

FATE

*The Unauthorized Nasuverse RPG
and Fanguide*



Fate

Preface

*I'm all dressed up with nowhere to go
Walkin' with a dead man over my shoulder
Waiting for an invitation to arrive
Goin' to a party where no one's still alive
-- Oingo Boingo, *Dead Man's Party**

This document would not have been possible without the trailblazing work and inspiration provided by Thomas Wilde, of the much-missed [Elsewhere](#).

For the most part, except when it is credited to someone else, most of the text you see here is mine. I dug up much of the information from Fuyuki.Winter, [Beast's Lair](#), playing the games, and reading the fanguides. I also got plenty of inspiration from other rpg systems, in particular the demeanor and nature from the old [World of Darkness](#) -- but thankfully this system will be without hippie werewolves and will also lack an abundance of gothic punk emo vampires. The Nature and Demeanor sections were handy not only for helping determine the layered personalities of the casts, but also to see what would happen if their psyches suffered corrosion and corruption, a frequent theme in all three works. Also of great use was my favorite [World of Darkness RPG Hunter The Reckoning](#), which contributed many Mental Flaws to this work. Because Nasu's work often features severely damaged individuals, it was necessary to include these. And since Unisystem was the one RPG to seamlessly blend rules and storytelling, a modified version of Unisystem was used to handle this. Except for the addition of some new derived statistics, some new Perks, Flaws, and a new set of skills, this works almost exactly the same as regular Unisystem. So if you want to do crossovers, there's nothing holding you back.

I'll go ahead and step away from the podium and say a few things. In the past I have attempted to invite feedback from others in order to help me create this project. I am no longer doing so. So, I'm going to take a moment or to to explain why.

This is a tremendous labor of love for a continuity little known here in the United States. I know that many of the fans out there are only interested in what Nasu wrote concerning the Nasuverse. In regards to that, Nasu has his own tabletop game that isn't in the public domain. This game is going to exist under the CC license.

Therefore, it is simply not possible for this to be exactly, 100% like how you probably envision the Nasuverse to be. Through wikis, fan pages, and the fan guides Type-Moon creates, the classic fuyuki database, and my own notes from playing the games, I've done my best to make sure this is accurate to Nasu's vision. Even Nasu's has some inconsistencies, as seen in the various timelines in the stories and their various spinoffs.

Therefore, I'll state the following: you can be upset that I also have included stats for characters from Type-Moon side products such as *Kagetsu Tohya*, *Fate Zero*, and *Melty Blood*, or you can simply determine what you wish to include in your own game. If you want to take the position that *Kagetsu* is canon and *Melty Blood* isn't, then that's perfectly all right with me. Really. You can take or leave whatever you wish; that's the beauty of the freedom you have as an empowered individual.

I know that certain people are going to be upset that I didn't pluck this game fully formed out of the air, that I used [x] rule(s) from [y] game, or that I simply didn't use all of the rules from [y] game. I could not find one single game that offered as many possibilities as I wanted to present, and building and writing a roleplaying game is a tremendous task. So, I decided to make a composite. The personality and luck rules came from old [World of Darkness](#), as did the skills. The statistics and combat rules came from Unisystem, as did their rules for advantages and disadvantages. I took flaws and disadvantages from other systems and reconfigured them to work here, determining what their point value would be. The fumbles table came right from one of my other homebrew rpg books. Now I have a near-to-finished item, and it's huge. Is it just copied from any one particular work? No. Is it a sourcebook for any one particular rpg? No. It is [Fate](#), and it is entirely self-contained. Virtually anyone could use [Fate](#) for running dark anime-style rpgs or even realistic horror ones.

From here on out, you'll be riding the tidal wave of text. Thus concludes my preface.



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Tips for The New Guys

"There are two mistakes one can make along the road to truth...not going all the way, and not starting."

-Siddhartha Guatama

The roleplaying old hats, the veterans among you, those old in the tooth, can skip this part of the book completely.

This is the part of the book when I explain what this roleplaying stuff is all about. It's shared storytelling, in a nutshell. You get together with a bunch of friends, sit around a table covered in paper, pencils, bottles of Mountain Dew, and sugary snacks, and then create a tale together. The great thing about this kind of shared storytelling is that there's no budgetary limit to where your team can go and what they can do - it's only limited by your own imagination.

Now, most of you are going to create what are known as "Player Characters", who are the main characters of the Story. You get to create his personality, strengths, vulnerabilities, abilities, and so on. While everyone is going through the Story, you get to talk for that character and make his decisions. You put joy in his heart or brood a lot. Or something else entirely.

The Storyteller

One of your group has a special job. He is called the *Storyteller*. While the rest of you are playing through the Story, the Storyteller has to set the scene, write out the plot, describe things, run everyone else in the world, and generally do all the stuff the Player Characters aren't. The Storyteller makes things interesting and/or difficult by providing the Player Characters with things to do.

He also runs all the other characters that the Player Characters come across. Those folks are called *Non-Player Characters* (NPCs). NPCs are that hobo who lives in the alley across the street or that creepy old lady who lives in that "haunted" house.

While many NPCs come and go, some stay and become very important in the character's lives, which means they shift to being *Recurring Characters*. And if they are bad guys, they are called *Adversaries*. The Storyteller runs any and all combat and acts as an adjudicator whenever the Players want to do things.

The Story

Each game session takes a couple hours to play through. There's no famous start or end, but the Storyteller can do things to mark the beginning and ending such as using music, or even describing the start of the Story with cinematic cues. There's no winner or loser in these games. But there is a structure behind it. Each Story is subdivided into arcs called Books, and then further split into smaller chunks called Chapters. Typically one to three nights equals a Chapter. Several Chapters add together to form a Book. And when all the Books are added together, you have a complete Story. Your Storyteller will be running together plotlines and subplots along the course of the Story, so just because something seems superfluous now doesn't mean it will be much later on. Don't be intimidated and give it a try.

What You Need to Play

A copy of Fate would be good. You might also want to make some copies of the character sheet from the website, some blank sheets of paper, spare pencils, and you'll also need to have a few friends over. You'll also need a bag of roleplaying dice. You can get these from any hobby shop. Get a bag of varied dice. The lion's share of work in Fate is done by the D10 (ten-sided die). They are polyhedrons. You'll typically roll one when your character needs to do something.

Finally, it could be good to have some poker chips, life point counters (again with the hobby shop stuff), or anything small you can use to represent your Luck points. Luck points are going to save your hiney many times. So it's necessary to keep track of how many you currently have left.

That's about it.

Through the Looking Glass, Northern Light Transparently

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Introduction

If you read my preface, you know that this is a very long document intended to help GMs who would like to try running games set in Nasu Kinoko's world. a dark vision full of fleshed-out, developed characters in desperate circumstances. Most of these settings feature basically good people touched by tragedy, often tragedy of Greek proportions. Bad luck, irony, and dark karma abound. This document is meant to help Storytellers run dark anime flavored campaigns. For those of you without access to a great anime collection, when I say dark anime I mean grim settings like *Fate Stay Night*, *Kara no Kyokai*, and *Tsukihime*. Those are going to be the focus of this narrative, and I'll be giving synopses of each setting, notes on how to run games there, and statting the casts. Surprisingly I will be getting to the rules on how to play the game and make a character first, because some players know would like to learn about the setting by playing through it fresh.

I must also state that this game focuses on dark and serious topics: abuse, violent and graphic mass murder, incest, and so on. If you would feel uncomfortable reading or thinking about those topics, it might be best to close this book. Again, I won't mind. Likewise, my treatment of the Catholic Church as it pertains to the Nasuverse has little to do with its real world equivalent. I respect everyone's religion and would not use this narrative for trolling - this is a homebrew roleplaying game project, not /b/.

As I am writing this, I will also include plenty of quotes -- culled from songs both popular and obscure, terrible fanfiction, other roleplaying games, famous politicians, and so on. I intend to have fun making this thing. I might use an illustration from something other than one of Nasu's works as I write. That's going to have to be all right too. Breathe deeply if it helps. While I don't plan to have them be part of the project, I have included rules for Puppet and Doll Characters. Why? Because I'm not sure how the players want to roll, and I think it's nice that I could use this composite system for something other than Nasu's work. I'm not sure if someone would want to play an animated puppet or not, but it's an option for them now (and one Dead Apostle had an artificial leg that transformed into a killer doll). There are plenty of damn weird things in the setting. I don't think I can be weird

enough.) Such is my privilege as a Storyteller.

This system uses a modified version of Unisystem as its backbone, so it should be easy for others to learn and use. Virtually anyone could use it for running dark anime-style rpgs or even realistic horror ones. This is very much a work in progress, and more information will be added and other parts will be modified. I chose Unisystem instead of Fuzion or Champions because I find its simplicity highly appealing. There's a supplement for Unisystem called "The Magic Box", which is available as a .pdf at drivethrurpg.com. You'll need that if you want to make up spells for use in this game.

Finally, I'll say this. If you were upset or offended by my writing style, by what I said regarding the game, or by the system itself -- it isn't my problem. I do respect you, my readers, but I'm not responsible for your feelings. Ultimately this is going to be the best I can make, and that will have to be good enough. It is not my intention to make a bad game. To be frank, I think it is a very good game. But it is not a commercial product. It is a fan product written, collected, and edited by one guy. I have other responsibilities in addition to writing and editing Fate. If you think that fan products should look as good as and be up to the same standards as commercial works, then you are not being rational, nor are you showing your fellow fans the respect they are due. This is something I do for fun, and out of my sincere love and devotion for the Nasuverse.

So with all of the above out of the way, let's start talking about the work itself and how to use it. Despite the fact that the majority of the action in this book occurs in metric system-using areas such as Asia and Europe, this writer has chosen to use U.S. measurements (feet, yards, miles, pounds, etc.) To keep things moving quickly for our intercontinental readers, you can do the following conversions:

Miles x1.5 = Kilometers

Meters = Yards

Pounds x 0.5 = Kilograms

Total Inches / 0.40 = Centimeters

Also, as a note to would-be players:

If you are a player, there are sections you should not read -- particularly ones detailing the antagonists, the stats of the main cast

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or the synopses of the various stories. Think about it this way: would you want to spoil the surprise for yourself if your Storyteller wanted to run you through one of the books' plots? If you're a roleplayer who grew up right and ate all his greens, you will also remember the difference between in-character knowledge and out-of-character knowledge. Just because you've played through *Tsukihime*, *Kagetsu Tohya*, and can throw 40+ hit combos in *Melty Blood* doesn't mean your character knows about the big-time NPC Cast. Likewise, just because you the player watched all of Geneon's *Fate Stay Night* anime series (all 26 eps) and own the boxset doesn't mean your player character is familiar with the Holy Grail War and the principal involved players.

Separate what you know from what your character knows. Approach the setting with maturity and respect your Storyteller and your fellow players. And have fun. That's really all we're trying to do as well.



Crimson night & Celsion moon, misfiction, not save the Player is Prayer,
yes, Dance Romanesque and unfinished Romancia.

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Fate

Chapter One:
The Curtain Rises
/ "Kaimaku" (開幕)
(Creating a
Character Concept)

Fate

Creating a Character Concept

What sort of person are you going to make today? Even if he's strictly not a human being, he is still a person with a distinct personality which you should roleplay. But before you get started, locate a copy of the roleplaying sheet that comes with Fate. There are two sections on the sheet you will need to focus your attention on right now. They're in the top box on the right. One is called **Nature**, and the other is called **Demeanor**. Your Nature represents how you really are deep down, but your Demeanor is how you appear to other people. You must roleplay these. Not only do they help make your character different from you, roleplaying them allows you to regain spent Luck points, which you will need to do in the course of play. Luck points are precious, as they allow you to soak damage, add to skill points, etc., and they can not be regained by spending Experience Points - only through roleplaying can you regain these valuable points.

A long list of Natures and Demeanors will follow. Some of the Natures and Demeanors from the original World of Darkness were not included in this list; it is the opinion of this author that some of them were superfluous and already covered by existing ones (Chameleon can be covered by Autist, Paladin by Cavalier, etc.) Keeping the final product simple and easy to play is the goal of this author, so they have not and will not appear in this list. These also allow for more roleplaying flexibility than the AD&D inspired alignment system in the *Fate Stay Night* game. If you wish, you may talk to your Storyteller and create a new Nature or Demeanor, but you must define what it does and how you can satisfy it. Generally, you regain one spent Luck point for successfully roleplaying your Nature - but if you roleplay really well, your Storyteller may choose to give you another Luck point in addition to the other one.

So, pick one item from the following list as your Nature and one as your Demeanor (or create a new Demeanor and/or Nature with the Storyteller's approval).

Advisor

Deep down, you know your way of doing things is correct. Given time and the right guidance, others will come to recognize that; unfortunately one cannot force them to see. The others must seek out the truth for themselves when they are ready. When people become aware of the horrors and nightmares that exist in the world and realize that their life was "just a sugar-coated topping and another layer exists beneath it", they'll soon seek direction. Once they do, the Advisor appears, ready to guide them along the proper path.

-Regain luck if someone seeks out your advance and then follows it, especially if it fits the Advisor's vision for the future.

Analyst

No matter how horrifying, otherworldly, or bizarre the subject is, it can be understood and categorized if the right data is collected and studied. To an Analyst, anything is data to be sorted, examined, and used to understand what's really going on. Everything the Dead do has some possible significance and should be carefully considered. Once enough data has been gathered, everything will fall into place. Analysts often overstudy the situation and look for too much information, and are hesitant to offer conclusions to their work.

-Regain luck if your careful observation and scientific analysis of a subject results in important insights that help the group or develop your hopes for the future.

Architect

Your care about much more than just your own needs; you intend to create something of lasting value for those who will come after you. People need many things, and you gain satisfaction by providing what you can. You are the type of person who makes an effort to build something of value: to found a town, create a company, invent a useful gadget, cure a disease, or in some way leave a lasting legacy.

Many American pioneers were Architects by Nature.

- Regain Luck whenever you create or establish something of importance or lasting value.

Avenger

This person has no faith in the laws of the land and takes matters into his own hands, seeking revenge.

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When faced with an offense against himself (or a stranger), the Avenger directly confronts and punishes the offender, making sure the penalty is scaled to match the crime. Avengers are found among social activists and cynical cops (*Mitchell*).

- Regain Luck if you strike back against a person or organization that has wronged you or a person you know.

Autocrat

You must have complete control over any situation, complete control over those around you and as much control over fate as you possible can. Control is the only thing you want; it is what you worship.

Authority is what you desire, and it is what you gain when you have control. The more authority you have, the more control you gain. One hand feeds the other. Others may consider you domineering, but they just aren't up for the job - you are the only one who truly understands what has to be done.

- Regain Luck whenever you achieve complete control over a situation involving other individuals.

Autist

You hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you, or even come close. Give away as little of yourself as possible - adopt a false personality if you like - but just make sure no one discovers the truth about you. Knowledge is power, and those who know you can do anything they like to you.

- Regain Luck whenever another character confesses he is unable to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

Avant-Garde

You must always be on the cutting edge - always the first with a piece of news, a dance or fashion trend, or a discovery in the arts. Nothing pains you more than hearing news secondhand, or someone else telling you about a hot new band. New discoveries are your life, and you devote a great deal of time and effort to keeping up with things. After all, if you're not in the forefront, you're nowhere.

- Regain Luck whenever you are the first one to pass on news or a significant discovery.

Bon Vivant

Life is pointless, shallow and meaningless - so have as good a time as possible. Rome may burn, but you'll be playing a fiddle when it does. A hedonist, sensualist, sybarite and party animal, the words austere, self-denial, chastity, and self-discipline have no place in your life. You much prefer the concept of instant gratification. Still, you don't mind a little hard work as long as a good time awaits you upon its completion. Most Bon Vivants have low WILL, for they so dearly love excess.

- Regain Luck whenever you have a truly good time and can fully express your exultation (or perhaps even more points if you enjoy an especially fun night).

Bravo

You are known as a bully, a ruffian and a tough, and delight in tormenting the weak. Things must always go your way, and you do not tolerate those who cross you. Power and might are all you respect; indeed, you heed only those who are stronger than you are. You see nothing wrong with forcing your will upon others. There is nothing you like better than to persecute, antagonize, heckle and intimidate those for whom you have contempt, and you have that for most people. The emotions of kindness and pity are not completely foreign to you, but you hide from your own sense of weakness through cruelty to others. While most Bravos despise the weak, a few become their protectors.

- Regain Luck whenever you intimidate or physically force another person to do what you wish.

Caregiver

You always try to help those around you, struggling to make a difference in the needs and sorrows of the unfortunate. People around you depend on your kindness to keep them steady and centered. You are the one people turn to when they have a problem.

- Regain Luck whenever you successfully protect or nurture someone else. It can be as small as a smile of support or a shoulder to lean on at an appropriate moment. You must help the other person in some way, though he need not acknowledge it openly.

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Celebrant

Within the pursuit of your cause, you can experience true joy. Whether the passion is battle religious fervor, or literature, it gives you the strength to withstand just about anything. Given the chance, you indulge in your passion as deeply as you can. Unlike the Fanatic, you don't do what you do out of duty -- you do it because you love it.

Hippies, political activists, and crusaders are Celebrants.

-Regain Luck when you pursue your cause or covert another character to the same cause.

Child

You are still immature in personality and temperament: a kid who never grew up. Though you can (hopefully) care for yourself, you prefer the security of being watched over by others. Often you seek out someone to look out for you - a caretaker of sorts. Some see you as a spoiled brat, while others see you as an innocent cherub unaffected by the evils of the world. This is a very common archetype for those who became Investigators when they were young and have matured mentally but not emotionally.

- Regain Luck whenever someone does something to help you with no apparent gain for herself.

Competitor

You are driven by the need to win at all costs. The thrill of victory is the only thrill you recognize; it is the thing that drives you. You see life as a contest and society as a clash between winners and losers. You believe all the macho business proverbs - "if you're not the lead dog, the view never changes"; "there are no prizes for second place"; "eat or be eaten." You try to turn every situation into a contest of some kind, and it is the only way you can relate to anything. You are capable of cooperating with others, but only by turning the group interactions into another contest: you must be the leader, or the most productive, or the most indispensable, or the best liked - anything, as long as it means you win

in some way or another.

- Regain Luck whenever you win a contest of any sort, formal or informal. For truly impressive victories, the Storyteller may award more points.

Confidant

You understand people and, more importantly, you like them. You are a facilitator who listens and advises. People confess to you and in return you give them advice, most of which is good (though sometimes your advice is more for your own benefit than for that of the recipient). You are very interested in other people, and who and what they are. Personalities fascinate you, as do the sickness and beauty of human nature.

- You regain Luck whenever someone confides in you on a personal and intimate level.

Conformist

You are a follower. Taking charge is just not your way. It is easy for you to adapt, attune, adjust, comply and reconcile yourself to whatever new situation you find yourself in. You flit to the brightest star, the person whom you feel to be the best, throwing your lot in with her. It is both difficult and distasteful for you to go against the flow or rebel. You hate inconsistency and instability, and know that by supporting a strong leader, you help prevent chaos from occurring. All stable groups need some kind of Conformist.

- Regain Luck whenever your group (the brood) accomplishes something because of your support and aid.

Conniver

What's the sense of working hard when you can get something for nothing? Why drudge when, just by talking, you can get what you want? You always try to find the easy way out, the fast track to success and wealth. Some people might call what you do swindling or even outright theft, but you know that you only do what everyone else does; you just do it better and don't get caught. Additionally, it's a game, and you get great pleasure out of outwitting someone. Connivers play many roles, so you may be a thief, a swindler, a street waif, an entrepreneur, a con man or just a finagler.

- Regain Luck whenever you are able to get your way by tricking another person into doing as you wish.

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Critic

Nothing in the world should be accepted without thorough scrutiny and examination. Nothing is ever perfect, and the blemishes must be pointed out in order for the good to be truly known. Your standards are high for everything, and you insist on their being met. You encourage the same ideals in others, because laxity and low standards reduce the quality of life for everyone. Others will thank you later, once they discover the purity of your perspective. You seek out and expose the imperfections in every person or thing you encounter. You are never satisfied with anything that is less than perfect, unless it is within yourself after all, you're not a perfectionist.

- Regain Luck whenever you are able to discover a significant imperfection that has escaped the attention of others.

Curmudgeon

You are an irascible, churlish person at heart, taking everything seriously and finding little humor in life (though you may have a wickedly barbed wit). Cynicism is your middle name; it is the tool with which you judge everything in life. You have a very well-defined understanding of how things really work, especially when they involve the circus of human endeavor. Long ago the stupid behavior of others ceased to surprise you.

- Regain Luck whenever someone does something stupid or when things go sour, just like you predicted. You must predict it either out loud to the other characters or in private to the Storyteller.

Decoder

You thrive on puzzles and riddles, be they the obvious sort, found in books and games, or hidden within seemingly benign texts or even a person's face.

Regain Luck when you solve a particularly challenging puzzle or mystery.

Director

You despise chaos and disorder, and like to take control and organize things in order to suppress anarchy. You like to be in charge, live to organize, and habitually strive to make things work smoothly. You trust your own judgment implicitly and tend to think of things in black-and-white terms (Swayzeisms): "This won't work," "You're either for me or against me," "There are two ways to do this - my

and accomplish some significant task.

Deviant

There are always people who don't fit in, and you are such a miscreant. Your beliefs, motivations and sense of propriety are the complete antithesis of the status quo. You are not so much an aimless rebel as an independent thinker who feels he does not belong in society. You don't give a damn about other people's morality, but you do adhere to your own strange sense of morality. Deviants are typically irreverent, and some have truly bizarre tastes and desires.

- Regain Luck whenever you are able to thumb your nose at society, its norms, and its ideals without retaliation.

