Gae-Buide: See Noble Phantasms [M] [P1] [NP].

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magiccraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Mind's Eye: An insight cultivated through discipline and training. One possesses a combat logic to grasp with a presence of mind the state of affairs around themselves and the abilities of the enemies in a predicament, deducing the means of survival left in that situation. The Servant as an Edge on Observation Actions.

Love Spot (C): A spell (curse) inherent of one's facial features which is cast as soon as the target looks at the user's face; a Mystic Face. Enchants those of the user's opposite sex with magical energy. Gives Edge when interacting with the opposite sex. In a Challenge or Social Conflict. Passively, all women without resistance which requires a DN of 5 will follow Diarmuid's suggestions.

Knight's Strategy: A battle methodology in which one grasps the flow of battle and induces the opponent to make a mistake, even without being a match for him/her in strength. A Skill not for self-strengthening, but to invite a check

failure for the opponent. Once per Conflict, until the end of the current round, a single target in a duel with Diarmuid suffers a Hindrance on actions in the Ops Phase.

Optional - Saber Class.

Diarmuid may be summoned in his Saber version. When summoned as a Saber, the following changes apply:

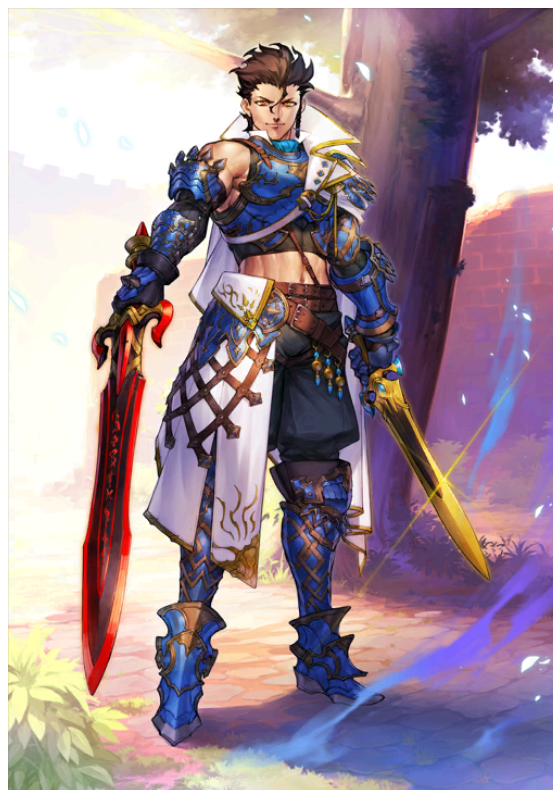
- Diarmuid exchanges his Gae-Derg and Guide-Buidhe Noble Phantasm's for the Móralltach and Beagalltach Noble Phantasm.
- Diarmuid increases his Wounds to 6 (Phantasmal).
- Cu's stats change to the following:
 - Strength (7)
 - Agility (7)
 - Endurance (6)
 - Luck (3)
 - Mana (4)

- Diarmuid replaces all of her skills except for Love Sport, with the following:
 Magic Resistance (A): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.
 Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Mana Burst (Leaping): Raised by the gods, Diarmuid acquired superhuman jumping power.

Manifesting as a Saber he possesses this Skill, but in exchange, his Agility parameter is lower than it was when he was a Lancer. He can explosively gain mobility by releasing mana, simultaneously improving his offensive ability. Once per Conflict, Diarmuid can change their Attack to be a line. [L1]

Honor of the Knights of Fianna: The chief mentality of the knights of Fianna which emphasizes that of what is knighthood. While in a duel against a single worthy foe, he has an Edge on all Actions.



Noble Phantasms:

Gae-Dearg: A demonic scarlet spear two meters long that renders magical enhancements and projections useless by severing all ties with magical energy. It was passed down to the Heroic Spirit Diarmuid Ua Duibhne, given as a gift from his foster father, the druid Aengus Óg, and he normally keeps it wrapped in a talisman cloth to seal its abilities and keep it from revealing his identity.

Gae-Buidhe is a spear. It inflicts 5x Modern-Class damage. It can be thrown as Short range. The weapon ignores all armour of the target unless it is Divine-Class. It ignores 1 point of Armour. [P1]

Gae-Buidhe: A cursed spear 1.4 meters long that inflicts wounds that cannot be healed naturally or with magecraft. It was a gift given to Diarmuid Ua Duibhne by Manannán, the king of fairies, and he normally keeps it wrapped in a talisman cloth to seal its abilities and keep it from revealing his identity.

Gae-Buidhe is a spear. It inflicts 3x Modern-Class damage. It can be thrown as Short range. Wounds caused by this weapon cannot be healed, even via Magecraft. It ignores 1 point of Armour. [P1]

Moralltach: Unsheathing the demonic sword, Diarmuid is gifted with certain victory, bringing defeat and death to the opponents. The demonic sword Moralltach, which can almost control even destiny, was awarded to him by the Celtic God of the Sea and Underworld Manannán.

Moralltach is a Sword. It inflicts 5x Modern-Class damage. It ignores 1 Point of Armour. [P1]

As part of a Heroic move, the power of the sword can be unleashed in a leaping attack. This attack inflicts Phantasmal-Damage. The attack ignores all Armour.

Beagalltach: one of the armaments gifted to Diarmuid Ua Duibhne by the Sea God Manannán. It takes the form of a short sword. Diarmuid uses this sword not as his main weapon, but as his sub-weapon. It is a defensive Noble Phantasm that increases Diarmuid's defensive power, and his overall combat performance when he handles it alongside his first Noble Phantasm – the magic sword Moralltach.

Beagalltach is a Sword. It inflicts 3x Modern-Class Damage. It ignores 1 point of Armour. Defending with this weapon grants an Edge. [P1]

Scathach:

The witch of the land of shadows and the women who trained Cu Chulainn as well as the original owner of Gae Bolg who gifted it to her apprentice. She was a powerful warrior and teacher who trained warriors and mages alike. She incurred a curse of not being counted as a human after she stepped into a divine domain. She was too skilled in the arts of magic and battle. She killed too many people, even gods and her land became a land of death. She even got to a point where she was so powerful she could not even kill herself. She is prideful and cold and beyond scary when angered. She is very serious, rarely showing feminine sides. Her wish is to die as a human.

Gender: Female. Alignment: Neutral-Good.

Origin: Ireland.

Armour - Phantasmal: 0

Wounds - Phantasmal: 7

Drama 1) If only Chulainn had arrived earlier, I may have been able to die before my humanity was lost to the Land of Shadows. Now I have trained many and care deeply for all but still await for the one who will either return my humanity or end me.

Strength: (6) Agility: (7) Endurance: (7)

Mana: (5) Luck: (4)

Gear:

Unarmed Strikes: Even without a weapon, a servant is far stronger than a human. Their unarmed blows inflict 5x Modern-Class damage.

Gae-Bolg Alternative: See Noble Phantasms. [M] [P1] [NP]

Gae-Bolg Alternative: See Noble Phantasms. [M] [P1] [NP]

Skills:

Magic Resistance (A): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Primordial Runes: Scathach has the Primordial Runes Magecraft Skill on xxx.

Wisdom of Dún Scáith: The intellect of the abyss, acquired as a consequence of surpassing humanity, killing gods, and being left behind in the outside of the World. Scathach may grant himself a Skill from the relevant Skill list. Scathach may only have 1 Skill at a time from this effect.

God-Slayer: Where the Land of Shadows' gatekeeper, Scáthach's continual slaying of multitudes of Divine Spirits has become a Skill. When attacking an enemy that has Divine Armour or Structure, Scathach is considered to deal Divine-Class Damage.

Noble Phantasms:

Gae-Bolg Alternative:



The legendary demonic spear of Scathach, it is said to never miss and always pierce its foe's heart. This legendary spear is the weapon of choice for the great hero of the lance. She can throw the spear as part of an attack against a foe up to Long range striking a foe and then spreading out its barbs into the body tearing apart the creature's innards.

Gae-Bolg Alternative is a Spear which inflicts 5x Modern-Class damage. It can also be used at Short range. Wounds from Gae-Bolg are cursed and cannot be healed unless the Gae-Bolg Alternative is destroyed. It ignores 1 point of Armour. [P1]

As part of a Heroic Move, Scathach may hurl the spear at Long Range, unleashing its true power. The weapon when thrown using an attack as part of a Heroic Move inflicts Phantasmal-Class Damage.

Gate of Skye:

Scáthach temporarily summons a massive gate to the Land of Shadows and it sucks in all life forms in range. If the target fails to resist, they are sucked into the gate and are instantly killed. Scáthach can choose specific targets on whether to allow them access or not. Even if resisted, the targets' mana is rapidly drained and they take major damage. Scáthach can also use it as a means of escape as she is native to the Land of Shadows and thus cannot die by being transported to it.

Scathach can use the Gate of Skye to teleport to any location within 100km instantly.

When used as part of a Heroic Move, Scathach can select up to 200 targets within Medium Range of her to be sucked into the gate. All targets must pass a DN8 Skill Challenge to avoid being sucked into the gate. Those who sucked in never return from the land of the dead. Those who pass the test gain a Fatigue.

Elizabeth Bathroy:

Elizabeth is the famed blood countess who soaked in the blood of women to keep her youth. Born to a noble family of Hungary who used the dragon as their noble crest, she one day noticed after her handmaiden cut herself and spilled the blood on her that it was good for the skin. Henceforth she bathed in the blood of her victims and tortured those others who lived for sport. Eventually she was locked away and left to rot to death. She never thought what she was doing was wrong. She is narcissistic to the core and very vain. She is very prideful and sees many others as pigs in human clothing. She does not understand love and despite her beauty she is said to be rotten to the core. She appears as a young girl with pink hair, a tail and wings from possessing mixed dragon blood. Her wish is to be an idol adored by others. (Literally insane.)

Gender: Female. Alignment: Chaotic-Evil.

Origin: Eastern Europe.

Armour - Phantasmal: 0

Wounds - Phantasmal: 4

Drama 1) I committed no crimes but yet they still locked me away and let me die.

Drama 2) I wanna be the best and most popular Entertainer in this new age and won't rest until everyone knows my name and is ready to be my fan. Any who aren't my fan should just die.

Strength: (5) Agility: (3) Endurance: (4)

Mana: (7) Luck: (6)

Gear:

Unarmed Strikes: Even without a weapon, a servant is far stronger than a human. Their unarmed blows inflict 3x Modern-Class damage.

Spears: Spears, lances and javelins are used in a range of stabbing attacks engaging foes from a distance. The weapon is used in melee but can be thrown up to Short Range. It inflicts 3x Modern-Class Damage. It ignores 1 point of armour. [M] [P1].

Wings: Elizabeth has bat-like wings large enough to support her that enable flight. She has a flying speed of 4Ground units/ 40 meters.

Skills:

Magic Resistance (A): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Territory Creation (B): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 200m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Charisma (C): Inner charisma from this servant inspires those around them. Once per conflict, the Artoria can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict.



Torture Technique (A): is a Skill that represents one's possession of outstanding torture techniques. Plus modifiers are added when using torture tools to deal damage. Because it strengthens bloodshed and agony, further damage is continuously added after the ordinary damage. Bathroy gains an Edge in Social Conflicts and Skill Challenges via torture. Elizabeth also gains an Edge when attacking an enemy that is already wounded and bleeding.

Battle Continuation: The servant has incredible endurance, able to fight beyond their limitations. Once per campaign, this servant can continue to fight until the end of a Conflict even if they have no wounds remaining.

Dragon Breath (E): A mana stream unleashed by a dragon, the strongest Phantasmal. Supersonic dragon's breath. But because such a drastic change is difficult, the effect is pretty weak. Elizabeth Bathroy counts as a being **Draconic**. Once per conflict, Elizabeth can make an Attack action with this breath which deals 3x Modern-Class Damage in a line. [L3]

Noble Phantasms:

Báthory Erzsébet:

Summons the castle that Elisabeth lived and ruled in during her lifetime, Castle Csejte, and turns it into a platform (stage) to make herself stand out. By singing songs that are destructively off-key, she turns the stage into a kind of hell. Elizabeth plants her lance into the ground and summons up around her a massive castle rising up to provide her stage. This mighty edifice is filled with speakers and lights that spew out crushing sonic sounds as she begins to perform.

As part of a Heroic Move, Elizabeth can summon her castle. Using this Heroic Move when making an Attack Action. The Attack deals Phantasmal-Class Damage and has a Line of 50 [L50]

Vlad III:

Also known as the Impaler, he is the greatest hero of Transylvania. During his life he fought to defend his country from the Turks in the name of his faith. Known for his brutal methods he was clear on his sense of justice to preserve his nation. In his war, he fought a desperate battle with guerilla tactics and was known for impaling his foes.

Eventually he was betrayed, imprisoned and his legend defiled by his enemies' lies. He eventually died in battle against the Turks and his younger brother. He appears in a royal fashion but in long dark clothes. He has a pale face and cold black eyes and silky white hair. He is actually modest and considerate but also a sociopath. He wishes to restore his honor and his name that has been defiled by the legend of Dracula and that is his reason for the grail and will work tirelessly with a master to win.

Gender: Male. Alignment: Chaotic-Evil.

Origin: Eastern Europe.

Armour - Phantasmal: 0

Wounds - Phantasmal: 6

Drama 1) I did what I did to save my people, I have no regret. However, my name has been defiled by the title 'Dracula'. I wish only to fix this.

Strength: (6) Agility: (7) Endurance: (6)

Mana: (7) Luck: (3)



Gear:

Unarmed Strikes: Even without a weapon, a servant is far stronger than a human. Their unarmed blows inflict 5x Modern-Class damage.

Spears: Spears, lances and javelins are used in a range of stabbing attacks engaging foes from a distance. The weapon is used in melee but can be thrown up to Short Range. It inflicts 5x Modern-Class Damage. It ignores 1 point of armour. [M] [P1].

Skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magicraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Demonic Defender of the State (EX): Vlad III's ability permits the reinforcement of his combat capabilities when fighting in his territory, gaining a combat power bonus equivalent to Mad Enhancement of Rank A, and Kazikli Bey is a Noble Phantasm that may be deployed only within the marked domain. An entire area of 400m can be marked as his domain. 2 Months later, his Noble Phantasm may be deployed anywhere within this area.

Blood Sucker: The curse placed upon Vlad does not come without benefit and he is able to drain the blood from victims and living creatures to empower himself but also to read their minds and memories. After he has drained a creature he regains 1 lost wound. He may only regain 1 Lost wound this way per day. He may also gain valuable information.

Optional - Saber Class.

Vlad III may be summoned as a Berserker Class instead of a Lancer.

Noble Phantasms:

Kazakeli Bay:

At his command, within the territory of his dominion, he can freely create thousands of stakes that strike out from the ground to impale targets. However, the metaphysical nature of these stakes means he may generate them anywhere within his domain, even within people and creatures themselves. You can only use this skill while within an area that belongs to Vlad.

After the Daemonic Defender of the State Skill has established a territory, Vlad may use this Noble Phantasm to attack targets within his territory that he can see. The Attack has a range limited to the Territory (see above) and inflicts 5x Modern-Class damage.

Legend of Dracula:

The legend of Vlad has been twisted and distorted over time and now taken root in the form of a deformed and aberrant creature that he may transform into. This hulking monster based on the legends which now bear his name brings great shame upon him. Only with a command seal will Vlad unleash this power to transform into a monster however he goes berserk.

As part of a Heroic Move, and by using a Command Seal, Vlad III can transform into his vampiric form sublimated from his legends. This Noble Phantasm is activated permanently and cannot end until Vlad III is slain. Upon activation, Vlad's Magic Resistance (C) is sealed and cannot be used. Vlad ceases to be player controlled after the use of this Noble Phantasm and should be treated as a Villain for Conflict purposes.

Vlad gains the following gear:

Unarmed Strikes: Even without a weapon, a servant is far stronger than a human. Their unarmed blows inflict 10x Modern-Class damage.

Vlad gains the following Skills:

Shapeshift: This servant can transform into a number of creatures, taking advantage of their forms for flight or mobility. Vlad III can transform into Wolves and Bats, gaining an Edge when leveraging their unique features of flight and tracking.

Curse of Restoration: A curse common to true ancestors which is tied to the faces of the moon. The curse restores the damaged flesh of the vampire back to its original form. Once per night, the creature can regain 1 Lost wound in addition to any other regained wounds.

Mystic Eyes of Enchantments: Vlad III gains the Mystic Eyes Magecraft Skill on xxx. He can leverage mystic eyes when charming or enchanting creatures to his will.

Karna:

Karna is the son of the sun god and an invulnerable hero. Who was born to a human mother and given golden armour as proof of his birthright. He was born to low social status but quickly became an honored guest of the royal house. He fought in some wars and stood on equal terms with Arjuna, son of the thunder god. He was robbed of his armour, betrayed by his allies and died at the hands of his half-brother, but did not hate anyone and accepted his death. He is a young man, with unkempt hair that almost appears transparent and red eyes. His golden armour has become fused into him. Despite being cold and unforgiving, he is actually deep in thought. He thinks most things normal and shows no reaction and follows orders obediently. Mutual respect for a worthy opponent is the most one can hope to achieve from him. He has no wish for the grail.

Gender: Male. Alignment: Lawful-Good.

Origin: India.

Armour - Divine: 1

Wounds - Phantasmal: 8

Drama 1) even though times may have changed, my rivalry with my half-brother Arjuna still burns as bright as the sun.

Strength: (6) Agility: (7) Endurance: (5)

Mana: (5) Luck: (4)

Gear:

Unarmed Strikes: The Servant, even unarmed, can make punishing blows far greater than a human. Their unarmed blows inflict 5x Modern-Class damage.

Spear - Visavi Shakti: See Nible Phantasms [M] [P1] [NP].

Skills:

Magic Resistance (C): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

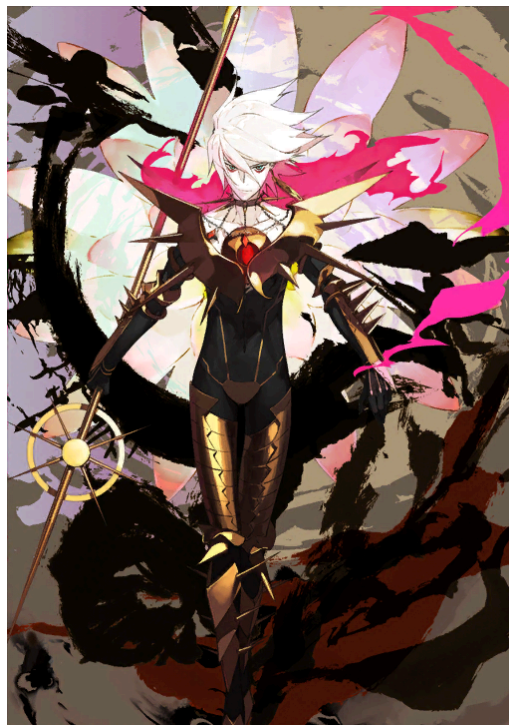
Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Divinity (A): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Lancer has 3 additional wounds.

Mana Burst (A): Using Fire attributed mana, Lancer coats his weapon in fire. Once per round, Lancer can disperse the mana to make a Cone attack at Short range that inflicts 5x Modern-Class damage.

Discernment of the Poor (A): Insight to see through the opponent's character and attribute. He will not be deceived by excuses and deceptions from words. It expresses the power to grasp the true nature of the opponent possessed by Karna, who was blessed with the opportunity to inquire about the life and value of the weak due to being someone without a single relative. Karna can always tell when someone is lying. Karna has +3 Successes in Social Conflicts when someone would lie as part of the Conflict.

Uncrowned Martial Arts: Arms competency that was not recognized by others due to various reasons. To the



opponents, the rank of his sword, spear, bow, Riding and Divinity appears to be one degree lower than what it actually is. When attempting to Observe Karna or discern information about his abilities, information about his abilities and skills is falsified to appear weaker than it is. If Karna's true name is revealed, this effect ends.

Noble Phantasms:

Kavacha and Kundala:

the divine set of golden armor (Kavacha) and golden earring (Kundala) given to Karna by his mother, Kunti, as confirmation of his heritage. Having copulated with the god Surya through a ritual, Kunti was afraid of bearing her first child and felt anxiety over whether he would acknowledge the child, so she prayed for proof that Karna was his son.

The Noble Phantasm provides 1 Divine-Class Armour.

Visavi Shakti:

a divine spear possessed by Karna, a spear of light granted to him by the Thunder God Indra in the Mahabharat. In preparation for the final battle between Karna and Indra's son, Arjuna, Indra tricked Karna into removing his golden armor and took it away to help his son, but he came to adore Karna due to his noble behavior that reflected the divinity of Surya during the situation. Having taken something greater than Karna's life away from him, Indra felt that his own honor would be stained if something was not given as compensation, and personally felt that Karna, although the enemy of his son, could properly wield the spear.

Visavi Shakti is a Spear which inflicts 5x Modern-Class damage. It can also be used at Short range. It ignores 1 point of Armour. [P1]

As part of a Heroic Move, the full power of the spear can be revealed. However, for the rest of the Conflict, the Kavacha and Kundala Noble Phantasm is disabled.

Use this Heroiv Move as part of an Attack Action. The attack is made at Long range and inflicts Divine-Class Damage. The weapon has a Blast of 100m [B100].

Nagao Kagetora:

A peerless warrior of the Echigo Daimyo from the Sengoku period renowned as a god of war and self proclaimed avatar of Bishamonten who fought with righteousness during tumultuous times. Having united the nation of Echigo which was consumed by constant strife, she was involved in numerous battles against other Daimyo states of the period. It is claimed that across seventy battles she stood at the front lines each time and did not lose a single time. Nagao changed her name numerous times leading to some confusion on lesser known names. After supposedly encountering the figure of Bishamonten wielding eight swords at once, Nagao came to the revelation that instead of picking what weapon to carry into battle it was simply better to carry all of them into battle and started using both a sword and spear. In her next battle, while brandishing eight different weapons she started wreaking havoc upon the battlefield. Nagao naturally fails to understand weaker creatures like humans and defends them only under a veil of righteousness in order to give herself purpose. Somewhat unapproachable, she only wears a smile to not appear out of place. Those around her naturally feel fearful of her and her retainer's view of her as such has morphed into a kind of fanaticism. Nagao only felt alive and human during the course of the battle and beyond this has very little concept of what it is to do anything else.

Gender: Female. Alignment: Lawful-Good.

Origin: Japan.

Armour - Phantasmal: 1

Wounds - Phantasmal: 7

Drama 1) I may be known as the Dragon of Echigo and the god of war, but I must admit I did not take pleasure in running a country.

Drama 2) I shall only fight with my blades, underhanded tactics or political maneuverings not how one should prove themselves stronger in a battle

Drama 3) Nobunaga would have been crushed under my hand Had I not died waiting for the weather to clear. His army was shattered at Tedorigawa.

Strength: (5) Agility: (7) Endurance: (5)

Mana: (5) Luck: (6)



Gear:

Unarmed Strikes: Servants, even unarmed, are stronger than mere humans. With their unarmed blows this servant inflicts 5x Modern-Class damage.

Spear - Taimatsu: A Double bladed Naginata style spear weapon. The weapon exerts fire around its blades. The weapon is used in melee but can be thrown up to Short Range. It inflicts 5x Modern-Class Damage. It ignores 1 point of armour. It grants an Edge when Attacking with this weapon. [M] [P1].

Swords - Himetsuru: A Katana style sword used for slashing. It emits electrical charges at range. It inflicts 5x Modern-Class Damage. The weapon ignores 1 point of Armour. If used for a ranged Attack, the weapon has a range of Medium and inflicts 3x Modern-Class damage. [M] [P1] [L1].

Swords - Yamatori: A Katana style sword used for slashing. This weapon can be coated in flame which can be used to strike target. It inflicts 5x Modern-Class Damage. The weapon ignores 1 point of Armour. This weapon can attack at Short Range as part of a Cone at a Hindrance, inflicting 3x Modern-Class damage.[M] [P1] [C].

Swords - Tanikiri: A sword known as the valley cutter. It inflicts 5x Modern-Class Damage. The weapon ignores 5 point of Armour. [M] [P5].

Spear - Biten: A long lance like spear favoured by Nagao as her beloved weapon. The weapon is used in melee but can be thrown up to Medium Range. It inflicts 5x Modern-Class Damage. It ignores 2 points of armour. [M] [P2].

Knife - Gokotai: A small Knife used for defense. It was once used to repel 5 tigers. It inflicts 2x Modern-Class Damage. The wielder has an Edge when Defending with this weapon. [M].

Swords - Basaiken: A double edged sword. Also known as the festival sword. It inflicts 10x Modern-Class Damage. The weapon ignores 1 point of Armour. [M] [P1].

Swords - Shichisei: The great bear sword named for the great bear constellation. It inflicts 4x Modern-Class Damage. The weapon ignores 2 points of Armour. [M] [P2].

Skills:

Magic Resistance (C): This Servant has a natural immunity to types of Magiccraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Riding (C): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient Mounts.

Divinity (C): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Lancer has 2 additional wounds.

Fate is in heaven (A): For Kenshin who believes in the protection of Bishamonten, it is possible to receive beneficial 'rulings' when undertaking various actions on the battlefield. Nagao gains an Edge when fighting upon the open battlefield.

Armour is on the chest (A): A Defense Skill against projectiles. It is said that while she was alive, Kenshin even leisurely slurped on sake before the enemies' eyes as bullets flew about, all the bullets going past and avoiding her, and that anecdote became this Skill. Her self-confidence developed into a phenomenon similar to event manipulation, resulting in even the bullets' trajectory to curve around her, and if said person does not believe she will be hit, then the bullets will never, ever hit her. Nagao gains +3 Automatic Successes when making a Defense Action against weapons attacking from beyond Melee range.

Accomplishment is in the feet (A) A faculty that shows the tactical intuition of Kageyora, who was extolled to be Japan's peerless in war. Kageyora experienced more than 70 engagements in her lifetime and triumphed in just about most of them, but she is somewhat poor at castle sieges. Nago gains a Hindrance when fighting within an allied fortress or base and when invading an enemy fortress or base.

Noble Phantasms:

Bishamonten's Eight Phases Wheel Charge Formation

The rotating formation that Nagao Kageyora was said to be fond of, transformed into a Noble Phantasm suitable for individual combat. Originally, the formation involved splitting the army into several sections, which all took turns attacking the enemy lines. When the True Name is invoked, the mounted and fully armed Kageyora is split into eight clones, which strike the enemy alternately, as a sure-kill one-person rotating formation.

This can only be used as part of a Heroic Move. Until the end of the day, this servant splits into 8 copies of themselves. Each one gains one of the 8 weapons listed in the above profile. Each of the clones has the same stats as Nagao except they each only have 3 Wounds, including the original. When the effect ends, the Original regains their full wounds.

Each clone additionally comes with a Horse Mount as part of its gear.

