

Fate Grail War Gauntlet

By:Kuriboh_Knight97

One, two, three, four I declare a Grail War.

How many times have you fought for the Grail Jumper, and in how many Wars? Regardless, in each and every one of them you've had the opportunity to start off as the favorite, the one with the biggest advantages in the war. Not so much this time, no you're going in without any of your Perks, Powers, Items, Companions, or anything else you've picked up across your Chain. You Jumper are going into this war as the underdog, an average (or slightly below) Magus to see if you can truly claim the Grail on an even footing.

Of course should you win you get the reward as is appropriate, specifically you'll be given your choice of any of the **True Magics** for yourself, and of course you can keep your newest **Servant** as well.

You start with 0 🌟 **Saint Quartz**

WAR

Well first things first we need to know which Grail War you're going to be fighting in don't we, so. Roll or Pay 50 🌟 to choose.

1 Fourth Grail War

The Grail War from Fate/Zero

2 Fifth Grail War

The Grail War from Fate/Stay Night

3 Apocrypha Grail War

The Grail War from Fate/Apocrypha, Flip a Coin

Heads Red Faction

Supposedly the faction of the Magus association, realistically has been taken over by one of the Servants of the third Grail War who has... disposed of the other masters.

Tails Black Faction

The Nazi faction. Yeah that about sums it up.

4 Extra Grail War

The Grail War from Fate/Extra

5 False Grail War

The Grail War from Fate/Strange Fake

6 Prototype Grail War

The Grail War from Fate/Prototype

7 Unseen Grail War

One of the first three Grail wars which were never seen on screen, your choice of which one.

8 Free Choice Grail War

Any of the above or a different one entirely.

DRAWBACKS

Out Of Context: Grail War

For those who don't like the "canon" Grail Wars this is the choice for you, you can choose any other setting where the Holy Grail Wars aren't a thing and make one there instead. The Servants will be much the same regardless of where you choose to go so you'll be paid (or pay me) your Saint Quartz depending on the power of the potential Masters of the new worlds War. If you Pay me **100** 🌟 The new world will be one with effectively harmless Masters (such as any Slice of Life Setting).

For **Free** the Masters would be about as dangerous as a normal Magus (Legend of Zelda or Movie Star Wars).

For **+100** 🌟 The Masters will be a bit more dangerous than a typical Magus (Harry Potter or the Elder Scrolls Games).

For **+200** 🌟 The Masters would probably be as dangerous as the Servants they summoned (Naruto, Bleach, or One Piece).

Finally for **+300** 🌟 The Masters are liable to be more dangerous than the servants they summon (Dragon Ball Z or Justice League).

Extended Stay +50 🌟

By default you would only be staying here until the end of your Grail War, with this you'll be staying the full decade instead.

Idiot Savant +100 🌟

As bad as magecraft as Shiro Emiya, the only exception will be where your own element/origin comes in, the latter of which by default you will not know.

On Your Last Nerve +100 🌟

You have never learned to use your natural Circuits, so until you find someone who can teach you, the only way you can use magic is by converting a nerve into a temporary low quality circuit. Doing this is exceptionally painful.

Amnesia +100 🌟

You know nothing, you remember nothing, you are likely prone to making stupid decisions because you don't remember why that would be a bad idea. After you spend a while suffering the consequences of this naivety you may develop that ever so rare thing called common sense.

What's an Internet? +100 🌟

Technologically incompetent to the extreme. A normal Magus would know what a computer or cell phone was when they saw one even if they didn't know how to use one. You however are both incapable of using anything invented within the last century or so, and unable to even recognize most of them.

Fuyuki Grail System +100 🌟

Funnily enough most of the Servants seen in the series are technically ineligible to be summoned by the Grail without corruption in it. Now you need to select your Servant from those who are “officially” available, notably this means that you cannot summon any Evil aligned Servant, any servant with A Rank or higher Divinity, and no Assassin's can be summoned except for the Hassan's. Important to note that this does not necessarily apply to your opponents.

Independent Action +200 🌟

Most servants are somewhat happy with their summoners, or at the very least willing to work with them for the purpose of getting their wish. You aren't so lucky on that matter, as for some reason however amicable they may normally be, your servant hates you more than anything else. While they won't do anything to actually kill you (for the sake of self preservation if nothing else) they also will not cooperate with you for anything unless you use a command seal to force the issue.

Lancer Luck +200 🌟

You have the worst luck Jumper, as in call a coin flip a hundred times in a row and get every last one of them wrong kind of bad luck. So just imagine how that's going to mess with literally everything you could try to do during the Grail War, because this will apply to anything and everything that could go wrong.