Dreamer

Your ideas allow you to rise above your surroundings and limitations. You share your ideas with others, but often do not have a plan for getting from here to where you ought to be. Thus your dreams are met with skepticism, but these tests of boundaries bring about change in the end. Philosophers and inventors are Dreamers.

- Regain Luck if you can convince someone to alter their course of action and follow your vision.

Engine

People with this Archetype are all but unstoppable. Engines are implacable, and driven by their purpose. Restraining orders, arrest warrants, and sucking chest wounds are all mere distractions they ignore. In many situations only death will stop them.

-Regain Luck when you bulldoze through a seemingly impossible situation.



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Fanatic

You are consumed by a cause; it is the primary force in your life, for good or ill. Every ounce of passion you possess is directed toward it; in fact, you may feel very guilty about spending time on anything else. You will let nothing stand in your way - nothing that you cannot overcome, in any case. You and those around you may suffer, but your cause is everything - the end justifies the means. Before the game begins, make sure you describe your cause, and define how it may affect your behavior.

-You regain Luck whenever you accomplish an act which furthers your cause.

Gallant

You are as flamboyant as you are amoral; some see you as a rogue, a Don Juan, a rake, a paramour or just a lounge lizard - but you see yourself as all of the above. A consummate actor who loves to make as big a show of things as possible, nothing attracts your attention more than an appreciative audience. You love people and you love to impress them even more. Though you may indeed be a superior lover, you enjoy the chase almost as much as you enjoy the act. Gallants vary widely in temperament and ambition, holding in common little more than their love of attention.

- Regain Luck whenever you manage to dazzle or impress another person. The Storyteller always makes the final call, even when characters are involved.

Guardian

You have the strength, be it spiritual, physical, or both, to handle this hostile world, and desire to use that strength to protect the weaker folk around you.

- Regain Luck when you successfully shield some worthy party from great harm.

Healer

You alleviate pain and suffering. This can be done by setting a bone or routing stolen foodstuffs to a starving third-world country. Regardless of the subjects humanity (or lack thereof), you are dedicated to preserving their lives and well-being. Social workers, psychiatrists, and clerics embody this archetype.

-Regain Luck if you can heal grievous wounds of body or mind in another.

Hermit

You are reclusive and ascetic by nature, preferring your own company to that of others. Introspective by nature, you view everything from a very personal standpoint. When in public, you tend to be quiet, speaking only when spoken to, unless your input has such extreme relevance that you feel you have to say it. One of the benefits of this is that others tend to see you as wise, since when you do speak, your words often make a profound point that was overlooked. Despite your desire to be alone, you are drawn out by the need to watch and learn. Your curiosity about the nature of things and our place among them keeps you from being totally isolated.

-Regain luck if you can solve a problem through reflective introspection instead of rushed action.

Honest Abe

You have a moderate temperament, and refrain at all cost from telling lies and stealing from others. You were brought up to live honestly and openly, and to be good to others - you have lived your life by these simple truths ever since. You are not a dogmatist and do not insist that others live as you do, nor have you constructed a complicated set of rules for yourself. You are flexible in your behavior, but always carefully evaluate your actions against your beliefs.

-You regain Luck if your honesty turns out to help you. In other words, your honesty turns out to have been the proper way to do things and thus vindicates your beliefs, even from a practical standpoint.

Jester

You are the fool, idiot, quipster, clown or comic, forever making fun of both yourself and others. You constantly seek the humor (lulz) in any situation, and strive always to battle the tides of depression inside yourself. You hate sorrow and pain, and constantly try to take others' minds off the dark side of life. Sometimes you'll do nearly anything to forget pain exists. Your particular brand of humor might not always impress your friends, but it makes you feel better. Some Jesters manage to escape pain and are truly happy, but most never find release.

- Regain Luck when you raise the spirits of those around you through the device of humor, especially when you are able to escape your own pain in the process.

Fate

Jobsworth

You are dedicated to the unbroken routine of your existence, and refuse to do anything that compromises your routine and established practices. No matter how urgent or deserving an individual case may be, the preservation of established practices and routines is more important. Individual decisions and considerations are fallible, whereas routines and established procedures are the distilled wisdom of years or decades of decision-making. Routines are what separate order from chaos. Make an exception once, and it sets a dangerous precedent; make an exception twice, and the door to anarchy is opened.

-Regain Luck when you are able to preserve your routine, and each time you avoid reevaluating anything or making a decision about a situation based on its individual merits. At the Storyteller's option, more points may be awarded for truly impressive sweeping generalizations.

Judge

As a facilitator, moderator, arbitrator, conciliator and peacemaker, you always seek to make things better. You pride yourself on your rationality, your judgment and your ability to deduce a reasonable explanation when given the facts. You struggle to promote truth, but you understand how difficult it is to ascertain. You respect justice, for that is the way in which truth can reign. In your view, people are resources but are difficult to manage and employ. You hate dissension and arguments, and shy away from dogmatism. Sometimes Judges make good leaders, though a lack of vision can sometimes cause them to maintain the status quo instead of searching for a better way.

- Regain Luck when you are able to successfully separate the truth from a web of lies or can convince disputing individuals to agree.

Loner

You are the type of person who is always alone, even in the midst of a crowd. You are the wanderer, hunter and lone wolf. Though others might think of you as lonely, forsaken, isolated or remote, in truth you prefer your own company to that of others. There are many different reasons why this might be so:

you don't understand people, you understand people too well, people dislike you, people like you too much, or you are simply lost in your own

thoughts. Your reasons are your own.

-When you manage to accomplish some significant task on your own, without the aid of others, yet which still aids the group in some way, you regain Luck.

Manipulator

You have always been fascinated by others. Why do people behave as they do? What thoughts and emotions affect their actions? The cognitive processes that influence the choices people make intrigue you. Sometimes just asking people questions about their actions can yield important information, but often people do not truly understand their own motivations and concerns. In these cases, it is far easier to set up situations - experiments, if you will - to see how people behave. You attempt to manipulate these situations for your personal advantage, in order to discover more information about your chosen subjects. Some might call these experiments cruel, but to you it is mere scientific necessity.

-Regain Luck whenever you manage to set up an incident or situation that allows you to gain new insight into your subject's psyche.

Martyr

All possess the martyr instinct, but few act upon it. Even fewer live the life of a Martyr, but you are such a one. Your desire for self-sacrifice stems either from a low self-esteem, a feeling of a lack of control, or a profoundly developed sense of love. You are able to endure long-lasting and severe suffering because of your beliefs and ideals. At worst, a Martyr expects sympathy and attention because of his or her suffering, and may even feign or exaggerate pain or deprivation. At best, a Martyr will choose to suffer injury or even death rather than renounce his religion, beliefs, principles, cause or friends.

- Regain Luck when you sacrifice yourself in a real and immediate way for your beliefs or another individual.

Fate

Masochist

You like to push the boundaries and try to see how much you can take - how much pain you can tolerate before you collapse. You gain a certain satisfaction from suffering humiliation, degradation and even mutilation, especially when you are the cause of your pain and have some control over it. You know that your need is somewhat perverse, but you know you aren't crazy. This is just the way you are.

-Regain Luck whenever you suffer in a new way.

Mediator

The world is full of people who want things; sometimes people want the exact same thing. Some people have what other people want and would be willing to talk about working out a deal, but just don't know how to start. These people often have immense trouble finding and communicating with each other. That's where you come in. You are dedicated to mediating between people - fulfilling needs, smoothing over disputes, and generally helping people talk to one another. You are the diplomat, the middle child, the perpetual person in the middle.

-Regain Luck whenever you are able to act as a go-between between two individuals or groups, and if you taking things to a satisfactory conclusion. The Storyteller may award more points for particularly outstanding mediation.

Monster

You are terror personified, rife with cruelty and a desire to cause suffering. The cruelty you commit is not limited in shape or fashion - anything is fair game, from the youngest child to the frailest elderly adult. There is no discrimination for a Monster - he can spend hours immersed in a session of horrible torture. Gaining enjoyment from it is one of the key provisions. Monsters may not appear abnormal or cruel to onlookers - until it is far too late.

-Regain Luck if you cause extended pain and suffering upon someone and have it further your plan for cleansing the world.

Optimist

"Everything always turns out for the best." That is the motto of your life, and you know if you can just stay cheerful and stop worrying, your problems will never be with you forever. Some call you a fool, but even they have to admit you're happier than they are. Certainly you'll encounter difficulties from time to time, but there's no sense in worrying yourself to death in advance. Don't worry, be happy, and have a nice day.

-Regain Luck when things turn out for the best, just like you said they would. You must predict such an outcome, either out loud to the other characters or to yourself (tell the Storyteller).

Nonpartisan

The Nonpartisan deals with people and information and enters situations with no preconceived notions. He measures people on what they say and do, not by their origins, appearance, or mannerism, allowing all an opportunity to show their stripes before deciding how to deal with them. Rumors, information, or intelligence is rarely accepted at face value unless the source is impeccable. This is not to say that they act without planning or are never impetuous, simply that they accept few things as facts without testing them.

-Regain luck if your resentment of popular belief about a situation or a subject's nature is vindicated.

Panderer

You love to see other people happy, and do whatever you can to encourage them, whether through playing matchmaker or refilling a drink. Perhaps you live vicariously through their experiences or perhaps you just feel that others sometimes need a little push from you to find their fulfillment. You spend more time on this than you do pursuing your own interests and gain great pleasure from it. A skilled manipulator, you work most of your magic from behind the scenes, dropping hints or subtle encouragement.

-Regain luck whenever you cause someone else's happiness or fun without them realizing your part in it.

Fate

Paragon

You are a straightforward, uncomplicated person with a strong moral and ethical code. Being comfortable with plan-talking and open plans, you disapprove of underhanded tactics, lying, and subterfuge. Neither naive nor foolish, you are solid and reliable, and your are as good as your word. Farmers, cowboys, and factory workers often fit this Archetype. You must take Honorable 2 to have this. -Regain Luck if your straight dealing triumphs over subterfuge.

Pedagogue

You've been a few places, seen a few things, and picked up a thing or two along the way - and you like to tell everyone about what you've learned. Teaching is your avocation, if not necessarily your profession. In your time you've seen inexperience and ignorance lead to all kinds of misery and misfortune, and it pains you too much to stand by and watch this occur. You are dedicated to passing on what you have learned for the benefit of others - not only skills and knowledge, but also wisdom and experience. If given the chance, you will drone on and on and on. -Regain Luck whenever you see (or discover) that someone has benefited by something you taught or showed her.

Penitent

You are unworthy. You are sinful. You are base, vile and lacking in virtue. You have no right to exist and are utterly beyond redemption. Either because of a low self-image or because of a spectacular trauma in your past, you feel compelled to spend your life making up for what you are, what you lack or what you have done. You owe it to Creation at large to offer repentance for the crime of your existence. You struggle nightly to make amends for your weakness, and your nightly dream is to be able, at last, to overcome it. But you know you are weak and beyond hope. -Regain Luck whenever you are able to do a good deed for someone to whom (in reality or in your imagination) you have been an inconvenience, annoyance or danger. For particularly outstanding acts of penitence or recompense, the Storyteller may award extra points.

Perfectionist

You can't stand imperfection, not in others and certainly not in yourself. Neither can you tolerate those who do not do everything they can to do their best, to make everything neat and proper and right in their lives. Though you may be strict with others, it is with yourself that you are most critical - everything must always be in its place, and you must always do and be the best. -Regain Luck whenever you accomplish something flawlessly, without a single mistake, falter, wound, hesitation, confusion, hindrance or obstruction. This usually comes in the form of Critical Successes.

Plotter

Everything you do is planned. Very little springs from you spontaneously. Your plans are often long and involved, sometimes extending beyond the lives of the mortals involved in them. Details must be exact, for you believe any deviation could bring ruin. You try to plan everything in your life; each thing you do must accomplish something in the greater scheme. Deviation from routine, however, is bothersome, not traumatic. You are organized, not autistic. You tend to be neat and precise in everything you do. - You regain Luck when one of your plots comes to fruition in the exact manner you planned.

Poltroon

Meeting trouble (or anything else) head-on is the tactic of fools and optimists. The sensible way to deal with trouble is to deny it a target. While some people might accuse you of sticking your head in the sand, they do have to admit that it has remained on your shoulders for quite some time, and looks like it will continue to do so indefinitely. You never confront what you can evade, and never face anything unless there is no other option. Courage is not high on your list of virtues, but then the line between courage and folly is virtually nonexistent to your eyes. -Regain Luck whenever you are able to avoid a problem or situation without dealing with it.

Fate

Praise-Seeker

You self-worth is based entirely on the opinions of others. You crave approval and praise, and will go to extreme lengths to get such - even risking yourself and things you love. Unlike the Sycophant, you do not think of protection, and you have no thought of using others' good opinions to your own advantage - you simply crave praise and approval for their own sake, so you can feel good about yourself.

-Regain Luck whenever another character offers unprompted praise, admiration or appreciation.

Questor

You seek the Answer to life's questions. This can be a metaphysical object such as the Holy Grail, or it can instead be a introspective spiritual retreat into your own consciousness. You might be on a pilgrimage in order to further your understanding of existence. You might also move from place to place, studying people and battling evil. Kane from Kung Fu had this Nature.

-Regain Luck if you solve a mystery of the universe, or gain insight into the (in)human condition. Enlightenment is worth more points.

Rebel

You are a malcontent, iconoclast and free-thinking recalcitrant. You are so independent-minded and free-willed that you are unwilling to join any particular cause or movement. You are just yourself and only desire the freedom to be yourself. You do not make a good follower and aren't usually a very good leader either (unless your followers are willing to go wherever you lead). You tend to be insubordinate to authority to the point of stupidity.

- Regain Luck whenever your rebellion against the status quo turns out to be for the best.

Renunciate

For some reason, you want to leave your past far, far behind you; though as hard as you try to forget it, the past will forever haunt you.

Regain Luck when you shake aside someone/something that reminds you of your past, and do so without consequences.

Revolutionary

You hold freedom dearly and desire justice, and will do whatever is necessary to hold on to these precious liberties. Unlike the Rebel, your urge

is not to resist ALL authority, but rather to fight corruption in the system where you find it.

-Regain Luck when your questioning or resisting leadership or the status quo turns out to be best for you/your party/or those you are trying to protect.

Rogue

Screw the world! You do what you need to look out for yourself and get done what has to get done. If someone else suffers in the process, that's just too bad.

-Regain Luck when your self-centered methods gain you something of significant value.

Soldier

The Soldier not only gets through difficult situations, with competence and determination, but he helps his companions through as well, maintaining morale and keeping them focused. Any person with the strength of will to face adversity with resolve and keep the interest of his comrades at heart embodies this Archetype.

-Regain luck if your actions sustain the team through difficult or adverse conditions.

Squire

Rather than stepping out into the limelight you prefer to support and help those who do. You are Tonto to the Lone Ranger, Watson to Holmes, Kato to the Green Hornet. You care nothing for glory or recognition, but merely seek the chances to be a small part of the process. You abide by the words of your present hero, and no task is too menial for you if your hero requests it.

-Regain luck if you played a supporting role in an accomplishment, but take no credit for it.

Stoic

Stoics seek to remain emotionally calm at all times. Problems can be solved and overcome through composure and by keeping a cool head, not by giving in to hysterics or passion. Stoics deal with the facts in front of them and try not to let their own emotions sway the course of events. They calmly try to reach the most efficient, economical, and effective way to solve the problem.

-Regain luck if you can overcome a setback or loss without giving in to anger or other strong emotions.

Fate

Survivor

No matter what, you always manage to survive. You can endure, pull through, recover from, outlast and outlive nearly any circumstance. When the going gets tough, you get going. You never say die, and never give up - never. Nothing angers you as much as a person who doesn't struggle to make things better, or who surrenders to the nameless forces of the universe.

- Regain Luck whenever you survive a difficult situation through your own cunning and perseverance.

Sycophant

In the grand scheme of things, you are small and weak and unfit for survival. Your best hope is to find someone who is more powerful than you are and persuade her to take care of you. In return you will serve, admire and follow her. You will do anything she says, unless it puts you in great risk. In any type of uncertain situation, you will attach yourself to the seemingly strongest person, siding with her, performing various services and generally trying to ingratiate yourself. Thereby you hope to earn some kind of protection. There is no limit to the depths to which you will lower yourself in order to be accepted, and you have no pride.

-Regain Luck whenever a stronger character to whom you have attached yourself acts in your defense, be it siding with you in an argument or protecting you from physical harm.

The Beast

You seek to conquer all who oppose you, destroying them if possible. Your world view is defined by those who bow to you and those who get eaten because they don't. To you, all are like chess pieces on a board, and you have no consideration for anyone's needs but your own. You take what you want without asking, and you destroy those weaker than yourself for lulz.

-Regain luck if you remove significant opposition to your goals.

Thrill Seeker

When the adrenaline kicks in and your heart is beating quickly you feel truly alive. Skydiving, bungee jumping and leaping across roofs on a dare are all just par for the course. As a junkie is addicted to his particular brand of poison,

you are addicted to danger. Unlike most, you go out of your way to place yourself in dangerous situations that test the limits of your abilities. You train and work to be as ready as you can for these situations, and then you seek them out. This is what sets you apart from the teeming masses of paranoid dullards who shuffle around, hiding from their own shadows.

-Regain Luck whenever you accomplish a particularly daring feat or overcome a nearly impossible situation in which you deliberately placed yourself.

Traditionalist

You are an orthodox, conservative and traditional individual. What was good enough for you when you were young is good enough for you now. You almost never change. In general you are opposed to change for the sake of change - what point is there in that? You may be seen by some as a miser, a reactionary or simply an old fogey. You strive to always preserve the status quo.

- Regain Luck whenever you are able to protect the status quo and prevent change.

Visionary

There are very few who are brave or strong or imaginative enough to look beyond the suffocating embrace of society and mundane thought and see something more. Society treats such people with both respect and contempt - for it is the Visionary who perverts as well guides society into the future. You may be a spiritualist, shaman, New Ager, mystic, philosopher or inventor, but whatever you are, you are always looking for something more. You see beyond the bounds of conventional imagination and create new possibilities. Though you might have your head in the clouds and are often of an impractical bent, you are filled with new ideas and perceptions.

- Regain Luck whenever you are able to convince others to believe in your dreams and follow the course of action outlined by your vision of the future.

Wanderer

Whether you're running away from something or simply longing to see new places, the road is your home.

-Regain Luck when you complete your purpose in one place and move on, leaving no attachments.

Fate

Chapter Two: "Harmony of Dissonance" / "*Fukyo no Senritsu*" (不協の旋律)

(Figuring Primary
and Derived Statistics,
Selecting Perks and
Flaws)

Fate

Figuring Primary and Derived Statistics, Selecting Perks and Flaws

"That was chapter one. Do you want to hear chapter two? You better, son of a bitch! I know the way."

-Rally Shakers

What you did in Chapter One was determine what kind of personality your character had. You did well, kid. Now it's time for us to take care of some of the other parts of that sheet.

First, We are going to concentrate on Primary Statistics. Primary Statistics are STrength, DEXterity, CONstitution, PERception, INTelligence, and WILLpower. The average person has a rating of 1 or 2 in these. Not terrible, but way too Joe Average for the kind of games you probably want to run. Depending on the type of character you'll play, you have a certain number of points to spend on stuff. Yes, this is a system where you spend points to buy stuff instead of rolling your character up. But you probably knew that already from other Unisystem games. Make sure you ask your Storyteller what character type he wants you to play in his Story. That will tell you how many points and other things you get to spend.

There are several character types in the Fate roleplaying game:

Meddling Kids (15 Primary Statistic Points, 10 Quality Points, 25 Skill Points, up to 10 Drawback Points). Meddling Kids would be the teenage protagonists you see on most television shows. Sneaky Storytellers could have their players generate Meddling Kids before they reveal the character is actually a superpowered character (such as Tohno Shiki from *Tsukihime*) and thus pull the rug out from under them (remember to give them more points to build their actual class.)

Meddling Kid is the default character type for human characters, but if you want to play an experienced character (a **Meddling Adult**), add 10 more Skill Points to the character's Skill Pool.

Supernaturals begin play with 22 Primary Statistic Points, 30 Skill Points, 20 Quality Points, and up

to 10 Drawback Points. If you want to play a Vampire, Half-demon, or Werewolf, this is usually the way to go.

EX Supernaturals begin play with 30 Primary Statistic Points, 35 Skill Points, 25 Quality Points, and up to 15 Drawback Points.

EX Supernaturals have been monsters for a while and know the score. Your "average" Dark Apostle would fit in well here. If you as the Storyteller want to tell a story with some of the regular cast from *Fate Stay Night* or *Tsukihime*, you could let your players make characters with this point allotment so they did not feel overshadowed.

Epic Heroes begin play with 40 Primary Statistic Points, 40 Skill Points, 50 Quality Points, and up to 15 Drawback Points.

Epic Heroes often have much higher statistics and nigh-divine powers. If your Storyteller says he doesn't want you to play one in his chronicle, respect his call. Epic Heroes from *Fate Stay Night* include Arturia (the current incarnation of King Arthur), Caster (the current incarnation of Medea), etc. These are the people whose deeds inspire myths and legends. Some of them are even demigods and have some measure of divinity. They are not to be taken lightly.

Once your Storyteller tells you what package you'll be using, you are ready to start assigning your Primary Statistic points.

Fate

Primary Statistics are bought with Primary Statistic Points. The *Angel* corebook on pages 24 to 26 breaks these down in detail, but for those without that book you will need to know that a level of 1 in a statistic represents a true Joe Average, a 4 well above average, and 6 standing in for the true human limit to statistics. Anything beyond that is superhuman.

Primary Statistic Points are spent on a 1 level for 1 point until the character's level in a statistic is five. After that, additional levels cost 2 points for one level. Humans cannot buy a statistic past 6. Supernatural creatures don't sweat this limitation (The Saber for *Heavens' Feel 4* has a STR of 12).