Caster:

—Magus and Heroic Spirit of Spells and Sorcery. Adept in magecraft, being one of the few able to use sorceries of the highest caliber.—

The Caster class tend to use spells to overcome obstacles and fight enemies on their own terms. To say they are weak in combat is to say they cannot go sword to sword with even an assassin. However they are truly versatile. Able to construct useful items to support their masters, use magic to a multitude of effects, and gain enhanced effects in their territory. Their Noble Phantasms tend to provide some kind of support to the Caster to aid them in covering their weaknesses.

Medea:

The unfortunate princess of Colchis who possessed the golden fleece. Her father and her were gifted in magic however; a series of bad turns came for her life after she encountered the hero Jason from the Argo. After a disagreement with the king of Colchis, Jason's patron deity forced Medea to fall in love with him which resulted in her betraying her family and country by stealing the golden fleece. Driven from her country, used and betrayed she was denounced as a witch and turned on. Jason even married another and cast her aside. In the end she took her vengeance and disappeared. She is gowned in a hooded robe that covers her face. She is actually a beautiful woman with knife shaped ears, blue hair and blue eyes. Originally, she was kind and still retains some Morales but has fallen low into the depths of evil and is uncaring for any others say her goal and is willing to use and betray as she was used and betrays. Not one to serve a master that she can't control. She wishes to return home and be loved.

Gender: Female. Alignment: Neutral-Evil.

Origin: Greece.

Armour - Phantasmal: 0

Wounds - Phantasmal: 4

Drama 1) Constant betrayal has left me without love and home and a hatred that burns, especially for the leader of the argonauts Jason

Drama 2) I seek a portion of happiness deep down to find one who can care and love for me in the way in which I was deprived.

Strength: (3) Agility: (5) Endurance: (4)

Mana: (8) Luck: (6)

Gear:

Unarmed Strikes: A servant, even unarmed, is much stronger than a mere human. Their unarmed blows inflict 2x Modern-Class damage.



Weapon Code - Mages Staff: Magical staffs used by Mages act as enhancers for Magecraft and assist them in casting as a catalyst. These are used to project Magecraft and by a Magus to defend themselves with magical projectile attacks. The weapon has a range of Medium. The weapon inflicts 1-3x Modern-Class Damage. It may also be used in melee. It ignores 3 Points of Armour. [P3] [M]

Hand Weapon - Rulebreaker: See Noble Phantasms. [M] [NP]

Weapon Code - Magic Projectile: Caster can fire powerful magical projectiles using their mana. The weapons inflict 10x Modern Class damage. They have a range of Medium. [B1]

Skills:

Territory Creation (A): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 250m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Item Creation (A): The Servant can spend a day creating a single Modern Item or two days creating a single Mystic Code.

High-Speed Divine Words: A Skill that assists with magical incantations via a power to activate magecraft without the use of Magic Circuits. The divine words are an ancient language from the Age of Gods that permit the user to enact a fraction of their gods authority, while modern incantations are mainly just a means of self-hypnosis to work one's circuits. and as such, it is a power long lost by modern magi. Caster's use is advanced enough that spells are activated with just a single action, allowing for greater magecraft in an instant. Magecraft Skills which can only be used once per Conflict can be used Twice per Conflict.

Argon Coin: Golden Fleece. A Skill that signifies Medea's possession of the golden fleece. With the fleece, Medea could potentially perform a summoning Ritual to summon the Guardian Dragon that protected it. Normally this would put it on the level of a Noble Phantasm, but because she does not possess the knowledge or means to actually control the beasts once it is summoned, it's rendered a Skill instead. Medea may create a number of Skeletons (see xxx) equal to twice her Mana Stat. It takes Moments to summon more and can be done as an Interact Action.

Teachings of Circe: is a Skill that represents the time where princess Medea learned magecraft in the temple of the moon goddess Hecate. Medea gains an Edge when performing Magecraft or attacking with magical weapons.

Bounded Field - See Magecraft Skills.

Call Familiar - See Magecraft Skills.

Flight - See Magecraft Skills.

Body Enhancement - See Magecraft Skills.

Healing Energy - See Magecraft Skills.

Command - See Magecraft Skills.

Memory Manipulation - See Magecraft Skills.



Noble Phantasms:

Rule Breaker:

A conceptual Noble Phantasm that has given shape to the Witch Medea's lifetime. A dagger that breaks all sorts of magecraft. An Anti-Magecraft Noble Phantasm that restores objects strengthened by magical energy, relationships tied together by means of contracts, and life forms created by means of magical energy.

Rule Breaker is a Dagger. It inflicts 2x Modern-Class Damage. [M]

If a target is struck by the Dagger being wielded by Medea, it will cancel out any currently active Magecraft and disable the activation of any effects tied to a Noble Phantasm. If a servant is struck it will also cancel the contract between the Master and Servant.

If anyone other than Medea uses the dagger, it will only cancel out active magecraft and disable the activation of effects tied to a Noble Phantasm.

Giles de Rais:

A French nobleman of the 15th century, he served by the side of Joan of Arc during the hundred years war as a field marshal. His admirations for Joan lead to him being shattered when she died. His eventual insanity led him to commit or finance many atrocities and blasphemes having lost faith in god. He continued his evil ways before being finally tried and executed. His normal self appears as a young man with dark hair and eyes, while insane his eyes are massive and bulb like. He wears old fine robes and is very muscular as having been a knight. He lacks any sort of morality, raping and murdering as he chooses for entertainment and revels in vile evil acts. His wish is to resurrect Joan.

Gender: Male. Alignment: Chaotic-Evil.

Origin: France.

Armour - Phantasmal: 0

Wounds - Phantasmal: 3

Drama 1) Jean's fate has left me shook to my core, my belief in god shattered, and my riches gone. I only wish I could have saved her that day.

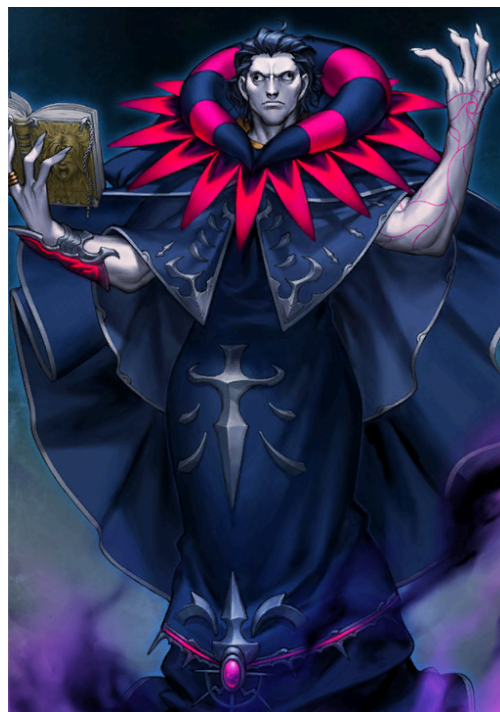
Strength: (4) Agility: (4) Endurance: (3)

Mana: (5) Luck: (3)

Gear:

Unarmed Strikes: A Servant is stronger than a human even when unarmed. The Servant inflicts 3x Modern-Class damage. [M]

Grimoire - Prelati's Spellbook: See Noble Phantasms. [NP]



Skills:

Territory Creation (B): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 200m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Appreciation of the Arts (E-): If one happens to see a Noble Phantasm that possesses artistic anecdotes, there is a small chance that he might be able to figure out its true name. Grants a chance to identify someone based on their Noble Phantasm with a skill challenge at Disadvantage.

Mental Pollution (A Rank): A skill acquired through a distorted mental state, providing the power to shut out mental interference thaumaturgy. However, because of his twisted mentality, he is unable to understand anyone who does not possess an equal rank of Mental Pollution. Gilles has Disadvantage on all Social Conflicts and Skill Challenges.

Evil Eye of the Abyss (C Rank): The final fate of Gilles de Rais that looked into the abyss and was looked back in turn. Those eyes suffered a great metamorphosis and became a thing that spreads fear, similar to those "things" that lurk in the depths. It is not a fear coming from violence or coercion, but because of making the "fear of the unknown" the opponent already has inside, they surface. Lost Sanity indeed. Gilles will follow any order no matter how horrible from his Master.

Optional - Saber Class.



Giles may be summoned in his Saber version instead of a Caster. When summoned as a saber, the following changes apply:

- Giles gains the Saint War Order Noble Phantasm.
- Giles gains a Sword as part of his Gear. His Sword inflicts 5x Modern-Class damage.
- Giles Unarmed Attacks inflict 5x Modern-Class damage.
- Giles increases his Armour to 3 (Phantasmal).
- Giles Increases his Wounds to 7 (Phantasmal).
- Giles' stats change to the following:
 - Strength (7)
 - Agility (6)
 - Endurance (6)
 - Luck (5)
 - Mana (5)
- Giles replaces his skills with the following skills:

Magic Resistance (B): This Servant has a natural immunity to types of Magiccraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magiccraft Skill.

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient & Modern Mounts.

Mad Enhancement (EX): Giles has his normal reasoning but his heart is filled with hatred for Jean De Arc's death. It gives him Disadvantage on Actions in Social encounters surrounding the topic. However, he gains +1 to his all is Parameters (This is included in the above stats)

Military Tactics (C): The Servant has studied military tactics and understands the finer points of war. The Servant has an Edge when executing complex strategies or cooperating with other allied forces to accomplish a single tactical objective.

The Golden Rule (B): He is considered to have a Wealth of High when summoned.

Prelati's Encouragement (B/A Rank): Is a skill that Gilles receives encouragement from Prelati. It takes the form of STR reinforcement via magecraft but as a cost, his memories of his life after Jeanne's death becomes more and more distinct. Once per conflict, Giles increases his Strength Stat by 1. However, Giles' Masters Affinity is reduced by 1 permanently.

Noble Phantasms:

Textbook of the Spiral Sunken Castle - Prelati's Spellbook:

A grimoire which in itself is equipped with a magic reactor. It summons monsters from another world in an inexhaustible supply. Gilles de Rais is not a legitimate magus himself and has no groundings in magecraft, but in exchange this grimoire can exercise magecraft.

Reading from the grimoire and channeling power allows a Mage to perform Magecraft attacks. The weapon has a range of Medium. The weapon inflicts 1-3x Modern-Class Damage. It ignores 3 Points of Armour. [P3].

As an Interact Action, Gilles can summon Tentacled Horrors (see xxx) to command. Gilles can command a number of Horrors equal to twice his Mana Stat.

As part of a Heroic Move, Gilles can combine the Tentacled Horrors into a Giant Horror (see xxx). Gilles must be within the Giant Horror to command it.

If Giles uses this Noble Phantasm while a Saber-Class, he will immediately transform into his Caster Version.

Saint War Order:

It is his primary Noble Phantasm that recreates the time when Gilles had fought under the banner of the Holy Maiden - in other words, when he himself had been at the most brilliant point of his life. It grants a rank up to his parameters

similar to Mad Enhancement, and he automatically continues attacking until the target is completely silenced. It also adds a bonus to his attack damage.

When used as Part of a Heroic Move, Gilles may not make Defend Actions for the rest of the Combat. Giles gains Advantage on all Attack Actions In addition, all of Giles Stats are increased by 1.

Mephistopheles:

Faust created a single perfect homunculus and called it Mephistopheles. He showered it with affection but in the end it betrayed and murdered him. Mephistopheles is a cynical and cruel individual who often claims to be sincere or loyal but if he felt so amused he would kill his master. He has no wish for the grail and simply likes to live and kill. He dresses as a harlequin, to represent his trickster nature. He is considered a powerful demon.

Gender: Male. Alignment: Chaotic-Evil.

Origin: Germany/Europe.

Armour - Phantasmal: 0

Wounds - Phantasmal: 5

Drama 1) I may have been born to be a servant, but I call no person master.

Drama 2) Let the chaos and madness rain forever in a shower of destruction and laughter. Let the show begin!!!

Strength: (4) Agility: (6) Endurance: (5)

Mana: (7) Luck: (6)

Gears:

Unarmed Strikes: A Servant is stronger than a human even when unarmed. The Servant inflicts 3x Modern-Class damage. [M]

Knife - Scissors: The weapon is a simple blade which can be used for defense. It inflicts 3x Modern-Class damage.

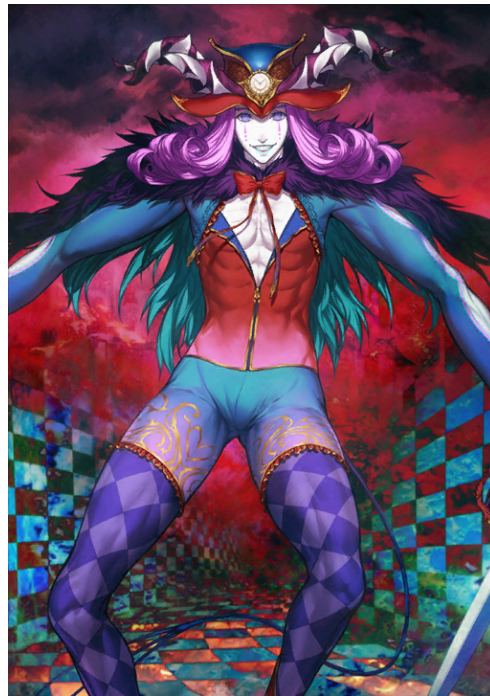
Skills:

Territory Creation (B): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 200 around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Item Creation (C+): The Servant can spend a day creating a single Modern Item or two days creating a single Mystic Code.

Curse Arts (A): His style of Curse Arts is the classical western Curse Arts, of which he excels at. It has varied uses, like returning the favor multiplied to those who hurt oneself, sowing discord upon personal relationships, or giving nightmares using succubi. It's difficult for the average magus to resist it. A target of the Skill can be cursed after days of preparation. The target suffers Hindrance until the cursed is lifted and gains a Fatigue each day until lifted.

Innocent monster: (B): His appearance has been transformed into the contract demon ■■■■■■■■. The name of a monster that had his past and way of being distorted by means of the image born from Mephistopheles' deeds while alive. His abilities/figure ended up being transformed. In Mephistopheles case, there is nothing but merits in his distortion, such as receiving a strengthening of his Curse Arts and having obtained magecraft that reached the level of a Noble Phantasm. Truly a first-class demon. The servant can perform Magecraft Skills Twice per Conflict instead of once per Conflict.



Clowns Laughter (A+): Mephistopheles' targets would fall into a situation like they have been abandoned by luck, where if there is any chance of failing a Luck Check, it would fail for as long as Mephistopheles is casting his pressure. When a foe attempts to use the Luck Stat within 100m of this servant, they suffer Disadvantage.

Command: see Magecraft Skills on xxx

Memory Manipulation: See Magecraft Skills on xxx.

Control Strings: See Magecraft Skills on xxx

Presence Erasure: See Magecraft Skills on xxx.

Noble Phantasms:

Tick Tock bomb:

It is a type of curse that intentionally introduces bugs into the Magic Circuits and the spiritual bodies of Servants, and then makes them explode by attacking them. Concretely, they appear as something like a combination of a pocket watch and a bomb. He sets them up on the field, so as to explode on contact... or rather, that is how he pretends to use them.

Mephistopheles can create up to 30 Tick Bombs. Each Tick Bomb can move up to 3 ground units and can be used to make Attacks up to Medium Range in combat. The bombs can also be planted and can even attach or enter into a person. Each Tick bomb deals 3x Modern-Class Damage. [B3]

Tamamo-no-Mae:

A woman of astonishing beauty who served the retired emperor of Japan and created from the sun goddess Amaterasu. She is believed to be a nine-tailed fox spirit but is something similar. She became curious about the lives of mortals and was fascinated by watching them worship her even though they could not see her. She became dedicated to finding someone to serve and took human form. She devoted herself to the emperor but was exposed as a fox, hunted and killed but not before she killed every soldier who came after her due to her fighting back. Even as she died she did not hate humans. She wears traditional robes and has fox tails and ears with pink hair and gold eyes. She is a cheerful young girl who goofs around and is often silly but that is to hide her loneliness. She becomes easily infatuated with her master and gets jealous easily. She thinks nothing of killing and wishes only to serve a master as a loving and loyal wife.

Gender: Female. Alignment: Neutral-Evil.

Origin: Japan.

Armour - Phantasmal: 0

Wounds - Phantasmal: 6

Drama 1) I wish only to be a faithful and loving wife for my next husband regardless of their gender. To devote myself to service and love for my special one in order to end my loneliness.

Strength: (3) Agility: (6) Endurance: (3)

Mana: (7) Luck: (4)

Gear:

Unarmed Strikes: A Servant is stronger than a human even when unarmed. The Servant inflicts 2x Modern-Class damage. [M]

Weapon Code - Magic Projectile: Caster can fire powerful magical projectiles using their mana. The weapons inflict 5x Modern Class damage. They have a range of Medium. [B1]

Hand Weapon - Foxes Mirror: See Noble Phantasms. [NP] [M]

Skills:

Territory Creation (C): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 150m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Curse Arts (A): Her style of Curse Arts is the Dakiniten methods. It includes methods to discern one's time of death and secret arts to obtain influence, such as methods to attain status and fortune (for men) and methods to gain the favor of influential individuals (for women). Lamenting harshly on and learning from the experience in her past, she does not feel like making much use of this. A target of the Skill can be cursed after days of preparation. The target suffers Hindrance until the cursed is lifted and gains a Fatigue each day until lifted.

Divinity (A):

Carrying a spark of Divine blood from the age of gods within their body, the Servant is extremely resilient to most forms of attack. The Servant gains 3 wounds.



Shapeshift (A): This refers to the abilities of either changing ones appearance or borrowing the physical form of another. As a kitsune, or fox spirit, Tamano-no-Mae is able to alter her appearance and even species at will. However, due to a traumatizing event in a past incarnation that resulted in her death and temporary damnation, she rarely, if ever, uses this ability. This servant can change her form in disguise temporarily for a day to any other non-phantasmal creature or human.

Foxes Wedding (EX): By one-sidedly announcing her marriage, she can cause a rain of blessings to fall, and any friendly-ish targets will be forced to give her presents to celebrate. A cheat skill matching her personality! Cut that out, Amaterasu! (her own item creation skill). This Servant can create up to 3 Modern Items and 3 Mystic Codes per day.

Bounded Field: See Magecraft Skills on xxx.

Call Familiar: see Magecraft Skills on xxx.

Elemental Affinity: See Magecraft Skills on xxx.

Flight: See Magecraft Skills on xxx.

Warding Talismans: See Magecraft Skills on xxx.

Shikigami Swarm: See Magecraft Skills on xxx.

Anti Possession: See Magecraft Skills on xxx.

Spectral Entreaty: See Magecraft Skills on xxx.

Optional - Berserker Class.

Tamamo may be summoned in her Berserker version instead of a Caster. When summoned as a Berserker, the following changes apply:

- Replaces her Noble phantasma with: Opulence of Sunlight and Catnap
- Tamamo Unarmed Attacks inflict 10x Modern-Class damage.
- Tamamo increases her Armour to 1 (Phantasmal).
- Tamamo Increases her Wounds to 4 (Phantasmal).
- Tamamo' stats change to the following:
 - Strength (8)
 - Agility (8)
 - Endurance (4)
 - Luck (7)
 - Mana (8)
- Tamamo replaces her skills with the following skills:

Mad Enhancement (C): Tamamo Cat's Class Skill. It increases her parameters by one Rank, but most of her reason is robbed in return. However, it's hard to call this maddening, as she didn't have much reason to begin with. She gains a Hindrance on all Social Challenges and Social Conflicts.



Optional - Rider Class.

Giles may be summoned in his Saber version instead of a Caster. When summoned as a saber, the following changes apply:

- Aria has no noble phantasm
- Aria gains a Sword as part of her Gear. Her Sword inflicts 5x Modern-Class damage.
- Aria gains a Fox Spirit Mount as part of her Gear.
- Aria Unarmed Attacks inflict 5x Modern-Class damage.
- Aria changes her Armour to 0 (Phantasmal).
- Aria Increases her Wounds to 6 (Phantasmal).
- Aria' stats change to the following:
 - Strength (5)
 - Agility (4)
 - Endurance (6)
 - Luck (10)
 - Mana (7)
- Giles replaces his skills with the following skills:

Riding (C): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Ancient Mounts.



Cursed Layer: Bright Sunshine: Tamamo Aria uses this skill in battle to support and buff her allies. It also charms any nearby enemies, causing them to be unable to move. Once per conflict, all enemies that can see Aria are slowed and their movement is reduced to 0.

Noble Phantasms:

Eightfold blessing of Amaterasu:

Suiten Nikkō Amaterasu Yano Shizu-Ishi. a mirror that Tamamo-no-Mae wears on her body. It is the temporarily released form of the **Weight Stone of Tamamo** (玉藻鎮石, *Tamamo no Shizu-Ishi*), a sacred regalia among sacred regalia, which was enshrined at Izumo. The mirror levitates around Caster in battle, which she uses it to hit enemies in close combat. She doesn't use this Noble Phantasm much, but once its function as a Noble Phantasm is activated, she summons a circle of levitating Ofuda surrounded by a number of glowing Torii, charges the mirror with energy, and stands in the middle of the circle to draw in the energy. The energy drawn in allows her to use her curses without the need to expend any magical energy for a limited time, comparable to performing as if she has an infinite magical energy supply. This is because the costs of using curses are set to zero.^[1] It is normally a divine treasure of the land of the dead that can even bring the deceased back to life, done by deploying boundaries that can isolate the principles active in the world of the dead, but the Servant form of Caster hasn't been granted the authority to use that much power.

The Mirror can be used as a weapon. It inflicts 2x Modern-Class damage. The weapon can be used in melee and at Medium Range. [M]

As part of a Heroic Move, Tamamo may use the mirror to form a magic circle around them but she may not move while the Heroic Move is being performed and may not perform actions in the Ops Phase. In the following round, Tamamo may inflict curses on any number of targets within sight from her. Targets also suffer Disadvantage instead of Hinderance.

Opulence of Sunlight and Catnap:

The wild power of Tamamo Cat erupts, and the enemy will get into a terrible situation. Afterwards, Tamamo Cat will take a nap. It takes one turn of rest to restore her stamina. After her meal and work-out is sleep after all.

As part of a Heroic Move, Tamamo Cat gains Advantage on all of her Actions until the end of the day but must spend the following day resting before she can (or will) do anything else.

Avicebron:

His real name is Solomon ben Judah ibn Gabirol. A philosopher, poet and a kabbalist of the 11th century that employs one of the main genres of magecraft, the Kabbalah. It has been told that he created the foundations of Kabbalah. Being a user of the magical foundation of the Kabbalah, he is a Caster specialized in the minting of golems. Although merely building a golem-minting workshop already requires of him enough budget and long hours of work to make an average magus go bankrupt ten times over, the golems that he mints have the same level of power as an E Rank Servant, and he can produce them infinitely as long as the budget lasts. he is likely a type that is difficult to handle. It should be possible to understand that this is also due to a side of his that mercilessly tramples anyone underfoot so long it is for the sake of realizing his dream. Having poor health, he often suffered from some sort of illness - among which a skin disease was particularly serious. Maybe because of that, it has been said that he was gloomy and pessimistic. In this work, one can peek in his heart by the manner how he never takes off his mask to show his face. In actual history, Avicebron became known across Arabia and Europe thanks to his philosophical thoughts. In a sense, it could be also said that he supported Renaissance culture.

Gender: Male. Alignment: Lawful-Neutral.

Origin: Europe.

Armour - Phantasmal: 1

Wounds - Phantasmal: 3

Drama 1) My Health is constantly failing. This disease eats my flesh, but nothing and no one will stop me and my golems.

Drama 2) I will see my ultimate Golem made at any cost and achieve the creation of a true new life to inherit the world.

Strength: (3) Agility: (4) Endurance: (3)

Mana: (7) Luck: (6)

Gear:

Unarmed Strikes: A Servant is stronger than a human even when unarmed. The Servant inflicts 2x Modern-Class damage. [M]

Weapon Code - Magic Projectile: Caster can fire powerful magical projectiles using their mana. The weapons inflict 5x Modern Class damage. They have a range of Medium. [B1]

Skills:

Territory Creation (B): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 200m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Item Creation (B+): The Servant can spend a day creating a single Modern Item or two days creating a single Mystic Code.

High-Speed Incantations: A Skill that assists with magical incantations via a power to activate magecraft without the use of Magic Circuits. Caster's use is advanced enough that spells are activated with just a single action, allowing for



greater magecraft in an instant. Magecraft Skills which can only be used once per Conflict can be used Twice per Conflict.

Homunculus Creation: See Magecraft Skills on xxx.

Codec Ciphers: See Magecraft Skills on xxx.

Religious Reference: See Magecraft Skills on xxx

Create Golem: See Magecraft Skills on xxx

Numerology: See Magecraft Skills on xxx.

Noble Phantasms:

Golem keter Malkuth:

The ultimate work of the Avicbron, it is the ultimate pure golem closer to a new life in the vain of Adam of the first man. This creature is truly indescribable and its creation will take a wealth of an incredible amount. This creature when it storms forward is some 30 m tall and full of muscle. The creature once built no longer requires its master to operate and can continue to exist as its own perpetual magic engine allowing it to regenerate endlessly until it remakes the world.

The use of this Noble Phantasm requires 8 months to complete construction. This amount is reduced by 1 month per Wealth Level of Caster's Master. Once complete, it requires a Heroic Move and living sacrifice of a human begging to activate. Upon Activation, the following

General Stats:

Armor - Modern: 5

Structure – Modern: 40

Speed - Running: 2 Ground Units/ 20 meters

Weapons

Massive fists: The massive hands of the Golem can smash apart castles just with their sheer size and strength. It Inflicts 10x Modern damage. [M]

Features:

Magic Core: This creature serves as its own magical factory and is enough to power itself and pretty much any magic. If it achieves critical mass it can become near unstoppable as it spreads out its roots to consume the world. So long as Magical Core remains the Creature cannot be killed and must be destroyed with a called shot. It has 10 Modern structure and no armour. Any damage dealt to the Core is doubled.

Absorption: This creature can absorb other Servants and living creatures. Each time it does it gains another Magical Core.

Regeneration: The creature continues to regenerate endlessly. With each blow, cut and stab the flesh simply knits back over and restores its broken functions. At the end of each round, the creature regains 10 wounds.

Shakespeare:

Arguably the most well known playwright in the history of the world, who has influenced all aspects of modern literature and is still studied throughout the world. His most famous works consisted of four great tragedies, considered masterpieces. Much of his career is shrouded in mystery but it's known that his early work was largely comedy and historical drama and he himself was an actor. He also earned the scorn of many people of higher status than he. While he is soft spoken and gentlemanly he has some odd behaviors in that he detaches himself from participation to observe how events unfold. Consequently he will do anything to ensure that events play out in a spectacular fashion for his 'Protagonists'. his true attitude is that of a vain trickster who is in love with his own work.

Gender: Male. Alignment: True-Neutral.

Origin: England.