Counter Guardian JUMPER +200 🌟

Evil Jumper from the Future, why your future self made a deal to be a Counter Guardian is questionable at best but ultimately irrelevant. You now need to fight a version of yourself with a few decades more experience, skill, and power with everything you got here who wants nothing more than your head on a spike. On the upside they were summoned as an appropriate Servant so they both don't have a Servant of their own while you do, and have removed another potential competitor.

Apocrypha Part Two +200 🌟

Your Grail War just got bigger, seven more masters, seven more servants, still only one winner in the end. You may take this Drawback multiple times (with each after the first giving you **+100** 🌟) until there are a total of 7 sets of Servants and Masters (49 Total Servants and **+700** 🌟 Maximum or **+600** 🌟 For the Apocrypha Grail War).

Heroic Stupid +300 🌟

You want to save everyone, no exceptions and you will do some pretty stupid shit that might kill you, if you think that it'd help you save everyone else.

Golden Ego +300 🌟

As arrogant as Gilgamesh but not nearly as powerful.

Grand Order +300 🌟

At or near the end of the Grail War will find yourself in a Singularity that ends up with you being pulled into Chaldea and it's bullshit. You'll need to finish at least the main game to finish the Gauntlet.

Lost And Found +100 🌟

Requires Grand Order

After finishing the Grand Order you get stuck dealing with the Lostbelts, **+100** 🌟 **per Lostbelt** you must take each lostbelt in order.

No Servant +400 🌟

You have no Servant and no Command Seals but you still need to win the war. So obviously your only option is to kill a master and take their Command Seals then make a contract with one of the Servants already summoned.

The Einzbern Are Cheaters +1000 🌟

Normally I would have removed the corruption from the Grail (if it was there to begin with) so you could get your Wish at the end of the war. If you take this however I will be leaving the taint in the Grail (or possibly adding it in if it wasn't there already) so you get no Rewards at the end of this war.

PERKS

Damn Moonspeak (Free)

You are now fluent in Japanese, because the war is probably going to be in Japan and if you don't know the language you're kind of fucked.

Command Seals (Free with Servant)

You have three command seals on the back of your left hand, you can use any one of them to give an absolute command to your Servant. Once all three have been used your connection to your Servant is severed and you are out of the Grail War. After the completion of the Gauntlet you will regain the use of one Command Seal every 24 Hours.

Magic Circuits 50 🌟 **(First Free)**

You now have the same number of Magic Circuits as the average Magus, that is to say you have 20 Circuits of medium quality. Each Circuit can output between one and two units of Magic Energy at the maximum (See notes for Details). You may purchase sets of 5 more Circuits of equal quality for **50** 🌟 each.

Elemental 50 🌟 **(First Free)**

Most magecraft is considered to be associated with a particular element, the classical sets being Earth, Fire, Water, and Wind alongside Ether or Void and the other set being Wind, Fire, Water, Wood, and Metal. Most magi have one of the above as their elemental affinity, which the Magus in question will have a natural talent for but other elements have been known to appear.

You start with one element of choice for **Free** and can purchase more if desired, for **100** 🌟 You can be what is known as an Average One which means you have an affinity for all five of the classical elements.

Awakened Origin 50 🌟

A Magus Origin is what defines their existence and shapes who they are and how they will act throughout their life. The Origin acts like one's innate instincts when unknown and when awakened it is nigh impossible for one to act contrary to their Origin. Having an awakening Origin grants an immense boon in one's magecraft that aligns with it (far more so than an elemental alignment ever could) and allows for the Magus to reach greater heights than they ever could outside of such. It does however make any form of magecraft that would run contrary to your Origin rather impossible.

Basic Magics 50 🌟 (First Free)

Structural Analysis, Reinforcement, Gradation Air, and Hypnosis. Considered to be the fundamental basics of Magecraft these skills are widely practiced and extremely useful but not anything that would threaten a proper Magus let alone a Servant. Your first Purchase will give you a beginners knowledge and skill with each of these, and further purchases will give you a greater degree of skill and power with one of the selected options.

Anti Precognition 50 🌟

Stops any form of future sight or prediction skills from working against you, wouldn't do to have Gilgamesh or someone kill you a few seconds into things because they saw you coming would it?

Mundane Skill 50 🌟

Cooking, Archery, etc, anything not involving magecraft. Mastery equivalent to Emiya's skill in Archery, so if you picked that you're going to hit a bullseye every time you fire a bow.