Before we continue, be aware there's a new feature (a Quality or Perk) in the *Fate* rpg called Epic Attribute or Epic Skill. If your character has this, he accrues automatic successes at certain things. Epic Attributes or Epic Skills are usually part and parcel of something with a quasi-divine nature. Some very old supernatural races have this, and all the Epic Heroes certainly do. I'm about to define Primary Statistics, but if Epic Attribute influences them, I'll explain how. Epic Attributes and Skills aren't really meaningful to ordinary people, but if you're playing an Epic Hero, you'll likely want to have some ranks in it.

STR is Strength. It's handy for lifting things and CQC. People with high STR are often athletes, manual laborers, and soldiers. You can determine how much your character can lift (or bench press) with this table:

STR 1-5: 50lbs x STR

STR 6-10: $(STR - 5) \times 200 + 250$ lbs

STR 11-15: $(STR - 10) \times 500 + 1500$ lbs

STR 16-20: $(STR - 15) \times 1000 + 5000$ lbs

STR 21-25: $(STR - 20) \times 1\text{Ton} + 5$ Tons

STR 26-30: $(STR - 25) \times 2\text{Tons} + 10$ Tons

Epic STR: Each level of Epic STR gives the player an automatic success on any STR-based skill, and also allows him to lift x 1.25 his former max capacity. Each level of Epic STR also allows the player to do an extra five points of damage in any hand to hand attack.

DEX is Dexterity. This stat is used for coordination, agility, and gracefulness. Fine motor control and precision Skill Tasks use this stat. Dexterity is used for most Attack rolls (Dexterity helps the attack connect, STR adds extra oomph to hand to hand damage.) You can figure out how many attacks and defensive actions (dodge, parry, etc.) you get in a round with the following table. Each successive attack or defensive action is at a cumulative -2 penalty (thus the 3rd attack in a round would be at -4, etc.):

DEX 1-4: 1 attack and 1 defensive action

DEX 5-6: 2 attacks and 2 defensive actions

DEX 7-8: 3 attacks and 3 defensive actions

DEX 9-10: 4 attacks and 4 defensive actions

DEX 11-12: 5 attacks and 5 defensive actions.

Every additional +2: +1 attack, +1 defensive action.

So let's summarize with the additional actions penalty table:

First attack and defensive action -0

Second attack and defensive action -2

Third attack and defensive action -4

Fourth attack and defensive action -6

Fifth attack and defensive action -8

If a character is under attack from more than one attack source in a turn, but has only one defensive action, the attack connects if the attacker's skill test roll is 9 or higher. For those of you waiting to build a character with John Woo action (2 guns, 1 in each hand, wait. I'll get to that later.)

Epic DEX: Every level of Epic DEX allows the player to accrue one success in a DEX-based skill. Every two levels of Epic DEX allows the player to have an extra attack.

CON is Constitution. How healthy your character is, and how well he shrugs off disease, damage, and fatigue.

Epic CON: Every level of Epic CON allows your player to go one day with no sleep without penalties. Every level of Epic CON gives your character one automatic success level with any CON-based skill.

Fate

Education is represented by your Skill Pool, but your ability to capitalize and analyze that info is represented by your Intelligence attribute. Your character's IQ can be figured with this formula: $(INT - 1) \times 15 + 100$ points. Thus an INT 1 person has an IQ of 100, an INT 3 person has an IQ of 130, and an INT 6 person would have an IQ of 175 points.

Epic INT: Each level of Epic INT allows you to accrue one success on any INT-based skill. Each level also reduces the time to solve a puzzle or riddle by 20%.

PER is Perception, the ability to notice stuff. Detectives and Psychics tend to have decent Perception.

Epic PER: Each level of Epic PER allows you to accrue one success on a Perception-based skill. If you have supernatural senses, this bonus works on them too.

WILL is WILLpower, the statistic involved for resisting magic and psionics, casting magic, and dealing with sources of psychic stress. It is also the statistic used for dominating others with magic and psionics.

Epic WILL: Each level of Epic Will allows the player to accrue one success on any Will-based skill, including attempts to cast magic and resist magic.

Once you have all of your primary statistics spent, you may go on to figure out your *Derived Statistics*. Derived Statistics are all figured off of your Primary Statistics. There's no way we could do Step Two before doing Step One.

Derived Statistics

AMORPHIAN BEING: Now, find the circuit breaker module and by the way, let's start calling these components by their proper names. [much slower] Circuit. Breaker. [even slower] Module.
-The Star Wars Holiday Special

If you want to buy up your Derived Statistics, there are certain Qualities (also known as Perks) that will let you do so -- Hard to Kill increases your Life Points, Natural Runner raises your Movement, but for the most part, let's just figure out what your Derived Statistics are and avoid jumping the gun.

Life Points: $(STR + CON - 2) \times 4 + 18$.

Life Points are nice to have. You can add more with the Hard to Kill Perk. If you will be playing a supernatural character, you also have the option of selecting the Damn Healthy Perk.

Initiative Roll: Alertness [a Skill] + DEX + Levels of Combat Reflexes (a Perk. Soldiers and other professional battle types will have Combat Reflexes).



Fate

*Mana**: $(PER + WILL) \times 3.5$. Mana, or Maryoku as it is referred to in the Nasuverse, is your magic point total. You must expend it to cast spells. For spirit life forms such as Epic Spirits, Mana is a vital statistic. If an Epic Spirit is reduced to zero or fewer Mana, it is immediately banished back to the Throne of Heroes and summoning it back will probably be impossible. The Mana spent to power a particular spell is generally equivalent to the spell's Power Level (see the Buffy rpg) $\times 3$. If the GM wants to bring in spells from the Call of Cthulhu RPG, there are already rules for that in the Cthunisystem. If you are below half your maximum Mana, you feel listless and rather bad; -2 to all Occultism checks to further cast magic in that state. Life Points can be swapped for Mana to cast spells at a rate of 1:1 (this isn't recommended). Characters can take the Extra Energy Quality that grants additional Mana (Ciel is noted for her incredible Mana pool). Mana recovers at the rate of 1 per hour, or 2 points per hour spent in sleep. If you want to play a mage-type character, then save some quality points to take levels in the Extra Energy Perk.

Movement: $[(DEX + CON) / 3] + 4$. This represents the amount of squares you can move in a combat round. Movement must always occur first in a round, and while it is a free action (no skill test), additional attacks and defensive actions start at a -2 that round. You can determine how many miles per hour you can run by multiplying your Movement by 3. Thus a person with a 10 in Movement could run 30 miles an hour. I know that there are some roleplayers that will try to outrun a vehicle on foot. That sounds sort of silly, but here are the rules: for every 10 mph above [x] the pursuer or chased thing is, the pursuer or chased thing accrues one automatic success in the Contested Skill Test.



Fear Save: $Will \times 2 + \text{Any Levels of Conviction (a Quality)}$, with penalties to actual rolls as the Storyteller sees fit.

Normally, if you roll 1 Success Level or more when you are confronted by something scary, your character is able to deal with it and press on. The Storyteller can apply penalties to this roll as he sees fit to determine how your character deals with the frightening thing. If the Storyteller wants to tell a more realistic, psychological horror story he can rule that Luck points cannot be spent to influence Fear Test rolls. All of the stories this game is based on have people flipping out and going crazy. To never have any nutbar Player Characters seems counterproductive. Alternatively, the Storyteller can rule in certain situations that Luck Points can be spent for Fear Tests, but in other situations they cannot.

Times to roll for Fear Tests

Seeing a monster's true shape. Witnessing the decaying form of a zombie or a vampire's game face challenges long-held, fundamental beliefs.

Being exposed to the use of supernatural abilities. A ghost climbs into a human shell, a vampire turns into a bat, a zombie claws itself out of the grave, magic is used flagrantly, or a werewolf heals a devastating injury instantaneously. This includes psionic attacks against your character or ghostly illusions.

Watching a monster feast on a victim. Watching a ghost siphon out the life essences of its victim, seeing a werewolf tear off a man's arm and chew down, watching a malign spirit burrow into a human and take him over, witnessing a human being's body "reformat" itself due to being invaded by a possessing demon, and seeing a vampire suck blood from a victim's neck upsets the mind.

Discovering evidence of a monster's activities. Another bloodless corpse, or witnessing the gore left after an unholy ritual shakes a person's resolve. Discovering an open coffin in a basement is also unsettling.

Confronting the monster directly. No comment is necessary here.

Certain things, such as the presence of gore or being in a Den of Evil, will add additional penalties to the Fear Test. The presence of blood adds penalties (-1 for a small pool or flecks, -2 for a body, -3 for Tom Savini goodness, and -4 for cult film levels of awfulness). Here's an example:

Fate



I heard an incredibly dumb-sounding voice coming from my own throat. Dizziness. The pieces of the girl lie before my eyes. Red blood has been splashed across the floor like an overturned bucket of water. There is the choking scent of blood. The cuts are clean, so her insides don't spill out. Only the color of red goes across the ground. There is nothing in the room. Nothing but the girl's scattered limbs and me, standing there dumbfounded.
- Tohno Shiki, Arc or Ciel Route (Near Side)

That particular instance would be -3 for the description of the body in chunks and the gore, but I'd kick up to -4 considering it was Tohno that done the slicing and dicing. Nothing like your first murder, as Angelus on Angel once said.

The den of something evil also reeks of psychic ill-will and fear, and as such can provide further penalties to turning undead or fright checks while within it. A network of tunnels beneath a graveyard is -2, Castle Dracula is -4, and a Hell dimension is -6.

Also, certain monsters are just more scary than others. A vampire is worth -1 to the Fear Test, but more powerful vampires, demons zombies, and ghouls are worth between - 2 and 3. Dead Apostles are often between -3 and - 4. True Apostles can be horribly frightening (-5 and -6). Great Old Ones are usually between (-8 and -10).

When your Storyteller calls for a Fear Test, roll the dice and subtract any penalties from the total.

Total: 9+: Scared, but basically ok.

7-8: The character fails the Initiative Roll. He goes last that round.

5-6: Potential gain of 1D2 + (Half of the monster's penalty to the Fear Test) *Madness Points* . Screams, flinches. The character can only take defensive actions that round and may not use Full Defense.

3-4: Potential gain of 1D4 + (Half of the monster's penalty to the Fear Test) *Madness Points*. Flee! The character takes off at a full clip, and if cornered will cower. He may not attack and subsequent actions are at -2. After each turn he can roll Fear anew (a success will reduce penalties by 1 each successive round until he recovers fully).

-10 to +2: Potential gain of 1D6 + (Half of the monster's penalty to the Fear Test) *Madness Points*. Total Terror. The character will lose his lunch, lose consciousness, or do whatever the Director decides.

Fate

Getting Destiny to Work for You (The Derived Statistic Known As Luck)

Your *base luck* or *characteristic luck* in the Derived Statistics box is equal to $(INT + PER + WILL) / 5.3$ (round to the next number). This represents your ability to influence fate as it affects your character. Your characteristic Luck is fixed, but you can buy more levels of Luck at the bottom of your sheet later with the Extra Lucky Quality.

Luck has three types: *Characteristic Luck*, which is the character's starting amount, and *Functional Luck*, which the character can buy up by taking levels in Extra Lucky. Functional Luck does recover up naturally over time. The rate of recovery is up to the Storyteller. It is suggested that one point every two weeks is fair, but if the Storyteller wants to run a particularly grim setting, one point every month or even two months is possible. If the character wants to regain the lost Luck points more quickly, he can roleplay his Nature and Demeanor. If the player is running an Epic Spirit, they regain Luck at the rate of two points per month if they have a Master who can give them Mana, and one point per month if they do not.

Luck points can be represented by poker chips, life stones, or whatever the Storyteller wants. The player can pass one to the Storyteller when he wants to expend a Luck point. If the player roleplays his Nature and Demeanor well, consider passing another chip, stone, etc. to him.

Luck points can be spent to reduce damage taken from sources. The Storyteller has several options and can use his own judgment in determining the mechanics of that, but from the author's perspective, spending a Luck point to reduce an incoming wound by 10 hit points seems fair. Thus if a player takes a wound worth 30 points of damage, he can spend a Luck point to make it a 20 point wound. This gives players more of a fighting chance but does not interfere with the gritty darkness of *Tsukihime*.

If the Storyteller wants to run a more fantastical game setting such as *Fate Stay Night*, the Luck points can be spent to accomplish cinematic feats. Here are some suggestions:

Only a Flesh Wound. If the player spends a Luck point, the damage from an incoming attack is halved. He can then halve that wound's loss in life points again by spending an additional Luck point in the following round.

Plot Twist. For some reason, you happen to be in the right place at the right time while dramatic lighting is on you. Maybe the monster is full and doesn't feel hungry enough to eat your character. Or the killer dropped a vital clue at the crime scene. Once per session, a player can spend a Luck point to get a Plot Twist. If the Storyteller doesn't feel it's appropriate, the player isn't able to spend the Luck point but doesn't lose it either.

Combat High. If the player spends two Luck points, he can enter a state of righteous fury. If he is in that state, all attack rolls (including magic use and using Noble Phantasms!) he will make for an entire fight are at +5. After the fight is over, he will experience a powerful comedown from his Combat High. There must be a legitimate reason to evoke this Combat High. Being peeved about a parking ticket or global warming just isn't enough. Seeing your family gunned down is enough. Combat High is appropriate for non-heroic settings such as *Tsukihime*. In *Tsukihime*'s case, murderous rage can easily be represented by Combat High.

Back from the Grave. In a supernatural setting death isn't as permanent as it is in less fantastical environments. If the player expends a Luck Point, he can reappear in the following Story (not this campaign, but the next one). Reappearing in the next Chapter of the Story requires the expenditure of five Luck Points. There are many ways one can roleplay this:

Miracle at the ER. Surgeons got your heart pumping again. Because your character flatlined, he should probably have some profound mystical experience.

Dead Rising. Although your character died, he is back -- as an unliving thing. Ghosts, vampires, liches, etc. are all possible. If the Storyteller wants to equip the character with new Perks, the player will have to pay those down with experience points.

Twin Sibling. "She's my cousin. But doesn't she look almost exactly like Laura Palmer?" - The Man From Another Place, *Twin Peaks*.

Although it looks like you, it isn't. It's your clone, twin, reploid, etc.

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The Attributes and Skills must be adjusted somewhat to represent the different life lived.

And finally, an additional optional rule can be added for normal mortals without supernatural abilities. One might think that these types would end up getting the short end of the stick in this game, so here's an optional rule:

Put It All On The Line. If the character is doing something that directly relates to the drama of the Story, once per game session he can bet a point of Luck (same as spending it, but if the roll succeeds he gets the Luck point back). The key is that the situation must relate to overcoming a supernatural enemy. Trying to uncover information about the beast in the library, or disarming his security system, sneaking up on a target, rolls to interrogate or torture a henchman, or resistance rolls against evil magics, being tortured by a monster, and evil powers all qualify.

Rolls to save vs toxins, starvation, fatigue, and anything mundane does not qualify.

Rolls to use magic, hypertechnology, relics, or supernatural powers do not qualify.

If the roll does not earn any or enough successes, the Luck point is lost and it is treated as a Critical Fumble. There is a price involved for Putting It All On the Line. It is best used if the player thinks his character is between a rock and a hard place.

Conclusion: As shown here, Luck is an important part of any Story. Because player characters must expend Luck to activate Noble Phantasms and other particularly powerful knacks, Luck is also a way to manage Players' use of powerful items and special abilities. It is also a controlled way to keep the Cast alive within the confines of a storytelling environment.



Fate

Qualities and Drawbacks, or Perks and Flaws

At 30 a man should know himself like the palm of his hand, know the exact number of his defects and qualities, know how far he can go, foretell his failures - be what he is. And, above all, accept these things.

-Albert Camus

Now that we have figured out both Primary and Derived Statistics, let us continue on to Qualities (also known as Perks) and Drawbacks (also known as Flaws). You may desire to buff up your Derived Statistics with certain Qualities, so read on for how to do that.

If you are planning on playing a supernatural character or a mage, you will need ranks in Magic Circuit and you might also want to buy levels of Extra Energy.

You might also want to buy some levels of Hard to Kill.

Also, if you are playing a human character, it's rather odd for you to have Supernatural Qualities. The default species to play is human, but you could play a half-demon, a freak, a homonculous, a familiar, or a Servant if your Storyteller is cool with it. Storytellers can mess around with these as they see fit; one might decide that the Webbing Supernatural Quality could be produced from the wrists or eyes for a particular nemesis of the players. Supernatural Powers may cost Mana to use (Quality cost x 2 to turn it on, quality cost in mana per round for auto-fire seems to be a good representation).

A long list is about to begin. If it's a Flaw, you can take it to add back Quality Points to your sheet (but you have to deal with it). If it's a Quality (or Perk), it costs points but gives you some kind of benefit.

Albinism (2 point Physical Flaw)

In Fate, it gives its possessors chalk-white skin which is easily sunburned. The pupil often looks reddish. Many albinos have poor vision, as they have no melanin or pigment in their eyes. This causes them to have difficulty filtering out light from their eyes, causing eventual retinal degeneration. For this reason, many albinos will wear thick sunglasses even on overcast days.

conscience is non-functional. They are desensitized to unacceptable, reprehensible, and inappropriate acts. They are like automatons, emotionless and cruel. Morality is one light shade of grey to them, so they'll calmly lie, cheat, steal, and kill. The terms "psychopath" and "sociopath" can be used to describe a person with antisocial personality disorder.

The diagnostic criteria for Antisocial Personality Disorder are

- † Failure to conform to social norms - repeatedly performing acts that are grounds for arrest.
- † Deceitfulness - repeated use of aliases and deception, conning others for profit and pleasure
- † failure to plan ahead and impulsivity
- † increased aggressive response leading to repeated physical assaults
- † disregard of safety for the self and others
- † irresponsibility in sustaining work behavior and financial obligations
- † total lack of remorse: the subject is indifferent to or rationalizes hurting, stealing from, or mistreating others
- † tendency to violate the rights of others (includes sexual, physical, property, emotional, legal rights)
- † intolerance of boredom; increased impulsiveness
- † increased sense of entitlement
- † Trivial, impersonal, and poorly integrated sex life

This is a dark Flaw to have as it allows its possessor to engage in atrocity and murder and feel no remorse for it.

Because the person is cold and distant to those they meet, they are at -2 to all social rolls. They also can never gain any successes on Empathy rolls, as they have none. Crossover Flaws include Borderline Personality Disorder, Histrionic Personality Disorder, Narcissism, Adversary, Depression, Generalized Anxiety, Addiction (alcohol or other drugs), Manic Depression, Paranoia, Reckless, and Schizophrenia.

Abusive Partner (2 pt. Flaw)

Your character is involved with someone who abuses them physically. Roll Constitution + Luck each day you play or suffer 1D6 x2 bashing damage (2D6 x2 if you botch). This can be combined with the Child Flaw if you want to RP a kid who is being abused by a family member.

Accursed (varies)

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"Looking through the family tree, all members of the Tohno household have died strangely.

Madness. Accidents. Murder. Disappearances. Still births.

Not one of them lived a long life, or even died peacefully." -Shiki Tohno, Tsukihime

You have been touched by a powerful curse, one that will stay with you until your demise. The elements of the curse determine its point value. It cannot be removed by exorcism or standard magics. The curse is the result of a misdeed done in the past, and atonement is necessary in order to make progress towards removing the curse. The player may decide upon the details and history of the curse, or the Storyteller may decide to create it himself. *Geasa* can be simulated with this Flaw.

The curse is worth anywhere between 1 and 10 points. 10 points would destroy the chance for the character to live a normal life, or strike him down at any moment. Inconveniences like ever-present vermin and little accidents are worth 1 point. People always being angry and distrustful (-2 to -3 to Influence) would be worth 2 to 3 points. Perpetual poverty would be -3.

The curse can also be an area effect, contaminating all who are close to the Accursed.

Life-threatening curses are -5, and force the character to wake up every day knowing that something awful could happen.

If the reason for the curse is not known, add 1 to its final cost. If the cure involves complex or illegal activities, add 2. If it requires a long quest, add 4. Those that cannot be cured add 6 points.

Acute Sense (1pt. per level Perk)

+1 per level to all rolls involving selected sense. +1 to sensory Magick involving selected sense. Don't forget that this will make bright, noisy, smelly places very uncomfortable for you...

Addiction (1-6)

Imposes a penalty equal to the Flaw value whenever you are not able to have your substance o' choice.

Habitual Drinking and Smoking is 1 point.

Caffeine Addiction is 1 point. Heavy Drinking and Smoking, or Marijuana is 2 points. Heavy use of m.j. is 3 points. Alcoholism, cocaine, or barbituates are 4 points. Heroin is 5 points.

Anything else (crack cocaine) is 6 points.

ADD (2 pt. Flaw)

You have a hard time sitting still and paying attention for more than a few minutes. Anything over 10 minutes requires a Will roll, with increasing penalties for longer periods. ADHD brings with it the need to hit people.

Adversary (varies)

Someone out there hates your guts. The point value you get for this Flaw depends on how powerful they are and how dedicated they are to making your life hell. A normal person is 1 point. A green beret is 3. A demon mage is five. A gang of thugs is 2 points, the police dept. of a city is four, and groups like the CIA are worth 6.

Ambidextrous (1 pt. Perk)

May perform tasks with either hand and suffer no dice penalty. This comes in very handy (bdum-*tish*) for John Woo action.

Age (2 pts. per level)

You need to be Immortal to take this advantage. For every level you have in this, add INT x 1 skill points to your character's pool. You must also take a level in Adversary or Secret, which does not add any points.

Aging (5 pt. per level Flaw)

You're getting old. Every 10 years over 40 represents one level of this Flaw. For every level of this flaw, reduce a Physical attribute by one. If you want it to affect your Mental attributes, just say so.