Armour - Phantasmal: 0

Wounds - Phantasmal: 3

Drama 1) I'm being hailed as the author of the finest plays ever written, but yet no one has tried to even match my work in quality, it's rather disappointing.

Drama 2) I wish to tell more works, the greatest of works. To reach higher and higher levels of my craft and what better inspiration then a battle between heroes.

Strength: (3) Agility: (4) Endurance: (3)

Mana: (7) Luck: (6)

Skills:

Enchant (A): Shakespeare is able to add powerful functions to other people's important items. Basically an ability which strengthens the Master's fighting abilities. He himself is the audience, spectating the battle, irritating his Master by inquiring about the Master's every state of mind.

Self-Preservation (B): Shakespeare has no combat capabilities, but as long as he preserve the safety of his Master to the lowest possible degree, he maintains the skill to escape from nearly all harm - meaning that he never engages any opponents himself. The Servant favors a "high risk, high return" tactic, where "returns" are related to the fruits of his observation.

Gear: Grimoire - Mental Interference (The Playwrights book) [M]

Abilities:

Territory Creation (C): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 150m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.



Item Creation (-): The Servant can spend a day creating a single Modern Item or two days creating a single Mystic Code.

Noble Phantasm:

The First Folio:

Taking from his notebook, Shakespeare pens the greatest story before him. The protagonist is empowered by his fiction as they act out the grandest story he can tell. The power neither within his book nor him yet both at once as the legend of writing comes to life to tell epics, tragedies or romance. This narrative takes a strange hold over the world and influences the figures he writes about within it allowing them to carry out his script in life and empowering them to rival their imagined fictitious forms. For this skill, select any number of characters to be Protagonists. They count as having an edge and can re-roll one roll per conflict. In addition, Shakespeare no matter where he is located can use this skill to assist his protagonists.

Uses: Unlimited.

Skill: 4

Scheherazade:

Credited as a storyteller of the “One Thousand and One Nights” which was a series of famous stories collected together in Arabic legend. The Narrator who framed the narrative. Whether the person however is real or not is unknown. The King Shahryar would repeatedly marry young maidens and kill them after only a single night. In order to stop this from happening, Sheherazade agreed to marry the king. On their first night she had planned for her sister to enter and request a story from her in order to lure her away and prevent her death. The King instead took an interest and when it was done asked for a continuation. She promised the next story would be more exciting and she was allowed to live so that she could continue to amuse the king. Her stories would form the collection and encompass nearly a thousand different episodes. Sheherazade is a gifted storyteller and extremely knowledgeable about many topics. However she is not suited to being a heroic spirit as she is cowardly and quick to apologize. She is not really capable of fighting and would prefer simply to care for children. Despite this however she is surprisingly tough in her own way.

Gender: Female. Alignment: Lawful-Neutral.

Origin: Middle East.

Armour - Phantasmal: 0

Wounds - Phantasmal: 4

Drama 1) My Stories survived for all of time and continue to change, but I must admit I really am not suited for heroic spirit work or fighting, so instead I shall serve my master to the best of my abilities.

Drama 2) I do hope my master is better than the king that I married.

Drama 3) Though I married the king, it was out of a chance to stop his murders, I still have yet to find the love I wish I could have had in my lifetime.

Strength: (3) Agility: (3) Endurance: (4)

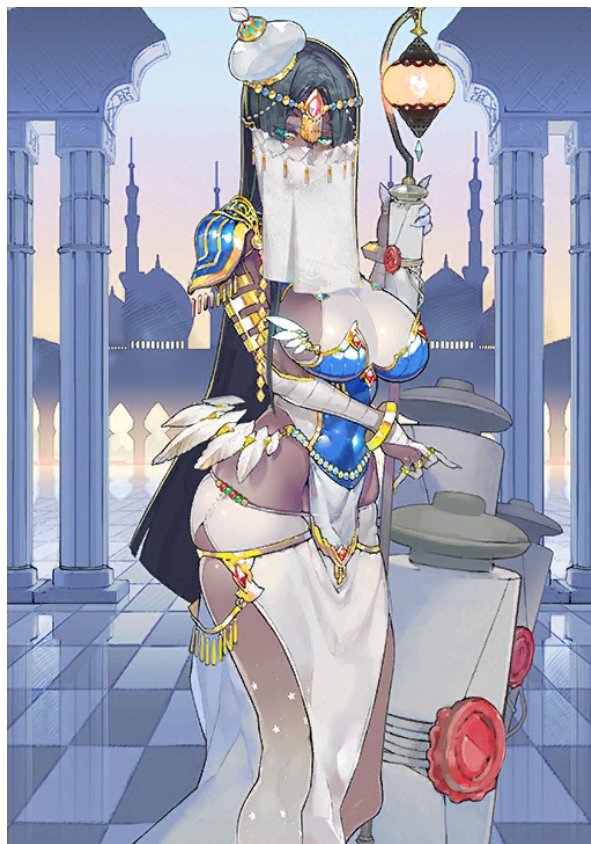
Mana: (5) Luck: (10)

Skills:

Story teller (EX) is a Skill that displays one's amazing eloquence with verbally narrating tales and legends. It is completely different from the written craft of literature, and adapts to the mood and mental state of the listener by selecting the most appropriate way of reciting the story, a storytelling ability specialized in improvisation. It is likely that Rakugo storytelling Heroic Spirits also carries this Skill.

Bed Chambers of Survival (A+) By combining “her own charm”, “the charm of the place” and “the charm of her actions” in the most suitable way according to the situation presented, Scheherazade can form and make use of “an area where she has the lowest probability of death in the World.” Although it is a conceptual area, it is also another “sleeping quarter”, a safety base that is just like her Workshop as well.

Counter Hero (A) Her Skill is limited to being “Counter King”. Therefore, it gains A Rank. In her case, it especially becomes something that demonstrates the “power of survival towards an existence that has taken the title of King”, grasping the king’s mood, character, abilities, doctrine, physical condition and so forth to make use of all of her wiles. Even with how whimsical a king can be, she would be able to conduct herself in a manner to at least not be killed.



—In the moment when she has decided to confront a king as a storyteller with “a heroic tale that is about to be erased”, or in the moment when she has carried out a justifiable confrontation with a story of “a Hero who secretly saved the world”, this is sublimated into a special Skill unique only to Scheherazade:

Counter Hero (Tale) EX: Specific version for Schezarade

Gear: Mages Staff [M] [E], Grimoire - Kabbalah (Tier 3)

Abilities:

Territory Creation (A++): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 350m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.

Noble Phantasm:

One Thousand and one Nights: (Heroic Move)

A Noble Phantasm in the form of a reality marble made of the story that she weaves. Drawing the victim into her story with her overwhelming presence and finesse in crafting fiction the world she describes comes to life to protect and combat her foes, enrapturing them in a deadly tale they become stuck in as it seeks to destroy them unless they defeat her. Within the Reality Marble she calls upon various heroes and beasts creating the story that will enrapture the captured enemy filling and populating it almost as if a dream from her own mind. When you use this reality marble, all targets within short range are pulled in. while inside the reality marble Sheherazade gains an edge and can use the following equipment suite when bringing the story to life.

Uses: Unlimited.

Skill: 8

Assassin

—Silent Killer and Heroic Spirit of Assassinations. Extremely skilled at covert, stealthy, and silent operations.—

The Assassin class is a low combat class that is considered the weakest class. To dismiss them is a mistake however. They may not deal a lot of damage or have any staying power in combat, they are best dedicated towards killing Masters. To this end they have stealth bonuses and sneak attack damage. Their skills tend to focus on making them more adaptable killers either through stealth or damage. Their Noble Phantasms focus on enhancing the simple principle that the class is built on. Many even focus on instant deaths or weakening their enemies to provide a one hit kill.

Class Features:

Assassin Element: Assassins are the Masters of Stealth, Sabotage and the master of the silent kill. They do not engage in direct combat and seek to strike where the foe is weakest and from the shadows. Assassins are in their Element when they are stalking, skulking, spying and engaging from the shadows and hidden positions.

presence concealment: The Assassin Servant is imbued with the power to conceal themselves from the senses of others. They can avoid being detected if they wish and fade away smoothly. It takes two successes on an observation action to target and find a Assassin Servant while stationary and four successes while moving.

Sasaki Kojiro:

A mythical Japanese swordsman whose real identity is unknown, even to history, as he never had a true name. Rather than being a proper servant, he is closer to that of a wraith. Supposedly, the hero was a master swordsman that inspired a legend of a mythical warrior, who was the apex of sword technique. As such Sasaki Kojirou is more of a title or mantle that one takes up in the quest to become an elegant and perfect swordsman. Though historical evidence suggests that such a person did exist and began his life as a student and was killed by another famous swordsman. The Servant appears as a samurai swordsman with long Indigo hair tied in a ponytail wearing a traditional light purple kimono and carrying his massive longsword on his back. He is quiet and composed, and despite a general mocking tone of speaking he is very honorable in combat and is not the type to attack defenseless women and children. He is also very sexist, not preferring to take orders from women. He has no goal other than to fight and as such does not desire the grail.

Gender: Male. Alignment: Neutral-Evil.

Origin: Japan.

Armour - Phantasmal: 0

Wounds - Phantasmal: 3



Drama 1) That Damned filth Miyamoto Musashi dishonored me by showing up late to the duel and then beludgenoning me with an Oar, I will destroy him and prove I am the better samurai.

Strength: (5) Agility: (7) Endurance: (3)

Mana: (3) Luck: (7)

Skills:

Presence Concealment (D): The Assassin Servant is imbued with the power to conceal themselves from the senses of others. They can avoid being detected if they wish and fade away smoothly. It takes four successes on an observation action to target and find a Assassin Servant while stationary and two successes while moving.

Eye of the Mind (Fake) (A): Being able to see through the weapon and style of his opponent after crossing blades only a few times, the perception of his eyes is the best among Servants.

Knowledge of the Sowa (B++): is a special ability that prevents the reduction of accuracy regardless of how many times the same technique has been used on the same foe. In other words, the ability to "render one's attacks unreadable to the enemy". This servant ignores all penalties on Attack Action.

Vitrification (A+): is a serene state of mind. A mental protection that nullifies mental interference.

Gear: Sword [M]

Abilities:

Noble Phantasms:

Swallow Reversal - Tsubame Gaeshi

Having sought to slay a troublesome swallow, Kojiro decided that he would find a way to kill it in a single breath. Through trial and error, he at last created the ultimate sword technique. One that strikes simultaneously three times. This technique is almost on a level above magic as in the moment it is used the blade transcends time by being three blades and different points in time that strike the head, the body and side to prevent escape and decapitation. Use this skill as part of an attack action with a sword. The attack ignores 3 points of armour, deals 2x damage and may be used as part of a called shot. After this skill has been used you can make a bonus attack action with the same weapon.

Uses: 3

Skill: 3

Hundred faced Hassan:

Hassan-I-Sabbah is not a single heroic spirit but each one is in fact one of 19 Hassan otherwise known as the old men of the mountain. These figures were said to be the very first assassins, forming the league of assassins and their very name means assassin. Each of the 19 were said to be the leaders at some point or another of the organization and each was only accepted when they proved they could perform a miracle worthy enough. One of the few Hassan who did not modify his body, instead his power came from disguise and a mental affliction of multiple personality disorder which has caused him to be split into hundreds of souls as a servant. Each one is weak but together they are powerful and versatile. Their wish is to be unified into one body.

Gender: Unknown. Alignment: Lawful-Evil.

Origin: middle-east.

Armour - Phantasmal: 0

Wounds - Phantasmal: (see Noble Phantasm)

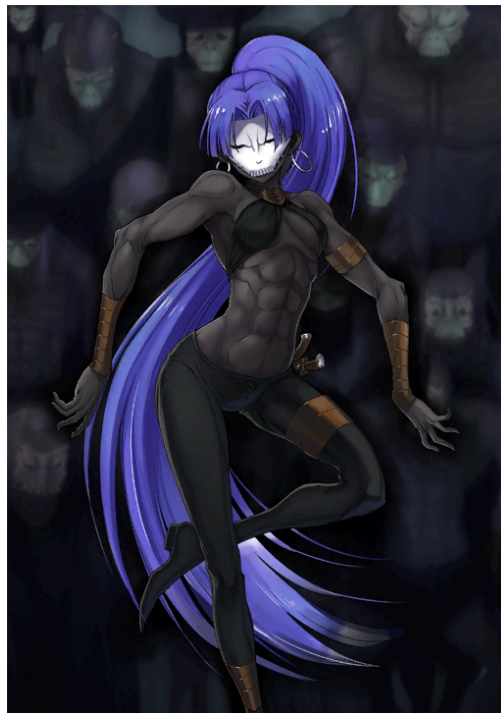
Drama 1) We are Many but WE wish to be as one

Strength: (5) Agility: (7) Endurance: (4)

Mana: (4) Luck: (3)

Skills:

Presence Concealment (A+): The Assassin Servant is imbued with the power to conceal themselves from the senses of others. They can avoid being detected if they wish and fade away smoothly. It takes four successes on an observation action to target and find a Assassin Servant while stationary and two successes while moving.



Expert of many specializations (A+): Tactics, academia, espionage, assassination, swindling, rhetoric and a total of 32 other skills can be used with proficiency of Rank B or above. Hassan achieves this by arbitrary changing between his multiple personalities.

Librarian of Knowledge (C): is an ability that makes it possible for a clear recall of knowledge from memory with a successful Luck Check, even if the information perceived in the past was not consciously acknowledged at the time.

Gear: dagger [M]

Abilities:

None.

Noble Phantasm:

Zabaniya - Delusional Illusion:

The Hundred faced Hassan's miracle was that they could appear as anyone. As a child, as an old man, the beggar, the noble. The fractured mental state of Hassan was such that they could easily adopt the disguise as any person. This has manifested in the form of his body having been split into countless different individuals. A single servant with many bodies. This noble phantasm is active from the moment the Servant is summoned. This servant counts as 8

swarms of 10 creatures. The swarm does not regenerate and acts like a swarm for normal purposes except it does not generate a dice pool like a Swarm does and instead generates a dice pool and takes actions like a normal servant. It is treated as a single entity with many bodies. When more than one member of the swarm is present you may use this skill to gain the following bonus:

Uses Unlimited.

Skill: 1 + 1 for each member of the swarm within communications range (to a max of 8 dice).

Dr. Jekyll and Mr. Hyde:

Based upon the story of Dr. Henry Jekyll an English scholar and his dangerous alternate personality, the evil Edward Hyde. A man of status who was clean cut but harbored dark, violent thoughts he created a potion to mask his evil which inadvertently creates his evil alter ego Mr. Hyde. Eventually Mr. Hyde grew in power and would almost consume both personalities and take complete control. Eventually, knowing he will be consumed leaves a letter of confession before Hyde becomes an outlaw, wanted in all of England for his violent crimes. As Dr. Jekyll he is a kind, polite young man who behaves with class and wears an olive vest and grey suit with his blonde hair and blue eyes. His wish is to find a way to separate him and Hyde.

Gender: Male. Alignment: Lawful-Good (Dr Jekyll)/Chaotic Evil (Hyde).

Origin: England.

Armour - Phantasmal: 0

Wounds - Phantasmal: 1

Drama 1) This Beast inside me does not control me, but I can hear him, feel him just below the surface...

Strength: (6) Agility: (8) Endurance: (3)

Mana: (3) Luck: (5)

Skills:

Mad Enhancement (A): It gives the servant Disadvantage on Actions in Social encounters. However, he gains +1 to his all is Parameters

Shapeshift (?):

Monstrous Strength (B): This Skill only manifests when Jekyll transforms into Hyde.

Self-Modification (D): is the aptitude to remold one's own body or merge one's own flesh with body parts of others. The higher the ranking in this Skill, the further away one is from being a proper hero.

Powerless Shell (A): While his mind and body are in the form of Jekyll, it suppresses his Personal Skills, reduces all parameters, and his presence is no longer recognizable or perceivable as a Servant. Conversely, the dangerousness of Jekyll that has his Personal Skills invoked is on the level of a Magical Beast and his parameters explosively skyrocket as if a recoil. In a normal Holy Grail War, it would be a valuable Skill, but in Fate/Grand Order, it is more or less ineffectual.

Gear: dagger [M]

Abilities:

Noble Phantasms:

The Dangerous Game:



Using the miracle drug that he developed the two personalities are swapped back and forth between each other. As the cool and calculating but well meaning Dr Henry Jekyll he is an analyst and lawful doctor of medicine. As Hyde however, he gains a monstrous strength as hedonistic and unstable villain who cares not about hurting everyone around him. Use this skill when transforming between the two states:

Uses: Unlimited.

Skill: 3

Hassan of the Cursed Arm

Hassan-I-Sabbah is not a single heroic spirit but each one is in fact one of 19 Hassan otherwise known as the old men of the mountain. These figures were said to be the very first assassins, forming the league of assassins and their very name means assassin. Each of the 19 were said to be the leaders at some point or another of the organization and each was only accepted when they proved they could perform a miracle worthy enough. The first of the Hassan assassins. He is a pious fellow who believes in his group's doctrines of obedience to absolute power. He is loyal to his master and would never betray him, but lacks a personality of his own. His right arm is like that of a stump. His wish is to become a proper heroic spirit.

Gender: Male. Alignment: Lawful-Evil.

Origin: middle-east.

Armour - Phantasmal: 0

Wounds - Phantasmal: 3

Drama 1) Marco Polo describes that which he does not understand and should have his tongue cut out for it.

Strength: (6) Agility: (7) Endurance: (5)

Mana: (5) Luck: (3)

Skills:

Presence Concealment (A+): The Assassin Servant is imbued with the power to conceal themselves from the senses of others. They can avoid being detected if they wish and fade away smoothly. It takes four successes on an observation action to target and find a Assassin Servant while stationary and two successes while moving.

Throwing Dagger (B): His daggers have the same destructive power as firearms when thrown, typically spelling certain death for human targets.

Self Modification (C): Hassan, whose abilities are below that of other Servants, uses Self-Modification to enhance his physical performance and make up for his deficits. He is able to seize another person's heart and introduce it to his own body. It's possible to fuse the arm of Shaytān with his own right arm thanks to this Skill.

Protection from wind (A): His ability originated from the time when he was alive (mainly used to protect himself from sandstorms and similar events). It is powerful enough to resist Invisible Air.

Gear: dagger [M]

Abilities:

None.

Noble Phantasm:

Zabaniya - Delusional Heartbeat:



The arm of the evil spirit Shaytan, it excels at cursing humans to death. By making use of a clump of ether, a two-fold existence of the assassination target reflected in the mirror - in which both the genuine article and the opposite-mirror existence influence each other - is produced. By crushing the fake that resonated with the assassination target, even without touching a finger on the genuine article the assassination target is cursed to death. Revealing the cursed arm wrapped beneath his cloak of bandages, the deathly creature reaches out and grasps a spectral version of the target's heart tied to the real one's heart. With a single crushing grip, the heart is squeezed to pulp rendering the real one at the same time into an identical condition slaying the target. Use this skill as part of an attack action. Select a living target within Short range. This attack inflicts 2x damage and ignores all armour.

Uses: 1

Skill: 3

Jack the Ripper:

A legendary serial killer of 19th century England who was famed for killing suddenly in the foggy night before disappearing, his murders remaining unsolved. Jack's actual identity is that of a small female child. Growing up in the foulest conditions with no home, love or hope and denied everything. The severe conditions she lived in eventually caused her to snap. Upon finding random prostitutes she would impose an image of a mother onto them and when rejected would later murder them. Her ultimate fate is unknown but has carved out a new type of infamy. She is very contradictory in behavior however, she will repay kindness with kindness and cruelty with cruelty while still acting like a little girl, even though she is ruled by rationality. She has white hair and silver eyes and prefers to wear very little clothing. She will refer to female masters as mother and be fine, but male masters may find her a little more uncontrollable. Her wish is to return to the safe and comfortable warmth of her mothers womb. Jack is technically not a real heroic spirit but the phantom embodiment of all the children who suffered in early death in the streets of London.

Gender: Female. Alignment: Chaotic-Evil.

Origin: England

Armour - Phantasmal: 0

Wounds - Phantasmal: 5

Drama 1) My wish is what I fight for, I only wish to return to the comfort and warmth of my mothers womb.

Strength: (5) Agility: (7) Endurance: (5)

Mana: (5) Luck: (3)

Skills:

Presence concealment (A+): Switching to the preparation of an attack drops the rank of Presence Concealment greatly, but this weakness can be compensated by Murder on a Misty Night, making a perfect surprise attack possible.

Murderer of the Misty night (A): From the conditions of their bodies, it is believed that all of the victims of Jack the Ripper were assailed when unguarded. Unconditional success of the Skill is possible only at night. Requires a successful Luck Check for use during daytime.

Mental Pollution (C): In the condition that the Servant's master is of the Evil alignment, or perpetrates acts of cruelty against her, her Mental Pollution will increase in rank, further increasing the chances of blocking magecraft. However, as the Servant's psyche is inherently broken, this may result in irreversible corruption.

Information Erasure (B): This effect is enforced even if the battle took place in broad daylight or was recorded by devices such as digital recordings of a closed-circuit camera. However, evidence of the engagement is not removed from the scene, and by way of logical deduction, the Servant's identity may be revealed by examining those evidence.

Surgical Procedure (E): Despite the technique being 120 years old, and somewhat unreliable by visual appearance alone, the procedures manage to attain their intended effect, boosted somewhat with application of Magical Energy. (The victims of Jack the Ripper were found with their organs removed in such a way as to require anatomical knowledge or skill with dissection.)



Gear: 2 daggers [M]

Abilities:

Noble Phantasms:

Maria the Ripper:

A set of 4 strange knives that while not very dangerous at first, once the conditions have been set up are very powerful acting like a curse to vivisect the target from the inside out. These criteria require that it is night time and that it is misty or foggy. You can use this skill when making an attack action. Select a target within Short range and deal 2x damage. If the target is female the attack inflicts 3x damage.

Uses: Unlimited.

Skill: 2

The Mist:

The mist, heavily mixed with sulfuric acid and created with mana, is the Noble Phantasm. Upon opening the shutter and gently touching the candle inside, the lit flame instantly begins to generate smoke-like mist from the bottom of the lantern. The mist, wrought of magical energy, forms a Bounded Field around an area over a dozen of meters that has a negative effect on all those who enter within the perimeter, even although it can be a means of keeping people out. Normal humans will quickly faint from pain upon coming in contact with the dense cloud of enveloping smoke as simply breathing it in burns their throat and direct contact with eyes causes them to fester. They start to suffocate due to being unable to breathe, and they cannot see anything as they writhe in pain. She can easily use this time to selectively kill them, or she can simply wait for them to be inflicted with death within a few turns. Magi will not immediately perish, but they will receive continuous damage and makes it difficult for them to use Magecraft if they do not take countermeasures. Heroic Spirits will not receive damage, but they will have a Rank Down in Agility.

Jack is able to direct the mist as she wishes in order to select which targets within the Bounded Field are affected, allowing her to leave a blank space around her Master. She is also able to limit it to only a specific area, allowing her to activate it just inside a building. The ability is continuously activated while she is under Mad Enhancement, and it will instantly target all entities possessing magical energy within the range of the ability. It also affects the sense of direction of those within the field perimeter, making them lose their bearing of the area.

Semiramis:

The wise queen of Assyria, born from the Syrian mermaid goddess and a human man she was abandoned by the water and taken in by doves. She was later taken and in by a Sheppard and educated. The king later kidnapped her from her husband. Eventually she was able to become queen and then killed her husband with poison. She reigned as regent for many decades afterwards. She is recognized as a dark beauty. She has long beautiful black hair and golden eyes and pointed ears. She wears a long black dress. She is an enthusiastic person who enjoys every luxury and studies what she likes and is captivated by her passion and follows it on whims. She believes that those who are kings have no choice but to be tyrants. She doesn't like it when things don't go according to plans.

Gender: Female. Alignment: Lawful-Evil

Origin: Middle-east

Armour - Phantasmal: 0

Wounds - Phantasmal: 6

Drama 1) xxx

Strength: (3) Agility: (4) Endurance: (4)

Mana: (7) Luck: (7)

Skills:

Item Creation (C): The Servant can spend a day creating a single Modern Item or two days creating a single Mystic Code.

Divinity (C): Carrying a spark of Divine blood from the age of gods within their body, the Servant is extremely resilient to most forms of attack. The Servant gains two wounds

Familiar (Dove): They can be directed by thought alone, without need for a contract.

Gear:

Abilities:

Mage Craft - Black Magic (Tier 3)

Mage Craft - Mental interference (Tier 3)

Double Summon:

The Servant meets the qualifications of being a master and has the ability upon summoning to call forth an additional servant bound to them, gaining command seals and acting as a master.

Territory Creation (EX): A Caster Servant can make a workshop that becomes their own. This territory can be created in an area that they can access and it takes hours to establish a territory. Once that territory is established it can take up an area of a maximum of 400m around its founding area. While a Caster is within their Territory they can re-roll one roll per Conflict.



Noble Phantasms:

The Hanging Gardens of Babylon:

Babylon's aerial garden. As truth would have it, Semiramis did not have any involvement with the actual Hanging Gardens. But through the faith of the countless people who misunderstood, it has materialized as a noble phantasm. However the physical cost of the materials required for its construction require massive amounts of wealth. In order to use this noble Phantasm you need a wealth of Ultra or higher and it takes weeks to complete. Once the Gardens are complete, its is declared as Semiramis territory for the Territory creation ability. The Gardens are a whole city and are treated as having a near effectively unlimited structure. Semiramis can also make Short ranged attacks with magical poison projectiles while inside the gardens. Semiramis can sacrifice an action to act through the fortress using its magical defences to make attacks up to Long range with powerful magic beams that inflict 3x damage. [E] [L3]

Sikera Ušum:

If she were summoned as a normal Assassin without the Skill "Double Summon", then Semiramis wouldn't be able to use the "Hanging Gardens of Babylon", so she would use this Noble Phantasm as her main weapon instead.

Upon activation, its effects turns the surrounding environment into poison. Not only does it give a "poison" attribute to all of her attacks, including the magecraft Semiramis uses, it can also add poison to even the air and mana itself of the surrounding area, the atmosphere receiving a "poison" environmental property. If a Servant possesses Poison Resistance, a legend that says "poison had no effect on them", or an anecdote in their legend where they withstood poison, they are granted a debuff bonus to their resistance against this Noble Phantasm. But on the other hand, if they have an episode where they died of poison, their resistance to the Noble Phantasm goes down and they take double the damage.