True Neutral 100 🌟

Can easily get along with the greatest of heroes or the most vile of villains and have them like you just the same. May or may not involve a complete absence of personality and a tendency to stand blank faced and acting more as a cardboard cutout than a person.

Recruitment Drive 100 🌟

Able to easily convince other people who don't have a personal grudge against you to both spare you and possibly work together against a bigger threat so long as one exists. For example if you refrain from pissing them off you could get Tohsaka and Emiya to agree to an alliance until Heracles (and later Gilgamesh) were dead. This stops working when there's no longer a bigger threat to work against but by then you should have figured out a way to win by yourself.

Tiger Dojo 100 🌟

Once per Jump if you would have been killed you get a precognitive dream the night before showing how you would be killed, and giving you a few hints on what you can do to avoid it. Can purchase additional uses for **50** 🌟 each.

Better Magic 200 🌟

Knowledge of a more powerful or useful type of magecraft, be it Runes, Gemcraft, Holy Sacraments, or something else. Could also use this to elevate one of your more basic Magics to something a bit better such as upgrading Gradation Air into Projection.

Mystic Eyes 200 🌟

You have Magic Circuits in your eyeballs. Mystic Eyes have a variety of different effects. Some could set someone on fire from across the room or punch them in the face from the same, now you might literally kill with a look. This gives you a choice of Flame which sets things on fire, Force which hits with a force equal to your strongest punch, Charm which just makes you look more attractive to the opposite sex, Enchantment which allows the use of Hypnosis through eye contact without the need for a spell, or Binding which restricts the movement of those you can see somewhat. None of them are particularly strong but any of them could prove useful for you. As you have two eyes this may be taken a second time and you would have a different power in each Eye.

ITEMS

Tora Shinai 50 🌟

Simple but well made wooden training sword with a small charm on the handle. Despite appearing non magical those who face the blade always feel a faint sense of dread and every hit it lands seems to hurt more than it should.

Makeshift Reagents 50 🌟

A number of small items that you could use to help practice your chosen craft in magic, if you purchased Gemcraft it would be small low quality gems and glass jewels, if you decided to be a bit morbid and become a necromancer it could be teeth stolen from a dentist's office and rejected blood donations.

Black Keys 100 🌟 **Each**

Standard tool for Church Executors, Black Keys are for all appearances sword hilts without a blade. When provided magic they produce a blade of solidified magical energy that gets longer and sharper as more power is provided, more importantly when the blade is impaled into a beings Shadow that being is immobilized until the blade is removed. A single blade can pin a person with ease but stronger beings (like servants) might require several blades to pin them.

House 100 🌟

A large home of your very own, by default it's a large japanese style home, or alternatively a vaguely germanic manor house. Has a secluded room for a proper Magus Workshop and a number of useful if not very powerful Boundary Fields already set up.

Motorcycle 100 🌟

Everyone needs a way to get around and now you have one, a copy of the Motorcycle used by Saber during the fourth Holy Grail War (before it got destroyed of course).

Mystic Code 200 🌟

Most Magi end up making something along the way to help with their craft, or possibly to display (and show off) their current skill. You now have one such piece. By default this is a simple Azoth blade able to store roughly a hundred times your own Magic Energy levels but otherwise unremarkable, you can of course switch this out for something a bit more interesting if you wish but it won't be anything quite on the level of the Volumen Hydrargyrum.

Red Necklace 200 🌟

A simple red jewel on a silver chain with the energy of an entire Magus family through a century stored into it. Not at all a subtle thing but once per Jump it can be used to brute force most forms of magecraft even if you don't know how it works, for example you could create a new heart for someone who'd been impaled through the chest and raise them from the dead if needed.

SERVANT

Class: Roll 1d8 or Pay **50** 🌟

- 1 Archer
- 2 Assassin
- 3 Berserker
- 4 Caster
- 5 Lancer
- 6 Rider
- 7 Saber
- 8 Free Choice

Rarity: Roll 1d6 or pay listed price

- 1 One Star **Free**
- 2 Two Stars **50** 🌟
- 3 Three Stars **100** 🌟
- 4 Four Stars **150** 🌟
- 5 Five Stars **200** 🌟
- 6 Free Choice

Specific Servant in Category
Roll or Pay **50** 🌟 to choose.