Albinism (2 pt. Flaw)

In Fate, it gives its possessors chalk-white skin which is easily sunburned. The pupil often looks reddish. Many albinos have poor vision, as they have no melanin or pigment in their eyes. This causes them to have difficulty filtering out light from their eyes, causing eventual retinal degeneration. For this reason, many albinos will wear thick sunglasses even on overcast days. Because of their susceptibility to sunlight, Albinos would make for terrible soldiers, but would be fine in support positions.

Allergy (1 to 4 pt.)

The commonality and danger of your allergen the value of the Flaw. This includes Asthma, Hay Fever, and other such Flaws.

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Anemia (2 or 4 pt. flaw)

"Dizziness assails me. I can feel my consciousness withdrawing. This isn't a normal spell. If it's this bad, when I collapse I won't be able to get up for a while. As expected, running here at full speed, including up that hill, was too much. I'm completely out of breath."

-Tohno Shiki, *Tsukihime*

Your blood lacks a sufficient amount of hemoglobin and/or red blood cells. This causes tissue hypoxia. You often feel tired or weak, either in general or during exercise, suffer from ennui and poor concentration. Sometimes you feel short of breath. At times your heart has to increase cardiac output, leading you along the path of palpitations and sweatiness.

In the story of *Tsukihime*, Shiki suffers from this ailment but recovers in time with bed rest, or can spend a Luck Point to shift over to Nanaya Shiki, his evil side who is untroubled by the ailment. The Complementarity he shared with SHIKI allowed SHIKI to "borrow" some of his life force, causing Shiki's anemia. Even after SHIKI was dusted, Tohno's body remained frail.

If you picked this Flaw, you most likely have the pallor issue that vampires often do. This Flaw is a wonderful one for Storytellers to use against you, and your character will suffer some reductions to Move, STR, CON, and Life Points during periods when this is noticeably evident. You might even get so tired you collapse. The 2 point version reduces STR, Movement, and CON by 2 points during a spell. The 4 point version reduces STR, Movement, and CON by 4 points during a spell.

If either STR or CON are reduced to zero during a spell of anemia, you'll have to pass a Stun check or you'll lose consciousness.

Anti-Luck (variable Flaw)

You get 1 point for each level you take. Your GM gets to use these against you to either negate a point of Luck you're spending or give you a -10 to one of your rolls. Not so fun.

Antisocial Impulses (1-3)

Cruelty: Works exactly like the Mental Problems drawback, but you can only take two levels of Cruelty- the third becomes the Anti-Social Personality Disorder Flaw.

Deceit: Your character loves intrigue. You craft convoluted plans against all of the people you

know, even friends and allies. You must make a Will x 2 roll to avoid deceiving someone or making a plan more complex than it needs to be. Violence: Once you start, you don't stop until it's done. You are a berserker. To keep your cool in combat, you must make a Will x 2 roll. If you fail, you're not stopping till your foe is dead, and you can't run away either. This is not the same as the Mad Enhancement Class Advantage of the Berserker Servant Class.

Approachable (1 pt. Perk)

There's something very approachable and non-threatening about you. -1 difficulty to all Empathy rolls.

Attractiveness (1 per level, can be a Perk or a Flaw)

Attractiveness -2: This is starting to go into inhuman territory.

Attractiveness -1: Unattractive or unhealthy.

Attractiveness 0: Ordinary-looking.

Level 1-2: You stand out in the crowd.

Level 3-4: Professional model.

Level 5: Heart-stopping.

Positive or Negative Attractiveness gives you a bonus to particular Social rolls. Positive Attractiveness provides a boost to Seduction and other positive Influence rolls equal to the level you have in it. Negative Attractiveness boosts Intimidation attempts.

Balance of the Cat (new Quality, Supernatural, 2 points)

This costs 2 Mana to activate and 1 Mana per Turn to keep it running. When it's on, the character can run across ropes or rails, stand on top of posts, effortlessly climb ropes, and instantly recover from being thrown. The character's Movement is unhindered while doing these things.

Banality (Panzaism) (3 pt Flaw)

Your character does not believe in the supernatural, and has the instinctive reluctance to accept the idea that monsters and magic do in fact exist. This Flaw cannot be taken by characters with Bloodlines, Servants, or other supernatural powers for obvious reasons. Once your character has seen incontrovertible proof that the supernatural does exist, you can buy off this Flaw.

Until you get rid of it, have fun roleplaying

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this character. Mundanes with this Flaw have a great deal of trouble passing Fear Tests, because they automatically flip out (without looking totally sweet), run away, and try to rationalize and deny what they saw. People have been plagued by centuries of societal and cultural pressure to not recognize the supernatural and the inhuman. Thus if a person witnesses such a thing, he first flees, and then reinterprets what he saw to make it fit with what he knows about the world. This principle holds true for ghosts, wercreatures, the walking dead, demons, vampires, potent/obvious magic, and alien creatures.

What they do when they come across something like that depends on their WILLpower. Someone with a will of one either faints dead away or flees in sheer terror.

WILL 2-3 people stand and watch blankly, gibbering and disbelieving.

WILL 4-6 characters can walk away, pick up an item, and then leave and begin rationalizing what they saw. They cannot remain in the area for more than 4 Turns, though. And after they leave, they immediately block out what they saw and forget about it entirely.

Child characters below the age of 10 cannot have this Flaw.

Bloodline (supernatural, varies)

There is a demon lurking in the bloodline. And that isn't just a simple metaphor. Our ancestors were a mixed breed of "something nonhuman" and human. As their descendants, we also have this element of 'something nonhuman' in our blood.

In regards to that, there are those with strong and those with weak nonhuman blood. Those with weak nonhuman blood can live their lives as ordinary people, but those with strong nonhuman blood may never lead a normal life.

Those with strong blood of our ancestors are born with special powers. It could be a body that is resistant to death. It could be the ability to move things without touching them. Or it could be fangs used to take bodily fluids from other people.

If the blood becomes too strong, the person starts to gradually lose their sanity. The majority become raven demon cannibals that feed on human flesh.

-Excerpted from Tohno Makihisa's personal journals

Sometime in your past, your family

welcomed the intrusion of something else into it. As a result, the family line is something other than human, and so are you. Not all heirs will react to the inhuman blood in the same way; some develop superhuman control over their destinies (many levels of Extra Lucky), others lose their ability to remain humans and become killers, and some stay dormant and live normal lives. Sometimes people with the Bloodlines quality will snap and view other supernatural beings around there as a threat, as they have a tendency to rely upon their instincts more than their reason.

There are times when the blood of the character waxes more powerful, and times when that power wanes. That's up to the Storyteller to decide. Worse still, if the player picks Mental Problems, Inversion Impulse, Doomed, or Fading, the character's original soul may be completely subsumed by their heritage. This condition will be visible if the subject is viewed by Supernatural Senses, and is detectable by a genescan. As for why a family might have this Flaw, their ancestors could be cultists or people attempting to bargain with demons in exchange for something (material wealth, fame, etc.) in return for some kind of boon.

Borderline Psychological Disorder (3 pt. Mental Flaw)

(For a great treatment of this disorder, see the film *Fatal Attraction*.) Sufferers of this disorder have no consistency or framework for their actions, instead they are filled with chaos. What is black one

minute is white the next. As a result, people with this Flaw vacillate wildly between judgments and evaluations - including their own self-image and perceptions of others. This can lead to suicidal and homicidal behavior. They can love a person, go to bed with them, and then stick a knife in them the next morning over breakfast. Think of them as dangerously unpredictable wildcards.

Sufferers with this disorder are at -2 to all Willpower-based rolls and are at -1 to -4 to all Social rolls depending on how bad their behavior is in that situation.

Born Behind the Wheel (2 point Perk)

If it's got an engine and a way to steer, you can fly or drive it. You are a natural behind the wheel of any vehicle, and can eek out that extra bit of performance out of any crate which the engineer's

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didn't even know the machine had. You gain a +2 to any Drive or Pilot roll. This doesn't help with any animal handling or riding rolls (which use Animal Ken); it only works with powered vehicles. If you want to be a drift racer, take this Perk and also take the Initial D specialization for Drive.

Catlike Balance (1 pt. Perk)
-2 difficulty to all balance-related rolls.

Catnapper (2 pt. Perk)
You need your usual amount of sleep—just not all at once.

Child (4 pt. Flaw)
You are pre-pubescent. No Physical Primary Statistic over 4; no knowledge based skill over 6 unless you have the Old Soul Perk. ½ movement rate of adults.

Chiurgery (new Quality, supernatural, 5 points)
The prerequisites for this power is Medicine at 4 or better, Magic Circuit rank 2 or better, and Occultism 1 or higher. The character can use accupressure and massage to concentrate the Mana in the subject's Magic Circuits, and then astrally jacks into them, causing them to send Mana throughout the targets' body - immediately healing Lethal damage (which ordinary First Aid could not treat). The character rolls WILL + Medicine. Each success restores 1D8+2 Life Points lost to a Lethal source. It is not easy to work on someone else's Magic Circuits, though - the user of this power loses 5 Mana per success he rolled. If used on an undead creature, the subject would regain 1D4 Life Points per success level.

Chiurgery is taxing to use. If it is used by the same person more than once per day, that character must spend a Luck point to use it the second time. The third time sets him back two Luck Points, etc. Divine Chiurgery allows the healer to roll the three times the amount of healing dice - but the healer only keeps 1/3rd of those dice (hint: keep the highest rolling dice.)

Chronic Fatigue (2 pt. Flaw)
You require 10 hours of sleep every night, not the usual eight. If you are denied this amount, you will be at -1 to all skill tests. You are always very tired after strenuous activity. This Flaw cannot be

combined with Tireless.

Clown (1 point Flaw)
You believe that humor can help to improve all situations, even during inappropriate moments. You find it hard to avoid cracking wise, even when it works against you. You are truly one with the lulz.

Code of the Buddhist Monk (3 or 5 The 5 point pt. Flaw)
This represents the moral code of many Buddhist monks. The character vows to abstain from violence (though he can defend himself), to remain celibate, and to not eat red meat. The five point flavor of this flaw adds a vow of poverty, a strict vegetarian diet (no animal flesh), and a restriction against violence towards animals of any sort. Historically, many monks did not take this flaw. It's not required for being part of the Buddhist clergy, but it is strongly recommended.

Code of Bushido (4 point Flaw)
This is the honor code of the Japanese warrior/retainer. It demands that the character die a good death with his honor intact -- one might say that being prepared for death is the ever-present theme of this philosophy. Other aspects include filial piety, rectitude, martial prowess, honor, methods of raising children, and caring for one's appearance and grooming.

But above all, the code demands absolute loyalty to one's lord, even if that lord orders the samurai to kill himself or destroy everything he loves. And if his lord forbids it, a samurai cannot avenge himself against someone who has insulted or dishonored him, leaving the samurai to suffer from the insult and loss of face, silently bearing the shame until he either kills himself or his lord rescinds the order. If someone else insults the samurai's lord, the samurai must answer that insult.

Code of the Chinese Knight (5 point Flaw)
The character must right any wrongs he witnesses, correct social injustice, keep any oaths of loyalty he swears, and honor all deals and obligations he accepts. He must honor good people. The five point value of this includes a vow of poverty, but that can be excluded and will bring down the value to 4 points.

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Complementarity (2 pt. flaw)

"The Nanayas are a family that produces killers. If that adopted son happens to stay alive, the link between him and SHIKI may corrupt SHIKI's mind."

-Excerpt from Tohno Makihisa's personal journals.

Sometime ago your character forged a link between your own consciousness and someone else's. Usually it's someone very evil. As a result, you sometimes witness their extracurricular activities. Because your character is witnessing the other party's memory, the vision is ultra-realistic, and your character may even believe they are his memories. If they make a WILL x2 (or Meditation) roll against you and score success levels, they have a general idea of where you are and may also use one Telepathy and Influence roll against you per success level. They can also use the Corrupted Visions power to give you fantastically horrible nightmares.

Compulsive-Aggressive (2 pt. Mental Flaw)

Day-to-day exposure to horrifying scenes, blended with your innate desire to dust the perpetrators, has caused you to lose sight of your moral and social perspective on violence. Naked aggression is your primary way to interact with others socially.

This Flaw forces you to react to social situations with a confrontational and violent manner. You treat Influence Skill Tests like you were rolling Influence (Intimidation). In any social Test, if you Critically Fumble you snap and attack the target, using whatever weapon you currently have available. You can avoid doing this by spending a Luck point.

Combat Incompetence (1-5 level Flaw)

Deducts 2 from Initiative rolls per level bought.

Combat Reflexes (1-5):

Adds +2 to Initiative rolls per level bought.

Command Rune (FSN, Supernatural, 5 points to have the Rune, Another 2 points per additional charge left in the rune)

Somewhere on your body (most likely the hand) you have an elaborate occult design. This design is visible to those with advanced supernatural senses. With it, you can order your Servant to do one thing he or she does not want to do. As an example, if Emiya wanted Saber to become his personal maid, he could sacrifice a shot from his Command Rune

and zap, she'd be a moelicious maid. When a Command Rune is used, a part of it grows dark and fades. When all of it is used up, it is gone forever.

In *Heavens' Feel 4*, Saber's previous Master used a shot from his Command Rune to force her to destroy the current incarnation of the Holy Grail; she was adamantly opposed to doing so because she wanted to use the Grail's power to rewrite her own history.

The Command Rune has a number of uses before it is completely expended. If that happens, the player does not get back the points from the rune, and the Servant is a free agent who must find a new Master before they fade away entirely. Woe and grief to the one who was cruel and abusive to his Servant if it becomes free.

It is possible to transfer Command Runes from person to person; one way is if the person is willing, and the other is if the rune is physically removed from the person by nonconsensual surgery. Either case would require Chiurgery or a similar astral healing art.

Masters can use their Command Seal to forge a new contract with a Servant as long as they have some ranks in the Seal left and the Servant has not faded away. If a person received a Command Seal, he could form a contract with a Servant. Servants cannot break their contracts without risking non-existence as they are so heavily dependent on Mana to exist in our reality. If their Master is killed or their Master's Command Seal is completely depleted of charges, they are officially free agents. If the Servant has the Independent Action class ability, they can perform all manner of backstabby behavior. Masters with Command Seals can also look at another Servant and gauge its power in relation to their own Servant, as seen in *Fate/Zero Act 4 Part 3*. The manner in which they perceive this information depends on the Master's own expectations and experiences; i.e., a roleplaying geek might see a "character sheet" for the other Servant.

Confidence (2 pt. Perk)

You possess an untouchable air of superiority that makes others instinctively realise you're in charge. -2 to all your Social difficulties. +2 to the difficulty of any Social attempt to mislead or intimidate you.

Con-Goer (1 pt. Perk)

You are jazzing on your hobby, allowing you to

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push your system for extended amounts of time; however, you will crash hard if you push yourself too much. With this Perk, for one night every three hours of sleep you skip translates into 1 Level of Fatigue. You can go days without sleeping, but when you finally do put your head down on the pillow, you must roll CON x2 + 1D10. This is opposed by Fatigue x 2 +1 + 1D10. Each success level removes one Level of Fatigue. If he has remaining levels of Fatigue, he *must sleep* eight hours and also sleep 1 additional hour per remaining level of Fatigue.

Contacts (varies)

Decide upon how highly placed the person is. The more important the person is, the higher the point value. Add in how much help they'll offer: protips plus letting you sleep on the couch is 1 point; backup in a firefight is 4 points.

Criminal: Stoolie, bartender, made man, gang member, fence, cat burglar, industrial saboteur.

Financial: broker, banker, money manager, office worker, software mogul.

Government: Beat cop, detective, Federal agent, bureaucrat, academician, politician.

Supernatural: demon, wizard, vampire, demon club owner, oracle, demon nobility

Conviction (variable Quality)

With this Perk, you are better able to face the forces of evil. Each Level of this Perk (maximum 5 Levels) adds +1 to rolls for your Fear Tests. Each level costs 1 Quality Point. Once per day, you can use your Conviction rating as a temporary boost to your STR for the purposes of escaping something very dangerous -- a zombie's choke hold, a tiny net, etc.

Corrupted Visions (4 pt. Supernatural Quality) -

This power induces hallucinations in victims. Phantasmagoria, voices from God (but not really), mocking voices, and so on are all possible. To use the power, the demon must roll PER + Influence. Each success allows him to torment his victim for one turn. The success levels also dictate the potency of the vision -- one success brings whispers or glimpses of something otherworldly, five or more success bring a manifestation of a deity. The visions have no substance whatsoever. If the target believes someone is messing with his head, he can resist the effects with a WILL roll. A well-chosen illusion

mysterious, etc.

Cyclic Supernatural (2 pt. Flaw) Your supernatural power waxes and wanes with the phases of the moon. Do the work and submit it to your ST. Thanks.

Damn Healthy! (supernatural, not available to humans, 1 per level)
+10 Life Points per level.

Danger Sense (supernatural, 1 point per level)

"The back of my head numbs. A horrible chill, as if my body freezes to my fingertips ... I try to catch my breath. In contrast my cold body, my throat is scorching. I put my hand in my pocket and take out my knife. I need a blade in my hand." - Tohno Shiki, Tsukihime

Some people know when things aren't right. If you have this power, your Storyteller must grant your character a simple Awareness test to notice something dangerous even if you aren't aware of it, with the levels of Danger Sense adding to the roll.

Daywalker/Shisou Kyuuketsuki (Supernatural, 2 pt. Perk)

Unlike most vampires, you don't burst into flames when you go outside. You are free to enjoy a better life of going to matinee showings and tanning. Unfortunately most of your vampire powers are knocked offline during that time, but your attributes remain superhuman.

Deep Sleeper (1 pt Flaw)

+2 difficulty to awaken during the day.

Dematerialize/Materialize (20 points, Supernatural) Your character may move slightly out of phase with this reality, making him intangible. For as long as he remains intangible, he can walk through walls, bullets will harmlessly pass through him, etc. While he is intangible, he is also transparent. Norms who see him will have to make a Fear Test. While he is Dematerialized, he cannot touch or pick up anything, though objects he was carrying when he first Dematerialized are in the same condition.

He cannot take anyone with him when he Dematerializes. That would imbalance play.

While the character is intangible, he still partially exists in this reality. Therefore it is possible for the character to be targeted with magick, mental powers, and certain superscience

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effects ("who ya gonna call?")

The Materialize aspect of this power allows the character to turn solid again, allowing him the ability to interact with the world in full 3D once more.

Materializing a Servant requires the expenditure of Mana; determining how much it costs to keep a Servant materialized per hour is largely a matter that should be left to the individual Storyteller.

Denial (2 pt. Mental Flaw)

This is not the same thing as Banality. Banality refers to an ongoing continuous reinterpretation of reality in order to make it conform to what is commonly considered "sane". A person with Denial has had exposure to a particular stressor, and the experience was so intense that he established mental blocks around it to protect his ego. As an example, a man who had his children bloodsucked by a vampire and then watched the children rise as The Dead might believe that his family is alive and well. Or some other child would "become" one of his own children in his mind.

If a person denies the existence of a supernatural creature, they may not recognize it even if using supernatural senses or superscience. With that aside, the enemy in question removes the first two successes in any mind-reading, hypnotization, or mind control Test when it uses them against the subject, so strong is this improptu psychic shield.

If confronted with irrefutable evidence of reality - the denier may roll WILL x 2, and they need at least two successes to remember the truth for 10 minutes. Past that, a person will need to spend Luck to remember the truth. If enough of these situations are overcome, XP could be spent to remove Denial.

Dimensional Portal (supernatural, 2/3 per level)

This is a small Reality Marble, one not significant enough to be "corrected" by the World. The player can open a hole into another dimension, where he can store his stuff and take it out as needed.

Alternatively, a dimensional portal can be permanently wrapped around the inside of something, forming a "tesseract" (it's bigger on the inside than it is on the outside). If the dimensional space needs to be furnished, it must be bought as

Fresh Gear. The cost for the advantage is 2 points per level if it is in a fixed location and 3 if it is in a mobile location. If the player enters the dimension, he may only leave via the portal he entered from. Once the main power is set up, new gateways to the same dimension may be established for one point each.

Level 1 - the space is as big inside as a suitcase

Level 2 - the space is as big inside as a closet.

Level 3 - The space is as large inside as a room.

Level 4 - The space is as large inside as a house.

Level 5 - The space is as large inside as a city block.

Level 6 - The space is as large inside as a town.

To carry around her weapons, Ciel transformed her costume into this, and Nero Chaos transformed his entire body into this to house all 665 of his familiars (he was #666, completing his core concept as the Beast). In Higurashi, the inside of one of the locker's was a Level 3 Dimensional Portal, enabling the penalty game group to store all their various games inside.

Disgraced (1 or 2 pt. Flaw)

Your character is seen as a non-entity in most social situations. For one point, everyone knows about your screw-up, and they don't like it, and they don't like you. Social rolls will be at -2. For two points, your character effectively doesn't exist for others and they will ignore him, refuse to take his money, etc.

Dissociation (3 pt. Mental Flaw)

Instead of feeling horror, revulsion, or anger upon viewing something terrible, you simply feel nothing. The risk of life and limb has lost all meaning for you. Physical and emotional concerns no longer affect you. Your voice sounds distant and nonchalant, no matter if you are talking about the news or tearing through your enemies.

Dissociatives are so detached it's like they were playing an MMO. They don't evaluate the risks of a situation and are fearless to the point of suicidal. They'll let an enemy land a hit to ensure they'll get a killing shot, and they'll restrain a foe inside a burning building to make sure the monster dies.

At the beginning of a fight, Dissociatives must roll INT (not doubled) +1D10 and accrue 3 successes to remember to take defensive actions during the combat scene. An odd benefit to this blase outlook is that penalties from pain are always

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reduced by one.

Divinity: Epic Destiny (3 per level (max 3), FSN, Supernatural)

Adds 1 re-roll of a failed dice test per gaming night for each level bought.