Mata Hari:

Mata Hari is a spy who operated in the shadows of the world as one of the best in her field until she met an unfortunate end after being executed while posing as an exotic dancer. Mata Hari was excellent at enthralling men and officers with her figure. She became a spy after a series of events made her desperate including her ill mother and her husband being a violent adulterer and her father's business going bankrupt resulting in him having an affair. Forced to deal with such a hard life she spent a lot of time suffering at the hands of men and thus became good at manipulating them as a matter of survival. As a dancer she was very skilled and highly erotic in all of them no matter the kind in order to bend the minds of men. She only has a simple wish for the Grail to be able to live a happy life with a loving family and home however she is aware of her own weakness as a Heroic Spirit and believes that such a thing is not possible for her to achieve.
Gender: Female. Alignment: Chaotic Neutral

Origin: Middle-east

Armour - Phantasmal: 0

Wounds - Phantasmal: 3

Drama 1) Though I am a heroic spirit I don't think I am strong enough to get my wish unlike the other heroes.

Drama 2) I wish I could only live with a loving family, that is my only wish.

Strength: (3) Agility: (3) Endurance: (3)

Mana: (3) Luck: (4)

Skills:

Presence concealment (-): The Presence Concealment Skill has been lost due to her Espionage Skill..

Espionage (A++): At this rank, as long as the user is not outed by their allies, it is impossible to discern any hostility from the user. However, the instant when the user attacks directly, this Skill loses its effects.

Pheromone (B): Even without being a beautiful courtesan, Mata Hari can dissolve the wariness of men and women alike and, so long as she makes no mistake in the approach of the conversation; she can probably even obtain intelligence from the innermost circles.

Double Cross (B):

The Sun Sets on Vincennes (B): Upgrade of Espionage

Gear:

Abilities:



Noble Phantasms:

Mata Hari - The Girl Who Has Sunny Eyes:

Using a bewitching dance that confuses and ensnares the mind of the target, man or women in order to control them.

This powerful brainwashing noble phantasm is used by Mata Hari to turn people into her puppets who will do anything for her under the guise of lust and love. Use this skill when attempting to confuse, hinder or attempt to control an enemy. The brainwashing effects can be resisted but are powerful. However it's not powerful enough to compete with a command seal.

Uses: Unlimited.

Skill: 6

Rider

—*Mounted Knight and Heroic Spirit of the Mount. Experts of the mount able to tame any beast, be it mythical or mechanical.*—

The Rider Class is a low combat class that is capable of quick but devastating attacks. They lack endurance required for a sustained fight like the Knight classes and must rely on a mix of speed and firepower to end things as fast as possible. To this end they pack Skills that either aid in survival or increase their effectiveness alongside incredibly powerful Noble Phantasms that can be used multiple times but at a long term cost.

Class features:

Rider Element: The Rider class are the cavalry and beast masters of the heroic spirits. Figures who are at their best when on the back of a beast or machine moving fast as they sally forth together. They are experts in performing hit and run attacks with quick devastating strikes. Riders are in their element when mounted on a creature or driving a vehicle.

Additional skills: Riding 4, magic resistance 3

Cavalry charge: The Riders strike hard and fast while upon their mount and are almost unstoppable once they build up momentum. Riders are considered to have proficiency in all vehicles and mounts. Riders can use this skill when making an attack while moving and charging and striking from their mount or vehicle. The attack inflicts 2x Damage.

Uses: Unlimited.

Skill: 3.

Medusa:

Medusa, originally one of three-earth goddesses known for their beauty and worshipped as man's perfect idols, was cursed by Poseidon's wife and hid away on a small isle. There, Medusa grew slowly into a being known as the gorgon as she tried to protect her sisters and live in peace. However, due to man's persistence in attempting to hunt them, Medusa was eventually overcome with rage and sorrow and sought revenge against man and started to find new ways of killing until she became the gorgon monster and even ate her sisters. Perseus would later kill her. Medusa manifests in her human form with long purple hair instead of snakes and eye cover to shield her eyes, meaning she must use her other senses. She is silent, sultry and vigilant and loyal to her master. Not a talkative type but one who prefers to watch and analyze and cares greatly for sister like figures. She is logical and doesn't act out in anger or instinct and is very careful, almost ladylike. Her wish is to live in peace with her sisters.

Gender: Female. Alignment: Chaotic-Good.

Origin: Greece

Armour - Phantasmal: 0

Wounds - Phantasmal: 2

Drama 1) I wish only to live out peacefully with my sisters, away from war or hatred.



Drama 2) Perseus came and killed me and I wish only revenge on him.

Strength: (6) Agility: (7) Endurance: (4)

Mana: (6) Luck: (3)

Skills:

Riding (A+): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Magic Resistance (B): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Divinity (E-): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Altera has 1 additional wounds.

Independent Action (C): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Monstrous Strength (B): Medusa has this Skill due to her property as a monster despite being a Heroic Spirit. This is a necessary Skill to Medusa, who does not fight with Noble Phantasms in close combat. It has many uses with her chained daggers, such as forcibly dragging an impaled opponent around. However, the longer she is under the influence of this Skill, the more she turns into the legendary monster Gorgon.

Mystic Eyes (A+): Medusa has possession of Mystic Eyes of the highest level, Cybele. Unconditionally petrifies those with Rank C Mana or lower and even those with B Rank Mana can be petrified if they are negligent. Those with Rank A or higher won't be petrified, but will sustain "pressure" from the Eyes and receive one Rank-Down to all parameters.

Gear: 2 Knives [M] [E]

Abilities:

Independent Action: The tether that binds them to their master is stronger and they can operate further away without suffering hindrance. The range of Ties to the summoner feature found on pgxxx is extended to 10km.

Divinity:

Carrying a spark of Divine blood from the age of gods within their body, the Servant is extremely resilient to most forms of attack. The Servant has Resist 4.

Magecraft - Mystic Eyes (Petrification):

Blood Fort Andromeda:(Heroic Move)

Medusa is able over time to erect a massive bounded field like most mages can. This field isolates an area into its own pocket dimension. Within it all the life and essence of creatures are drained away and used to empower Medusa. The Blood Fort is tied to several regenerating and replicating magical glyphs that cover the intended area. Activating the blood fort takes days and before it is ready. The first can cover an area of up to 500m. While within the Fort all creatures have a hindrance. While Medusa is within the Fort she gains a reroll once per conflict so long as creatures are within it being drained.

Noble Phantasms:

Bellerophon:

Medusa pierces her neck and from her blood springs forth a creature of divine nature. The Pegasus Bellerophon which serves as her mount. This shining white steed bears her to battle as she takes control, binding the normally peaceful creature to her will. When this noble Phantasm is summoned, the Pegasus appears in an egg of blood that bursts forth. It uses the following stats.

General Stats:

Armor - Modern: 3
 Structure – Modern: 5
 Speed - Running: 9 Ground Units
 Speed - Flying: 14 Ground units

Weapons

Hooves: Normally peaceful when the Pegasus is threatened however it can attack with its hooves. [M]

Features:

Winged creature: The Great Pegasus has wings that support it and allow for surprisingly deft and quickly flight as it gallops across the air.

Riders: The Pegasus has room for one rider and for one additional passenger on the back.

Equipment Suite:

Jink and Jive:

The creature is quick to Jink and jive through the sky dodging attacks at ranged and as it swoops down on foes. With each graceful flicker of its wings it pulls away suddenly to a new direction, sharply changing its momentum and direction. Use this skill when maneuvering or defending:

Uses: Unlimited.

Skill: 3

Alexander the Great:

Known as Iskandar, the great King of Conquerors who spent his lifetime trying to conquer the known world. In his young life he attained a love for the world and trying new things. His goal was to conquer the world and it is still his wish for the Grail. To be reincarnated so that he can try again to finally conquer the world. Rider is an overbearing person with a fundamentally good heart filled with greed and jovial attitudes. He values friendship and would rather recruit a worthy foe as a friend then destroy them. but when the time comes he can be cold and controlled in the face of horror and those not worthy of being conquered. He is a largely built man with fierce brown eyes and red hair wearing his leather armor and skirt.

Gender: Male. Alignment: Neutral-Good.

Origin: Macedonia

Armour - Phantasmal: 1

Wounds - Phantasmal: 9

Drama 1) Constant setbacks and problems with my men only embolden me, though I never hold my soldiers in bad faith and only wish the best for them.

Drama 2) those who follow me will have glory in battle and my care to make sure they are treated right



Drama 3) those who misuse my trust or name will find me a true enemy.

Strength: (6) Agility: (4) Endurance: (7)

Mana: (5) Luck: (8)

Skills:

Riding (A+): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Magic Resistance (D): This Servant has a natural immunity to types of Magcraft. This Servant gains +1 Armour against Attacks from Weapon Codes. They also gain +1 success when making an opposed roll to resist a Magcraft Skill.

Charisma (B): Inner charisma from this servant inspires those around them. Once per conflict, the Artoria can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict.

Divinity (C): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Altera has 2 additional wounds.

Military Tactics (B): The Servant has studied military tactics and understands the finer points of war. The Servant has an Edge when executing complex strategies or cooperating with other allied forces to accomplish a single tactical objective.

Gear: Sword [M], Modern Armour (+1), Horse, Chariot (Gordius wheel) [NP].

Abilities:

Noble Phantasms:

Ionioi Hetairoi - Army of the King (Heroic Move)

A powerful Reality Marble that Iskandar calls forth to envelope all within the surrounding area. Within this pocket realm a great desert field stretches out in all areas. Marching forth from behind Iskandar is his army. All the men loyal to him and his dream past, present and future as they march forward. An army of heroic spirits that charge forward behind their king. Once per combat Iskandar may pull any creatures within range into a reality marble. Within the reality marble is a vast desert inhabited by his armies. Iskandar can pull any targets within Short range into the Reality Marble. Within Reality Marble are 8 swarms of 10 of Soldiers. The soldiers are equipped with Modern armour, Shields, Spears and Swords.

Gordius Wheel:

Splitting the heavens with his sword, Iskandar calls forth in a stroke of lightning the wheel of the heavens pulled by two great pulls for him to ride upon. The Wheel is powerful in its own right, capable of flight and even surrounded by powerful electrical arcs that lash out to strike foes. When summoned it has the following stats.

General Stats:

Armor - Modern: 5
Structure – Modern: 15
Speed - Running: 9 Ground Units
Speed - Flying: 9 Ground units

Weapons

Hooves and horns: The mighty bulls who pull the great chariot can perform crushing charges and attack foes with their great horns and hooves when threatened. This weapon ignores 1 point of armour. [M]

Wheel Scythes: The chariot mounts blades upon its wheels to cut down foes as it charges past in a blaze of arcing electricity. These blades can only be used for attacks while the chariot is moving and have a range of Short. It inflicts 2x damage and ignores 2 points of armour. [M]

Features:

Flight: Blessed by Zues as a chariot of the gods themselves, the chariot is capable of flying.

Chariot Hold: The Massive Chariot itself pulled by the bulls is a sturdy construct that is some 3m long and wide able to hold up to three passengers in total including the rider.

Ushiwakamaru:

Her true name is Minamoto no Yoshitsune. The most famous and ill-fated military commander in Japanese history. Although blessed with talent and charisma she was ultimately abandoned and died with her attendant Benkie. It is believed she was raised at a temple where she studied the arts of war. She adores her older brother wholeheartedly but was constantly persecuted by others because of her talent. While she was a genius, she failed to understand why people feared the battlefield. Since her abilities didn't matter to her, she was incompatible with those who lacked them and hence could not live up to her expectations of fearless fighting.

Gender: Female. Alignment: Chaotic-Neutral

Origin: Japan

Armour - Phantasmal: 1

Wounds - Phantasmal: 5

Drama 1) Love, what is it?

Drama 2)

Strength: (4) Agility: (8) Endurance: (5)

Mana: (6) Luck: (7)

Skills:

Riding (A): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Magic Resistance (C): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill.

Tengu's Art of War (EX): Provides bonuses to close-combat power such as swordsmanship, archery and spearmanship, as well as Skills such as Tactics and Magic Resistance.

Charisma (C+): Inner charisma from this servant inspires those around them. Once per conflict, the Artoria can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict.

Feat of the Swallow (B): With her body as light as a swallow, at the Gojo-ohashi bridge, she has dodged Benkei's terrifying slashes not once but twice.

Six Secret Teachings' Esoteric Art: Lightning Speed (A): Upgraded Feat of the Swallow

Gear: Sword [M]. Horse



Noble Phantasms:

Wandering Tales of Shana-oh: 5 special techniques:

1. Eyes of Shiva - Detecting the six secret teachings: forcibly relocates everyone on the field. It creates an overwhelming advantage for allies, and puts enemies at a staggering disadvantage.
2. Usumidori - Heavenly Blade Steps: a brilliant slash using her sword Usumidori. This attack, delivered after a Shukuchi footwork of the Tengu's, is difficult to avoid.
3. Benkei - Steadfast Position: recreates an imitation of Musashibou Benkei's body alone. The more faith Ushiwakamaru has in Benkei, the stronger the body is, making it a sturdy shield. It can block up to B-rank Anti-Army Noble Phantasms.
4. Dan-no-Ura - Eight-Boat-Leap: is the manifestation of the feat of leaping eight boats that Yoshitsune displayed at Dan-no-ura. No matter how difficult the terrain, leaping movements are possible as long as there is even the slightest foothold. This technique also enhances Ushiwakamaru's jumping power. Ushiwakamaru uses Reduced Earth when using her Noble Phantasm Usumidori - Heavenly Blade Steps, though does not have it listed as one of her Skills.
5. Hoemaru - Spider Slayer: unleashes Usumidori's true power. It repels demons in the area, and deals additional sonic damage.
6. Kikenjo - Icicle Cutting: a secret technique part of the Wandering Tales of Shana-oh despite not being included in her status sheet. It allows Ushiwakamaru to cut Ibaraki-douji's flames after jumping from atop Musashibou Benkei and spinning extremely fast like a spinning top.

Francis Drake:

An explorer of the age of discovery and one of the first people to sail around the world and credited largely with England's rise to power. Though originally a man in life, the Holy Grail has manifested Francis Drake as a woman in cloths resembling a pirate with crimson hair and blue eyes. A selfish and greedy person who takes what she wants and experiences all the pleasures and treasures in this world that are fleeting. She has no interest in the Holy Grail or treasures that last forever but in monetary gain and as such will only fight for money and contract.

Gender: Female. Alignment: Chaotic-Evil

Origin: England

Armour - Phantasmal: 0

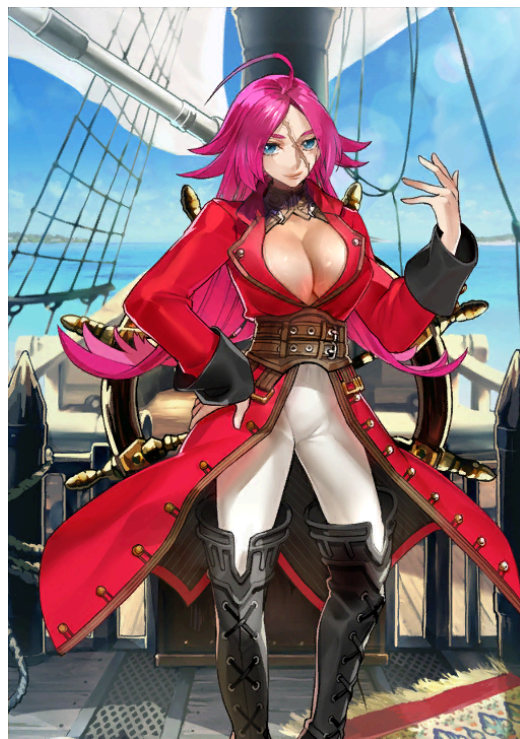
Wounds - Phantasmal: 5

Drama 1) What use is the grail or Treasures that last forever, I much prefer to get what I want right away and have a bit more leeway with using it.

Strength: (4) Agility: (6) Endurance: (5)

Mana: (3) Luck: (10)

Skills:



Magic Resistance (C): This Servant has a natural immunity to types of Magicraft. This Servant gains +1 Armour against Attacks from Weapon Codes. They also gain +1 success when making an opposed roll to resist a Magcraft Skill

Riding (B): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Voyager of the Storm(A+): is the talent to sail vessels recognized as ships. Because the ability as a group leader is also necessary, this unique Skill also has the effects of both Charisma and Tactics.

Pioneer of the Stars(EX): is the unique Skill given to heroes that became turning points in human history. All difficult voyages and challenges which are considered "impossible" turn into "events that can be realized".

The Golden Rule (B):He is considered to have a Wealth of High when summoned.

Galloping Golden Rule (A): Upgraded Golden Rule

Voyager of the Storm (6), Charisma (4), Quick witted swallow (4)

Gear: Pistol.

Noble Phantasms:

The Golden Wild Hunt:

The Golden Wild Hunt is the flagship of Francis Drake. A powerful naval vessel armed and equipped with cannons capable of being crewed by Drake alone, bombarding foes with powerful cannons that rain down shells while loading themselves automatically. The ship is even capable of flight. The ship itself is some 30m long and 10m wide. When you use this noble Phantasm you gain the following vehicle:

General Stats:

Armor - Modern: 10
 Structure – Modern: 45
 Speed - Flying: 9 Ground units

Weapons

Ramming: the Wild Hunt can only perform ramming attacks.

Cannons: equipped with self loading magical cannons that are used to bombard targets at Drake's command as she helms the vessel. The Cannons have a range of Long but can fire further. They inflict 3x Modern damage. [E] [B3]

Features:

Flight: The Wild Hunt has been transformed by the grail and is capable of flight.

Crew: despite having a size that would require a crew of at least 80 and the deck space to fight on, the Wild Hunt is capable of being operated purely by Drake at the wheel.

Below Deck: The Wild Hunt below deck features cabins and storage areas including a captain's cabins where Drake can reside if she wishes.

Abilities:

Broadside: When Drake pulls the Wild hunt alongside a target the many magical cannons that respond to her orders align themselves to unleash a devastating volley to level areas and drown targets in cannon shells. Use this skill when attacking or hindering.[L30]

Uses: 2

Skill: 3

Summon cannon: When Drake cannot bring forth the entire ship for whatever reason she is able to summon through a portal a single cannon of the ship to pound down at targets without revealing her vessel to attack. [B3]

Uses: Unlimited.

Skill: 2

Astolfo:

Astolfo had a legend as a son of an English king and one of twelve paladins. He was said to be the handsomest of the paladins and the embodiment of curiosity, racking up much adventures in his time and supposedly having ridden many mystical creatures. Despite his legends and skills, he was also known as someone cursed with bad luck due to his careless and carefree nature. Astolfo materializes as a small cute boy who dresses and appears like a girl due to his wanting to look cute and fashionable. He has violet eyes and pink white hair while being fully armed and armored. He is a fickle and random person who does what amuses him and has no real wish for the Holy Grail.

Gender: Unknown. Alignment: Chaotic-Good

Origin: France

Armour - Phantasmal: 1

Wounds - Phantasmal: 4

Drama 1) A knight must always look their best so I must always be cute and fashionable!

Drama 2) Even though it has bitten me in the back before I just can't help to smile and live life when I can.

Drama 3) I have no care for the grail and much prefer to suit my whims at the time.

Strength: (4) Agility: (6) Endurance: (4)

Mana: (5) Luck: (7)

Skills:

Independent Action (B): This Servant can remain in the physical world for days before disappearing if they have no Master or do not find a mana substitute. Once per week, this Servant can *Take the Lead* without having to Burn an Affinity point.

Magic Resistance (A (D)): This Servant has a natural immunity to types of Magicraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill.

Riding (A+): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Evaporation of Reason (D Rank): Reasoning is disappearing. It is impossible for him to keep secrets. He'll carelessly chatter about his team's weaknesses and True Names, forgetful of important things, etc. A kind of extreme curse. This skill also serves as "Instinct." During the battle Astolfo is able to, to some extent, feel the optimal course.

Monstrous Strength (C- Rank): Temporarily magnifies STR. However, during the usage of this Skill, Astolfo receives damage every turn.

Gear: Sword, Spear (Trap of Argalia) [M] [NP], Modern Armour (+1)



Abilities:

Noble Phantasms:

Casa Di Logistilla:

A magical book given to Astolfo by the witch Logistilla to protect him from magic. While in possession of this noble Phantasm he cannot be affected by Magecraft or Magic effects in origin.

La Black Luna:

Astolfo takes a hunting horn from his belt, a gift from the queen of Avalon to drive off harpies and holds it to his face. It activates and grows, circling his body and becoming massive before letting out an explosive shockwave of sound. When this skill is used Astolfo blows on his Trumpet blasting sonic force at nearby enemies in short range dealing 2x damage. [C]

Uses: 1

Skill: 3

Trap of Argalia:

An ornate lance taken by Astolfo after one of his many adventures from Argalia, Prince of Cathay. The lance always knocks its target down rendering them helpless as it unseats them onto the ground. Any target hit by this weapon is always rendered prone and knocked flat onto the ground.

Hippogriff:

Astolfo calls forth the steed of legend, the mighty Hippogriff. When he uses this noble phantasm he summons the steadfast companion to fly him into battle, riding atop it.

General Stats:

Armor - Modern: 3

Structure – Modern: 6

Speed - Running: 9 Ground Units

Speed - Flying: 12 Ground units

Weapons

Claws: The Hippogriff has powerful clawed forelimbs like those of an eagle it uses to protect itself, tearing foes apart. It ignores 1 point of armour. [M]

Features:

Winged creature: The Hippogriff has wings that support it and allow for surprisingly deft and quickly flight as it gallops across the air.

Riders: The Hippogriff has room for one rider and for one additional passenger on the back.

Equipment Suite:

Jink and Jive:

The creature is quick to Jink and jive through the sky dodging attacks at ranged and as it swoops down on foes. With each graceful flicker of its wings it pulls away suddenly to a new direction, sharply changing its momentum and direction. Use this skill when maneuvering or defending:

Uses: Unlimited.

Skill: 3

Achilles:

The famous hero from the Trojan war who was born from the sea goddess Thetis. he was blessed by the gods and his mother who made all but one part of him immortal through a sacred flame. When war came, he had to make the choice between living a long normal life or having his name recorded in history. during his early life he was raised by Chiron as a great warrior. he is broad-minded and audacious, often displaying a smile. he is a hero who does tasks only he wishes to do or will offer up enough of a challenge. he tends to be concerned with those he considers 'good' people and will tend to take their side. He is a fair and soft man with the look and feel of an Epic hero dressed in fine clothes.

Gender: Male. Alignment: Lawful-Neutral.

Origin: Greece

Armour - Phantasmal: 2

Wounds - Phantasmal: 10

Drama 1) I only do task's I wish to do, I should not need to stoop below my heroic standards for anything.

Strength: (8) Agility: (9) Endurance: (8)

Mana: (5) Luck: (4)



Skills:

Divinity (C): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Altera has 2 additional wounds.

Riding (A+): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Magic Resistance (C): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill

Battle Continuation: The servant has incredible endurance, able to fight beyond their limitations. Once per campaign, this servant can continue to fight until the end of a Conflict even if they have no wounds remaining.

Valor (A+): is the ability to negate mental interference such as pressure, confusion and fascination. It also has the bonus effect of increasing melee damage. Not usable under the effects of Mad Enhancement.

Affection of the Goddess (B): Affection is from his mother, Thetis. Other than Mana and Luck, all stats are Ranked-Up. (this is accounted in the stats already)

Gear: Spear [M] [E], Horse, Chariot (Troias Tragōidia) [NP].

Abilities:

Noble Phantasms:

Dromeus Kometes

Achilles was said to be the fastest footed hero of all. Such was his natural gift he could outrun almost any creature. Achilles has a speed of 7 Ground units / 70 m instead of his normal speed.

Andreias Amarantos

when his mother attempted to make him immortal but left one part of him human it would be both his gift and his curse. This gift meant that only one could defeat Achilles if they could strike his weak spot on ankle. A spot known to few. Achilles cannot take damage from attacks unless they are called shots to his heel. Once he suffered damage from a called shot, he loses this ability.

.

Troias Tragōidia:

Achilles summons a massive chariot drawn by three large horses bestowed upon him by Poseidon. A large and sleek chariot pulled by two galloping horses. Such is the blessing on this chariot that it may even take flight. When summoned it has the following stats.

General Stats:

Armor - Modern: 5

Structure – Modern: 15

Speed - Running: 10 Ground Units

Speed - Flying: 12 Ground units

Weapons

Hooves: When threatened or on the charge the horses who pull this chariot can trample foes before their hooves. [M]

Features:

Flight: Blessed by Poseidan as a chariot of the gods themselves, the chariot is capable of flying.

Chariot Hold: The Massive Chariot itself pulled by the Horse is a sturdy construct that is some 3m long and wide able to hold up to three passengers in total including the rider.

Medb:

The Queen of Connacht, in the Ulster cycle of Celtic mythology. She is a young girl of affairs, marriages and Carnal relations with brave men and kings. She orchestrated a war, all to kill the man she wanted but defied her- Cu Chulainn. She is pure and tidy while being Lewd and devious. She loves strong men and enjoys making them hers. Greed and pleasure are what she lives for. Collecting treasures and men. Among them was Fergus MacRoch. She does not take rejection lightly as seen in her starting war over one who did. She is the mother of hundreds of warriors. Her wish for the grail is unrelated to conquering one man but to conquer all men past, present, and future. If she finds her master fitting she will dote over them and engage in lewd acts. She doesn't like female masters. Loves her whip.

Gender: Female. Alignment: Chaotic-Evil.

Origin: Ireland

Armour - Phantasmal: 0

Wounds - Phantasmal: 3

Drama 1) The only man to ever resist my Charms is Cu Chulainn and he shall be mine by any way.

Drama 2) Furbaide managed to kill me with cheese and I now have a fear of the dairy substance.

Strength: (3) Agility: (6) Endurance: (3)

Mana: (5) Luck: (10)

Skills:

Riding (A+): The Servant is skilled at operating numerous mounts and vehicles to carry them swiftly. The Servant has Proficiency in all Modern Mounts.

Magic Resistance (B): This Servant has a natural immunity to types of Magcraft. This Servant gains +3 Armour against Attacks from Weapon Codes. They also gain +3 success when making an opposed roll to resist a Magcraft Skill

Golden Rule (Body): is a Skill that denotes the possession of a natural and perfect goddess-like body, preserving beauty. Unlike the Natural Body Skill whose body shape does not change despite how much caloric intake was taken, there is no effect on the Skill owner's Strength parameter.

Charisma (B): Inner charisma from this servant inspires those around them. Once per conflict, the Artoria can inspire all friendly allies who can hear or see her, granting an Edge on all actions until the end of the Conflict.

Alluring Euphony (C): is a mesmerizing-kind of Skill possessed by those with a natural constitution of having a beautiful voice; it is also a declaration of the exercise of power by the royalty. It works as a fascination magecraft-like effect towards females, but evasion is possible with a Magic Resistance Skill. Even without Magic Resistance, one can abate it to some extent so long as she maintains a will to resist.



Queen's Discipline (A): Upgraded Charisma

Queen's Body (A+) Upgraded Golden Rule (Body)

Gear: Hand Weapon, Chariot (My Dear Chariot) [NP]

Abilities:

Noble Phantasms:

My Dear Chariot:

Medb calls forth her dear chariot. A fine measure of luxury that serves as her mobile room and bed chambers drawn by two powerful bulls. She drives it forward in search of her next desired man and once she pounds them into submission she already has a bed ready to take them at her earliest convenience. When the Chariot is called forth it appears with the following stats.