Archer

- 1* Arash, Oda Nobukatsu

(2)

2* Paris

(1)

3* Robin Hood, Euryale, David, Kid Gilgamesh, Billy The Kid, Towara Tōta, William Tell, Sugitani Zenjūbō

(8)

4* EMIYA, Atalanta, Oda Nobunaga, Tristain, Anne Bonny and Mary Read, Chloe Von Einzbern, EMIYA Alter, Helena Blavatsky, Tomoe Gozen, Altera, Asagami Fujino, Chiron, Osakabehime, Calamity Jane, Florence Nightingale, Illyasviel Von Einzbern, Baobhan Sith, Anastasia, Zenobia, Barghest, Saika Magoichi

(21)

5* Gilgamesh, Orion, Nikola Tesla, Arjuna, Artoria Pendragon, Ishtar, James Moriarty, Napoléon, Jeanne D'Arc, Super Orion, Sei Shōnagon, Minamoto No Tametoto, Takasugi Shinsaku, Durga, Ptolemaios

(16)

Assassin

1* Sasaki Kojiro, Mata Hari, Charlotte Corday

(3)

2* Hassan of the Cursed Arm, Charles-Henri Sanson, Phantom of the Opera

(3)

3* Jing Ke, Henry Jekyll and Hyde, Hassan of the Hundred Faces, Fūma Kotarō, Hassan of the Serenity, Okada Izō

(6)

4* Stheno, Carmilla, Ryōga Shiki, Kiritsugu EMIYA, Scáthach, Yan Quing, Wu Zetian, Nitocris, Mochizuki Chiyome, Katō Danzō, Ushiwakamaru, Consort Yu, Gray, Okita Sōji, Kiichi Hōgen, Thrúd, Hildr, Ortlinde, Locusta, Hassan of the Shining Star

(20)

5* Jack the Ripper, Mysterious Heroine X, Shuten Dōji, Cleopatra, The Old Man of the Mountain, Osakabehime, Semiramis, Li Shuwen, Kama, Koyansaka of Light, Huyan Zhuo, Tezcatlipoca, Kashin Koji

(13)

Berserker

1* Spartacus, Asterios, Paul Bunyan

(3)

2* Caligula, Eric Bloodaxe, Penthesilea, Salome

(3)

3* Lu Bu Fexian, Darius III, Kiyohime, Mori Nagayoshi

(4)

4* Heracles, Lancelot, Tamamo Cat, Frankenstein, Beowulf, Ibaraki Dōji, Chacha, Oda Nobunaga, Atalanta Alter, Jeanne D'Arc Alter, Kijyo Kōyō, Brynhildr, Sei Shōnagon, Kriemhild, Duryodhana, Nagakura Shinpachi, Shizuki Sōjūrō

(17)

5* Sakata Kintoki, Vlad III, Florence Nightingale, Cu Chulainn Alter, Minamoto No Raikō, Mysterious Heroine X Alter, Hijikata Toshizō, Xiang Yu, Arjuna Alter, Miyamoto Musashi, Galatea, Morgan, Ibuki Dōji, Sen No Rikyū, Artoria Pendragon
(15)

Caster

1* Wolfgang Amadeus Mozart

(1)

2* Hand Christian Anderson, William Shakespeare, Chen Gong

(3)

3* Medea, Gilles De Rais, Mephistopheles, Cu Chulainn, Paracelsus Von Hohenheim, Charles Babbage, Geronimo, Avicenna, Asclepius, Zhang Jue

(10)

4* Elizabeth Bathory, Medea Lily, Nursery Rhyme, Helena Blavatsky, Thomas Edison, Irisviel Von Einzbern, Nitocris, Marie Antoinette, Gilgamesh, Circe, Queen of Sheba, Seig, Shuten Dōji, Miyu Edelfelt, Charlotte Corday, Saint Martha, Daikokuten, Wu Zetian, Yui Shōsetsu

(20)

5* Zhuge Liang, Tamamo No Mae, Solomon, Xuanzang Sanzan, Leonard Da Vinci, Illyasviel Von Einzbern, Merlin, Scheherazade, Nero Claudius, Anastasia, Scáthach Skaði, Murasaki Shikibu, Artoria Pendragon, Miss Crane, Izumo No Okuni, Aesc the Savior, Kuonji Alice

(17)

Lancer

1* Mary Anning

(1)

2* Masashibō Benkei, Leonidas, Gareth

(3)

3* Cú Chulainn, Romulus, Hector, Diarmuid Ua Duibhne, Jaguar Man, Hōzōin Inshun

(6)

4* Elizabeth Bathory, Artoria Pendragon Alter, Fiona Mac Cumhaill, Li Shuwen, Kiyohime, Vlad III, Jeanne D'Arc Alter Lily, Medusa, Minamoto No Raikō, Parvati, Nezha, Valkyrie, Ibaraki Dōji, Quin Liangyu, Nagao Kagetora, Meltryllis, Caenis, Utsumi Erice, Consort Yu, Percival, Don Quixote