Divinity: Epic Primary Statistic, Epic Derived Statistic, or Epic Skill (5 per level, FSN, Supernatural)

With this power, you automatically gain one success per level on any Test which uses that skill or statistic. This is the realm of godhood; Iskandar (Rider from the Fourth Holy Grail War) and Hercules (Berserker in the Fifth Holy Grail War) are examples of Epic Heroes who would have this Perk. Sometimes this can do far more than just add automatic successes.

Doesn't Like Horror Movies (2 pt. Flaw)

Your character has never read Lovecraft, Poe, Stoker, Shelley, or King. He doesn't watch *Buffy/Angel*, has never finished one episode of *The X-Files*, and thinks *Twin Peaks* and *Silent Hill* are too weird. He doesn't roleplay and has no interest in strange Japanese "cartoons".

Trouble is, that lack of respect for subculture is going to sneak up and bite you on the butt. You have no idea, for example, that zombies need to be shot in the brain to be killed. You will not think of staking a vampire in the heart. You cannot act in any sort of postmodern way around horrific sights. You are lacking in the cultural knowhow that lets you do so. You are the guy in horror movies who goes off alone by himself with a flashlight: "I'd better check this out. I'll be right back!" This is a great Flaw to pair up with Banality.

Dogged by Fringe Media (2 pt. Flaw)

You've attracted the attention of an amateur reporter. He follows you, trying to dig up dirt on your past.

Doomed (1-5 pt. Flaw)

Your character's life expectancy just got a whole lot shorter. This could be the result of an incurable life-threatening disease, a genetic condition, a curse, cyber-rejection, or something else entirely. There is no cure for this Flaw, and it can not be bought off with points. When his time comes, there will be no way for the character to cheat the Reaper. For one

point, the character can live five more years. For 2, he can live 3 more years. For 3, he will die at the end of one year, 4 points reduces that six months, and 5 marks it down to just one month.

Double-Jointed (1 pt. Perk)

+4 to dice rolls involving body flexibility.

Dual Nature (4 pt. Perk)

You have two purposes to living - and this allows you to choose two Natures. You regain Luck for satisfying either one of them. They must be complimentary or neutral to each other.

Diametrically opposed Natures are right out. And talk to your Storyteller before you take this Perk.

Ectoplasm Extrusion (6 pt. Perk)

The demon creates up to four ectoplasmic tentacles that can be used independently (sorry, no extra actions without high DEX) to reach out and grab objects, hit things, or envelop targets and smother them. The reach is 15 feet. To use the power, the demon must roll CON + Occultism to create the tentacles. The tentacles' STR is equal to the demon's WILL + 3. Attacking with them is done by rolling DEX plus Brawl. He can spend XP to specialize in them if he wants. Every WILL x 2.5 minutes, the demon must spend 3 points of Mana to maintain the Ectoplasm tentacles.

Eidetic Memory (1 or 2 pt. Quality)

You have an uncanny ability to remember visions, events, or impressions. With the one point level of this quality you can freeze an image in your mind and recall it with precision. You can do this for up to 3 images. You the player must write down the circumstances of your snapshot to help your Storyteller out. If you want to reproduce the scene for others, Intelligence + Art will let you sketch out what you saw.

For two points, you can memorize entire books. You have a +1 to any rolls involving memorization. Any rolls where remembering things matter are at +1 to +3. A battle involving trivia vs. this guy is about as smart as a land war in Asia.

Extra Actions (4 pts. per extra action, Supernatural)

When your initiative comes around, you get one extra action. This is an extremely rare Perk.

It is only meant for those who can warp time.

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Extra Energy (Supernatural, 1 per level)
Adds 10 Mana per level bought.

Extra Limb (1 pt. per limb)
This does not give you extra attacks. Buy up your DEX if you want those. It does make it possible to have one extra arm or tentacle for carrying groceries, fumbling with keys, and so on.

If you are not visibly a demon, this will draw some stares. If you're a demon and others can see that you are one, you are probably already used to stares.

Extra Lucky (1 pt./level Perk up to maximum, then cost varies)

Your character is extra Lucky, and as such his characteristic Luck is increased by one per level taken in this Perk. He may only buy one level of luck for one Quality point up to twice his characteristic luck. Past that point, each level must be bought singly, and costs Desired Luck Level x 1.5 in unspent points. Thus for a character with a characteristic Luck of 2, buying it up to Level 4 Luck would be 2 Quality points. Increasing it to five Luck Points would cost an additional seven Quality points. Increasing that to six Luck Points would cost nine Quality Points. Seven Luck Points would set the guy back fifteen Quality Points. Players may use experience points to buy up more Luck, but cannot increase Luck more than one level per night.

If the character is hospitalized, Luck points can also be spent to maximize the character's recovery time, multiplying the Life Points restored by x 1.5. Once spent, Luck Points regenerate at a pre-determined rate (see Chapter 1: The Curtain Rises/*Kaimaku* pages 23-24 for more details on how fast Luck Regenerates and how to use Luck).

Emotional Anchor (2 pt. Perk)

"You are the most important thing to me. If I had lost my memories of you over these eight years, I would not be who I am. Because you were here, I was able to be myself. You are more important to me than myself, so I wanted you to like me, always."

-Tohno Akiha to Shiki, *Tsukihime*

This advantage gives the character a way to center themselves emotionally, which can be useful in staving off Impulse Inversion and other Mental Problems. If the character has it, he receives a small bonus to saves vs those Flaws and they function at

one lower level. If something happens to the Emotional Anchor, then these disadvantages worsen (the character has lost a vital link to his humanity).

Emotional Influence (2 + 1 point per addl. level)
You can change the moods of people around you. To resist, your target must make a WILL x 2 roll. If he fails, he must make a new Willpower roll each turn after that. Failure means he has little control over that emotion. Penalties are added to the roll if the user has a statistic that might influence it (positive attractiveness for lust, negative attractiveness for hate or revulsion). Penalties to the WILL x2 roll are granted per additional level in the power.

Enchanter or Superscientist (5 points per level).
To purchase this power, the person must have at least an Occultism of 5 or a Science of 5. You can make magic swords, amulets, and wands with the Enchanter gift, and Superscientist lets you craft persocoms (robot girlfriends), destructo rays, freeze rays, heat rays, or spank rays.

You can not pick both Enchanter and Superscientist. They're just too different in philosophies. Remember that you normally cannot make any item with a Power Level greater than twice your Magic Circuit rating, however there are individuals who can over time craft items that are more powerful than twice their Magic Circuit rank. These individuals are called Alchemists, and they work together/in competition with the official Mage's Association in the Nasuverse. To play an Alchemical Enchanter or Alchemical Superscientist, simply add 3 to the Enchanter or Superscientist Perk cost. This increases the character's maximum craft capacity to three times his Magic Circuit rank. It also multiplies the time necessary to craft the item to twice the time listed, and the character must supply one extra rare item to help the item charge the necessary Mana. Mages often look down on Alchemists, seeing them as journeymen dabblers with terrible Magic Circuits.

Enhanced/Reduced Attribute (supernatural, variable)

1 point per level up to 5, then 5 points per level beyond that. Reduced attributes give you one quality point per level.

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Fake Past (5, New Supernatural Quality)

This character is able to instantly create a new history for themselves by hypnotizing others around them. Most human beings will have no Resistance, making them viable targets for this power. Humans can resist this power with their Will + Magic Circuit + 1D10. If they fail, upon seeing the character for the first time, others "remember" him and reflect on the past they shared together. This is one way for a Magus or member of the Church to infiltrate an organization.

In all likelihood, if the Fake Past power is deactivated, the others will simply forget about the character, as if they never existed in the first place.

If bought as a spell, it's a Level 4 Mind-Altering Quick Cast technique (costs 12 MP, Will + Magic Circuit vs Will + Magic Circuit OR Will x 2 to save vs. it).

Familiar (costs 1 quality point to play)

Your character was actually built by either his current master or some other magician. He is a created being made from an animal cadaver and either an animal spirit, elemental, or a human soul. The cadaver is blessed and stuffed with enchanted herbs, and then brought to life through magic.

Using the ghost of a human being as a raw ingredient during the spell tends to create powerful familiars and guarantees high intelligence in the resulting creature. These beings are capable of shifting back and forth from their human to their animal form (they can turn into a living version of whatever animal cadaver was used in their creation) by expending 1 Mana, which they may do as a movement action. In game terms they would have the Dual Form Flaw. Once in beast mode, they can do anything the animal can do (crows can fly, dogs can bite, rats can hide in a narrow tunnel, etc.) Ren from *Kagetsu Tohya* is an example of a familiar that had a human soul used in its creation. Ren was built from the body of a black cat infused with the soul of a dead girl. It may be possible to use an elemental or other nature spirit in the creation act, but the resulting familiar tends to be particularly chaotic and bizarre. Once created, Familiars have stats equal to those of the animal used in their creation, with the exception of their INT and WILL, which are equal to the Success Levels of the rite used to make them. Despite lacking human-like oral configuration, even animal familiars can communicate with their masters. If a human soul

was used to create the familiar, it can take human form, for the economical cost of 1 Mana to go back and forth from animal to human.

The familiar must select at least three levels of Extra Energy to buy up their Mana Pool. Every familiar has the Immortal Perk. This is offset by how familiars all have the No Natural Mana Recovery Flaw, except for especially powerful and specialized familiars. If the familiar has No Natural Mana Recovery, for every day that goes by without it absorbing Mana from another source, the familiar's Mana Pool is reduced by 2D6 Mana. Once the familiar's supply of Mana is totally exhausted, it is instantly dusted. Every familiar is aware of this and tries to actively avoid it.

As they are supernatural creatures, they can buy supernatural qualities with their Quality Points.

The amount of Mana a familiar needs to consume every day is equal to the sum of its statistics +5. It is possible for an independent or even controlled familiar to enter into a pact with someone to perform service in exchange for Mana. In *Tsukihime*, the True Ancestor Arcueid made a temporary contract with Ren, employing Ren to give Shiki incredibly realistic erotic dreams as a reward for Shiki's assistance. As Arcueid was not a real human being, Ren could not form a permanent contract with Arcueid, and after Arcueid donated Mana to her for a time, Ren had to go on her way. Much later in the events of *Melty Blood*, Ren cut a permanent deal with Shiki, gaining the promise of a steady Mana supply.

The Storyteller is probably wincing inwardly at the thought of Player Character's whistling up many of these. The amount of Mana they must consume everyday mitigates this somewhat, but the Storyteller may decide to charge the caster XP equal to the value of the total of the familiar's Primary Statistics in order to "form the contract" with the Familiar). In order to establish contracts of their own, familiar PCs will have to take the Obligation Flaw. If the familiar PC wants to have several contracts or masters, he can take several levels of Obligation as separate, small Flaws. Familiars can make for interesting tragic heroes, and the example of Caliban from Shakespeare's *The Tempest* can give insights into the psyche of such beings.

Familiars are often very strange looking, and must take the Odd Feature Flaw in their human forms. Their ears may look elvish,

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they may not have pupils but can see normally, and they may have odd hair colors that dye can't produce. Many don't understand everything about the world around them, and have the therefore have the Misfit or Outcast Flaws. If the resulting creation looks very young, it has the Child Flaw as well. Familiars can eat normal food, but gain no benefit from doing so and will have to eliminate it normally later. Depending on the type of tasks they do, they can take Job Class Packages - but they obviously cannot use certain skills if they cannot turn human. Regardless of whether it knew how to or not, a cat familiar who could not turn human could not use a computer. It lacks fingers. Similarly, a dog cannot take levels of Wild Card (Juggle). Use common sense.

Fat or Obese (1 or 2 pt. Flaw)

At Fat, your character weighs 50 lbs. over your ideal weight and has his Movement reduced by 25%. If you are Obese, you weigh 100 lbs. or more over your ideal weight, and see your movement reduced by 50%.

Flashbacks (3 pt. Mental Flaw)

During exposure to something that reminds you of your traumatic event, you immediately flash back to your traumatic event. During your flashback, you are not interacting with the present in any meaningful way. Everything is for you as it was - which means when you come out of your flashback, you could be in a Bad Situation. You have to roll WILL at -3 to avoid the Flashback when it comes. The duration is subjective.

Focused Damage (1 per level)

Adds 2 points of damage to the rolled total for Brawl attack. Can be taken by human characters to show martial arts training. Humans may take up to three levels of this. Supernatural characters may take up to six levels.

Forgettable (2 pt. Perk)

People's eyes tend to pass over you and ignore you. Restricted: Your Appearance a can be no higher than 2 to take this Perk.

Frog Tongue (3 for the tongue, and then 1 point per level of increased length) - The demon may elongate his tongue and then make it stick to surfaces.

It has a range of two yards and can be used to grab things and cause damage. To use it to hit targets up to two yards away, the demon must roll DEX + Athletics. Once the target is hit by the tongue, he can be grappled (use the grappling rules) or pulled towards the demon. Each level of increased length adds another 2 yards to the tongue.

Fugue (3 pt. Mental Flaw)

Characters with this flaw experience "blackouts" and loss of memory. If subjected to a particular stressor, the character begins a specific, rigid behavior set to remove the stressor. This is not the same as the Multiple Personality Flaw; the character has no alternates to toggle control over to. Instead it is better to consider it "autopilot". Your Storyteller must decide what kind of circumstance triggers this, such as the death of a helpless human, confrontation with a specific type of monster, or confinement.

If the character is exposed to the appropriate stressor, he must pass a Will check and accumulate at least two successes. If the roll fails, he lapses into his fugue state for 1D6 x10 or 1D10 x 10 minutes. While in the fugue state, the character will do whatever he can to eliminate the stressor. If the player isn't willing to roleplay this Flaw, he can pass over his character sheet to the Storyteller until the time has passed. At the end of the fugue, the character's consciousness "reboots" with no memory of anything that happened in the Fugue state.

Fresh Gear (2 per level)

You may begin play with an item, which may enhance your character or serve as a useful tool or weapon. The level of the advantage must match the desired items Power Level. The enchanter/superscience items from the Buffy RPG's Magic Box are a suitable start. You cannot acquire levels of Fresh Gear by destroying candles, so that's right out.

Level 1 offers a small advantage, level 2 bestows a moderate advantage, level 3 a good benefit, level four a great benefit, level five an extreme benefit, and level 6 a primal advantage. Fresh Gear beyond Level 6 offers cosmic benefits.

Funny (1 pt. Perk)

Your comic timing and sense of the absurd

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is second to none. -2 difficulty to any Social roll intended to boost morale.

Fuzion (demon advantage, 6 points)

With this power, you can form a spiritual link between yourself and a particular target, which must be touched. Once this is done, you inflict spiritual corruption upon the target as long as he remains on the same planet, represented by their developing the Complementarity Flaw. In addition to the mental problems caused by this connection, it also allows you to "borrow" things such as Life Points if they fail to resist your spiritual intrusion.

Over time your target will begin to suffer from the same Mental Problems you do, and it is even conceivable for you to give them your Inversion Impulse.

Only one target can be affected at a time. If you sleep, then the Life Points you stole are transferred back to the victim.

The victim will occasionally receive visions of the horrors you are committing as very realistic dreams. These dreams are so realistic that the victim might even believe he is the one responsible for the witnessed events.

Gaikokujin (2 pt. Flaw)

You are not native to this country, and has trouble with some of the finer details. +2 difficulty to Etiquette & Streetwise rolls.

Good Listener (1 pt. Perk)

You have a keen interest in people, and they open up to you. -2 difficulty to Social rolls when talking to people.

Good Night Vision (2 pt.)

Your night vision is excellent. -2 difficulty to Perception rolls at night.

Good Sense of Character (2 pt. Perk)

"To be honest, I don't like that girl one bit. It's not one thing in particular, but something about her doesn't sit right with me."

You have an innate instinct for reading a person. -2 difficulty to Empathy rolls based on assessing a person.

Good Taste (1 pt. Perk)

Your taste makes forging contacts with the upper class much easier. -2 difficulty for Social rolls

intended to gain acceptance or impress in a high-society or business situation.

Hard to Kill (1-5 for humans, 1-10 for supernaturals)

Grants +3 Life Points and +1 to ALL Survival Tests per level purchased. Each level of Hard to Kill costs 1 Quality Point. Cannot be recommended highly enough. If you have any leftover points, go ahead and get some.

Hikikomori (3 pt. Mental Flaw)

Your character has stopped interacting meaningfully with society. He may be a NEET (Not in Education, Employment, or Training). You feel like you have no clear mandate for your life, so you have shut out the outside world. The light of the sun, companionship, friendship - these are not for your character. As your character isolates himself, his mind turns within and erodes his ego - leaving him terrified social interaction will result in terrible humiliation. This could lead to years or decades of isolation. Worse still, other Mental Flaws are sure to develop during this period of self-imposed exile.

Hikikomori must make a WILL Test and accrue at least two successes to go outside. They also are at -2 to any Social Test.

Hollow Leg (1 pt. Perk)

"Shiki-san does not have the same tolerance you do, Akiha-sama. Shiki-san, you should say no or you'll be in trouble. Akiha-sama does not get drunk no matter how much she drinks, so if you keep drinking with her until she's happy, you'll end up drinking until dawn!"
"Wait a minute, Kohaku! You make me sound like some sort of alcoholic!"

-Tohno Akiha and Kohaku at Tohno Shiki's welcoming party.

Your character can drink like a fish. Any penalties for consuming alcohol are halved.

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Homonculous (5 point Quality)

In the Nasuverse, a homonculus is an artificial being created by using sorcery to reformat sperm cells. This being then develops into a child who can be raised normally. Due to their incomplete genetic background, they sometimes have Physical Flaws such as Doomed, Odd Features, and so on. Albinism* is so common in homonculi that it is one of the requirements for the class. (Storyteller's note: If the Storyteller does not wish Albinism to be a common Flaw for Homonculi, he can simply require the player to take too Odd Features (Red Eyes, Snow White Hair).

A genescan on a homonculus, if performed, will reveal systemic abnormalities and gaps where magic has formed artificial dna to complete the organism's missing genes. In some cases their aging rate is affected by their condition; some remain as children for decades while others may become middle-aged in their teenage years. Due to their unusual biology, using gene therapy on one is highly discouraged.

Based on Illya's example, we can conclude that as organisms which are partially formed by magic, they are often virtuosos in the field of spellcasting. A homonculous character has +1 to any rolls to research a spell and +1 to the casting roll for any attempt to use a spell resisted by a living subject.

This is due to the fact that the person who donates the sperm for the creation of a homonculous is usually a wizard. If a spellcasting family's blood has thinned, and they are no longer able to produce children with high Magic Circuit ranks, creating a Homonculus to serve as the family's successor may be the only way to ensure the continuation of the family's sorcerous legacy.

In *Fate*, all Homonculi begin with a minimum Magic Circuit rating of 4 and two levels of Extra Energy. Unlike other beings, Homonculi are able to slightly improve their Magic Circuit ranks without the risk of overloading their systems. They may buy two new ranks in Magic Circuit without risk, after which their soul cannot be so easily modified. After this slight improvement, any further alteration will force them to check for a system overload just like any other living being. Each homonculus has also realized some control over their own destiny, which manifests in the form of one level in Extra Lucky. They may be skilled wizards and rich in magic, but homonculi are not

supernaturally healthy or powerful, and as a result it is not possible for them to buy levels in Mega-Attribute or Damn Healthy. For Homonculi that are created by the Mages' Association or a powerful sorcerer family, they may begin play with levels in Enchanter or Superscientist.

Surprisingly homonculi are able to breed normally, however their children are always albinos. If one of their parents had a demonic Bloodline, then the child will probably manifest it as well. Any supernatural traits the parent homonculus had are not automatically passed on to their children, unless both parents are homonculi. In that unlikely case, the child is effectively treated as a homonculus also. If one of the parents was a witch or wizard, it is highly probable the child will carry on the family's sorcerous heritage.

Certain spells and rituals require materials taken from homonculi, so homonculi PCs should lock their doors.

Playing a homonculus costs 5 points (4 for four levels of Magic Circuit, 2 for two levels of Extra Energy, 1 for a level of Extra Lucky, and all of these expensive alterations are partially offset by the two point Albinism Flaw or two levels of Odd Features (Red Eyes, Snow White Hair). If the player wants to explore the tragic element of playing artificially created characters, he can select Doomed, but that is an optional Flaw for the Homonculous Quality and is not required.



*Irisviel Von Einzbern,
a homonculus created
by the Einzbern
family.*

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Honorable (Variable Flaw)

This value of this Flaw depends upon the number of strictures taken by the character. Each level of the Flaw means that the character must take 2 strictures. Thus Honorable 3 would give the character 6 strictures. Here are some sample strictures: Always Keeps His Word, Accepts Any Challenge to Single Combat, Always Protects the Weak, Never Accepts Rewards for Service, Always Avenges Personal Insults, Never Allows Insults to Personal Organization/Government (etc.), Does Not Lie, Must Finish the Mission or Die Trying, Must Fight With Honor and Will Not Attack Weaker Opponents, Never Turns His Back on an Ally, and Must Oppose the Aims of [the Old Ones, the Dead Apostles, Heretics, etc.]

As an example, Saber would have Honorable at 3. Shiki would have it at 2.

Acting against your Honorable Flaw causes you to suffer a Skill Test penalty until you have atoned for it.

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Honor Codes are another item that can be included within the Honorable Flaw. Unlike the above strictures, these package deals are usually worth one or more drawback points in and of themselves. Here are some examples: Sworn to Celibacy (1), Oath of Humility (1), Oath of Obedience to [x](1), Oath of Poverty (2), Oath of Silence (2), Pacifism: Can't Kill (1), Pacifism: Can't Kill and Will Only Harm in Self-Defense (2), Pacifism: Will Not Harm Others Under Any Circumstances (3), Sworn to Love One Person Forever (1)

Hypnosis (5/10/20 pt. Supernatural quality)

Level 1 (Look into my Eyes): Your character can cause someone to hesitate for a few moments (enough for one rounds' worth of free attacks. the victim cannot defend). The user rolls WILL x2 and the defender does the same. If the defender loses, he fails to resist this power.