General Stats:

Armor - Modern: 5

Structure – Modern: 15

Speed - Running: 10 Ground Units

Weapons

Hooves and horns: The mighty bulls who pull the great chariot can perform crushing charges and attack foes with their great horns and hooves when threatened. This weapon ignores 1 point of armour. [M]

Features:

Chariot Hold: The Massive Chariot itself pulled by the bulls is a sturdy enclosed cabin that is some 3m long and wide able to hold up to three passengers in total not including the rider.

My Red Mead:

one of Medb's Noble Phantasms where she brings a torrent of golden liquor honey infused with her legend of charm, presenting it with a smile while saying "please drink". Whether they are hostile or not, men will somehow take that drink. As soon as a man swallows it into his mouth, the man is as good as her's. It is comprised of wine, honey and Medb's blood.

Conchobar My Love:

one of Medb's Noble Phantasms where she temporarily borrows the ability of future vision possessed by Ulster King Conchobar, who was a husband of Medb's for a while.

Fergus My Love:

one of Medb's Noble Phantasms where she temporarily summons the magic sword Caladbolg, the Noble Phantasm of Fergus mac Róich. With a lovely swing, she releases the sword of a rainbow-like light, the Heaven and Earth Sky Great Rotation, as a ranged attack.

Berserker

—*Mad Warrior and Heroic Spirit of Berserker Rage. Crazy warriors that have lost almost all traces of their sanity in exchange for great power.*—

A Berserker class is a powerful but difficult to use servant. They exist to kill and fight. They can fight with a Saber on even terms but their Skills tend to be lacking and anything but brute force is beyond them. They tend to pack the highest HP and when fully unleashed deal more damage than sabers. Their Noble Phantasms are mostly geared towards keeping the servant alive and improving its basic combat abilities.

Class Features:

Berserker Element: Berserkers are mad warriors who excel in violence mindless in intent. As they fly into a crazed rage they fight without caution or reason destroying all in their path. Berserkers are in their element when fighting recklessly without any caution or hesitation or need for defence.

Mad Enhancement: Berserkers can fly into a mad rage at a moment's hat as their insanity overwhelms them. In this moment they are empowered by the curse of madness and can fight even harder becoming a living bulldozer. When this ability is used, the servant increases the amount of damage they inflict per success. (1x damage becomes 2x damage, 2x damage becomes 3x etc). This ability can be used once per conflict and lasts until the end of the conflict.

Heracles:

The greatest hero of Greek mythology, he was a demi-god born of Zeus. While he was of superior talent and strength he had some personality issues but after years as Sheppard he tamed himself and grew into a mighty man who accomplished many deeds and later earned the right to succeed the king after marrying his daughter. Despite all his greatness, for which mortal men were no match, he incurred the wrath of the goddess Hera. Hera despite being unable to destroy him with 12 labors eventually had one of his wives poison him where after death he joined the gods at Olympus. He is a massive, strong, bulging man who appears almost inhuman. As a berserker his personality is lost but normally, he is a brave and honest man who strives to protect others and test his might against other heroes. He has no wish for the Holy Grail.

Gender: Male. Alignment: Chaotic-Insane

Origin: Greece

Armour - Phantasmal: 0

Wounds - Phantasmal: 12

Drama 1) My Mother Hera has constantly tried to stop me and keep me out of the way at every turn, but no matter what I always rise.

Drama 2) I have no wish for the grail I only wish to fight.

Strength: (9) Agility: (8) Endurance: (8)

Mana: (8) Luck: (7)



Skills:

Mad Enhancement (B): It gives the servant Disadvantage on Actions in Social encounters. However, he gains +1 to his all is Parameters (This is included in his base stats)

Battle Continuation: The servant has incredible endurance, able to fight beyond their limitations. Once per campaign, this servant can continue to fight until the end of a Conflict even if they have no wounds remaining.

Valor (A+): is the ability to negate mental interference such as pressure, confusion and fascination. It also has the bonus effect of increasing melee damage. Not usable under the effects of Mad Enhancement.

Divinity (A): Carrying a spark of Divine blood from the age of gods within their body, making them incredibly resilient. Altera has 4 additional wounds.

Minds Eye (fake) (B): Gained through many ordeals and adventures, he is capable of calm analysis of battle conditions, by which competent grasp of the status of the self and the opponent are obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. Even though Heracles' sanity was lost due to Mad Enhancement, this Skill remained effective as it is nearly an instinct.

Gear:

Nine Lives: This massive chunk of rock carved from stone by Heracles upon his summoning is a truly massive weapon like no other. As a powerful melee weapon it smashes aside everything with its jagged edge rending flesh and metal. It inflicts 2x Damage and ignores 1 point of armour. [M]

Abilities:

Noble Phantasms:

The God Hand:

The gift from the gods for the completion of the twelve labours, they exist as pseudo immortality resurrection spells that serve to bring Heracles back from the dead again and again. Use this skill each time Heracles would be killed. When he is killed by an attack, it costs 1 additional use per every 15 damage taken. He is instead not killed and regains his full wounds.

Uses: 12

Skill: 0

Lancelot:

Once the greatest of all the knights of the round table in service of king Arthur, Lancelot became disgraced after certain unfortunate events. Lancelot had fallen in love with Arthur's queen and when their affair was found out, she was to be put to death. Unable to stand by and do nothing, the knight of honor cast aside his pride and duty to rescue and slayed his fellow knights. Thus the perfect knight fell from grace and was cast out and rejected, even hunted by his own country for his betrayal. However even at the end he still sought to follow Arthur but was denied this. Lancelot is a tall, slender man with Purple hair and grey eyes, his face considered handsome. He wears dark black armor and a helmet to conceal his identity. His desire is to be able to atone for his misdeeds and serve at the side of King so that he may save him.

Gender: Male. Alignment: Chaotic-Insane

Origin: England

Armour - Phantasmal: 2

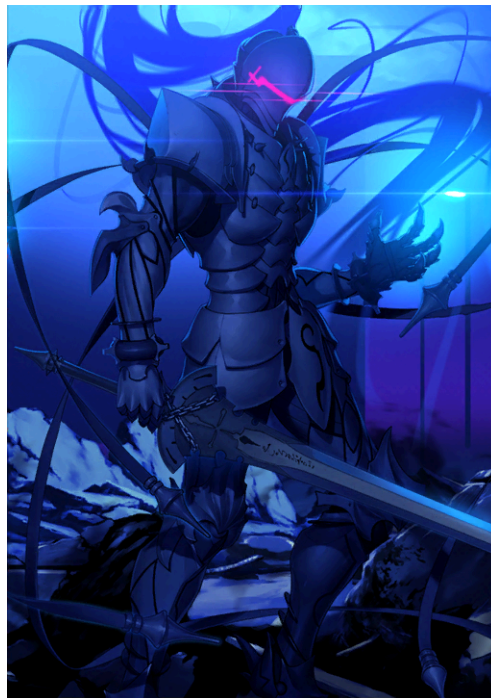
Wounds - Phantasmal: 8

Drama 1) My one wish is to atone for my misdeeds and serve at the side of my king and save him.

Drama 2) I could not stop from slaying my fellow knights to save my Kings wife after our affair. This led to me being cast out.

Strength: (8) Agility: (9) Endurance: (8)

Mana: (6) Luck: (7)



Skills:

Mad Enhancement (B): It gives the servant Disadvantage on Actions in Social encounters. However, he gains +1 to his all is Parameters (this is included in his base stats)

Eternal Mastery of Arms (A+): Mastership of combat arts has reached the point of being said to be unrivaled in one's era. By complete merging of mind, body and technique, it is possible to make use of full fighting skills even when under the influence of any sort of mental hindrance.

Magic Resistance (D): This Servant has a natural immunity to types of Magicraft. This Servant gains +1 Armour against Attacks from Weapon Codes. They also gain +1 success when making an opposed roll to resist a Magcraft Skill

Protection of the Spirits (A): the capacity to increase one's LCK in dangerous situations. Activation is limited to battlefields, where it is possible to perform feats of arms.

Gear: Sword (Ardonight) [M] [NP],

Noble Phantasms:

Knight of Honor:

Any weapon that he wields counts as being magical no matter what it is. As his skill with arms means that anything he touches becomes a weapon on par with a noble Phantasm.

For Someone's Glory:

The armour Lancelot wears prevents information from being obtained about his nature and status. The obscuring fog prevents those who obtain knowledge from also retaining it for prolonged periods.

Ardonight:

The Sword of the Moon and the sister sword of Excalibur. This powerful weapon is usually a weapon of last resort for Lancelot when he gets serious. When unleashing its true power, Lancelot holds the sword aloft and gathers onto him all the light of the world and lets loose a mighty beam of light to destroy all in his path. Use this Equipment Suite when unleashed and making an attack action. it deals 3x Modern damage in a 1 meter line up to long range. [L1]

Uses: 1

Skill: 5

Darius III:

A valorous king of ancient Persia who was the last king of Achaemenes dynasty. He was the rival of Alexander the Great who he fought many times. He would eventually be conquered. He was a massive person and even the tallest people could not even reach his footstool. An indomitable man. His normal facial expression is calm. Still, he is constantly filled with a firm fighting spirit. During battle, he opens his eyes and begins the destruction of the target by becoming a storm itself. In contrast to the sternness of his fight, strangely his reactions towards the Master are mostly obedient. As he does not runs wildly in normal times.

Gender: Male. Alignment: Lawful Neutral

Origin: Middle east

Armour - Phantasmal: 0

Wounds - Phantasmal: 9

Drama 1) Though my Rival conquered me once, Alexander the great will not do the same again.

Strength: (8) Agility: (7) Endurance: (9)

Mana: (4) Luck: (5)



Skills:

Mad Enhancement (B): It gives the servant Disadvantage on Actions in Social encounters. However, his gains +1 to his all is Parameters (this is included in his base stats)

The Golden Rule (B): He is considered to have a Wealth of High when summoned

Disengage (A): The Servant is capable of rapidly retreating from battle to avoid defeat. Once per Day, the Servant can disengage and exit the conflict, reaching safety with at least 1 wound remaining.

Battle Continuation: The servant has incredible endurance, able to fight beyond their limitations. Once per campaign, this servant can continue to fight until the end of a Conflict even if they have no wounds remaining.

Achaemenid Pride: upgraded Battle continuation

Gear: 2 axes [M], Elephant Mount

Abilities:

Noble Phantasms:

Athanaton Ten Thousand - Immortal Ten Thousand Soldiers:

Darius summons forth as servants the great army of warriors that served him in life and made Persia powerful. the elite and supernatural forces known as the immortals. These mysterious cadres of loyal soldiers will charge into battle headlong at their king's command as he channels the army even in his own mad enhanced state. When you use this

noble Phantasm summon 10 swarms of 10. The soldiers are equipped with Modern armour, Shields, Spears and Swords.

Lu Bu Fengxian:

An ancient Chinese general from the three kings era who was notorious for his betrayal. Once called the greatest general ever and a title he arrogantly believed, he betrayed any master at any time when he grew bored of them. He once wielded a great weapon made by a skilled blacksmith that could become any weapon he required. He is also known for riding across a trench on his horse. Eventually, his constant betrayals would lead to him being betrayed and killed. The only thing he cared for truly was his wife. He has short red hair and traditional red armor and has been likened to a living fortress.

Gender: Male. Alignment: Chaotic Evil

Origin: China

Armour - Phantasmal: 2

Wounds - Phantasmal: 6

Drama 1) The only one who is worthy to rule over me is myself, none shall command me or feel my steel.

Drama 2) I do everything for my family, They are the only ones in this world who have my constant care.

Strength: (9) Agility: (8) Endurance: (9)

Mana: (7) Luck: (7)

Skills:

Mad Enhancement (B): It gives the servant Disadvantage on Actions in Social encounters. However, he gains +1 to his all is Parameters (this is included in his base stats)

Valor (A+): is the ability to negate mental interference such as pressure, confusion and fascination. It also has the bonus effect of increasing melee damage. Not usable under the effects of Mad Enhancement.

Nature of the Rebellious Spirit (A): is the temperament to never remain at one location and never embrace a lord. A wandering star that does not have the capacity to be king nor is capable of finding his own king. Negates the effects of Charisma with the same rank.

Ruthless Warrior of the Turbulent Times: represents the fame of Lu Bu as a rowdy general.

Gear: Horse.

Abilities:

Noble Phantasms:

God Force:

The God Force was a unique one of a kind weapon constructed for Lu Bu personally. A weapon capable of switching between 5 different weapons, a sword, a bow, a lance, a staff, and a Halberd. Lu Bu counts as being equipped with all of these weapons. These weapons all deal 2x damage and ignore 1 additional point of armour.



Frankenstein's monster:

The Homunculus created by Victor Frankenstein in his quest to create the perfect being. Patched together from dead flesh, he was later so horrified he disassembled her immediately. However, she reassembled herself and pursued him across northern Europe in both anger and admiration for her 'father'. Eventually she found him and pleaded for him to create a mate for her but he refused. She killed all those acquainted with him and chased him until he died before heading north and immolating herself on a pyre. Despite her creator's revulsion at the sight of her, she is actually a lovely young girl in a white dress with red hair and differently colored eyes. She is gentle and does not speak much when under the effects of mad enhancement other than a few softly spoken words and grunts. She likes to admire the world and its beauty. Her wish is to bring forth a mate for her.

Gender: Female. Alignment: Chaotic Neutral

Origin: Europe

Armour - Phantasmal: 0

Wounds - Phantasmal: 6

Drama 1) The world is beautiful, I only wish to find someone who can share it with me.

Strength: (6) Agility: (5) Endurance: (7)

Mana: (5) Luck: (7)

Skills:

Mad Enhancement (D): It gives the servant Disadvantage on Actions in Social encounters. However, his gains +1 to his all is Parameters (this is included in his base stats)

Wail of the Falsely Living (C): is a Skill where the Servant is capable of emitting an immense scream, temporarily robbing enemies and allies alike of their ability to think and respond; those who do not expect it or are incapable of the mental resilience to withstand it may temporarily lose their ability to breathe. The effectiveness of this Skill is increased with the activation of Mad Enhancement

Galvanism(B): is a Skill that allows unrestricted conversion and accumulation of magical energy and any form of electricity. Like Phlogiston and Ether, the concept of Galvanism, which explains organic activity as a bio-electric process, falls under the domain of Alchemy.

Gear:

Bridal Chest: The enormous mace that Fran uses is not just a weapon it also contains her heart and magical reactor. It is the source of her power. It has the ability to recycle magical energy in the air to empower herself turning the magic into electricity. The weapon can be used to absorb magical effects and when it does so, gain a Blast radius of 5 meters. The weapon itself deals 2x damage. [M] [B5] [NP].

Abilities:

Noble Phantasms:

Blasted Tree: (Heroic Move)



Frankenstein plants her bridal chest into the ground and it begins to generate massive amounts of electricity around her before releasing a shockwave that consumes her body. This massive electrical explosion explodes with great force sending the showaves far out as lightning ravages anything not blown away. Fran, caught within its epicentre has the potential to survive. Use this skill when attacking. The attack hits all targets within Medium range and inflicts 5x damage. The First time this Noble Phantasm is used, Fran's Luck stat becomes 0 permanently. The second time it is used after that, Fran is destroyed in the attack.

Uses: 1

Skill: 4

Spartacus:

A Thracian gladiator who was captured by the Romans, he became a symbol of rebellion when he rose up against his oppressors, leading his fellow comrades in a guerilla war, winning against all odds against superior foes. Despite his numerous victories and his growing army, he was unable to cross the Alps. He attempted to sail down to Sicily with pirates but was defeated when he was betrayed and caught at sea by the Romans. It was his first and only defeat in battle. He has dirty blonde hair and is covered in scars and muscle with grey skin. He is massive in size and body weight. He has a justified personality, fighting for freedom against oppression and the greater the odds the more he tries. He will rarely strike a target he deem inferior. He has no wish for the grail, only to be allowed to proceed to the battlefields for he only wishes to rescue the oppressed and fight those who oppress.

Gender: Male. Alignment: True Neutral

Origin: Rome

Armour - Phantasmal: 0

Wounds - Phantasmal: 11

Drama 1) I wish only to fight a worthy opponent, those beneath me will find themselves ignored as I shall not waste my time.

Drama 2) Those who are oppressed shall find me their savior, and the oppressors shall find their greatest enemy.

Strength: (8) Agility: (5) Endurance: (11)

Mana: (4) Luck: (5)

Skills:

Mad Enhancement (EX): It gives the servant Disadvantage on Actions in Social encounters. However, his gains +1 to his all is Parameters (this is included in his base stats)

Honor of Suffering (B+): In the instance that Spartacus' injuries are repaired by means of magecraft, the required Magical Energy cost is quartered. Also, even without the use of magecraft after a certain amount of time, the wound will automatically proceed to be healed. In truth, the pain inflicted heightens his combat focus, allowing him to tap into his full potential; by corollary, if he is not injured, he cannot fight at full strength. The notion that "one must first conquer the pain inflicted by the enemy to attain absolute victory" is a fundamental premise of Spartacus' tactics.

Unyielding will (A): Possesses resistance against physical and mental damage. However, said resistance will not hold against attacks that aim at beguiling others - such as illusions. For example, while there is resistance against damage from "falling into a pit trap", no resistance will be in place regarding "making a pit trap appear as solid ground with an illusion".

Triumphant Return of the Sword: Increases own Buster performance for 1 turn. Recovers own HP.

Gear: sword

Abilities:



None.

Noble Phantasm:

Crying Warmonger:

Due to his unwillingness to give up and his renown for turning what looks like defeat into victory. With every cut, stab and puncture his strength only rises ever more until his swings finally cast down the oppressors. Even with his last dying breath his very attacks shake the earth. When Spartacus has 13 or less wounds remaining all of his attacks deal 4x damage. In addition, he regenerates 1 wound per round.

Kijyo Koyo:

From Japanese Folklore she is given the name Kijo or demon women who was taken captive by Taira no Koremochi on mount Togakushi during the Heian period. Various stories exist of her rebelling against the imperial court by leading bandits and teaching the commons to read and write while curing them. Born human, as an adolescent she was called Kureha and lived in Kyoto she drew attention from the commons for being beautiful and her talent drew the attention of Minamoto no Tsunemoto's official wife. She came into the affection of Tsunemoto but was suspected of planning to kill his official wife. Instead of death she was banished with child to a small village where she led the locals and acted as a commander for the local outlaws. As a result General Taira no Koremochi was sent to subjugate her and after a hard fought battle the General offered up a prayer and was given a demon conquering sword and striking her while she was alone. Koyo had been born after her parents desperate sought aid from the demon king of the Sixth Heaven which resulted in her having a natural affinity for black magic and in her exile due to its location being blessed by the nine-headed dragon god was overflowing with black magic and took in those who held a grudge against the imperial court to join her forces.

Gender: Female. Alignment: Neutral Evil

Origin: Japan.

Armour - Phantasmal: 0

Wounds - Phantasmal: 7



Drama 1) I was banished from my husband and home by the claims of me putting a curse on the shogun's wife, this betrayal has left me a hatred for the imperial court and raised arms against it.

Drama 2) I was said to be a gift from the demon king of the sixth heaven but I wonder if I was really a curse.

Strength: (7) Agility: (5) Endurance: (7)

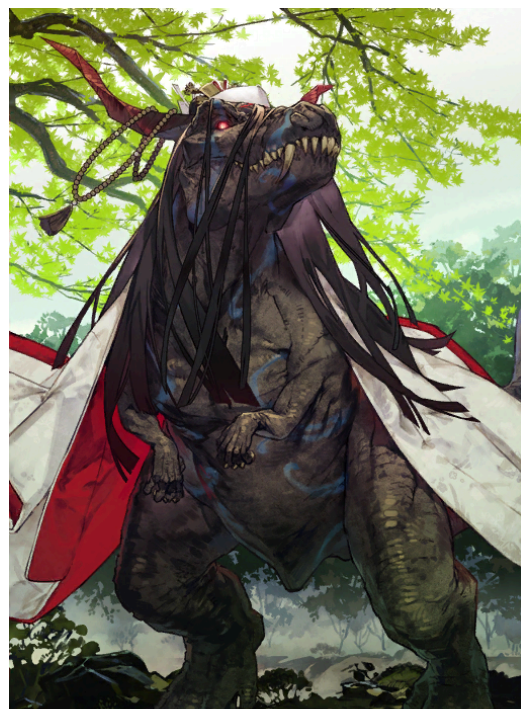
Mana: (7) Luck: (5)

Skills:

Mad Enhancement (A): It gives the servant Disadvantage on Actions in Social encounters. However, his gains +1 to his all is Parameters (this is included in his base stats)

Magic Resistance (C): This Servant has a natural immunity to types of Magcraft. This Servant gains +2 Armour against Attacks from Weapon Codes. They also gain +2 success when making an opposed roll to resist a Magcraft Skill

Shapeshift (Dinosaur): From a court lady of high standing, she transforms into the form of a terrifying kijyō. Furthermore, because she desired the Mad Enhancement, she came to possess the massive body of a dragon.



Nine-Headed Dragon's Lightning Fire (A): A prayer and kagura revering Kuzuryūshin who is a fierce oni and also a water god. It appeases and controls the fury of all things in heaven.

Tread of Life (B): An incantation of Izuna Gongen's protection that drives away sickness and brings about a long life.

Gear: sword [M]

Abilities:

The Rope of Life:

This incantation brings the blessing of Izuna Gongen, healing wounds and warding of illness allowing Koyo when attempting to heal others to restore 1 additional wound.

Nine Headed Dragons Fire:

With a prayer and dance offered up to the Nine-Headed Dragon god who is both a Oni and water god, the heavens calm themselves clearing away any ill weather. Koyo can perform this to calm any storm or rain if she wishes and has minutes to prepare it.

Black Magic - Tier 3 (Magecraft talent)

Shapeshift: Dinosaur.

Koyo can assume the form of a massive beast close to that of a dinosaur when in her Oni form that growls, snarls and tears its way through prey like a beast dressed in womens clothes. She gains the following stat block when she shifts:

General Stats:

Armor - Modern: 5

Structure – Modern: 35

Resist: 1

Speed - Running: 60 km/h / 100 m / 10 Ground Units

Weapons

Maw - primary: The beast has a massive jaw and teeth used to crush its prey. The jaws are so powerful, they ignore 3 Modern-class armor and inflict 2x Modern-class damage.

Grapple: The beast will pin a creature in its teeth if it damages a target with 3 or more successes. The grappled victim can still fight, but cannot move as long as the beast keeps damaging them round after round. The maximum size the beast can grapple is a jeep.

Swallow: A humanoid-sized creature may be swallowed if the beast damages it after being grappled. A target that has been swallowed is incapacitated and will die in two rounds.

Lash: Beast has a long tail it can use to clear its rear or side arcs as a whip attack (see below).

Noble Phantasm:

Autumn leaf viewing:

In a life filled with betrayal and regret met at the end as an Oni, she calls upon the rage that sees her between the world of sanity and not. Koyo quickly attacks while shifting back and forth from her Oni form to her beautiful human form to strike down foes placing great stress on her body. Use this skill when transforming into a Dinosaur using the Shapeshift Dinosaur ability.

Uses: Unlimited

Skill: 2

Playing the game:

Skill Challenges

Challenges represent the obstacles you must overcome during play. The GM decides when to present Challenges and you must determine a way to deal with them. There are three types of Challenges – Combative, Static, and Basic:

- **Combative:** A combative Challenge is presented when you are opposing or working against another person or system capable of dynamic decision making or action. Physical combat, playing chess, and hacking a heuristic AI would be examples of combative Challenges.

Designer Note: The GM may choose to not roll for combative Challenges. They will assign a value similar to one for static Challenges.

- **Static:** A static Challenge is presented in a situation where you must succeed at a task where there is no entity capable of consciously opposing you. Jumping a wall, repairing damage to a Car, and cooking a delicious meal are examples of static Challenges.

- **Basic:** Basic Challenges are considered easy to succeed. In this case, you have enough time to complete the task without stress and are prone to making fewer mistakes. In these instances, no roll is required and you are considered to succeed automatically.

Success

If you gain enough success to meet or exceed the Challenge presented by the GM, or you exceed an opposing character's number of successes, you succeed the Challenge. In general, this means you get what you want, or can continue your plan of action. See more on Challenge difficulties on page xxx.

Failure

Things don't always go as planned. When a Challenge is failed, there are different outcomes that may occur. There are six failure conditions chosen by the GM based on the situation:

1. **Partial Success:** If you do not meet the result required, you are considered to have achieved a partial success. When a partial success is granted, the GM provides some benefit from the effort such as partial information or limited progress. This may be as a reward for a creative idea or strong roleplaying. A partial success may make subsequent checks easier.
You attempt to hack a terminal and are unable to achieve the 4 successes required. However, with your 3 success, you are able to gain some valuable information that may confer a bonus for your next attempt.

2. **Hard Failure:** A hard failure means that further progress cannot be made on the attempt. You attempt to hack a computer terminal and fail. This means that you are unable to continue hacking or make bypass attempts of any nature, on this terminal and possibly all others.

3. **Soft Failure:** A soft failure means that you may make further attempts to succeed the Challenge. You may be allowed to try again or be forced to use a new Skill. You are trying to hack a computer terminal and have

failed, but are allowed to continue attempts on the same terminal. The GM may also allow you to try again, bypassing the terminal electrically or through a different creative option.

4. Risky: A risky Challenge comes into play when the hero has something to lose or may take damage if the Challenge is failed. If you try to fix a Car hastily and fail a repair roll, you may take damage from electricity or have a tool break.

5. Sticky Challenge: A sticky Challenge occurs when something bad is associated with attempting or completing a Challenge. In all cases, a consequence is applied to you after an attempt has been made. Typically, a sticky Challenge is automatically passed. You receive an outcome as you intend. Rolling provides successes that mitigate the consequences, and, with enough success, the consequences may be eliminated completely. To get to your destination as quickly as possible, you must navigate through a dense city. The streets are crowded and it is impossible to avoid all the cars and people. You roll a navigation check to avoid as many as possible and gain 3 successes. The GM determines that your Car takes 2 damage. If you didn't get any successes, you would have received 4 damage.

6. Mixed Success: Achieving what you want at a cost is called a mixed success. This happens when you receive enough successes to succeed, but not enough to avoid taking a penalty. A mixed success is related to a risky failure or a sticky Challenge – see above. However, there is no guarantee of a penalty and no guarantee of success. The GM must set two values, one for the success and one to avoid a penalty. A mixed success should be employed when your Skill allows you to escape risk, but the risk is present.

Timeframes

Completing Skill Challenges requires varying amount of time. Breaking down a wooden door may only take a quick moment, while completing a complex surgery could take hours. The GM should follow the timeframe guidelines below and may hone the time as they see fit to the nearest increment.