(21)

5* Scáthach, Karna, Brynhildr, Artoria Pendragon, Tamamo No Mae, Enkidu, Ereshkigal, Bradamante, Romulus-Quirinus, Vritra, Mélusine, Sakamoto Ryōma, Britomart, Bhima

(14)

Rider

1* Bartholomew Roberts

(1)

2* Georgios, Edward Teach

(2)

3* Medusa, Boudicca, Ushiwakamaru, Alexander, Christopher Columbus, Red Hare, Mandricardo

(7)

4* Marie Antoinette, Saint Martha, Francis Drake, Anne Bonny and Mary Read, Artoria Pendragon Alter, Astolfo, Sakata Kintoki, Mordred Pendragon, Ishtar, Sakamoto Ryōma, Carmilla, Murasaki Shikibu, Habetrot, Caenis, Elizabeth Bathory, Dobrynya Nikitich, Hueng Feihu, Suzuka Gozen, Nemo

(19)

5* Queen Medb, Iskandar, Ozymandias, Quetzalcoatl, Artoria Pendragon Alter, Ivan the Terrible, Achilles, Sima Yi, Leonardo Da Vinci, Europa, Odysseus, Nemo, Taigong Wang, Constantine XI, Kyokutei Bakin, Takeda Shingen, Andromeda

(17)

Saber

1* Jason

(1)

2*

(0 No Servant for you Jumper)

3* Gaius Julius Caesar, Gilles De Rais, Fergus Mac Róich, Bedivere, Theseus

(5)

4* Artoria Pendragon Alter, Artoria Pendragon Lily, Nero Claudius, Seigfried, Chevalier D'Eon, Rama, Lancelot, Gawain, Elizabeth Bathory, Suzuka Gozen, Frankenstein, Yagyū Munenori, Queen Medb, Diarmuid Ua Duibhne, Lanling Wang, Lakshmi, Katsushika Hokusai, Tomoe Gozen, Saitō Hajime, Watanabe No Tsuna, Karna, Barghest, Roland, Gareth, Yamanami Keisuke, Sétanta, Miyamoto Iori

(27)

5* Artoria Pendragon, Altera, Okita Sōji, Mordred Pendragon, Nero Claudius, Ryōga Shiki, Miyamoto Musashi, Arthur Pendragon, Sigurd, Beni-Enma, Astolfo, Dioscuri, Ibuki Dōji, Senju Muramasa, Okita Sōji, Trung Sisters, Charlemagne, Medusa, Yamato Takeru

(19)

Ending Choice

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NOTES

Out Of Context: Grail War

The Masters will always be among the most important people in the setting and if possible roughly equally split among the “good” and “bad” guys.

Using DC as an example you could have Superman with Servant Karna (Lancer), Wonder Woman with Penthisilea (Berserker), Batman with Sherlock Holmes (Archer), against Lex Luthor with Spartacus (Saber), The Joker with Mephistopheles (Caster), and Ares summoning Iskandar (Rider).

For another Example using the Apocrypha Part Two Drawback

Red Team

Archer- Robin Hood- Sirius Black
Assassin- Jack the Ripper- Molly Weasley
Berserker- Minamoto No Raikou- Harry Potter
Caster- Shakespeare- Hermione Granger
Lancer- Enkidu- Rubeus Hagrid
Rider- Leonardo Da Vinci- Albus Dumbledore
Saber- Mordred Pendragon- Ron Weasley

Black Team

Archer- James Moriarty- Lucius Malfoy
Assassin- Charles-Henri Sanson- Cornelius Fudge
Berserker- Morgan- Voldemort
Caster- Circe- Dolores Umbridge
Lancer- Vlad III- Fenrir Greyback
Rider- Carmilla- Bellatrix Lestrange
Saber- Gilles de Rais- Severus Snape

Magical Energy

Average Magus 25 Units
Rin Tohsaka (70 Circuits Total) 500 Units, 1000 Maximum
Artoria Pendragon 1200-1300 Units

- FSN Battle without Damage 10 Units
- FSN Regain/Day 8 Units
- FSN 6 Units/Day to maintain Body

Medusa's (Rider) Pegasus 2500 Units
Shirou Emiya (27 Circuits) 25 Units

- Reinforcement 2 Units
- Tracing 5 Units

Waver Velvet 20 Units
Medea's Light Bolts 75 Units Each