Level 2 (What do you See): The user creates illusions and muddles the senses. The character could rend himself invisible or appear to be someone else. The user rolls WILL x2 and the defender does the same. If the defender loses, he fails to resist this power. Level 2 grants a +1 to Look into my Eyes.

Level 3 (Come to Me): The being can command

others to do particular things. The same resisted Willpower rolls are used. If the commanded person is ordered to do something against his moral code or will to survive, he receives a bonus of +1 to +5 to resist. This grants +2 to LimE and WdyS.

Hysteria (2 or 3 pt. Mental Flaw)

Hysterics are unable to control their emotions and will suffer severe mood swings and violent fits if subjected to stress and/or anxiety. Talk with your Storyteller and pick a trigger for this - the presence of children, voices from beyond, or fire.

To avoid the mood swings, your character must make a Will check with penalties varying on the level of the Flaw. If the stress is unusually severe or sudden, the Storyteller will adjust the difficulty of the Will check accordingly.

Immortal (0)

Not getting any older, here ... Unaging is the ability granted by this power. Time won't kill your character, but anything else still will.

Indecision (2 pt. Mental Flaw)

"Thou shalt not ... hesitate." -Moltar, Space Ghost Coast to Coast

When it came down to it, you didn't make the call - or the call you made was wrong. You made the choice that got your friends killed. You missed the shot and hit the hostage. You cut the wrong wire and the bomb exploded. And when reminded of that bad choice, you become paralyzed, afraid of being wrong again. Sadly, in Fate most of the immediate choices you're going to face are life and death.

The Storyteller decides when a character might hesitate when confronted by an important decision that must be made instantly. The circumstances are usually reminiscent of past events - the monster looks like the killer from before, or the crowded streets remind him of being mugged, etc.

To determine whether Indecision kicks in a scene, the Storyteller rolls the character's WILL x2. If he fails to accrue at least two success levels, he does not roll for Initiative and his Combat Reflexes are knocked offline for the scene (about 10 minutes). If in combat, he just goes on his DEX + Alertness. Until he snaps out of it, he cannot coordinate his activities with others, advise others on what to do, etc. as he is wracked with conflicting

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ideas of how to proceed and tormented by how his previous call went so wrong.

Spending a Luck point will allow a person to snap out of it for a scene, and a person can spend a Luck point to snap out of it if something happens to rouse them out of their recollections. This Flaw does not prevent a person from making mundane, ordinary decisions, like Chinese or Italian, or whether to make a sharp turn while driving (*unless* something happens to remind him of what happened before.) He can also make long range plans and carry them out as long as he isn't reminded of what happened during the action scene.

Infectious Touch (3, Supernatural Perk) - To use this power, the demon must first make physical contact with his target. Then his (CON x2) + 3 + the successes of his attack roll are matched against his opponent's CON (doubled). If the demon wins, the target takes 5 Life Points' worth of damage per success on the attack roll. The Life Points lost to Infectious Touch return at the rate of 1/2 the victim's CON per week, during which time the patient will be feverish, nauseous, weak, and otherwise miserable. There is a custom version of this power that only affects vampires.

Insomnia (2 pt. Mental Flaw)

Your character has an extreme amount of difficulty sleeping. Your character may even become so sleep-deprived he suffers psychotic episodes. In order to sleep in any given night, you must make a WILL x 2 roll and accrue two successes when your head hits the pillow. If you succeed, your character actually sleeps that evening - at least as well as he can. If the roll fails, he can not sleep that evening. The next day there is a -1 penalty, and that penalty carries over to the next night's Will Test to sleep. If that fails, the -1 penalty goes up yet another step. Once an insomniac goes four straight days without sleep, he becomes schizophrenic. Exhaustion-spawned schizophrenia includes visual and auditory hallucinations in addition to the difficulty penalty. The penalties do not stack -4, regardless of how many sleepless nights the character has.

A good night's sleep banishes the penalties, but subsequent bouts can begin almost immediately. The character can use alcohol or other drugs to treat the condition. After a month of game time, the character can spend an XP to

remove Insomnia and replace it with a 2 pt. Addiction. Regardless of whether a character has levels of Tireless, he must still get at least some sleep sometime.

Internal Clock (1 pt. Perk)

You have perfect internal timing.

Internal Compass (1 pt. Perk)

You are never lost in any area you have been before. Once you get your bearings, you will be at a slight bonus to navigate in a new area. You may try once per area to roll PER + Alertness. 2 successes tells you where magnetic north is. This Perk does not work in alien dimensions or alternate realities.

Intolerance (1-2 pt. Mental Flaw)[Class Arrogance]

Just like any other prejudice but in this case you are bigoted about social class. If you're rich, everything on the frontier seems primitive and worthless. If you're poor, anyone with money is a probably a wastrel or a fat cat. This drawback shows up as a negative to Social interactions with the opposite class equal to the level of the drawback. The bracketed Class Arrogance can be replaced with other variables, such as a specific type of minority, non-humans, etc. The one point version brings a -2 to all Social rolls around the particular stressor. At 2 points, you have to make will checks to not act like asshole around the source of your -ism.

Inversion Impulse (2 or 3 pt. Flaw)

"This feeling. It's as if my thoughts belong to an entirely different person. I can't resist the impulse flowing out of me. My mind is growing hazy ... My heart beats heavily, each beat telling me to kill. To kill."

"I am terrified. When I come to, I find I cannot remember half the day. During that time, I'm forcing my inversion impulse on that child. If this keeps up, it's only a matter of time before I completely lose my sanity and turn into a beast. I don't even know how much time I have left to remain as myself."

-Excerpt from Tohno Makihisa's personal journals

If pushed past a certain point, or if introduced to the appropriate stimulus, your character's personality will undergo a drastic inversion. A loyal member of a team will suddenly only care about himself. A chivalrous and honorable person will become a back-stabber. Some strong point of the character's original

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loyalty to a cause or cunning intelligence, but even that will undoubtedly be used to ill ends. When a person has inverted, they look and act ... differently than they did before. This could be something as dramatic as Spidey's emo getup in Spider-Man 3 or it could just be a different physicality, vocabulary, and so on.

Inversion Impulse can be caused by spiritual corruption from an exterior source such as being possessed by an evil ghost. It may also be passed along inside a character's demonic Bloodline.

If the character has the 2 point version of this Flaw, then he may return to his normal state after an Inversion. During the time his personality has Inverted, however, the pc is effectively an NPC and his actions are governed by the Storyteller. If the person has the 2 point version of this flaw, he may also be calmed and returned to normal by the appropriate stimulus.

At level 3, if your character has an Inversion Impulse, he might never return to his base state.

WILL checks to resist the urge for Inversion Impulse are possible, but are at a multiplier equal to the Storyteller's choosing. Conviction may add to the character's resistance roll.

Be warned: people with Inversion Impulse are often indiscriminately destructive to things and people around them. If the player has the three point version of this Flaw, he might also gradually suffer Inversion Impulse with increasing duration until there is nothing left of his original personality. To reflect the effects of Inversion Impulse, the Storyteller should pick new a new Nature and Demeanor for the PC during an episode. Deviant, The Beast, Monster, Plotter, and Engine are all appropriate choices. The Storyteller can also assign Mental Flaws (Cruelty works) if he chooses. with increasing duration until there is nothing left of his original personality. To reflect the effects of Inversion Impulse, the Storyteller should pick new a new Nature and Demeanor for the PC during an episode. Deviant, The Beast, Monster, Plotter, and Engine are all appropriate choices. The Storyteller can also assign Mental Flaws (Cruelty, Antisocial Personality Disorder, etc.) if he chooses.

Iron Mind (3 pt. Quality)

Your character is resistant to all forms of Telepathy and some Supernatural Senses as well as spells and powers that seek to read or control his thoughts.

Karoushi (2 pt. Mental Flaw)

The character is a workaholic who is on his way to working himself to death. This develops in salarymen and other clerical staff who work in excess of 70 hours a week. This Mental Flaw often results in the death of the character from overstress and total physical exhaustion. The condition occurs in Phases: the Storyteller may allow your character a WILL Test at certain points to stop working, but you must accrue enough successes to tear yourself away from the project. If you fail, you continue on to the next Phase of the process. Enough Phases in sequence will kill your character. As this goes on, your character will suffer aches, general fatigue, cramps, and muscle pain. Once you have gone through as many successive Phases as you have CON, your character has a stroke or heart attack and dies.

Limited Use (1-4)

Your power is limited in some way. If the conditions are not so terrible (the guy has to sing or only during the day), it's a 1 point drawback. Two or more points if it is very limiting. Having to roll over 8 on 3D6 to activate it is 1 point. Having to beat 13 on 3D6 to activate it is 2 points.

Light Sleeper (1 pt. Perk)

You wake quickly from nearby commotions.

Love (2 or 4 pt. Flaw)

2: You are in love with someone. If you have to follow your heart or your head, roll WILL x 2 at -3.
4: Tragic love. You fall for the wrong people, or you have epic romantic bad luck.

Icy (1 or 2 pt. Flaw)

You show no reaction to anything. Others may consider you a cold fish. Once you take this disadvantage, the only way to buy it off is with XP. If you take it at level 1, you still may show some emotion sometimes (Hisui, Agent Scully, and Egon Spengler).

Ignorant (1 pt. Flaw)

You tend to miss common cultural references that people take for granted, so people tend to think you slow or uneducated.

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Immune to Falling / Flight (FSN, 3 or 6 points + var Supernatural)

Your supernatural character can never fall unless he is unconscious. If you jump off a building, you'll slowly float down to the bottom (at the economical cost of 1 Mana). If the Servant wants it, he can buy the 6 pt. version of this power, which will allow him to fly (3 Mana for every 12 minutes worth of flight at a Movement of 2). The player can buy extra Move ranks for Flight with extra quality points, at a rate of 1 point per 2 Flight Move.

Insensitive (1 pt. Flaw)

You have problems understanding how to gauge other's emotional reactions, and can be rather blunt as a result. +2 difficulty to Empathy rolls.

Mad Skillz (1 per level Perk)

Your character has either received excellent training or is a natural at certain skills. This perk adds 2 skill points per level taken to his skill point pool at character generation. 2 skill points earned by taking this level can be converted into a Specialization. You can only get one Specialization by taking Mad Skillz, regardless of how many levels you have in Mad Skillz.

Magic Circuit (New Supernatural Quality, 1 pt per level)

This grants you the ability to study and cast magic. It is common in supernatural creatures but relatively rare in humans. The number of these are determined at birth. Circuits are stretched throughout the body like nerves and are broken up into core points and bypasses that connect these points. The bypasses that link the cores are like the synapses of the brain and as such if cut or connected hastily, the core will not change. Strictly speaking, this core itself is the circuit. Also, the actual location of circuits is found in the soul rather than in the physical body. That said, the body's ability to actually express these is pretty important, apparently.

Lineages do what they can to tamper with their blood in order to birth a heir with even just one more rank in Magic Circuit. Once opened, these spirit paths can be turned on and off at will.

Trying to increase Magic Circuit rank (with XP or through other means) is dangerous because the human soul isn't meant to handle that kind of modification. Often it is done when the subject is a

baby and therefore hasn't had time to build up spiritual resistance, and the parents will feed the baby crushed bone and herbs to force its Magic Circuit to strengthen. The eccentric Waver Velvet of the Mage's Association has had some luck using training to gradually raise a subject's Magic Circuit rank, but his methods are *slow* - assume it takes at least a year of steady effort to raise a Magic Circuit by one rank. If the players go with Waver Velvet's methods, assume that it requires at least a Chapter's worth of concerted effort and several extended rolls with a certain threshold of successes to overcome.

If the impatient player characters want to just forge ahead and quickly increase their Magic Circuit rank, the subject must succeed in a WILL + Occultism and accumulate at least three successes. If he succeeds, he takes 1D8x2 Lethal damage and his Rank increases one step (and his XP is increased accordingly). If he fails, then he takes his 1D8 x his own WILL in Lethal damage as his system accumulates a massive store of Mana and then discharges it (Cruel Storytellers can require the invested XP on top of this, but I personally wouldn't. Don't tase him bro and then kick him while he's down.) If a person died from such an attempt, he looks like he was fried by a high amperage, high voltage electric current. Magic Circuit rank can only be increased one step at a time.

Having a decent Magic Circuit Rank often causes one to manifest a majutsu kokuin, a crest representing the person's sophistication as a magus. As the wizard family (hopefully) intermarries with families that have better Magic Circuit Ranks, the crest becomes more ornate and complex. It is not visible to people with Banality, but any Supernatural sense or magic detection spell will reveal its presence.

Some of these act as databanks of spells - living, portable libraries. In this case, the holder can simulate this by spending the points on Occult Library and then adding two points per level to have the spells located in their crest. Information from this kind of databank can be retrieved by the owner if he is in a state of meditation.

If the family of the mage has interbred with other races or species, then they may not be able to handle the strain of a crest because of their mixed genes. Mages with that in their history should take Old Wound as a Flaw, and their pain can be controlled with OTC medication.

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If a character without any Magic Circuit casts magic, his own nervous system takes the place of the normal Magic Circuit - at the expense of his brain and nerves. Storytellers can feel free to cause the person to lapse into a state of shock or inflict damage if someone is foolish enough to try this. 1D6+1 Lethal damage (unsoakable of course) X Power Level of the spell would be about right. If he doesn't have enough Mana to power the spell, then he fails (but still takes half damage).

Transplanting circuits is possible, but carries the same risk of transplanting a foreign organ. In order to be considered a mage, a player character must have at least a Magic Circuit rank of 2.

Each level of Magic Circuit grants +3 Mana and +1 to the Intelligence + Occultism casting roll for a spell. Humans need Magic Circuit Level 4, Occultism 3, and Enchanter 1 if they want to build any enchanted items. Every 3 ranks in Magic Circuit also increase the MP they get back during rest periods by 1 point.

The Magic Circuit Perk also provides passive resistance against Control spells that are designed to affect the victim's behavior, such as sleep and restraint. This comes from the paths of the victim's Magic Circuit, which are designed to reject Mana that originate from outside their own system. The level of resistance afforded to only those specific types of spells is equal to half the victim's Magic Circuit rank. To put it simply, Control type spells are not very effective against wizards and mages. This resistance does not protect against other types of magical attack, though. Caster could still blast a mage with lightning and have it be fully effective. The resistance also does not protect against abilities (such as Hypnosis [Look into My Eyes], psionics such as Telepathy, or any Mental Flaw the victim has. Also, if the Control magic was cast by a person with Epic Occultism, the victim's passive resistance doesn't apply to the Control spell.

1 Level of Magic Circuit must be taken if the character is to take any levels in Telekinesis and Telepathy, and their levels cannot be higher than twice the rank in Magic Circuit.

Several levels of Magic Circuit will be necessary to support onboard magical powers like Mystic Eyes, etc.

To donate Mana to your Servant (assuming you have one), if you have one, you must have at least Magic Circuit 3. If you do not have that, your

Servant will not be able to use your Mana to replenish its own Mana Pool or heal its wounds.

Manic-Depression (2 pt. Mental Flaw)

Manic depressives suffer from severe mood swings, often resulting from trauma or severe anxiety. Characters may be upbeat and confident one moment but then pessimistic and lethargic the next.

Characters with this Flaw are on a hair trigger, never knowing when their next mood swing will strike. When the character fails a Skill Test, the character must make a Will check and accumulate 2 Successes. If the character fails the Will check, he immediately lapses into depression. If your character is depressed, the ST will roll 1D6 or 1D10, and then multiply that number by 10 - that's how many minutes your character will be affected. During this time, your Luck is also temporarily decreased by one. After that state passes, you will be obsessively cheerful, energetic, and upbeat for as long as you were depressed.

Manifest Millennium Castle (7 point Perk, only True Ancestors with the Rank of Brunestud)

Your character can manifest the Millennium Castle - a feat only the Brunestud can accomplish. As you might expect, it's a big house made out of stone. When it is summoned, it conforms to the hopes, dreams, and expectations of its owner. If the owner is depressed, the castle appears as a dismal chateau straight out of Fall of the House of Usher. Someone who just read the novel *Dracula* might whip up something very much like Brahms Castle. A Disney fan might conjure up something tacky and gauche out of the Magic Kingdom.

The castle is fully visible to other people - including those with Banality. Obviously it is best to use this power in an undisclosed location, otherwise they'll start wondering why they never noticed that singular piece of real estate before. Arcueid can use this Perk to conjure the embark and disembark from the Millennium Castle in various places - allowing her to easily travel from place to place on her missions. Within its throne room is her resting place, where she rests after her job is complete. Lately, however, Arcueid has simply decided that staying with Shiki is what she wants to do; perhaps this is part of her childish and impulsive personality.

When it appears the castle is fully furnished, but it is not staffed.

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The True Ancestor who called it up will have to make some kind of arrangements for finding help that not only will clean the castle, but will also do windows. Summoning the Millenium Castle costs 15 Mana and it can only be done on a night when the light of the moon is visible. If the current Lord of the Millenium Castle is defeated, it vanishes until it can be called again. This is a special type of Marble Phantasm that only True Ancestors with the Rank of Brunestud are able to perform.

Marble Phantasm (20 or 35 points)

As its Japanese name (空想具現化 /*Kuusou Gugenka*) suggests, this power grants the user the power to realize a vision or phantasm. It is the power of an elemental or True Ancestor to merge their will with nature in order to influence probability and transform the world around them according to their wishes. As the user is a part of nature, he is able to alter the world, but only may accomplish things within the scope of nature. A transformation outside of nature, such as transforming a human cannot be accomplished unless done indirectly.

In the story, to take on the Big Bad, Roa, Arcueid turned layers of the atmosphere in the school corridor that sliced him into fine pieces the way a paring knife would work a radish. Roa himself was not affected directly by the Marble Phantasm, but he had no way to avoid being chopped into pieces. The caster can target someone with a Marble Phantasm by rolling INT + Firearms, and the user's opportunity to dodge is at -5 if any successes were rolled on the attack.

This can also be used to create a dwelling for the person to reside in (although it can not be the Millenium Castle Brunestud - only Arcueid can manage that.) Although it would be created by magic, this dwelling would be completely mundane and visible to everyone, who might find it odd that suddenly a house has appeared on the scene.

It is worth observing that a Marble Phantasm can be used for more than simply hurting a person or doing dramatic effects with the lighting. When confronted with a seemingly immortal entity, Warachia no Yoru, Arcueid learned that he would only exist as information until the light of the Crimson Moon shone upon his body 1000 years in the future. She then used her Marble Phantasm to cause him to be bathed in the light of the Crimson Moon, which returned

him to a permanent mortal body. Warachia, now mortal, was dispatched by Shiki using his Mystic Eyes of Death Perception ability.

The cost of a Marble Phantasm depends on how much damage a player wants to cause with one. A Deadly effect will cause (D8 x10)+ 8 damage and cost 20 points. A Massive effect will cause (D8 x10) + 70 damage and cost 35 points. A Deadly one will cost 12 MP to use, but a Massive one will cost 25 MP to fire. Anytime a Marble Phantasm is used, the user must expend 1 Luck point. If the user wants to burn twice the normal cost of MP and use two Luck Points, any damage this causes will be *doubled*.

Master of Unlocking (1 pt. Quality)

Your character is at +2 to open mechanical locks as long as he has the right tools. Electronic locks and Computer password cracking rolls receive no extra bonuses from this Perk.

Medicated (1-5 pt. Flaw)

"Hey, Akiha. I wanna go back to my room and sleep."
"No, I won't ask you any more about it, so you have to let me treat your injuries. So come this way. I can't help but worry if you go to sleep looking like that."
Your body requires daily medication to stay alive, from cholesterol medication (1 pt.) to insulin or worse (5 pts). Each level inflicts 1D6 lethal damage you take every 12 hours when you go a day without your meds.

Mechanical Genius (supernatural, 2 per level)

Your character has an innate ability to create, control, and modify machines. You may even use the Superscience talent to modify items as long as their Power Level remains unchanged.
Level 1 - character repairs things at 2x normal speed, + 1 to Technology and Repair skills
Level 2 - character repairs things at 5x normal speed, + 1 to Technology and Repair skills
Level 3 - character repairs things at 10 x normal speed, + 2 to Technology and Repair Skills
Level 4 - character repairs things at 20x normal speed, +2 to Technology and Repair Skills
Level 5 - character repairs things at 50x normal speed, +3 to Technology and Repair Skills
Level 6 - character repairs things at 100x normal speed, +3 to Technology and Repair Skills

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Media Junkie (1 pt. Perk)

You are a voracious consumer of pop culture. -2 difficulty to any Social or Research roll involving pop culture.

Megaleap (supernatural, 4/6): Ordinarily, a person rolls STR +1D10 or STR + Athletics for a running jump. Each success you roll gives you 2 feet vertically or four feet horizontally ... but Megaleap replaces the feet part of the equation with yards. If the player wants to add on 2 more points, multiply his roll x 1.5, and tack on one extra foot per success level on the jump roll. Either version of this power allows the character can also fall up to the point value of this Perk x 15 feet without taking damage.

Megalomania (3 pt. Mental Flaw)

Characters with this Flaw are obsessed with accumulating wealth and power - to triumph over their insecurities by becoming the most powerful thing in their environment. Arrogance and extreme belief in ones abilities are part and parcel of this Flaw, as your character is convinced of his own inherent superiority. If you have this Flaw, you must rise to the top of power and influence by any means necessary. After all, there are only two types of people: those without power, and undeserving possessors of power who must be stripped of it. This belief stretches to everyone, including your immediate allies. If the character is using Luck against a "competitor", he receives an additional +2 to the total, because of his overwhelming sense of superiority.