- Instant: The action takes an amount of time so quick that it is perceived as instantaneous. The time it takes for an electrical signal to travel across a building would qualify as instant.
- Moments: A moment describes an amount of time that takes less than a second to accomplish. The time it takes for you to aim your gun at a new target is just a moment.
- Seconds: An action that takes 1 to 60 Seconds would be considered seconds of time. The time it takes to hack a keypad would be seconds. A standard combat round takes place over seconds of time.
- Minutes: An action or event that takes between 1 and 60 Minutes is considered a to take minutes of time. The time it takes to prepare and magecraft ritual is minutes.
- Hours: Hours equates to a period of 1 to 24 hours of time. Rebuilding or exchanging car and vehicle parts would generally take hours of time.
- Days: Days equates to a period of 1 to 7 days of time. Repairing a heavily damaged area of a building or house.
- Weeks: Weeks equates to a period of 1 to 4 weeks of time. Creating Homunculus and Great Golems takes weeks in some cases.
- Months: Months equates to a period of 1 to 12 months of time. Designing and building a new fortification or house takes months.

If the proper tools or resources are not available, timeframes may increase. Also, if additional labor or special tools are available, the timeframe may decrease. The GM may alter time required to complete a task as they see fit.

Sacrifice

Sacrificing allows you to increase the number of successes you achieve during an Action. If you do not have enough successes to meet the Challenge, you can take a penalty to gain automatic successes. When you want to Sacrifice, declare it after reviewing your rolled result. You must explain to the GM what you are sacrificing to gain the successes. If they approve, you'll lose something to gain the successes. If they don't approve, your sacrifice may be in vain, meaning that you lose something but gain nothing in return.

Challenges Over Time

Occasionally, you may be the midst of an enduring Challenge. When a check is made continuously, the GM may impose a check over time. This means with each roll taken, you use an amount of time specified by the GM. You continue to roll until you meet the check or time runs out.

Disarming a complex bomb takes time. The GM requires a Skill check of 3 to disarm the bomb. Each attempt takes 15 seconds. There are 60 seconds left on the bomb's clock. Therefore, you have 4 attempts to disarm the bomb to gain 3 successes.

Follow Through Checks

At times, the GM may allow you to carry success over from one Challenge to another. If you succeed with additional successes, they may let you set aside some or all of the extra successes to use for later. Typically the extra successes may only be used in a related or continuing Challenge.

Challenge Difficulties

As the Challenges you are attempting gain difficulty, you will need more successes to complete them. A Challenge's difficulty may depend on how much time you have to complete it. Use this as basic guidelines for successes:

- Easy - Basic: 1
- Moderate - Professional: 2
- Hard - Expert: 3
- Very Hard - Adept: 4
- Astonishing - Ace: 5

Heroic Moves

Being Heroic As a hero, you have luck, experience, and moxie on your side. You're able to pull through when others fall back. You're able to succeed when others fail. You're able to survive when others die. All heroes and villains are able to create Heroic Moves. A Move occurs when you spend a Heroic Move point. Doing so allows you to change the world or environment that benefits you in a meaningful and heroic way. There is one way to initiate a heroic move.

Create a Drama: Voluntarily gaining or accepting a Drama will allow you to create a Heroic Move. The Drama does not have to be decided upon immediately, but once the encounter or engagement is over, you and the GM need to create a Drama that is associated to the Heroic Move. You may take a Drama to create a Heroic Move once per encounter. See page xxx for more details on Drama.

Move Guidelines

Use the following guidelines to help create Heroic Moves. This list is not comprehensive. Feel free to create new ideas and ways to use Heroic Moves:

- Area Effects: You may create an area effect, allowing you to apply your successes to allies or enemies over an area.
 - Reposition: You may move something else, or move yourself.
 - Modifier: You may apply a modifier to an enemy or remove a modifier on yourself.
 - Work Faster: You may choose to get more accomplished during your turn.
 - Temporary Fix: You may use something that was inoperable, or keep something running that was severely damaged.
 - Gain a Contact or Ally: As you talk to people, you find allies and enemies of enemies.
- See more on using Heroic Moves in combat on page 159.

Move Limitation

- No Extra Damage: You cannot inflict additional damage to a lieutenant or villain by using your Heroic Move.

Using Skills and stats

Skills and stats represent the expertise you exhibit in everything from Driving a car and lying to a superior to sneaking past an enemy guard. When the GM presents a Challenge, you must choose a method by which to succeed. Skills and stats serve as guidelines or approaches for meeting a Challenge. Once the Challenge has been presented and you provide a solution, the GM determines the Difficulty based on the approach. After rolling, If your successes are equal to or greater than the Difficulty, then you succeed.

You can select up to 1 Skill for a challenge and up to 1 Stat that supports how you are using it in order to build and justify your approach.

Skills: your area of expertise and training personified through the terms you use to describe them. Your skills are the fields of knowledge you have and can be wide and varied or extremely specific in their scope. These skills are things you have learned and trained in over time to understand and practicably apply in situations.

Stats: Stats are your physicality and represent physical aspects of your strength, agility, endurance, and your mana capacity and number of magical circuits you have. Stats also represent your potential physical traits as well some metaphorical traits such as the sheer luck you unconsciously have in tasks for understanding and guessing correctly.

Equipment Suites: Equipment suites are Skills that are dictated or controlled by external forces. This means that you have little agency over how well an equipment suite functions. Hardware or weapon systems are common types of equipment suites. When you send a volley of missiles flying, you generally have little control over their behavior. These Skills are used just as your hero's Skills are. However, each equipment suite describes how it can be used. Not all can be used to take all Actions and achieve specific effects. Some may only be used to attack or defend while others are limited to scanning. See more on equipment suites on page xxx.

Creating Actions

Actions are created from using Skills and stats. Each turn you may use a total of the following to create Actions:

- Skills and stats: 1 Skill and 1 stat may be used to create 1 Action.
- Equipment Suites: 1 equipment suite may be chosen each turn.

- Bonus Skills: Any number you can create from Heroic Moves, Skills, or other sources.

Each Skill may be used to create the following Actions:

Quick:

A Quick Action occurs during the Support phase and are the quicker and smaller actions based around perceiving and acting quickly in support of others. Quick Actions have three different effects you can assign your dice into when performing this action. Quick Actions are used to assist others, observe an area or attempt obscure and hide.

- Assist: Grant the successes you receive to an ally. They may apply them to either of their methods. The only way to directly help an ally accomplish a task is through assisting.
- Observe: Search the nearby area for obscured threats or interesting elements.
- Obscure: Hide yourself, an ally, or an object.

Buster:

Buster Actions are direct combat actions which happen in the Ops Phase. The effects of this action involve direct fighting and when performing this action there are two effects you can assign your successes into. Buster Actions are used to Attack and Defend.

- Attack: Apply successes to damage a target. Attacking is the only way to inflict damage.
- Defend: Apply successes to defend yourself, an ally, or an object in range. Defending reduces damaging successes you sustain.

Arts:

Arts Actions involve finesse and are slower to perform as they require more skill and care to calculate and act upon. When making an Arts Action you can assign successes into three different effects. Arts is used for the manipulation of items such as using a potion, opening a door, operating a machine or distracting and hindering a foe with subterfuge.

- Inhibit: Hinder an opponent's attempts to take Action.
- Interact: Apply successes toward a goal in the world. This typically refers to an interaction with an NPC or environment.

Describe how you intend to use the Skills to perform the Action. Then, roll a number of D6 equal to the total value of the Skill and stats you are using plus the skill of any equipment suits you are using and count your successes.

The GM describes the scene and presents a Challenge.

Example: xxx

The GM has full discretion regarding the allowance of Skills to be used for a task. "Rapidfire" as a Skill may not be suited for delicate engineering repair work. If you attempted to use Rapidfire in this manner, the GM may not allow the Skill to be used or impose a heavy penalty to the attempt.

Skill Modifiers

Events may occur during the game that inhibit or boost your hero. Advantages may be gained from tactical positioning, having detailed information, or wielding a powerful weapon. Hindrances may occur due to taking damage to yourself or equipment, someone having sorted information about you, or being out of your element. The following chart describes how a modifier affects obtaining successes:

- Disadvantage [-2]: Rolled 6's only grant 1 success instead of 2.
- Hindrance [-1]: 5's cannot be used to gain successes.

- Nominal [0]: Standard rolling.
- Edge [+1]: Rolled 4's count as 1 success.
- Advantage [+2]: Rolled 5's count as 2 successes.

Designer Note: In brackets are values ranging from -2 to +2. This is a shorthand for the skill modifier. A -1 equates to a Hindrance while a +2 equates to an Advantage. A GM can use the values listed as a quick way to figure and describe the level of modifier they wish to employ.

Modifier effects are cumulative when they can be used together. If you receive both positive and negative modifiers at the same time, they cancel each other out. The GM determines if a modifier stacks with another. Typically, a positive and negative modifier will cancel each other out, but there is no guarantee that two Edges will stack into an Advantage.

The GM should use their best judgment based on the type of effects being created and if they're able to raise the overall bonus to the next level. Ultimately, any modifier the GM assigns is based on a subjective decision. As a rule, creativity should be rewarded. The more creative and special the decision, the larger the bonus should be. Use the following as a guideline:

- Long Shot: Disadvantage
- Out of Your Element: Hindrance
- Taking a Sensible Course of Action: Nominal
- Working as a Team, in your Element, and taking a creative Action: Edge
- Working as a Team, in your Element, inside the Fiction taking uniquely creative Action: Advantage

Element

You are at your best when acting in your Element. Being in your Element means you are doing what you are best at; you are in a situation where you can shine beyond all others. When you choose your Career, you are able to select one of the listed Elements or you may create a new one with GM approval. The Celebrity only has one Element to choose from. When you take Actions, if you are not in your Element, you may take a penalty. The exact modifier the GM hands you is based on the following:

- Situation: This refers to the fiction of the Conflict you are participating in. If the situation isn't perfect for you to act in your Element, you need to find a way to operate within it so you don't take a penalty or you have a chance to get a bonus.
- Action Taken: The Skills you choose need to work with the fiction and place you in a position where you are operating in your Element.
- Creativity: If you use your Skills and operate within the fiction in a creative way, the GM is encouraged to grant a bonus.

Designer Note: We want to encourage people to take action based on their Element and use the fiction to drive the story. The GM should work with players to help achieve this goal. Bonus and penalties should be based on how several factors come together to make something truly special.

Conflict Round

Conflicts are how the GM drives the story. The GM will create Conflicts and playing the game means you must choose how to deal with them. Some Conflicts you may choose to ignore, and thus suffer consequences. While others you may choose to attack head on in brazen fashion.

All Participants have a chance to take Actions during the round. Skills and Stats are used to create Actions. After everyone involved has had a turn to perform Actions, the round ends and a new round begins.

Conflict Setup

Before a Conflict round occurs, the GM must set it up. The GM will determine the importance of the Event and the number of rounds the Event will run for.

Round Overview

In a round occurs using the following steps:

0. Conflict Description: The GM will describe obvious Conflicts to the players. A Conflict may pose as a swarm of Skeletal warriors, a sabotaging spy, civilians in danger, or a villain out for revenge. There may be Conflicts the players are unaware of as well, waiting to be discovered.

1. Communication Phase: The players have a brief period to plan how they will use their Actions to engage the Conflicts. Players should work together to try to tackle the Conflict as efficiently and creatively as possible.

2. Getting the Drop: Any character who Gets the Drop may take their Actions first.

3. Take Actions: Players choose to use a total of 1 Actions in any of the following Action Phases:

- Support: take Quick Actions to Assist allies. Observe or Obscure yourself.
- Ops: take Buster Actions to Attack or Defend.
- Cinematic: Interact with the environment or Inhibit others.

4. Being Slowed: Any character who has been inhibited will take their Actions last, after the rest of the characters have taken theirs.

0. Conflict Description

At the beginning of the Conflict, the GM will describe the obvious element to the players. Anything that they see, notice, or have awareness of that is pertinent to the Conflict should be described. This includes the total number of enemy units, enemy positions, terrain conditions, ally positions, crisis, morale or attitude of troopers, and supply levels. The players use the description to help plan their turn in the Communication Phase, taking into consideration what the GM has divulged. After each round, as the players assert their will and the GM uncovers surprises, the Conflict will change after each round. It is up to the GM to describe the changes to the players. The GM tell their players, “

1. Communication Phase

After the players have been briefed by the GM on the Conflict's conditions, the players choose how best to deal with the threats and situation. This is done in the Communication Phase. The other players have a small amount of time to coordinate a plan for the round. The plan may involve one hero assisting another, someone clearing a path through a swarm to get to a villain, or even luring an opponent into the open. Players must choose Actions to take and this phase is

the time to discuss how best to use those Actions. Players participating in the discussion may have the chance to earn a bonus for the round. This reward is for working together. See Conflict Bonus on page 158. The plan should take no more than a few minutes to flesh out.

Based on the situation, the GM may choose to modify the time the players have to communicate. They may ask players to stop communicating and take actions if interaction at the table is getting tense.

Players discuss their plan:

2. Getting the Drop

If you have the chance to catch an enemy off guard, you may act before they have a chance to defend or take another Action. This may result in the target not being able to act at all, or taking a penalty to their Actions. Getting the Drop may result from creative play decisions, a strong plan, or using Skills that operate quickly. One or both of your Actions may be taken first. Usually, this benefit is granted due to advanced or creative planning. To set this up, you must be prepared to act faster than your allies or opponents. Setting up an ambush means that you surprise your

target. You'll get to shoot before they can defend. Getting the Drop could also be granted from hindering an enemy. If you shoot off their thrusters or targeting sensors, you will have an advantage over an enemy as they will have a hard time reacting to your movements. Misdirecting or confusing the opponent could also work.

3. Take Action

Each round, you have a total of 1 Action and 1 equipment suite that can be used to engage the Conflict. These Actions may be taken at the same time, though they may be split up into different Phases. There are 3 points when Actions are used in order:

Support Phase & Quick Actions

You support your allies by providing them with information. You search for hidden information, embolden troops, or assist in obscuring your presence as part of a Quick Action. You can't harm to an enemy, but your choices reveal enemy intent or can hide your own. You can perform Quick Actions in the Support phase. Here is a list of the effects you may achieve with a Quick Action:

- Observe
- Obscure
- Assist

Observe

When Observing, you are able to gain information about a target or an area. The GM will provide you with information for each success rolled. You may choose to investigate a specific aspect, or look for anything out of the ordinary. Here is a list of details that you might discover when Observing:

- Discover Hidden Units: A Scan could alert you to the presence of a hidden enemy.
- Find a Villain: A Scan could identify an unknown enemy is moving with a cluster of normal troops.
- Weak Points: You learn of a point of cracked armor.
- Total Number: You are able to calculate the exact number of units in the scan region.
- Unit Types: Scanning can tell you the types or variants of units.
- Enemy Intent: You can learn if the enemy is locking missiles or speeding up to ram.
- Out of Place: You may detect something that doesn't seem right or is in a strange position.

There are 2 ways to Observe your environment:

1. Targeted: A Targeted Scan is performed on a single target or small area of interest. When you choose this, roll your Skills and equipment suites then tally successes as normal. Each success provides you with information regarding the target. You may also attempt to learn about specific aspects of a target. Some clues may take more than 1 success to uncover.
2. Area: An Area Scan is performed over the entire area you or your equipment has the capability to investigate. When you choose this, roll and halve any successes you receive. Each success provides you with information about targets in the area. You may also attempt to learn about specific aspects of the area. Some clues may take more than 1 success to uncover.

Designer Note: Scan the Area may be used in any type of Conflict. It may be re-skinned for Social or Environmental encounters. For Social Conflicts it is used to take time to survey your social opponents and ascertain anything that may help you during the encounter. When used during an Environmental Conflict, it helps provide information about how the threat is changing and the best way to deal with it. See page 172 for more details on Social and Environmental Conflicts.

Obscure

When you Obscure, you hide an object, yourself, or an ally. This can be done when you duck behind cover or remove your electronic presence from enemy sensors. Obscuring is performed as either a Combative or Static Challenge (see page 58). The GM may determine that a static

value is required to get out of sight. If you match the value needed, then the enemy does not see you. However, if the enemy is searching for you, the number of successes you need must exceed their roll to remain unnoticed. The exact number of successes needed is based on the situation. The type and amount of obscuring terrain, the readiness of the sentinels, and the type of gear you have all contribute to tallying the check value. It's possible to achieve a partial success, where the enemy might know you are in the vicinity but still be unaware of your exact position. Your long range sensors pick up an enemy patrol. Their movements indicate that they haven't noticed you yet.

Assist

An assist allows your allies to use your successes when they take Actions. There are two types of assists: General and Specific.

1. General: When you perform a general assist, you support all of your allies at once. Each success you achieve forms a pool that goes into the center of the table. If you gain 4 successes, place 4 dice in the center of play. Your allies may take 1 die each to gain 1 success on an Action that turn. Any assist dice in this pool are removed at the end of the round. Only those that can benefit from the Action may take advantage of an assist success.
2. Specific: When you perform a specific assist, all of your successes help 1 ally's Action. For the ally to gain the benefit of the assist, you must be working together. If you roll 3 successes, then your ally gains those successes as if they have rolled them themselves for 1 Action.

Ops Phase & Buster Actions

During the Ops Phase, you engage the enemy directly with Buster Actions. You can choose to inflict damage, defend yourself or others, or perform special maneuvers that confuse or misdirect an enemy. This is the time when physical damage is inflicted. Here is a list of the effects you may perform with a Buster Action:

- Attack
- Defend

Attack

Attacking allows you to turn your successes into damage. Each success causes 1 damage. Your target's armor soaks the damage, so the more successes you have, the better chance you have of inflicting damage. Damage is applied to the target or targets in an area immediately after rolling. You choose to attack an enemy. You roll 4 successes. This means you have inflicted 4 damage to your target.

Defend

Defending allows you to turn your successes into armor. Each success reduces damage inflicted from a specific source. Defense successes gained on your turn are held and applied until your next turn. Successes are applied based on the approach you intend. If you're getting shot by multiple enemies, you may not be able to use your successes to defend against all attacks. To take a defend Action, you must be aware of the incoming threat.

Cinematic Phase & Arts Actions

This is your chance to interact with the world. Take Actions in this Phase to hack a terminal, rescue a falling child, or repair a damaged relay. Taking Action in this Phase is the only way to alter the world directly by interacting with it. Arts Actions are considered time-intensive or complex. As such, these Actions are taken in the round's last Action Phase. Interactions that are very limited in nature, such as pushing a button, may be taken in earlier Phases. Here is a list of the Actions you may perform in the Cinematic Phase:

- Interact
- Inhibit

Interact

An interact allows you to turn your success into an interaction with the world or environment. Each success allows you to interact with the world in an increasingly advanced way. An

interact Action allows you to hack a terminal or navigate an asteroid field. The more successes you achieve, the greater the results you achieve. There are people on the top of a building cowering in fear.

Inhibit

Inhibiting creates an obstacle for an enemy to overcome. By inhibiting you subtract an enemy success for each success you achieve. To successfully inhibit, you must be in range of the enemy and in position to block or mitigate their ability to achieve their goal. The enemy starts to hack into your system. You choose to build additional firewalls that will make the hack harder. You roll 2 successes to inhibit the hack. Now the hacker must gain 2 more successes to successfully hack.

4. Slowed

If you have been Slowed, you will take some or all of your Actions at the end of the round. Usually, this is due to a special attack from an enemy, being late to enter the Conflict, or taking a course of action that is complex or slow in nature.

Initiative

Within each Action Phase, you and your friends may choose to sequence your individual Actions based on the discussion in the Communication Phase. However, the enemy and heroes roll together for each Action Phase. This means that Actions and successes are all applied based on the plan as prioritized by the GM. The GM reviews the successes achieved and describes what occurs over that Phase before moving to the next Phase.

The following factors can contribute to prioritization: using Skills with tags that indicate they operate fast or slow, using maneuver Actions to delay an enemy, and ambushes.

The players create a plan for the round. As they execute this plan, the enemy also takes Actions. After all rolling is completed, successes are tallied and results are determined. Even though all the rolling is performed at once, the plan is carried out and the GM determines the result.

Movement

Movement is generally conducted in the Ops Phase. Even though you may take your Actions during the Support or the Cinematic Phases, you move during Ops. The GM will prioritize movement based on the fictional positioning of the story and the choices you make.

Heighten

You may choose to take an Action in an earlier phase than normal by gaining Fatigue. Taking 1 point of Fatigue allows you to take Action that would be performed in a subsequent Phase, and move it to the top of the order. Doing so would allow someone to hack a terminal before the shooting starts, or allow you to shoot an enemy before they have a chance to Hide. Inform the GM and gain 1 Fatigue.

Synergy

When you make either a Quick Action, Buster Action or Arts Action you do not need to roll separately for your desired effects. Instead you simply roll your entire pool of dice. After rolling, review your successes and then choose which effects of the Action receive which successes. You choose to attack and defend in the Ops Phase with a Buster Action. You select your Skill and Stat and roll 6 successes. You are able to place all 6 success into attacking, defending, or distribute them as you see fit.

When you take a penalty or gain a bonus, assume the modifier is taken against the entire pool being rolled at once. A bonus should cancel out a penalty – and vice versa – based on GM discretion. Assume this is always the case unless the GM tells you to split your dice pools, which may be based on a unique situation.

Designer Note: We want the game to play fast and clean. Splitting pools is one way to extend the time the game takes to play, with little overall benefit. We strongly suggest avoiding splitting pools in all but the most niche cases.

Burnout

Burnout means you are pushing your limits and take Fatigue as a result. This occurs when you roll enough Skill dice to exceed your Burnout limit. If your Burnout is 5 and you roll 6 dice from Skills and Stats, you must gain 1 point of Fatigue. However, you are allowed to limit the dice you roll, thus volunteering to drop your pool below your Burnout threshold.

Equipment suites never contribute to Burnout. The equipment is doing the work, not you, so do not factor in any bonus dice that equipment suites provide. See more on Burnout on page xxx.

Some Skills provide you with bonus Actions. A bonus Action allows you to take an additional Action during the round. There is no limit to the number of bonus Actions you may receive. Some bonus Actions must be used in specific ways; follow the rules listed by the Talent.

Conflict Bonus

The GM may provide an Edge bonus if all the following conditions are met:

- You must be acting within your Element.
- You must be working with your allies using teamwork. You can act as an individual, away from your allies, as long as you are part of a plan and do not act as a maverick.
- You must take Actions that are creative and integrate strongly with the fiction.

Heroic Moves

Creating a Heroic Move is an important part of combat. It allows you to make powerful effects that you normally could not. You have one Heroic Move marked on your character sheet that you can use at any time. Once the Move is used, check the box on your sheet as a reminder. The Heroic Move you choose should integrate with the fiction, but also be creative, based on the Skills you chose to use. When you choose to activate a Move, inform the GM.

They will determine its ultimate effectiveness based on the situation and your creativity.

The following are examples of moves that you may create in combat:

- Create Area Effects: Create a Line, Cone, or Blast effect. Apply damage caused by your successes to all targets in the area of effect.
- Achieve a Boost: Gain additional speed or units of distance.
- Hinder an Enemy: Shut down or weaken an enemy system. This could mean disarming an enemy or damaging an antenna array.
- All the Assist: When you take an assist for your Action, you are able to give all your allies the assist pool you rolled, instead of distributing them 1 for 1.
- Called Shot: Hit an exact spot on an enemy target. This shot may be important for a number of reasons, including causing the enemy to drop something, or targeting a weak point.
- Universal Defense: Use your success for all incoming damage, not just damage coming from a specific threat.
- Surprise Knockout: When you take an enemy by surprise, you immediately knock them out. They fall unconscious before being able to call for help.
- Pin Enemy: An enemy target is unable to move for a short period of time. This could be from engines shorting out or a boot getting snagged in rubble.
- Knock Back or Knockdown: The force of the impact knocks the target back away from you. It also could knock them down to the ground, reducing their ability to dodge.
- Friendly Fire: You trick the enemy into shooting their friend.

Recovery: Once the Heroic Move is spent, it can take some time before you are prepared to make another. The GM will reward strong and creative game play by recharging your Heroic Move. After completing a story arc or pivotal scene, all players recover their Heroic Moves.

Noble Phantasms: Some Noble Phantasms require Heroic Moves to be unleashed. These can take many forms. Heroic Moves in the forms of Noble Phantasms recover as normal and Noble Phantasms that require a Heroic Move will stipulate that they require so.

Combat:

Weapons & Damage

Any and all items listed under the vehicles or creatures Weapon section may be used during combat. It is assumed that you are firing or using everything you have at the right time and as often as possible to achieve the most damage. Your ability to attack depends on the weapon's range and area of effect. Some weapons are limited by range, meaning they are unable to fire beyond the specified range. Your character has two weapons: one fires up to Long range and other up to Short. Therefore, you may make an attack at up to Long range. If you lose the weapon that fires at Long range, due to damage or because it runs out of ammunition, then your range is limited to Short.

Weapons with Extended range, marked with [E], may fire farther at a penalty. If you choose to use a weapon that attacks at a greater range, then apply any rules associated with that weapon. Once you get to a shorter range, you may choose to use either weapon, taking advantage of any possible special rules from either weapon.

Damage Scales:

There are three damage scales in Fate. These scales are Modern, Phantasmal and Divine.

10 Modern Damage is equal to 1 Phantasmal Damage.

10 Phantasmal Damage is equal to 1 Divine Damage.

Overkill:

When being attacked by an attack that has a higher damage scale than your armour, i.e a character with Modern Wounds is attacked by a Phantasmal scale attack, instead of the normal resolution of defend successes being applied to armour, instead each success to defend negates an opponent's success. Any excess damage afterwards is converted down into an appropriate number of Modern damage and armour soak is calculated as normal.

Cascading Attacks:

xxx

Attacking

Each attack success inflicts 1 point of damage to the target. A defend success negates an attack success against you. Some weapons may utilize a damage multiplier. This means 1 success inflicts 2x to 5x successes of damage from this type of weapon. Usually, these weapons are specialized and designed to engage a specific type of target. A Mini-Gun inflicts 3x damage to Modern Targets. This means that for every success you get when using a Mini-Gun, you inflict 3 damage to a light target.

Designer Note: Damage in this game is very simple in nature. It is assumed that 1 success of damage is a serious blow. Just a few successes can destroy a mecha or knock out a hero.

A weapon that deals mecha-class damage, for example, is considered to be able to harm and possibly destroy a mecha.