Mental Problems (1-3)

Pick the level of the flaw. Mild is 1 point: your problem is controllable and seldom troubles you. Many people wouldn't guess you have it.

Severe (2): People suspect something is wrong with you.

Deranged (3): If you believe that you will be stopped or caught by a major threat, you will control yourself. Otherwise, it's time to rock.

Cowardice: Subtract this from rolls involving Fear. You cannot take levels of Conviction if you have this Flaw. Over time, you could buy off this Flaw and buy levels of Conviction.

Cruelty: *"The scene at the end of the alley is awful. People have been torn apart like rag dolls. Their body parts like strewn about the area, and the walls are slick with blood. How dare she do those kinds of things*

without me!"

At Cruelty 2, you will torture and harm only those who have angered or attacked you. There is no level 3 for Cruelty - at that point it becomes a new Flaw: Antisocial Personality Disorder.

Guilt or Shame: an affective state in which one experiences remorse and conflict at having done something, or not having done something. It is mediated by the conscience. Freud described it as the conflict between the ego and superego. Guilt often leads to depression, as the subject believes they are undeserving and thus they are less likely to assert their own rights and perogatives.

As Japan is a shame-based society instead of a guilt-based one, there is more of a sense of etiquette instead of Western ethics. Shame differs from guilt: in guilt, the person feels bad because of something done or not done. Shame is felt when the person believes something is wrong with them. In your tabletop games, the first level of guilt can be taken for low-level cases, which will allow the person to continue working and living. Past level 1, they must take another Mental Flaw such as Depression to go along with Guilt (real-life examples include survivor's guilt).

There is also a type of advanced shame called *Toxic Shame*, which must be taken for two or three Flaw points. Toxic Shame is induced within children during child abuse. Incest or other types of child sexual abuse cause Toxic Shame. Victims dissociate the shame until it is possible to come with it, and Toxic Shame often creates severe trauma. Toxic Shame often is expressed with control, perfectionism, contempt, criticism, blame, envy, judgment, power, numbness, and rage. It may also require the sufferer to cover it up with addictions, rigid roles, reenactment, and other ego defenses. Toxic Shame is also associated with torture.

Delusions: You believe things that are not true.

Obsession: You'd do anything to attain your goal.

Paranoia: You are annoying and frightening to be around.

Phobia: Deducts value from Fear test in situations involving the offending thing.

Recklessness: You don't look before you leap. You are the poster child for impulsiveness.

Zealot: You are a fanatic, and you will sacrifice anything for your ideals. You'll defy the law if it conflicts with your objectives.

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Mouth from Beyond (4 pt Perk, supernatural) -

The demon may swallow objects as large as a medium-sized dog or a small person (anything as wide around as the demon's head, basically). If the target isn't dead when he is swallowed, he'll suffocate if he can't get out. The demon will digest the creature, and non-edible parts (glasses, fillings, bones, shoes) will be eliminated normally. To eat the target, the demon rolls CON + Athletics to attack. Once inside, the target is suffocating. If he has natural weaponry, he can cut himself free. If the demon loses more than half his Life Points from those attacks, the target cuts a hole in his stomach big enough to crawl away from. This can be taken by giant creatures such as dragons and the like, which would allow them to swallow people whole.

Minority (1 point Flaw, or 2 points for combos)

Motion Sickness (1 pt. Flaw)

You become queasy and nauseous easily on boats, cars, and the like. +2 difficulty to all actions when your sickness comes into play.

Misfit (2 pt. Flaw)

"You don't understand yourself very well. You are a very kind person, but at the same time you are very cold. You make no distinction between people. You don't have anyone you feel that you like the most, no matter if you hate or like them. You like and forgive everyone. That is very cruel to those who want to be closest to you. For you, everyone is the same."

-Yumizuka Satsuki

You have a -2 penalty to Influence rolls and automatically attract cruel and abusive people.

Multiple Personalities (3 pt. Mental Flaw)

With this, the character's identity fragments and he becomes a different person - to deny his trauma, or place the blame on "someone else". A person in a desperate situation might become a tough survivor, or become a murderer to deny his powerlessness. Each personality is unaware of the others, and they appear in response to specific situations.

The Storyteller decides how many personalities you have, what kind of alternates you have, and the situations that trigger their appearance. Each personality has a connection to the trauma which originated it. If the Storyteller wishes it, they may have slightly different ratings

in certain Skills.

Murphy's Law (2 pt. Flaw)

You have bad breaks all your life. Once per day, the ST can subtract ten from the roll of an important roll you make.

Mystic Eyes of Death Perception (5, supernatural)

Your character's vision incorporates a vision of the Akashik Record of an object into its normal view. As a result, your character can "cut along the lines" of an objects' Karmic path, inflicting great damage to it. Even Immortal and targets with the Unique Kill perks can be permanently destroyed with this talent.

Damage done with this power is lethal, as the character must use a knife or sword to cut along the path. It requires a Called Shot at -4, but damage done is x6.66 and compared against the targets hit points. If they are greater than the targets' Life Points, then the target falls apart into chunks like cut sashimi. Vampires are instantly dusted. If the total is not greater than the target's Life Points, then the target is not instantly killed and only suffers x2 aggravated damage. Even if they survive the attack, foes will instantly recognize the severity of their situation.

Objects are not immune to this power either, and the character can cut through things like steel doors as if they was a sheet of paper. Locks on doors quickly will become a non-issue. Note that this does not allow the character to cut objects in any location.

The patterns created by the Akashik Records are randomly distributed; the character must find a glowing line and cut across it or stab a point to use the power. With this power, things like zombies and ghouls are instantly identifiable because their spiritual signature is distinctly different from that of a living human.

If the character also has Chiurgery, he can accomplish medical miracles - curing AIDS, cancer, etc. by destroying the astral form of the disease by cutting along the right Karmic path. Even magical diseases can be defeated thusly. The Storyteller determines how many success levels will be necessary to accomplish the task, and how many Phases it will take for the Extended Test to be finished. The character must use his Mystic Eyes during this entire time (check for damage if he is a human being), and every success level above the

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minimum required reduces the severity of the Physical Flaw by one level. Generally speaking, curing the Flaw requires first as many successes as the the Flaw's value in points to "lock into" the Flaw, and then additional successes cause it to be reduced by one level. If the Flaw is reduced to zero or negative points in terms of value, it is eliminated from the subject. If the healer fumbles, he slips and cuts along the lines of death in the subject, causing his weapon damage x 6.66 in Lethal damage to the subject. If the healer expires before the operation is complete, check how many successes he rolled. He may have been able to at least reduce the Flaw's severity.

This Mystic Eyes of Instant Death power is superhumanly strong, and potentially lethal to humans who have it. It requires at least a Magic Circuit rating of 3 to support itself. Every time the character uses the Mystic Eyes of Death Perception, he must make a CON roll. If he fails, he suffers between 2-4 d3 in Lethal damage. If he fumbles, he might suffer a heart attack, stroke, or aneurysm. He might also have to make Fear Tests. If those go badly, he might develop Madness Points and Inversion Impulse.

I can kill anything alive,
even God.

Mystic Eyes (Variable cost Supernatural Perk)
These do not merely obtain information from the external world, but can affect it also. The color the eyes shine when they are used determines the designation of the eyes. Normal mystic eyes are red or green. Using them requires the expenditure of Quality Cost -2 in MP per use. If the ability can be used continuously on the same subject, the user must pay that MP amount each round it is used. Mystic eyes can be artificially gained through changing one's eyes in a process similar to lineage crests. Due to their concealability and power, they are also symbols of a first-class magus. Artificially-limited eyes are limited to **Charm** (魅惑 - *Miwaku*). The user matches his WILL + Magic Circuit against the victim's opposed WILL x2 +(Magic Circuit x2). If the target loses, he comes to think of the other person as a friend, confidant, and even possible lover (if the gazer is of the appropriate sex). If used against another mage, the other mage gets to resist with his WILL x2 + Magic Circuit. 6 points.

Whisper [Suggestions] (暗示 - *Anji*). The user matches his WILL + Magic Circuit against the victim's opposed WILL+ (Magic Circuit). If the target loses, he will obey the next command uttered by the magus without question. If it is not in his self-interests or suicidal, he gets another WILL x 2 check to resist. 12 points.

Jougan (淨眼). Seeing what cannot be seen. These do not require the expenditure of MP to use. These can be simulated with Nanjin Adept, Telepathy, Mystic Eyes of Instant Death, Supernatural Senses, etc.

Binding (束縛 - *Sokubaku*). The user matches his WILL + Magic Circuit against the victim's opposed WILL x2. If the target loses, he can not move until he beats the success levels of the Binding (trying with his WILL x 2 once per round). 12 points.

Coercion (強制 - *Kyousei*). Works like *Whisper*, but the domination is longer-lasting. The user matches his WILL + 3 + Magic Circuit against the victim's WILL x2. If the victim fails, he must comply. This cycle continues until the user can beat the user with a resisted Will x2 vs Will + Magic Circuit contest. Dangerous commands and reprehensible ones allow the victim to resist with a bonus (+1 to + 3). 20 points.

Illusion (幻覚 - *Genkaku*). The user matches his WILL + Magic Circuit against the victim's opposed WILL x2. If the target loses, he is plunged into an illusory world defined by the user. The user could render himself invisible or appear as someone or something else to the victim. 10 points.

Flame (炎焼 - *Enshou*). The user rolls his WILL is greater). Thus a WILL 4 mage with Magic Circuit Rank 4 who rolled 4 success levels would cause sixteen points of fire damage. 7 points.

Jinx (凶運 - *Kyouun*). This curse-type power requires the user to match his WILL + Magic Circuit against the victim's WILL + Magic Circuit. If the user wins, every two success levels of the attack cause the victim to gain 1 level of Anti-Luck. This Anti-Luck is temporary, and is gone after being expended by the Storyteller at a time of his choosing. This can only be used on the same target once per day. 10 points.

Contract (契約 - *Keiyaku*). These eyes allow the user to enter into contracts with unaligned supernatural beings. Instead of a lengthy process of signing Blood Contracts, etc., the two can do business with a simple handshake.

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The *Contract Eyes* also give the user + 2 to all his rolls for negotiation with a business client. 7 points.

Petrification (石化 - *Sekika*). These are only found in beings from the age of gods and holy spirits. The user matches his WILL + Magic Circuit against the victim, who resists with his WILL x2 + (1/2 his Magic Circuit). If he fails, he turns into a stone statue. If he resists, he is at -1 to STR and DEX for one scene. This can only be used on the same target once per day. 30 points.

Distortion/Torture (歪曲 - *Waikyoku*). This creates an axis of revolution around a target. Unlike many Mystic Eyes, using this requires the user to "aim" (Will + Firearms) at the target. If the target fails to get out of the way (he can Dodge, but is at -5 unless he has supernatural senses to see the attack), he is struck by a magical spiral and then twisted around. For each success level of the attack, the victim takes (1 x user's WILL + [1/2 Magic Circuit]) in Lethal damage as his body twists, contorts, and rotates. Limbs can be broken and torn off, backs broken, necks snapped, etc. The victims of this attack are often splattered across the landscape. Once the user connects with an attack, he can keep expending the same amount of MP each round to "play" with his catch. This attack will also damage regular matter. If the user spends a Luck roll to *boost* this power, he can double the amount of damage he does with his success levels.

A variant of this power, *Refraction*, can be used to alter the trajectory of projectile weapons. 15 points.

Nanjin Adept (4 or 8 pt. Supernatural quality)
This gift allows the owner to "see with the heart", allowing him to avoid over-reliance on his eyes for seeing his environment. It is impossible to blindside a Nanjin Adept, as they have 360 degree "vision". Nanjin Adepts are immune to the effects of invisibility and darkness. They also gain +2 to all rolls involving Perception. They also receive 3 levels of Combat Reflexes (a fun +6 to Initiative rolls). Nanjin adepts also add +2 to their Brawl and Melee skills. If combined with the Blind Flaw, a Nanjin Adept can see a monochromatic world (though reading and close visual work are impossible). In a fast-paced combat, an immobile vampire would be invisible to a blind Nanjin Adept (no body heat, no heartbeat, no movement). The 4 point version of this power grants 360 vision, the +2 to Perception rolls, and immunity to invisibility and darkness, but does not give Combat Reflexes

or increase combat skills.

Narcolepsy (2 pt. Mental Flaw)

Even at very inconvenient times, you have difficulty avoiding sleep. Every CON x2 + 6 minutes, you must make a CON test (with mods as the Storyteller decides) to stay awake if you are doing something that does not require you to be attentive or active, such as guard duty, driving for a long time, or listening to a boring lecture.

Natural Armor (supernatural, 1 pt. per level)

Your character subtracts this power's value from any damage he takes. The damage is reduced before any modifiers such as Lethal are taken into account.

Natural Born Killer (10 points, Supernatural)

Instead of getting your violent tendencies through a Bloodline, your darkness is inborn. This is the advantage built for assassins such as the Nanaya clan. Natural Born Killers begin with 2 levels of Hard to Kill, + 3 points to split between DEX and STR, at least 2 levels of Focused Damage, and at least 3 levels of Combat Reflexes. During generation they must also allocate five skill points between Melee and Dodge. Frequently Natural Born Killers begin play with the Impulse Inversion Flaw. NBKs also do not often get along well with "unnatural" beings, and if the Impulse Inversion Flaw kicks in while they are around one, they intuitively know what they have to do.

The Supernatural Form Flaw could be picked could be picked with this Perk; if the player does so, the pc has another side to himself that is stronger, faster, tougher, and far more violent. Other optional and relevant Flaws and Perks include Mental Problems, additional levels of Hard To Kill, Natural Toughness, Secret, and Natural Runner.

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Natural Born Leader (1 pt. Perk)

You have a knack for helping and inspiring others, and people look to you in a crisis. You are able to motivate those around you and encourage them to do what needs to be done. Once per game session you can give someone else a +10 to any one test. Best of all this can be done after the roll has been made. This costs the Leader a turn, and he must explain what he is doing to help or lead the other player along.

Natural Runner (1 -3 pt. Perk)

You enjoy running, therefore you're in good shape. Add +1 to your Move per level bought. Before a monster can purchase levels in Unnatural Runner, it must purchase all three levels of this Perk.

Natural Toughness (2 point quality)

Four points of natural armor vs Bashing attacks.

Natural Weapon (1-8 point quality)

Think horns, barbs, fangs, tentacles, movable hair, or claws. If it does Bashing instead of Lethal damage, reduce the cost by 1 point. If it is retractable, increase the cost by one point. If it is detachable and throwable or launchable instead, multiply its cost by two.

They have normal thrown or pistol ranges. If they can be used like a rifle, attack damage is halved before being modified.

Use the appropriate maneuver. Claws would use Brawl (Punch), Horns would use Brawl (Head Butt), and serrated shins would be Brawl (Kick).

Small weapon: 1D4 x STR.

Medium: 1D6 x STR.

Large: 1D8 x STR.

Huge : 1D10 x STR.

Negotiator (1 pt. Perk)

Your character is good at helping resolve things by sounding out situations and analyzing problems with the cooperation of others. He can reroll an Influence test while in a critical or diplomatic situation.

Nervous Condition (2 pt. Mental Flaw)

Your soul has been scarred by trauma. The damage manifests as physical ailments that impact your life daily. You suffer nervous tension and muscle tremors that

affect routine tasks. Your hands and feet tremble almost constantly, and shake even faster when you experience stress. All DEX-based skills are at -1 in these situations, but in extremely stressful situations, they are at -2. You also suffer a -1 penalty to Fear Saves.

No Natural Mana Recovery (2 or 3)

Your character will not regenerate Mana on his own. If the character has the 2 pt. version of this Flaw, he can recover 1D6 Mana from either the charitable donation of Mana from a Magus (a person possessing 2 or more points of Magic Circuit) or through killing and/or sucking the blood/eating the soul of a sentient being. He could also use a spell to absorb Mana from a willing or unwilling subject.

At level 3, the character may only regenerate Mana through contributions from a Magus. If the character has the Honorable flaw, he will not kill others to regain Mana and thus may be even more dependent upon the Magus.

No Natural Healing (Supernatural, 4 Pt. Flaw)

Sadly you do not have any way to biologically recover from damage you take. As a result, wounds you take are there to stay unless you are undead or a robot. If you are undead, you can use the blood you steal (in Life Points stolen with Blood Suck) to heal your own Life Points at a 3:1 conversion rate. You may also use Plunder if you have it. If you are a robot, other people can use Repair and Technology to recover 2 Life Points per Success Level on their repair rolls (but they must have an INT of 4). Unfortunately, examples of advanced technology like robots require expensive parts: every 5 Life Points restored to a robot requires an investment of 1D6 x \$20 .

Non-Confrontational (1 pt. Flaw)

You have a hard time bringing up difficult subjects with others, and avoid fights. +2 difficulty to any roll that involves debating or arguing with someone normally friendly with you.

Odd Feature (Variable Flaw, 1 pt. per Feature)

There's something about you that doesn't look right. You might have elf ears, eyes that are an unusual color (neon blue or red), eyes that don't have visible pupils, anime hair, etc. These can be concealed with effort, but they are inconvenient

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to have. They will certainly attract the attention of onlookers. This is a Flaw, not a Perk. It does not bestow any benefit whatsoever. If you got small horns from this Flaw, you could not use them to do extra damage with a Head Butt.

Obligation (variable)

First off, the nature of the relationship between the group and the character can determine the point value of the Flaw.

1 point: obey the dictates of your group, don't betray the members. You can walk anytime you want.

2 points: you must risk yourself for the group, and must go above the basic precepts of membership.

3: The organization is more important than your character. You are on call all the time.

Disobedience is severely punished by imprisonment or death.

4: You are totally devoted to the group. You must die for the organization if asked. Missions are extremely hazardous. Servants begin play with this because of their duty to fight in the Grail War, the Complementarity they share with their Masters, and the fact that they must obey their master no matter what if he sacrifices a point of his Command Seal.

Obligation can also represent the amount of time consumed by the organization:

A Nine-To-Fiver usually has Obligation 1 - it's a regular job.

Soldiers have Obligation 2, as the job is their life and they are on-call 24/7.

If Soldiers are deployed into a combat zone, that Obligation rises to 3. There is no break from the job.

A Government Agent or a Cop has Obligation 1, as they can go home at the end of the day.

A Government Agent working as a Spy has Obligation 2, but a NOC or Deep Cover operative would have Obligation 3.

Students and Teachers have Obligation 1, as what they have is just another job.

Battle Clerics would have Obligation 3, for what they do is a Calling and a way of life, not a mere job.

Most National Guardsmen would have Obligation 1 even though they're on-call. In theory, they only need to respond to emergencies.

To reflect the fact that people have multiple duties,

characters can take Obligation more than once. However, they may not have more than 4 points total in Obligation, as they can only spend 24 hours out of a given day.

If the character has 1 point of obligation, the job consumes 30 or so hours per week. 2 points brings that total up to 50. If virtually all of the character's time is being used, it's worth 3 points.

Occult Library (Varies)

This Perk allows your character to have access to a valuable collection of books on the occult. Within them, he can find spells and information on magic and monsters. The level bought determines how good the Occult Library is.

Point Value

1: You have one book on the occult. It might have some spells. Research rolls at the library are at -3.

2: Several books on various subjects. It has some spells. It gives no bonus to research rolls.

3: You have a good collection including some rare tomes. +1 bonus to all research rolls. You have quite a few spells in the books.

5: Monster research rolls are at +2. Any number of spells can be found there. You must have an Occultism of at least 3 to assemble the library.

7: Monster research rolls are at +4. Any number of spells can be found there. You must have an Occultism of at least 6 to assemble the library. This Occult Library can only be found in specialized organizations. Putting together a collection of this size grants at least Adversary 2 to its owner, as others will come to steal it.

Obsessive/Compulsive (1/2/3 Mental Flaw)

Guilt, trauma, and inner conflict forces the character to focus attention on repetitive behavior and actions. Obsession relates to the desire to control the environment - keeping clean, keeping an area silent, or keeping away undesirables. Compulsions are actions or a set of actions that individuals do to soothe their anxiety: placing everything In Order, checking their gun to make sure it is loaded, or praying every few hours.

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Characters with Obsessive/Compulsive must make Will checks to avoid engaging in the behavior - they believe they must act in keeping with this illness, to the exclusion of all else. They'll even follow this flaw when it would be suicidal to do so (such as an action scene). Characters who fail their WILL save and want to avoid giving in to the behavior can spend a Luck point to refrain from it for WILL x 3 minutes (or 10 minutes, whichever is greater). If a character is forcibly restrained and prevented from acting out his Ob/Con, he'll attack whoever is restraining him.

Old Injury (1 or 2 pt. Flaw)

Your body was hurt long ago, and you feel the pain. +2 difficulty to Athletics rolls. The 1 point version of this disadvantage only gives +1 difficulty to Athletics and flares up when the Storyteller decides it will.

Old Soul (2 pt. Perk)

Despite whatever biological age you are, you're far more mature than others might assume. You may add 3 more points to your Skill pool during character generation. This is a required Perk to pick up if you want to play the sorts of mature children you see in anime shows. Note that there may be some raised eyebrows if your Campus Detective busts out with some Sherlock Holmesian analysis.

Organization (Variable Perk or Flaw)

Organizations can be formed using the following rules.

Organizations are not just mere companies, they must have a connection to the larger game world. Examples of Organizations are covens, demon cults, hierarchical orders, personality cults, questors, groups based on mutual aid, religious orders, and monster-hunting associations. The player must always ask the Storyteller if he can join an Organization. While the Organization's Perks are shared by the player character if he is a member, often Flaws connected to the Organization (such as Adversary, Watched, etc.) stay with the character even if he quits or is booted out. Sometimes the Perks associated with the Organization will even revert to their opposites on the character sheet if the parting is not a friendly one.