Area Effects (AoE)

Some Weapons, Sensors, and other equipment can affect an area. This means that the effects being produced are applied uniformly across the area. A Weapon blast of 4 successes

inflicts the 4 successes to each target in the area. There are three types of area effects:

- Lines: A line shoots straight out at a limited distance. Everything touched by the line is affected. [L]
- Cones: A cone affects a wedge-like area at a limited distance. The cone is a “teardrop” shape which affects everything it touches. [C]
- Blasts: A blast is a circle. It may be centered on the effect or may initiate as an explosive shot off in the distance. Everything that touches the blast is affected. [B]

Partial Effect – Optional Rule: If the target is completely covered by the effect, it takes damage as normal. However, if the target is just touched by the effect and not completely enveloped in it, then it is treated as having 1 extra point of armor against it.

Convert: Non-area effects may be converted to area effects by taking a penalty. After you describe how you want to use your Skills and equipment suites to create an area effect, the GM determines the associated penalty. You want to spray your Assault Rifle fire to hit multiple targets. Based on the number of targets you wish to affect and the situation, the GM determines that you take a Disadvantage to the attempt. The benefit is that your attack counts as a cone and any successes you gain

Resist / Resistance

Some creatures or systems are so tough they do not succumb to damage easily. Resistance allows them to shrug off damage that would take down lesser built structures. If a vessel or system is given the Resist rule, it ignores armor penetration equal to the Resist value. The Resist only affects weapons of the same damage class as the vessel or systems armor class.

Recovery

Brawl wounds recover each day with first aid and several days with natural healing. Critical wounds take one week to recover with first aid and several weeks without treatment.

Coming out of an incapacitated state requires trained medical attention and time in a hospital or clinic. Without the proper treatment, an incapacitated character will die within hours.

Cover

Using environmental objects to defend against enemy fire is known as taking cover. Taking cover provides you with armor. Cover can absorb the impact of a shot or obscure a target so the attacker misses. Armor provided from using cover does not stack with armor from a mecha, ship, or suit. You always take the best armor value but must be at least able to hide 50% of your craft or body to use cover. Use the following guidelines for assigning armor from cover:

- Partially Obscuring Vegetation – 50%: 1 Armor
- Heavy Wooden Structures: 1 Armor
- Thin Metal Structures: 1 Armor
- Heavily Obscuring Vegetation – 75%: 2 Armor
- Stone or Metal Structures: 2 Armor
- Peephole – 90% cover: 3-4 Armor

You are wearing a Modern-class armor suit that provides a protection of 1. You move behind a concrete wall and prepare to return fire. The Wall provides an armor of 2, therefore your armor is 2 against shots taken from the opposite side of the wall. Cover won't last forever if it remains under fire. Each shot inflicts damage to the material and will clear coverage or degrade structure. The GM determines how effective cover remains under fire.

Melee Attacks and Ramming

Melee combat only occurs at close range, when combatants are in reach or in direct contact. Punching, kicking, or using a sword are performed in Melee range. If you do not have an appropriate melee weapon, you increase your target's armor value by +1 when making melee attacks. This effectively makes the target's armor better. Ships, vehicles, and certain mecha may not be able to make melee attacks at all. They can ram instead. Ramming allows you to use your hull or structure to apply damage to your target. This is risky, as you may take more damage than you inflict. To ram, make an attack roll as normal. If you succeed, apply any successes as damage, but take half of the successes against yourself as damage as well. Use armor as normal for you and the target. Your rate of speed will be taken into consideration as a modifier when rolling.

Called Shots

You may damage specific locations on people and vehicles. This means that the attacker decides where to place the damage instead of the vessel's operator. If you attack with a called shot, you could disarm a soldier or shoot the tires out of an MPV. Calling a shot on a mecha means you could choose to damage a specific location. On naval vessels you may target specific systems. The GM determines how many successes are required to achieve a location benefit and the exact extent the effect has. You are in a small arms fire fight. You exceed your target's defenses and score 2 successes. The GM allows you to disarm your target instead of inflicting damage. Certain Skills and Skills may allow you to make called shots without GM permission or taking penalties.

Missiles

Missiles are a standard complement for mecha and navalclass vessels. Missiles are contained in bays or carried on hard points on mecha and in ammo storage inside naval ships. On mecha, the missiles are fired directly from the container. Missiles are always fired as part of an equipment suite Skill. Missiles cannot be fired in Melee range and are limited to their indicated range. Missiles may be used as a part of any Action Type. This means it may take several rounds before it can strike the target. Ultimately, the number of rounds the missiles travel depends on how much time the GM allocates to each round. Shooting these missiles at targets far away is less effective, as the enemy has a longer period of time to react to the incoming Threat.

Ranges and Speed

Ranges and speed vary between ground combat and space combat.

Ground Units

Engagements on the ground between ground-based vehicles, mecha, and combatants on foot are tracked using ground units. Ground speed is displayed in kilometers per hour. Top

speed is double the listed speed value, but is only used when fleeing or when not in combat situations. Game Units allow you to use a tape measure to move your hero or a vehicle in inches across the play area. Aircraft move vastly faster than ground vehicles. In most cases, an aircraft will only be visible in the air for one round total as it passes overhead. Helicopters may choose to remain over a ground combat area as long as and at a speed the pilot chooses. If an aircraft uses a high altitude or makes a long turn over the ground combat area, it will be visible for a longer period of time.

Designer Note: Depending on how the GM runs the game or the situation, use the most appropriate speeds to suit your game's needs. We have listed two values for speeds to help you play with different combat scales and situations. Choose what is right for you. Using a Measuring Tape: If you want to represent the action of the game on a tabletop using miniatures, we suggest using inch or centimeter scale for ground movement. One inch (or centimeter) equals one Game Unit. An inch scale works better for foot soldiers, while a centimeter scale works better for ground vehicle combat, involving tanks, trucks, and aircraft.

Ground Combat: Use these ranges when fighting on foot.

- Melee: Under 10 m or 1 Unit
- Short: 10 m to 60 m or 1 to 6 Units
- Medium: 60 m to 120 m or 6 to 12 Units
- Long: 120 m to 360 m or 12 to 36 Units
- Extreme: Over 360 m or 36 Units

Attack Ranges:

All weapons have a listed range. This is the maximum range the weapon may fire for effect. Some weapons are listed as "extended," marked with an [E]. This means it can shoot beyond the listed range, taking a level of penalty for each increment after.

- Extreme Range: Extreme is the longest range a weapon may fire. However, there is no maximum limit to Extreme range. This means that it goes on infinitely, whereas weapon fire cannot. It is up to the GM to determine the extent an extended range weapon may fire.

Commanding Subordinates:

Companions

Companions are NPCs that support you during times of crisis. Each Companion gets 1 Skill you may use at a pool of 3. Using this Skill acts as a Equipment Suite. Companions have 3 wounds, just like your hero. When all wounds have been lost, the Companion falls unconscious.

There are Three types of companions:

- Bodyguard: When you are on foot or in a small arms conflict your Bodyguard can defend you. If you take a second critical wound, incapacitate the Bodyguard instead. Gain a bonus defend Action with a Skill of 2. Both of these assume the Bodyguard is within Short range of you.
- Assistant: Gain a bonus interact or inhibit Action with a Skill of 2, assuming the Assistant is within Short range of you.
- Co-Pilot: The co-pilot has access to three piloting Skills with 3 points in each. If you are in a vessel with a co-pilot, gain a bonus Action with a Skill of 2 in piloting.

Squads

NPC squads may be placed under your command for an assignment. Controlling your own character is tough enough, and trying to manage many more can be nearly impossible. Therefore, the GM should balance the enemy or obstacles to tie up the subordinate NPCs. You may assist NPCs in the same way you assist a player character and may sacrifice your Actions to take Actions through a subordinate. Other than giving orders to them, assisting them, or taking Actions through them, the GM controls squads' Actions and effectiveness. Treat them as a friendly swarm for damaging purposes (see page 169 for details on swarms). You are able to take Actions through nearby friendly units. You may take your Actions using the squad as a vector. You may even activate an equipment suite owned by the squad you are controlling. Using squads this way is done in a similar manner to using crew to fire weapons on your orders (see below). One limitation is the commanded squad must be able to carry out the order or take advantage of your encouragement. This means they must have the power, skill, or equipment to execute the actions.

Servants:

Some Players may obtain Heroic Spirits as Servants. These are a special type of NPC Companion that follows around and have their own series of rules and abilities that the NPC brings to the table based on their specialised class. A Servant Companion has a single action that they may take, generating a dice pool from one of their skills and one stats like a player character along with any equipment suites. Servants can take an action and the Player that controls the Servant rolls that action but they cannot take the same action in a single round that a Player Character takes. (see pagexxx for more on Servants and their specific rules)

Designer Note: Players may either command Servants as Companion NPC's but if the Player and GM wish, a player can play as a Servant. In which case they act as a regular Player Character with a single action without the constriction of not being able to take actions that their Master has already taken.

Building a Conflict:

Conflict Building

A Conflict is a term used to describe an encounter with a combat-capable enemy. Conflicts are serious in nature and can kill you or your friends. If you and your team are allied Masters, a single Phantasmal beast may not be a threat. However hundreds of them may even be a dangerous situation for a fully equipped combat group of Masters and Servants fighting.

When a combat situation occurs, the GM will describe the immediate and known Conflicts. These may not be directly visible, but perhaps detected by a forward scout or reports from those engaged thousands of miles away. You and your team must assess the Conflicts and decide how to proceed. Based on your objectives, you may need to get creative to deal with a large group of enemy fighters or an Enemy Servant

Types of Conflicts

It is up to the GM to determine the type and severity of the Conflict. There are 4 types of Conflicts:

- **Swarms:** Swarms are made up of many individual, but small, units. When a swarm is encountered, it is initially at its most dangerous. As it's reduced in size, the swarm becomes more manageable.
- **Bosses:** A Boss is a villain who is too powerful to be part of a swarm. A Boss uses advanced equipment and is highly skilled. They are not easy to defeat and must be duelled or overpowered.
- **Social:** Villains and challenges exist in many forms. Someone spreading rumors about you, or trying to kill your career, poses a serious challenge to your well-being.
- **Environmental:** Sometimes the world seems like it's out to get you. Fires break out, support beams become unstable, and people get trapped under debris. If that fire spreads to the armory, it could be catastrophic.

Swarms

A swarm uses combat tactics that involve sending massive amounts of small attackers to overwhelm a target. Swarms are made up of low-skilled creatures and soldiers with weak weapons. Heroes treat the entire swarm as an obstacle which could match the danger of a single elite enemy. Use the following rules when deploying swarms:

Actions: The swarm in total can take a total number of Actions equaling one per vessel. However, swarm members taking individual Actions cannot take advantage of the Combined Force rule below. Usually the swarm will take one to two Actions total.

Combined Force: Swarm members using the same Action for the same goal roll their dice pool together as if they are a more powerful single entity. If five members of a ten mecha swarm are attacking, then their roll counts as one attack as opposed to five individual attacks.

Basic: Each vessel is basic in nature, meaning that damage that bypasses armor is always applied to structure/wounds. Hardware points are ignored so damage is not assigned to gear.

Armor: Each Creature/Vehicle uses its standard armor value. A Creature/Vehicle cannot be damaged unless its armor is bypassed.

Speed: Each vessel uses its own speed, but usually the swarm moves together unless it breaks up; see below.

Structure: Each vessel in the swarm has its structure/Wounds reduced. For every 3 structure/Wounds listed, gain 1 swarm structure.

Dice Pools: The swarm has access to 1 die for each member for any Action. If there are 12 swarm members attacking, then they may roll a total of 12 dice to Perform a Buster Action. The entire swarm does not have to engage one target. Any of the dice may be broken into separate action pools. One swarm of 12 may use 6 dice to make an attack against 1 player, use 4 dice to attack another, and the remaining 2 can be used to defend against another.

Equipment Suites: Only one out of every five members of a swarm can use their equipment suite. This involves increasing the dice pool by the amount equal to what the equipment suite provides. All requirements for an equipment suite are still in effect. This includes range and situation requirements.

Heroic Moves: Swarms cannot take Heroic Moves.

Breaking Up: Swarms may be disbanded or reformed. When this happens, the GM should explain that the swarm Conflict has changed.

Attacking Swarms

When you attack a swarm, you apply your successes to the swarm as if it were a single entity. If you score 6 attack successes, then you inflict 6 damage to the swarm. If the swarm has an armor: 1, then you may be able to destroy 3 swarm vessels with 6 successes if they have 1 structure (after halving). If there are two swarms and each has two vessels, you may not use damage from attacking one swarm to harm another.

Other Actions

Quick, Buster and Arts actions are all performed the same way against a swarm. The GM may modify any rules to help these Actions operate smoothly when employed against a swarm.

Bosses

Bosses are strong enemies that lead swarms. Some are minor in regard to their role in the story, while others are the major villains. When Bosses are encountered, they are a separate Conflict from any swarms or other Bosses that you may face. When you fight a Boss, you use the same rules for attacking and damaging that you use for heroes. A boss retains all its armor, structure, and equipment suites. A boss is designed with Skills and values based on his level of Conflict. Bosses take Actions in the same manner as player heroes do. The values on the chart are the total number of dice rolled when selecting the associated Action type. This doesn't include additional dice for using an equipment suite each round. There are two types of bosses:

Lieutenants

Lieutenants are powerful personalities and dangerous opponents. Lieutenants command swarms, but follow the orders of villains. They usually do the dirty work for the true villains and are encountered more frequently. You will usually find one lieutenant commanding 1-3 swarms. Lieutenants use a very basic Skill structure that allows the GM to take their actions quickly. They may take one Actions, using any of the listed Action types. They are unable to create Heroic Moves and do not have access to Skills, but use equipment suites as normal.

Lieutenant Encounters

There are two types of Lieutenants:

- Minor Lieutenant: Minor lieutenants are usually found leading small forces. They are usually ordered by a Major lieutenant, or a group of them are ordered by a villain. Minor lieutenants are typically not important to the story, but can become a recurring menace. Choose one from the chart below or make up your own.
- Major Lieutenant: Major lieutenants report to key villains and are usually not directly encountered right away by the heroes. However, they are usually the first true bad guy encountered. Where Minor lieutenants are narrow in their scope, Major lieutenants have a greater role. They lead large operations and are entrusted with a great deal of responsibility.

Minor Lieutenants:

	Commanders	Fighters	Magi	Operators
Quick	4	3	2	3
Buster	2	4	3	2
Arts:	3	2	4	4

Major Lieutenants:

	Commanders	Fighters	Magi	Operators
Quick	5	4	3	4
Buster	3	5	4	3
Arts:	4	3	5	5

Villains

Villains serve as the true rival of the heroes. While villains command lieutenants, some villains are commanded by even more powerful villains. A villain of any Conflict level should be approached carefully. Villains include Elite enemy fighters, Opposing Masters, Servants or even incredible monsters.

Villains are played in the same way as PC heroes. They are able to take Heroic Moves just as a hero and they have access to any number of Skills. Villains also have Fatigue points which may be spend to exceed their Burnout. If they cannot exceed their Burnout, they take a Mental Break just like a hero.

Social

Social Conflicts are those that may harm your reputation, Wealth, Career, or social standing. Social Conflicts may emerge from unresolved Drama, emerging rivals, or longtime foes. The Conflict may come from someone jealous of your standing or may happen as a consequence of being at the wrong place at the wrong time. While a Social Conflict

may not pose direct physical harm, it may make it hard for you to access equipment, classified information, enemy reports, or the trust of your peers. You may use the outlining rules above as the basis for Social Conflicts.

For a Social Engagement to occur, there must be something you can lose by not confronting the opposing side. Loss of

contacts, harmful rumors, or hindrance of progress also count as potential loss. To mitigate consequences, use your social wiles to confront or cut off your rival's attempts to cut you down.

Social Conflicts are typically extremely narrative and the GM may choose to assign it its own social Armour and HP that each success contributes to defeating or they GM may require a series of tests with difficulties as you contend with the Social conflict.

Environmental

Environmental Conflicts have the potential to not only physically harm you and your allies, but also destroy equipment and the confidence of those around you. Damaged buildings or construction equipment may collapse on people below, and flooding can trap people in compartments. Just when fighting is at its fiercest, a fire will break out. A heavy storm may cause illness and sickness. A dense wilderness may require navigation and the terrain prove treacherous.

Environmental Conflicts are typically extremely narrative and the GM may choose to assign it its own Environmental Armour and HP that each success contributes to defeating or they GM may require a series of tests with difficulties as you contend with the Environmental conflict.

Monsters & Creatures:

Dead apostles:

Xxx

Armour: 0

Wounds: 5

Speed: 5 ground units / 50 m

Weapons:

Fists: the undead creature lashes out with it's hands and fists to try and tear creatures apart. It counts as a melee weapon. Deals 2x damage

Features:

Undead

Venomous bite:

Dead apostles Superior:

Xxx

Armour: 0

Wounds: 7

Speed: 5 ground units / 50 m

Weapons:

Fists: the undead creature lashes out with it's hands and fists to try and tear creatures apart. It counts as a melee weapon. Deals 2x damage

Features:

Undead

Venomous bite:

True Ancestor:

Armour: 0

Wounds: 7

Resist: 1

Speed: 10 ground units / 100 m

Weapons:

Fists: the undead creature lashes out with it's hands and fists to try and tear creatures apart. It counts as a melee weapon. Deals 3x damage Penetrating 1 armor

Features:

Undead

Venomous bite

Golems:

Golems are artificial constructs of simple nature. They come in a variety of different shapes and materials but are unliving objects bound and controlled through mana generated from a core implanted within them. These creatures serve as faithful workers to the Magus that creates them. Golems are not alive and have no free will, only basic programming instilled in them. If they have no programming they will follow simple commands. They are formed commonly out of stone, sand, metal and wood.

Armour: 5

Wounds: 10

Resist: 1

Speed: 2 ground units / 20m

Weapons:

Pummeling fists: A Golem can smash aside objects with very powerful fists thanks to its massive bulk and hardened body. These can be used as melee weapons. They deal 2x damage. [M]

Features:

Hardened body: the hardened materials of the golem body allow the creature to resist devastating blows.

Automata: Golems possess no natural intelligence and simply respond to the will of their creator like machines.

Core: Golems have a core that is located in its body somewhere. Once it is exposed, the core has no armour and any attacks to the core deal double damage to the Golem.

Equipment Suite:

Grinding Advance: Golems are hardened creatures that are able to move forward and take a withering amount of damage from an attack. When they defend themselves from the most dangerous of these attacks they can be incredibly hard to destroy or reach their core. Use this skill when defending.

Uses: Unlimited.

Skill: 2

Wyvern:

A creature of similar nature to a dragon. This diminutive dragonoids is a simple creature that is nowhere on the power of their larger brethren and are also comparatively far more common. These creatures are large fire breathing reptiles with large wings and legs but they have no arms. Their foreclaws are part of their wings. Wyvern's are viscous and predatory, keeping to the seas and mountains. In the Age of Man they are extremely rare in the far corners of the world and deep underground. In ages past they were everywhere.

Armour: 3

Wounds: 10
 Resist: 1
 Speed: Walking: 1 Ground units / 10 meters
 Flying: 4 Ground units / 40 meters

Weapons:

Flame Breath: Wyvern as a dragnoid creature are capable of breathing a mystical and magical based fire from their lungs catching prey in a cone of fire. It has a range of Short. [C]

Claws and Talons: The Wyvern has powerful claws but even stronger Talons that are incredibly sharp.

These weapons can tear through various objects. They ignore 1 point of armour. [M]

Jaws: The Wyverns powerful jaw is filled with teeth and has incredible crushing power capable of breaking bones and armour. It deals 2x damage and ignores 1 point of armour. [M]

Features:

Dragonoid: As a distant relation to dragons they are dragnoids sub species affected by all manner of effects that target them exclusively.

Winged: Wyverns have long wings that they use to soar and glide giving them the ability to fly from high perches.

Grasp: Wyverns using their talons are able to clutch small man sized creatures and objects between their claws and lift away and keep flying.

Equipment Suites:

Predatory Strike: Wyverns often strike from the skies in predatory swoops much like common birds of prey descending upon targets and smashing into them with their bulk as they breath fire only to rip them apart and jump away if the prey does not stay down. Use this skill when attacking.

Uses: 1

Skill: 2

Homunculus soldier

Homunculus are artificially grown humans produced through Magecraft. Almost a form of cloning these artificially grown humans can be made a number of ways and take weeks to incubate and grow within their tubes. After they are born they follow the orders told to them by their creators or programmed into them while they were within their vat. These creatures while completely human in nature tend to have their feelings, individuality and imagination suppressed. As a result of their creation most Homunculus live only for roughly fifteen years instead of a normal human cycle. Rarely they can develop on their own to become individuals and are capable of doing so if given the chance. Many Magi and magical organizations use them as disposable soldiers.

Armour: 0

Wounds 3

Speed: 3 ground units / 30 meters

Weapons:

Unarmed attacks: Homunculus can make unarmed attacks with their hands and legs in melee. [M]

Handheld: Homunculus can use any handheld weapons and equipment a regular human or Magus can use.

Features:

Artificial humans: Homunculus are grown out of alchemy and live accelerated lives. They are typically programmed for a task and have no independent will obeying commands with no questions. They live only 15 years in most instances and grow faster then normal humans. They can equip anything a normal human can including armour.

Magical circuits: it's possible to grow homunculus who are capable of using magecraft and have magical circuits.

Programmed: due to the ability to program homunculus proficiency and tasks and training can all be imprinted during initial growth. They can also learn and are as smart as a regular human often adapting over time.

Tentacled Horror:

These perverse masses of tentacled barbed flesh spawned from dark and evil black magic are little more than mouths surrounded by a writhing mass of tentacles that swarm and attack anything within reach. As a creature they are mindless in their nature but can be commanded through magical means when summoned. They are not a naturally occurring creature but purely a summon called forth. If left to their own however they can run rampant and their ability to regenerate means they must be completely destroyed. Colonies are deadly and they can meld together to form larger individuals.

Armour: 0

Wounds: 2

Speed: 2 ground units / 20 m

Weapons:

Barbed tentacles and maws: the writhing mass of flesh can lash out at targets assaulting them as it closes to clamp it's puckered maw around them. This counts as a melee weapon. [M]

Features:

Writhing mass: the creature is little more than a bunch of tentacles connected to a mouth and pitiful body.

Regeneration: if a tentacle is cut off it will regrow in a matter of minutes. They regain 1 wound at the start of each round.

Instinct feeders: the creature has little intelligence and acts off an urge to eat any living creatures nearby unless directed by a controller or Magus.

Combine: the creatures can pull their mass together to form into a single entity gaining two wounds for every one of them that forms together into this new creature. For every 20 creatures that form together into a larger mass, increase the damage of their attacks by x1 to a max of 10x damage.

Skeleton:

A basic undead formed out of the skeleton of the dead. They typically are formed out of the skeletal remains of humanoid creatures but any creature that leaves behind a skeleton qualifies for creation as a skeleton. These creatures are often sufficed and powered by death magecraft and can occur through magecraft manipulation or through natural occurrence of mystery however that is rare in the Age of Man.

Armour: 1

Wounds: 3

Speed: 3 ground units / 30 m

Weapons:

Skeletal hands: Skeleton warriors have gone like hands they can use to fight in melee.

Handheld: with their skeletal hands bone warriors can use any handheld weapon.

Features:

Bone like body: the creature has no internal organs and cannot communicate even if it has basic intelligence and senses imbued from it's magical creation.

Options:

Jaws and teeth: Some Bestial Skeletons have jaws and teeth that they can use to attack in melee and combat that tear into flesh and leathers. They ignore 1 point of armour.

Wings: some skeleton creatures have wing-like apparitions that while technically cannot fly may have flesh still there that give them a gliding speed of 5 ground units / 50 meters.

Large creature: some creatures that are far larger than man sized have considerably more bones and structure to them. Increase the wounds of the skeleton to 6.

Quadruped: some skeletons made out of other creatures can run on four legs and move considerably faster than a human. Give the skeleton a ground speed of 6 ground units or 60 meters.

Spirits

Spirits are incorporeal entities in odd and almost human and inhuman shapes based upon their souls configuration. They appear as apparitions that seek out and attack the living. They can be incredibly hard to see and it's near impossible unless they are extremely powerful or one is practised in magecraft. They are often formed out of the residual souls of the dead and Magi use them often as weapons with which to unleash on people without being seen. They often lash out with spectral claws and energies that drain the living without leaving any actual mark upon them. Spirits are almost always brought forth by Magecraft or by lingering magic and mystery.

Armour: 0

Wounds: 1

Resist: 4

Speed: Flying - 4 Ground units / 40 meters

Weapons:

Spectral claws: Spirits can reach out an attack with spectral like claws that drain the life of creatures they touch. This weapon ignores armour and is magical. [M]

Features:

Incorporeal: Spirits are not corporeal and are invisible to most unless they are attacking or empowered through magic. Additionally, they cannot be harmed by any non-magical attack whatsoever. They are also able to pass through walls and solid objects with ease.

Ghost

- Incorporeal
- Spiritual and mental attacks
- Possession
- Sprit energy.
- Lingering emotion
- Compulsion / hypnotic suggestion
- Temporal flux

Lesser Fairies:

Lesser fairies are small invisible creatures sometimes used by Magi as familiars but are a mostly naturally occurring minor fairy creature. They are extremely tiny and frail but they are capable of flight, are completely invisible to most

until they reveal themselves during which time they appear as small animalistic like creatures somewhat spectral and incorporeal in nature almost as if made from mana and can shoot small magical blasts. Lesser fairies of this nature have small stingers that when pricked can rob a target of their memories. Each time a creature is stung they lose more and more of their memory. That said, fairies of this nature are not naturally hostile. Lesser fairies typically act in large groups. Its possible to create artificial lesser fairies through some magecraft.

Armour: 0

Wounds: 1

Speed: Flying: 4 ground units / 40 meters

Weapons:

Magic blast: In self defence, lesser fairies can emit and shoot a small energy shot of mana directly at targets at a range of short.

Sting: when threatened, lesser fairies may not resist well due to their small body but can sting foes. [M]

Features:

Invisible: Lesser Fairies can remain invisible making them impossible to see or track without attempting to sense their presence through magecraft or having high spiritual synergy with them or otherwise having mystic eyes of fairy seeing. A group of lesser fairies require 3 successes to spot while not moving and 2 successes to spot while they are.

Lesser Nature Spirit: As beings whose body is made up of magical energy completely, they tend to be more resilient to non-magical attacks. Against non-magical attacks they gain +1 Armour

Flight: Lesser fairies have small wings that hold their body up during flight and allow them to move with surprising speed.

Handler base: when creating artificial lesser fairies, memories and souls are typically required to create them. Most of the time these will be tortured sacrifices.

Equi[ment Suite:

The Forgetful Sting: A fairies sting can cause creatures to be knocked out and when they awaken to have lost memories. The fairies take memories from their victims this way starting with the worst and most painful memories. That said, the sting is not particularly painful but can knock out most humanoids. Use this Equipment suite when attempting to hinder a target.

Uses: Unlimited.

Skill: 1 + 1 for every 2 Lesser fairies in the swarm (Max of 4 dice)

Fairy wish eater plant:

Black Dog fairy:

Dark Energy like beings of spectral nature shrouded in lightning that materialise as part of the wild hunt to conduct the vengeance of the fairies and those who disturb nature. The fairies who bring justice and order to their enemies. These magical creatures can be summoned forth and are dangerous dog-like spectral entities formed of pure magic like other lesser fairies. However, Black Dogs are visible and far more ferocious as they embody lightning and the storm. They often swarm their prey striking them down with attacks that hit with the force of a lightning strike. Any who anger fairies will inevitably find themselves hunted by these creatures.

Armour: 1

Wounds: 3

Speed: 5 ground units / 50 meters

Weapons:

Lightning Fangs and Claws: The magical claws of the near metaphysical creatures are enwreathed in lightning delivering shocking blows when they pounce their prey. These weapons deal 2x damage and are magical in nature. [M]

Features:

Minor Nature Spirit: As a being of near completely magical nature the Black Dogs are extremely resilient to non magical attacks. Their bodies made of coursing black energies of the storm. They have +1 Armour against non-magical attacks.

Predatory Senses: Black Dogs are creatures in the shape and form of dogs with incredible senses able to hear and smell targets over kilometers away and even see in the dark.

Equipment Suites:

Hounds of the Wild Hunt: As pack hunters, the Black Dogs of the wild hunt strike like thunder in vast packs and groups. While alone, a single is deadly hunter and terrifying foe, together they bring a rolling storm down on their prey. Use this equipment suite when attacking or defending.

Uses: Unlimited.

Skill: 1 + 1 for every Black Dog in the swarm or within 2 meters (to a max of 4 dice)

True Fairy:**Goblin:****Lamia:****Chimera****Soul Eater****Bicorns**

Gazer

Spriggins

Sphinx

Hydra:

Moon Cell Attack Programs:

Moon Cell Aggressor programs:

Moon Cell Seeder programs:

The Lore:

The Ages:

After the world began, it started with the Age of Gods lasting until 0 AD. during this time, the world did not derive its laws from physics but instead the nature of mystery and the mind. In this time period as a result, great Phantasmal Beasts roamed the land and were incredibly common as myths and legends took forms. The power of magic was unrivaled and even gods walked the earth interacting with mortals as they pleased. Eventually however, due to cosmic forces known as Sefar damaged the earth and after her defeat the Gods began to decline along with the source of her power. As time faded, they could no longer manifest and were limited to the possession of humans to act upon the mortal plain. Realising that a time when they would be able to interact with the world, the gods began to find themselves separated and created Gilgamesh to create a physical link between the two slowly distancing worlds. However, the actions of Gilgamesh resulted in encouraging a complete separation of the Gods and man. The end of the Age of Gods was accelerated more and more as time went on as a result and with the death of Solomon, the king of Magic, mystery was left in decline and the Gods left only to watch the earth from a the Reverse side of the world, out of space and time unable to act.

The Age of Fairies followed the Age of Gods but was short lived before the Age of Man came. The Human population grew to new heights to rule the surface of the world and the rule of physics began to set in causing the creatures powered by mystery to be resented into the corners of the world to slowly disappear, many moving to the reverse side of the world along with the Gods. in the Age of Man true Magic is near impossible and almost completely extinct. Magecraft, a pale imitation that dies with the growth of science barely allows for the reaction of past mysteries.

Counter Force

The Counter Force, also known as the Deterrent force is a safety device of the planet itself intended to protect itself from harm as a form of survival instinct. The Counter Force is divided into two halves, Gaia and Alaya.

Gaia itself is the will of the planet itself and represents the world's intrinsic desire to survive and prosper. When it is threatened it takes action as the counter force to stop any interlopers or individuals who would attempt to harm it by calling forth creatures like Elementals, Divine Spirits, True Ancestors and Phantasmal creatures but often doing so in an indirect manner.

Alaya is the combined subconscious desire of all humanity that wills the survival of the human race. It is a collective unconscious of all humans to avoid extinction. Alaya was once a component of Gaia since humans derived their origin from it but it still became independent. While conflict is possible as a result, Alaya acts only to ensure mankind's survival and does so through the use of agents like Heroic spirits, Counter Guardians or chosen individuals whom it manipulates events to favour its desired outcome.

The Counter Force when threatened however, only uses enough power to counter its desired target and no more even if this would prove to be insufficient for disabling the root cause. The Counter Force possesses an incredible amount of power at its disposal but only manipulates it enough to ensure a task is done at the barest expense.

Factions:

Mages Association:

The Mages Association is an international mutual self preservation and defence organization formed by Magi for the purpose of controlling, concealing and developing magecraft. The Association is said by many to transcend nationality and genre when it comes to magecraft encompassing all but this is an illusion in name only. After having existed for decades, it was eventually decided that magecraft should drift away and be segmented from the rest of the work as a secret known only to a few. It established many laboratories across the world in the pursuit of stopping the degradation of the Magecraft.

Although it is primarily a research alliance between mages, it serves as a way to increase its own military might to protect itself from other organizations that threaten its existence such as the Holy Church and other Magi and supernatural groups. The Association also hunts those individuals who are heretical or otherwise engage in taboo that threaten their continuation and secrecy. The Association has set up research institutions along with enforcers of laws that govern magecraft and its criminal use in order to promote magecraft research. The Association is mainly focused on the concealment of the practice particularly in criminal matters however they do not care about most crimes so long magic is exposed to the common public.

The Mages Association Wizard Marshal are capable of mobilizing the Elite Magi soldiers when direct action is needed but otherwise rely on individual Magi requests and freelancers.

The Mages Association is made up of various branches all governed by different internal and external politics resulting in conflicts between faculties, factions and branches. It's possible to leave the association freely without any restrictions unless they have a sealing designation. However due to the benefits and resources one is able to access through the Association. However research is actually rarely shared.

The Clock Tower:

The Clocktower is the official headquarters of the Mages Association located in London at the British Museum and extending across the area to Westminster. It is the largest Magical Fortress in the world of magecraft so heavily protected it likely wouldn't be destroyed even if the planet itself was. The deepest sections of the Clock Tower extend underground to the "Bottom of the Bridge" where the association confines Magi that have a sealing designation.

The Clock Tower is built on top of the Spiritual Tomb of Albion, the corpse of a massive dragon the size of a mountain that did not go to the Reverse side of the World with the coming of the age of man and tried to dig its way to the Reverse side. There are four entrances to the Tomb scattered around the city including in Chinatown. The tomb itself is a labyrinth home to magical beasts. The Tomb grows stranger and more unpredictable the further you travel down and the laws of physics cease to work. At the very bottom of the Tomb is the Carillon Observatory where Sealing Designations are decided, often signalled by the bell that rings out when one is issued. The Observatory also serves to store and process magical patents. The observatory also observes traces of magecraft cast on the world which when combined with the other branches builds a network that monitors the magecraft copyright usage across eighty percent of the world.

The Clock Tower has eleven different compartments that reconfigure themselves as their own college towns in the districts and suburbs surrounding London disguised by magical bounded fields to prevent trespassers. The campus itself is a mixture of buildings dating as far back as the twelfth century. However the den of faculties of the Clocktower is a world in which magi scramble to rise in rank in a cut throat manner filled with deceit and betrayal. The power

structure of the Tower is a pseudo-aristocratic elite called Lords who hold political power around the tower and Association earning their position through nepotism or raw skill. Discrimination is common among the Clocktower not only across faculties but across race, gender and job.

Admission is possible for new members involving exams about Magecraft but is also possible through sponsorship. Special students are treated as rare creatures and catered for hard to ensure they stay on hand. Magi can bring their Apprentices who attend for free but are not recognized in any capacity.

Currently within the Clock Tower three families lead the factions and compete for power. The Barthomeloi, Trambelio and Valualeta with the Barthomeloi on top and firmly rooted in power.

- Barthomeloi - Aristocratic faction. They believe the management of the Clock Tower should be handed to those nobility who had proven to have excellent bloodlines.
- Trambelio - Democratic faction. They believe bloodline should be disregarded and those with the talent should be in charge.
- Valualeta - Neutral faction. They don't care one way or the other, and just want to do their research in peace.

The faculty include:

- General Fundamentals
- Individual fundamentals
- Spiritual Evocation
- Summoning
- Mineralogy
- Zoology
- Lore
- Botany
- Astromancy
- Creation
- Curses
- Archaeology
- Modern Magecraft Theory

The final Power in play at the Clock Tower is the Policies division who pursue politics, teaching the ways of leadership and rule. A place where those who attend learn how to rule over the Clock Tower they engage solely in the Political affairs of the Clock Tower manipulating as they will and governing magical patents.

Atlas:

Atlas known as the The Pit is located within the Atlas Mountains. The Alchemists of the Atlas Temple are supposedly descended from Isis, the ancestor of the Magi within Egyptian mythology. Atlas technically predates the Clock Tower as the original gathering of those with magical ability in search of the Root. However the residents of Atlas have naturally lower magical circuits and in opposition to the Clock Tower seek to use their own ingenuity and natural scientific approach to discover new rituals. The current result of the evolution of Atlas is the Atlas Academy whose alchemists are focused on inquiries into magecraft and the principles of the world in an attempt to create accurate predictions of the future. Atlas is closer to an assembly of a think tank filled with geniuses all working towards the creation of new and different ideas and blueprints. Atlas however has no restrictions in its taboos and no penalties exist to prevent students from creating even the most unethical of weapons. Instead, the only Rule of Atlas is whatever is created within its walls may never leave. Atlas cares more about people leaving than they do guests visiting.

The exception to the rule at Atlas however is the seven exceptions that have existed since its founding. These exceptions are one of the seven contracts that bind the Temple of Atlas to render aid on demand. However the contracts were lost and so far only four have been found.

Atlas is a fully underground temple filled with numerous Mages Workshops, laboratories, storehouses all filled with numerous mysterious inventions the likes the world have never seen. The Temple is essentially an enormous underground laboratory that descends deep into the mountains; its tunnels are labyrinthine and some are shaped like rock tunnels, others are modern and give the appearance of an advanced school. These tunnels are filled however with autonomous weapons designed to prevent those who would foolishly attempt to leave the Atlas temple from doing so. The central core of Atlas where the TRI-HERMES is located is a massive central chamber located 500 meters below the surface. The cavern is so large it fits a complete town, complete with an artificial sky.

The TRI-HERMES is three obelisk like structures only accessible by Atlas Mages that is the largest information recording and storage device in the known world. Its photonic crystal core has said to be on par with a philosophers stone and has only ever been partially recreated in pale shadow attempts to service the Chaldea Organization.

Atlas has a single Director and a vice director most of whom are credited throughout history for the creation of doomsday weapons created to prevent terrible futures they foresaw. Below the Directors are the Six Sources who are the equivalent of Magi Lords from the Clocktower.

Atlas is extremely isolationist ever since the Clock tower became the headquarters of the Mages Association and interaction between Atlas and others is extremely low. Atlas is known to be on incredibly bad terms with the Prague branch of the association and is extremely independent. Atlas is so far removed and independent from the other branches that it has its own agreements with the Holy Church and finds itself in constant conflict with the Clock tower. Despite this isolationism, Atlas does render aid and sell its services as alchemists to different organisations and have contributed to assisting the Holy Church on occasion and with construction and development of tools and technology for the Chaldea Security Organisation.

The Alchemy of Atlas is not like the modern Alchemy practised by other mage sects. Instead it draws its origin from the ancient egyptian practice of metallurgy and is an advancement of this school. As such, for their Alchemists mere transformation of matter is a primitive ideal. For these Alchemists its the foundation that humans exist to acquire knowledge that has evolved the form of the Alchemy being used to enhance their own body. That the body is simply a tool to enhance the brain's capabilities in solving formulas that they primarily use Alchemy to accelerate brain thinking, create thought partition and focus on making the most out of their physical bodies in order to modify and develop their abilities through magecraft. Most members of the Atlas group cannot perform Magecraft that interferes with nature due to a lack of magical circuits but they make up for this in the development of weapons and they blend both man and machine across their magecraft. This is where their focus lies, in the invention or new magical and technological devices. This has led to the so-called doomsday weapons and the idiom of Atlas' long term goal to prevent the end of the world and only be unleashed in order to save it.

The Wandering Sea:

The Wandering Sea is the original foundation of the Mages association formed in 20AD along with Atlas before the Clock Tower would splinter off and be formed. Just like Atlas, the Wandering Sea is stuck in tradition but has still stuck with the Mages Association. However as of the formation of the Clock Tower, they ceased all communication with the association in 500AD. The Wandering Sea is concerned mostly with the research into the Age of Gods and Magecraft from that time.

The Wandering Sea's headquarters known as 'The Moving Tomb' is a mobile mountain range that exists as an island from the Age of Gods located between the world of man and the otherside meaning it can not be normally observed and is immune to Radar. It mostly moves around the north sea but occasionally moves over dry land. A self independent singularity filled with its own sea with an island at its centre. Entering and exiting a challenge even for those who know how and can account for the difference in elevation. The Wandering Sea opens its borders once a year on december 31st to recruit new talent but the numbers accepted are exceptionally low.

The Island at the Wandering Seas centre has no surface entrance and instead can only be entered from a cave located 40 meters below the surface of the water leading to a docking and lobby area. However, gaining entry without specially designed vehicles that can resist sudden pressure change is impossible. If a ship can make it, it is pulled into moor at the underground dock through magecraft manipulating the water. The entirety of the Associations facilities is located beneath the island.

The Wandering Sea is completely opposed to the modernization of Magecraft and rejects anything that comes after the Age of Gods, only recognising Magecraft from that era. This rejection of modern magecraft comes with the rejection of modern humanity and technology as well meaning they are unequipped for the world outside. Its rumoured that their research is focused on body modification but the Wandering Sea holds its secrets well.

Prague Association:

The Central Association of Alchemists as they are also known is a group of Magi focused on Alchemy research that follows traditional precepts of Alchemy and its practice. Due to this difference of opinion in regards to the nature, use and future of Alchemy Magecraft, they are on bad terms with Atlas.

Thule Society:

A group of Magi that have formed a collective around the research, study and preservation of Rune Magecraft. Rune Magecraft is their only focus and its said that the group hidden somewhere in Ireland have the only remaining copy of the original runic scripts that they do not share with any other even as rune magecraft declines.

North American Branch of the Mage's Association:

An aspect of the Mages Association of the Clock Tower located in North America that oversees local magecraft in the area that is heavily understaffed and overworked. The North American branch is located in New York. They are on bad terms with the Clock Tower and struggle to police and control the sheer number of freelance Magus that operate across North America.

Singapore Branch:

A Branch located in Singapore that has a search radius within its observatory that extends into Guan Territory. The use of their observatory as such requires the authorization of the Mages Association and Louxuan Gaun, another minor Mages Association of eastern Magi.

Sealing Designation Enforcer:

Magi who are specialised in hunting down other Magi that the Mages Association has marked with a sealing designation. Enforcers are the limbs of the Mage's Association unbound and apart from the main structure, they

enforce the Associations will, arrange cover ups, arrest and kill rogue magi, securing valuable information and eliminating threats of both a magical and non magical nature. This kind of work offsets the Enforcers typical lack of a job since Sealing Designations are rare. Enforcers spend most of their time dealing with heretic Magi and deviants from Association Law before harvesting their Crests for information. However Enforcers are few and as such are often offset by mercs in the form of Freelancers to offset the workload. Due to the nature of their work they often clash with the Church whose own activities overlap with theirs.

Sealing Designations themselves are direct edicts handed down from the Mages Association to maintain and protect special Thaumaturgical abilities and magecraft that cannot be acquired through study. While a great honour and those given one are deemed precious. The Association will move great amounts of resources to secure such a person and preserve them deep within the Clock Tower. However those unique and powerful enough to have one placed on them tend to be extremely hard to capture and most of the time non-cooperative in regards to submission since it means the end to their research as a Magi in most cases. The Association doesn't care and many targets spend years on the run being hunted by Enforcers. Those who are designated may either become Hermits confined to a place where they only transmit their knowledge to a single successor in which case the Association leaves them alone or Philosophers whose striving for new heights, sometimes even dangerously. Its these second type of individuals that are typically hunted.

The Church:

The Holy Roman Church's hidden side that specialises in hunting heresy and keeping the world of Magecraft in check in the Age of Man. Despite the public side of the Church having to ignore the mysterious out of creed for the word of God, they are extremely aware of the existence of the mystical and regard it with scorn and hatred. From the ranks of the church, the most Zealous and fanatical join the secret side to seek out and destroy these heresies.

The Church as an Organization are at odds with the Mages Association with which they have a tenuous relationship with middling agreements of ceasefire and cooperation in regards to the concealment of Magic. While the Church will suffer other non-human creatures that can be domesticated and controlled in the name of coexistence the Church will not tolerate Vampires as they are born from Humans. The nature of Vampires has them treated by the Church as a disease to be eradicated.

The Church despite its teachings has the world's most widespread Magecraft teachings in the form of its Holy Sacraments. This Magecraft encompasses a single skill in which the Priest or Nun lights a purifying holy flame to cleanse away corruption and filth.

The Church is divided into numerous different sub organisations each with their own goals and objectives:

Assembly of the Eighth Sacrament:

A special agency of Clerics charged with the research, recovery and managing of holy relics scattered across the globe. Where there is the chance that a relic of the Church may be found, no matter what it is or its validity and authenticity a member of the Eighth Sacrament will be there. The Clerics of the Assembly do not fear the mysterious and will stoop to the level of Magecraft and involvement with heretical powers in order to accomplish their mission. Almost every Grail War has at least one member from this organization present in some capacity and over the course of the agency's existence, have investigated some 726 different Holy Grails. However since the Church has already confirmed it to not be a genuine artifact and typically care little for a Magical Reactor other than to prevent Magi from gaining too much power and seek to keep Grails from falling into the wrong hands.

Burial Agency:

The Burial Group are Vampire hunting inquisitors dedicated to the eradication of the Vampire's specifically. Considered the most professional Inquisitors. They are not Exorcists however, as their focus is on the destruction of Vampires and undead or the sealing of Apostles too powerful to be killed. They are the slayer of demons of all kinds however and are well trained in the ways of combating mystical opponents. The Burial Agency is not picky about its recruits and will source those capable of fighting heretics and other inconvenient powers with faith in God as a secondary requirement to skill. As such, its filled with many extreme and varying people from all walks of life filled with everything from rogue Magi, Sadists, Fanatics, Gun Nuts and Serial killers. That said, most of the time members work alone (due to their instability and typically anti-social) refuse to cooperate with foreign demon hunting organisations. However, they have incredible privileges and influence that allow members to get away with just about anything operating above even the law of the Church. Some Ancestors have been noted to cooperate in secret with the Burial Agency for personal reasons.

Chivalric Orders:

Knights of the Holy Church who make up the main military body deployed against the forces of heresy. Typically the Chivalric orders work to defend church grounds as a defensive force primarily. They still use a variety of old and traditional weapons but are slowly adapting. They are a well drilled and capable fighting force in relatively high numbers that stand guard at the various important holy sites and installations around the world.

Executors:

Executors are Heretic hunters tasked with the destruction of demon killing and elimination of heresy. A violent and bloody group who mercilessly destroy all signs of Magecraft and Magic along with any and all witnesses. They are Church Ordained murderers who seek out and hunt Mages and Phantasmal beasts to slaughter them with impunity. Like the Eighth Sacrament they may stray away from the Church's teachings in order to accomplish their goal in slaying Magi, Demons or anything else. They do not spread the word of the Lord but merely work to destroy any that would oppose him and the Church. They are the most fanatical however of all the agencies in their belief in order to justify the extremes of their actions. Sometimes the scope of their work will increase when they believe anything to be of a particular Evil that must be destroyed for the sake of man beyond their normal targets. Their ranks also include specialised individuals such as Exorcists who attempt to stop any kind of spirit possession and are specialised in the elimination of spiritual beings.

The Templars:

A small but powerful faction in the Church that is technically not apart of the Greater Church but have many connections to it. They are a separate organisation loyal only to themselves their own teachings above the Church who are considered by all accounts extreme radicals even by the standards of the other Church Agencies. Their actions border on Terrorism and they have no qualms about attacking anything of a magical nature. They employ even criminals within their ranks without regard for safety and loan out their heretic hunters whose underhanded and extreme tactics when needed.

Chaldea Security Organisation:

The Organization for the preservation of Human Order, Finis Chaldea is a secret organization founded with the purpose of preventing human extinction. Its an organisation that specialises in the investigation, closure and prevention of disasters of a temporal nature such as temporal anomalies and other existential threats including those of a cosmic nature. Its headquarters is located in Antarctica. The facility is located in an Alpine Tundra atop some mountains surrounded by an extremely powerful magnetic and magical field that suspends it from the space time continuum. The facility is powered by a super reactor. The facility is a state of the art research laboratory and

observatory manned by scientists and Magi brought together by a combination of the United Nations and Mages Association. Despite being primarily civilian its internal structure is like a military force. Its Director Oversees activities for the base and personnel and the best and brightest are recruited globally regardless of magical status.

Chaldea has the ability to observe the future with a Magical construct known as Chaldea's, has a vast internal storage HERMES bank provided by Atlas and has developed a system for the summoning of Heroic Spirits from the Throne of Heroes without the use of a Grail in order to assist in the peacekeeping and ensuring that humanity is protected. Finally, the group make use of Ray Shifting to transfer people through time and space to different locations and eras across the world. They are even able to enter alternate dimensions and singularity pocket spaces.

The group is well equipped and well funded with access to vehicles, Servants, and intelligence that surpasses almost any group on the planet. They were the first to develop Demi-Servants as well and currently have one on station created using designer babies. The nature of Chaldea and its mission however has meant the sacrifice of many moral and ethical responsibilities.

The Multiverse:

The Nature of magecraft and Magic is such that there exist any number of futures, realities and timelines. Even entire worlds sit disconnected from each other through some mystery. Even the Root itself is an entirely different dimension out of time and space.

The Reverse side of the World:

The Reverse side of the World is the place that is by means not a place that can be reached physically anymore. It is a world where the gods and the Phantasmal beasts of old reside, now stuck and unable to cross into the world of man. Both separated and not at the same time it exists as something akin to a parallel dimension.

The Moon Cell:

The Moon Cell is a secret largely unknown to most humans and was only discovered in the 2030's within its own universe. In the world in which the Moon Cell exists, the earth is very similar in many ways but in others it is not. In the world of the Moon Cell, beginning in the 1970's the world of magecraft began to decline rapidly along with the rest of humanity.

The moon Cell is a collection of photonic crystals on the moon that contain the Moon Cell Automaton, a large computer-like construct that through its observations has recorded all of human history since its creation. Its origins are largely unknown and some believe the Moon Cell to be alien in nature. In its timeline, the Moon Cell was discovered by the Western European Conglomerate who named it the Holy Grail for its reality changing properties. The massive crystals are an incredible super computer that runs deep beneath the moon's surface. Its memory capacity cannot even be comprehended by humanity in its totality even as the moon scans the Earth entirely every nanosecond to record all information. After years of research and development it became possible to hack into this computer system and enter the moons digital realm with their mind. It's these spirit-hackers who have replaced Magi who seek to obtain the Moon Cell Grail.

The Moon Cell's internal digital space however is known as SE.RA.PH, a digital landscape of information and simulations based on data recorded within the Moon Cell. This artificial environment is an eternal storage medium in which all archives of humanity have been stored and is filled with people, creatures and landscapes controlled by the SE.RA.PH system. The landscape within SE.RA.PH is a world of constant flux and imagination that blends reality. Each environment within the world is closer to islands in a sea. Each location is a Reality Marble being operated and

controlled by the system filled with people and creatures running on the simulation. SE.RA.PH is divided between the near side in which this sea of reality spaces exist with possible travel between them and the far side where data is discarded and stored for extermination and deletion of corrupted and dangerous data where no life is supposed to exist.

The Moon Cell is the centre of the SE.RA.PH is what calls forth Servants from the history of earth that it has recorded and is often represented by a cube like core. The person who holds the command of the Moon Cell has the power to recreate the digital landscape of the Moon as they wish. The Moon Cell like any program is somewhat self aware and even summons Servants to protect itself from threats that enter SE.RA.PH.

Within the Moon Cell, Magi are replaced by Spirit hackers and Magcraft is code casting involving the hacking and manipulation of the Moon Cell system to create cheat like effects.

Singularities:

Singularities are unobservable regions that do not exist within recorded history. They are a hole in time that contains a location and events separated from the regular temporal axis where a temporal distortion of an impossibility that should not be possible such as the resurrection of the dead or destruction of a city has forever destroyed the standard timeline. Each time space anomaly that is a singularity has its own rules and circumstances. Most of these are created by the presence of a Holy Grail appearing to destabilise a time period. If the actions of a singularity are left unchecked, the events within will disrupt and eventually overwrite history itself resulting often in catastrophe. Within Singularities, the power of Grails allows Servants to be summoned and exist freely without a Master. The summoning of Servants may be part of the Grail's defensive systems when dislocated out of time. Singularities exist separately but if they can achieve critical mass will layer back onto the world changing future events and rewriting history with the new events that have occurred within the singularity. Singularities may close on their own and end complete with the destruction of the tampered history within or may need to be destroyed through the removal of the Grail within. Removal or destruction of a singularity grail will disperse a singularity.

Lost Belts:

Lost Belts are alternate timelines of the ultimate what if question. They are scenarios born out of a what if this person did not win. They are questions of a historical and temporal nature whose conclusion does not reach the established and current history of man. These what if events become cordoned off as parallel worlds where history has reached a dead end and no longer progresses. Each of these parallel histories locked off from time and space are home to a Fantasy Tree at its centre which contains a Grail and is governed and controlled by a Lost Belt King who protects the tree and gathers power for it to grow. These Lost Belts can grow and potentially if they reach critical mass be imposed onto the real world in order to alter history. This is achieved through growth of the Fantasy tree in order to call down an Alien God of unknown power. If the Fantasy Tree at its centre is destroyed, the Lost Belt will be destroyed and it will be like it never existed as it and all people within are destroyed after being deleted from the universe as a possibility. Lost Belts are capable of clashing with each other and may even consume each other in order to replace their history with the others if they grow too cancerous.

Alternate Dimensions:

Aside from the standard dimension, numerous different timelines and dimensions exist in the multiverse. Some may be very similar to the standard earth dimension but certain events may never have happened or things may be slightly different such as a certain person dying or winning certain wars and conflicts.

In others, like the Servant Dimension, Heroic Spirits might exist freely and galavant across space and time battling in the stars in a cosmic war between good and evil. Certain worlds may be at different levels of development, even in the stone age or Age of Gods while some may be hyper advanced civilisations.

In one timeline, the world may be one where every person has a Servant and openly walks around with their Servants by their own side. Some worlds may be dead ends where a Grail achieved complete destruction of everything or a wish went horribly wrong.

There are numerous alternate dimensions each with their own Magi, level of magic and Grails that exist. The Boundaries between worlds may even be beant when Grails summon people and creatures through time, space and even different dimensions resulting in historically inaccurate servants or events.