If the Storyteller is willing, the player can even take on just a few of the restrictions in order to gain access to a limited amount of Perks.

This is still rare, and most people try to take on Flaws to prove their loyalty. The most apparent example is the status of "made man" in the Mafia, wherein the petitioner gains full acceptance into the organization upon the taking of a life.

Demon Cults: These are oriented to satisfy the needs of a demon or group of demons. In return for sacrifices in the form of ritual offerings, the demon or group of demons provide Perks to their followers. These Perks can include things like Extra Lucky, positive levels of Resources, Immortal, and so on. Demon Cults are almost without exception designed to promote evil.

Fortunately their scope is limited, so as long as an outsider doesn't do anything to get on the Cult's radar or appear to be a viable sacrifice, he's probably ok. Most Demon Cults don't want to destroy the world. Instead they want to get a lot of stuff and not share.

Questors: These groups have a particular goal. Often they are composed of a wide mix of people and creatures with a shared desire. Many Questors are willing to die in order to achieve the goal - in fact, that is usually the primary requirement for membership.

Hierarchical Orders: Old magical groups (such as the Masons) usually take this form. Degrees and secret rituals are the norm. They are rigid and exclusionist, often uninterested in outsider petitioners.

Mutual Aid: These organizations play fast and loose, with an informal group that likes to work together. This group is also likely to have a wide mix of participants.

Personality Cult: These are like Demon Cults, but with a human in charge instead of a demon. Whatever weirdness the Cult is up to depends upon its leader.

Religious Order: This could be a group of Jewish Kabbalists, Gnostics, Catholic mages, Taoist sages, or a Wiccan coven. Often these are self-contained groups, but larger examples exist. Religious Orders may have monster-hunters in their midst, and they are their own category even though they may overlap with monster-hunting groups.

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Monster-Hunting Association: These groups are often, but not always, without a unifying religious ideology. Instead the group agrees to support each other in purging evil monsters from the Earth. In Fate, the Church takes the approach of "If you don't have to shoot it, recruit it" for the Burial Agency, which places it in this category. The Burial Agency comprises not only superpowered freaks whose humanity is highly questionable (like Ciel), but even includes certain Dead Apostles in its monster-hunting ranks.

Determining the Point Cost for an Organization is done by adding up the Perks it bestows access to and then subtracting the value of the Flaws it requires its members to shoulder. See the following page for examples.

Organization Perks:

Levels in Occult Library [As long as the member toes the party line, he can read the group archives], Regular Perk or Supernatural Perk (Suggestions include Extra Lucky, Rank, Dual Nature, Emotional Anchor, Forgettable, Resources, Fake Past, Immortal, etc.)

Regular Flaw or Supernatural Flaw (Suggestions include Adversary, Watched, Complimentarity, Negative Levels of Resources, Inversion Impulse, etc.)

Organization-Specific Perks include:

Tutor [members get time with a teacher, who can teach them spells or instruct them in a particular Skill](1), Group Spellcasting (members will help each other cast magick) (1),

Organization-Specific Flaws include:

Must Help Members in Trouble (-1), Obey the Leader(s) (-1), Cannot Leave Without Permission (-1), You Can't Leave the Mafia (-2), Members Must Perform Criminal Acts (-1), Strictures (-1 per 2 requirements), Must Perform Human Sacrifices (-3), Obligation [varies]

Paranoia (2 or 3 pt. Mental Flaw)

The player character's misery and insecurity stem from persecution and hostility. Paranoids build extensive persecution complexes which manifest in intricate conspiracy theories. These theories explain who torments them and why. Someone who is perceived to be one of or an agent of THEM may suffer violence from the paranoid character.

Obviously, being paranoid about vampires and other walking dead does not mean your character has this flaw. Only by taking that fear and "kicking it up a notch - BAM" grants it. The new obsession will force the character to sacrifice everything he has and everyone he knows to fight THEM. Any cost of human lives is worth it - the chance to strike against THEM must be taken.

Paranoids suffer during Social rolls: their difficulty increases by at least one. If your character has Paranoia, he is distrustful of everyone - even his friends. A tiny hint of suspicion provokes a Will check, with difficulties relative to the degree of the behavior.

Post-Traumatic Stress Disorder (3 pt. Mental Flaw)

Your character has gone through a tremendous ordeal, and sometimes flashes back to a scene in the past where something momentous occurred. It does not only exist in soldiers - other stressors such as sexual abuse may also create this Mental Flaw.

It is very likely to afflict characters who witness horrible things or suffer terrible losses. It causes a person to experience the stressor over and over again. The flashback is triggered by a common stimulus. A veteran might relive a firefight when the transformer for his street explodes. Someone who was tied to a chair and tortured might flash back if he sits down in a recliner. Singed hair would trigger a person who watched his friend burn to death.

If a trigger appears, the sufferer must roll WILL x 2. If he fails to accrue a success level, he recalls the event (the player can spend Luck to avoid the flashback). During this time, he reacts as if the event were happening in real time. A veteran might dive for cover. A torture victim might writhe in agony. While living through the memory, the character cannot do anything to invalidate it, and thus he cannot use an object he has now he didn't have then.

A flashback lasts for either a few seconds or up to 10 minutes, depending on how traumatic the original event was. If one of your teammates is there, he can try to help you snap out of it. Your character will get one extra WILL roll to snap out of it.

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Physical Disability (Flaw)

Blind (8): All vision-based skills are at -4.

Perception + Alertness + Acute Sense (Hearing) to find others by sound.

Missing Hand (2): -3 to all rolls involving two hands to manipulate something. Prosthetics can halve these penalties, reducing the flaw cost to 1.

Missing Leg or Foot (3): Your movement is 1/3rd normal. Combat is at -2. Prosthetics can halve these penalties, reducing the flaw cost to 1.

Missing Arms (4): You have no arms. You cannot use tools.

Missing Legs (4): Sans a wheelchair, you must crawl or roll on the ground.

Quadriplegic (8): Your arms and legs do not work. A motorized wheelchair can be used.

Plunder (10 pt. demon ability)

This grants the power to share and steal life energy (Life Points) from other beings. The energy can be used to restore the demon's own Life Points at a 2:1 conversion rate. The energy unfortunately cannot be stored for long, and must be used as soon as it is taken. A Plunder attack requires a successful Brawl attack, but can be performed at a distance through tentacles and the like. Once it hits, it steals (demon's WILL + 2) Hit points from the target per success level on the attack roll, and half of those are added to the demon's total. This attack does Lethal damage.

If the demon is gluttoned or does not need the life, he can also just "burn" the target with this power and allow the stolen energy to dissipate immediately. Such attacks do WILL + 3 damage instead.

Demons can use this ability even if they are "full", metaphysically stuffing themselves and tormenting their prey. This attack will do full damage against the undead, though their life essence is less than palatable and cannot be used by the demon or half-demon to regain its lost Life Points. When this attack is being used, the demon's nature manifests itself (hair and eye color changing, fangs extruding, etc.) The nature of the attack changes upon who wields it, and the special effects involved vary as well. Akiha's hair turned red and extended like wispy tentacles towards her opponent, who said he lost "heat" even though he seemed to be burning (*continued on the adjacent column*).

In truth the loss of heat caused instant freezing and vaporization, making the tissues look burned.

Other characters might manifest this power in other ways. If the character adds an extra Quality point, he can increase the range for this power by one square. He can keep doing so to increase the maximum range of the attack.

If the demon PC wants to be able to grab a target and keep Plundering it, the ability costs 15 points. As long as the demon is touching the target, the target can still be Plundered. The demon PC still has to roll for an attack to yield success levels and reveal how many Life Points are being removed from the target.

This stolen life cannot be used to heal beings other than the Plunderer. Such manipulation of life energy is the parlance of the Synchronizers.



Puppet (3-point Perk)

Dolls being enchanted to come alive or people turning into inanimate anthropomorphic objects may sound like an odd event, but it can happen. Poor cursed souls can turn into anything from Ventriloquist Dummies to Felt and Foam puppets. This Quality also works for people who find their spirits trapped in small stone statues, Chucky dolls, porcelain dolls, department store mannequins, voodoo dolls, or carven wooden tiki. Basically any inanimate object that has a human shape can use this quality.

The Puppet quality is in many ways similar to the Robot quality, as both determine their life points normally but do not heal damage on their

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own; each success in an Arts and Crafts + Intelligence roll or Repair + Intelligence roll restores one Life Point per Constitution level; each repair attempt takes one hour. When a Puppet falls “unconscious” the puppet is inactive until it makes its own roll to recover consciousness. Puppets can be killed normally if they take enough damage as per normal death checks. If the player wants to play a Puppet that heals, he can take the Regeneration Perk.

On the brighter side Puppets take damage in a different way than normal folks: bash damage does little to a sock puppet, bullets and knives mean little if your internal organs are made of foam or wood, and even severed limbs (or Noses) can be reattached or sewn back on. As a result Puppets have Reduced Damage (All) Level 1 and Natural Toughness. They're also Immortal (0), but they're also puppets so it's a trade off. The tastes and personality of a Living Doll tend to influence its behavior in this regard. The dolls tend to also wear clothes in the same style that their designers saw fit to equip them with. As these dolls do not sweat, nor need to excrete (unless they have eaten something), their clothes last for a long time. It is likely that most of them are also immune to poisons, whether injected, inhaled, or swallowed. [lol sleep]

Small puppets have STR -2 because of their small size, but can take levels of Mega Attribute (Strength) to buy this off. Their small size also makes it harder for them to open doors or climb into chairs on their own. The point value of Puppet can be increased by Unique Kill, Natural Armor, etc. Puppets that have been around for a while have Age. Puppets also have -2 Attractiveness, but can offset that by buying 2 levels of Attractiveness to bring the value to zero. All Puppets are at -1 to Willpower rolls to avoid intense emotion. Experienced Puppets will no doubt have a suite of supernatural powers.

Puppets can be enchanted with the Create Living Doll spell, detailed below:

- Create Living Doll
- Very Lengthy Ritual (Several Hours) (-2)
- Scope One Target (+1)
- Duration Permanent (+3)
- Difficult Use (-1)
- Conjuring (Severe [Create an Artificial Spirit]) (+2)
- Transforming (Strengthen Base Materials) (+3)

Create Living Doll is a Level 7 spell unless the caster has an Art (Crafting Dolls) skill of 10 or better, in which case the spell is only Level 4. Transforming a normal creature into a Living Doll is possible, but is always level 7. Oh, and imprisoning someone within a small doll body? Pretty evil.

The Living Doll created by the spell is free-willed, but if the soul of an evil creature was used to create the doll, or if an evil creature was transformed into a doll, then the resulting doll is guaranteed to be 100% evil. Funny, that.

Pyrokinesis (3 pt. quality)

Your character can use his psychic powers to set things on fire. Roll Will + Pyrokinesis levels. Each success level does his Willpower x1 in damage. Thus a person with 7 WILL who rolls 3 successes will do 21 points of Lethal damage.

Flammable objects only require 3 or fewer points of burning damage to catch fire. Dry wood requires 5 or 6 points. Clothing or wooden furniture requires ten or more points. Synthetic furniture requires 20 points. Used on a human, this power does damage and sets his clothes on fire. Once it is on fire, it continues burning unless something exhausts the flames.

Psychic Visions (1 pt. Quality or 3 pt. Flaw)

Your character can see the future in visions or dreams. Interpreting the visions may be very difficult. The Storyteller should cloak the dreams in allegory and metaphor. Think *Twin Peaks* and you're good. If you have no control over this, it only costs 1 point. Having Complementarity is different; look up that power if you have any questions.

At 3 points, you've supercharged this power, directly linking your mind to the Akashik Records. This is excruciating and when the visions come (which they do with increased regularity), it causes you to collapse for at least four rounds, during which time you cannot do much other than writhe in agony. Humans with this level of the power will eventually die from it.

Psychometry (4 pt. Quality)

Your character can sense energies others leave behind when they touch an object. To "read" an object, you'll have to roll Perception + Alertness. The result depends on the roll and the history of the object being touched.

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Successes Result

1 Feels the strongest emotion of the holder in the past (one day or less). Gets a quick glance of the villain (no full-face views) and some passing detail of him/her/it (shoes, perfume, etc.)

2 Can read up to a week before. Visions are more precise, and if they are frightening, require a Fear Test. Reveals hints about the uses or powers of a supernatural item.

3 Can read up to a month before. Can detect more than one wielder /owner. Events of extreme emotional intensity will always be remembered. This could be used to reveal a knife was used to make a human sacrifice 20 or 3000 years ago, but not where it was used or more than a glance at who did it.

4 Impressions go back one year or less. Visions are granted of every owner of it or those who came in contact. Reveals most of the uses and powers of a supernatural item. Reveals aspects of the user and place, might also grant glimpses of the victim's face and an understanding of why the ritual was carried out.

5-9 Impressions go back up to 50 years. The visions are very detailed. The visions can be revisited even without the object being present. Clues from beyond that time are also more complete.

10 Covers up to 100 years ago. The visions are as realistic as those scenes on the holodeck in TNG and can be freeze-framed, zoomed, entered, and walked-around in. Your Storyteller may only withhold plot-destroying info or mystically classified data.

Quick Learner (3 pt. Perk)

Your character can learn the basics of a new skill very quickly. As a result the first level of a Skill always costs half the normal amount of XP to purchase. After that, additional levels are purchased at normal cost.

Rank(variable quality or flaw)

-1 Rookie Cop, Private

0 Corporal, Beat Cop

1 Agent, Sergeant

2 Detective, Senior Agent, Sergeant First Class

3 Agent in Charge, Lieutenant

4 Bureau Chief, Captain

5 Commissioner, Major

6 Lt. Colonel

8 Major General

9 General, Shogun

When applicable, Rank can give a minus or plus to Social rolls involving that agency. Of course maintaining the Rank requires the Obligation Flaw.

Rat Head (Supernatural, 4 pt. Perk) -- The demon can squeeze through holes as small as one 1/20th of his circumference. A human-sized demon can fit through holes smaller than a quarter. The effects of the power are good for one slide, but the demon must roll DEX + Athletics to fit through the hole. If he fails, he is stuck.

Reality Marble (Varies!)

Using one always requires the expenditure of a Luck point. These innate bounded fields (固有結界 /*koyuu kekkai*) are the "common sense" of reality and the spirit world that unnatural beings such as demons possess. This is a common ability among the Dead Apostle Ancestors. As humans became more advanced in the sorcerous arts, they too began able to achieve these.

This is a sub-category of the Marble Phantasm type of sorcery, but Reality Marbles far exceed them. Within one of these fields, it is possible to accomplish something unnatural. It is a type of magecraft that comes close to being a real miracle.

This type of power does not allow you to accomplish a variety of tricks the way a Marble Phantasm can, instead its only purpose is to express one particular thing that defines the practitioner. It creates a world which follows a set pattern of its own rules, which has limitations on how it functions. Ordinarily, only demons and spirits can make these, but it is possible for one to be created by a powerful mage. The World will react if a mere mortal tries to create one, and in time the mortal-made Reality Marble will crumble beneath the World's crushing grasp. The amount of people capable of realizing a Reality Marble is also few indeed. Dead Apostle Ancestors do not suffer a time limitation when using a Reality Marble.

Unless the power is one that only directly affects the user, once activated most Reality Marbles exist for the user's WILL in minutes. Here are some examples of Reality Marbles.

A Reality Marble could be used to boost one or more statistics of the user (raises two Statistics by two per success level, or four Attributes

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by one per success level). This would be worth 15 points.

A Reality Marble could leech out all the ambient Mana of an area, leaving mages and spirits which depend on that Mana to use their abilities shit out of luck. That would be worth 10 points.

A Reality Marble could be used to create a mystical forge where any sword, even Noble Phantasms, could be quickly replicated. These would disappear after the Marble collapses. This would be worth 20 points.

A Reality Marble could whistle up an entire army of soldiers ready to do what the caster wants. That would be worth 40 points.

A Reality Marble could be used to conjure up a horde of demonic beings which would go after whomever the caster wants. That would be worth 40 points. Remember that while a Reality Marble can not *do anything and everything*. This is a specific power, not a magical Swiss Army Knife. The effects and title of the Reality Marble must be defined when it is chosen. Whenever a limited

When used by a powerful demon or Dead Apostle Ancestor, the effects of Marble Phantasms are more long-term. The following are some sample DAA Reality Marbles that should **not ever** be selected by players. No point value is given for them.

Nrvnqsr Chaos, the Beast of the Apocalypse, defined his Reality Marble (*Lair of the Beast King*) as his own body, where he kept all 665 of his familiars (his main body counted as one for reckoning the number of the Beast). His Reality Marble also allowed him to send out his menagerie, re-summon a slain familiar, and regenerate damage almost instantaneously, making him impossible for any mere mortal to triumph against. The only way to permanently kill him was to defeat his hidden point of origin which linked the life force of his main body and all his familiars. *Lair of the Beast King* is an example of a permanent Reality Marble.

Michael Roa Valdamjong, the Serpent of Akasha, used his Reality Marble (*Overload*) to amplify the effects of all his spells with his special Square talent, which gave them the capacity to cause EX Class damage (220 points). It wasn't active all the time, but woe to his opponents if he uses *Overload* against them.

Zepia Eltnam Oberon, the Night of Wallachia, possessed a unique temporary Reality

called *Night of the Blood Liar*. Casting this first required an area to first suffer an influx of disturbing rumors (unfounded assumptions, urban legends, fright stories, etc). Once this condition was met, Zepia could manifest himself and use the *Night* to manifest as a horrifying illusory reality which would spread across an entire city. The junk data of this illusory reality is of such a magnitude that it can even suck the blood across an entire city.

While *Night of the Blood Liar* was in effect, victims faced their own inner fears. While many of these were illusions without substance (similar to how you might "perceive" a bag of garbage as a human body out of the corner of your eye after you watch a horror movie), during the *Night* he also was able to create *Tatari*, fully real copies of people with their worst traits amplified which shared Zepia's love of violence and murder. Examples of these *Tatari* included an evil Arcueid (Warcueid) who had succumbed to her bloodlust, the psychotic assassin side of Tohno Shiki, a merciless "Executioner" Ciel, and the memory of Nrvnqsr Chaos. These *Tatari* also had all of the Statistics, Perks, and Flaws of their originals.

Reduced Damage [Improved Soak] (supernatural, variable cost)

This helps to reduce the damage your character takes from exterior forces.

It has three levels. The first level reduces incoming damage to 1/2. The second level reduces incoming damage to 1/5. The third and final level reduces damage to 1/10.

At least one point of damage is always caused, no matter what the reductions are.

The final cost of the trait depends on what is blocked:

Everything: 5, 25, or 50 points.

Specific Attacks: Examples include only magic, attacks that do Bashing damage, etc. 3, 10, or 20 points.

Limited: This only protects against very specific attacks such as bullets, falling damage, etc. 1, 5, or 10 points.

Regeneration (1, 3, or 6 pt. supernatural Perk)

Your character heals quickly. The amount of Life Points you heal every interval is equal to your CON. For 1 point, you heal every hour.

For 3, you heal every minute.

For 6, you heal every round. Regeneration does

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allow the regrowth of limbs.

Reinforcement (10)

This allows the caster to thoroughly analyze an object just by touching it, gathering an understanding of its composition and any damage to it. He could then use the power to know what to replace or mend if the object was broken. Each success level made with a Reinforcement check (PER + Occultism) gives a +2 to any Repair or Craft rolls intended to fix the item.

He could also strengthen an item, granting it 4 extra points of armor and 4 extra Life Points per Success Level on his INT + Occultism. A blade could be sharpened, giving it the ability to cause extra damage equal to the Reinforcement success levels. Reinforcement can also be used to temporarily strengthen a particular aspect of a living being, such as their Movement or Senses. In this case, half of the success levels of a Reinforcement check become levels of Movement or quality points for Acute Senses. Another example would be when Illya tied him up and confined him: Shiro attempted to reinforce his arms (boosting his STR) to escape the bonds. These modifications last for the Reinforcer's WILL + Success Levels in minutes. After this, the being or item reverts to its natural state.

Tracing is the more advanced form of this power. With it, you could reshape a wooden branch into a sword, pick up a twig and reshape it into an arrow, or even pull something out of thin air. It requires a substantial amount of Mana to accomplish, and replication is often limited by the raw materials available in the environment. Mana cost depends on what is being created. Ordinary objects would be about 8 MP to create, but always add +4 to that figure for each grade of Noble Phantasm (E-Rank NPs would cost 12 MP to create, D-rank would cost 16). 1/4th of that figure + 2 MP each round is what the caster must pay to maintain that object's existence. If the creator stops holding the created item, it soon stops existing, fracturing like glass into disappearing shards.

Emiya and EMIYA's talents with this are considerable, though. In his case he does not need raw materials to create an object, nor does he need to supply Mana to obtain that object. This was limited to his replication of swords and bladed objects. By visualizing the weapon, he could recreate

it. This was vital to his overcoming Berserker, and in order to do so, he replicated Caliburn after seeing it in a dream. Tracing must be taken if the character wants to purchase the Reality Marble known as *Ultimate Blade Works*. This Reality Marble provides the creator with a world where all the components needed to facilitate tracing exist, allowing the recreation of any object the creator has ever seen. In contrast to basic tracing and reinforcement principles, he can create objects from nothing without having to modify existing elements. All of these virtual objects are at one quality rank beneath the original object. Thus Copy-Caliburn is one rank below Caliburn for determining damage.

Players need Magic Circuit 5 to safely use this spell/ability. If they lack that, every Magic Circuit rank below 5 causes them to take (1D6+1) x 2 Lethal damage from overpowering their body.

If taken as a spell, Reinforcing an Item is a quick-cast (+2), noticeable scope (+1), long duration (one hour per success level unless the creator stops holding the item) (+1), Major manipulation spell (+3), making it Power Level 7. If cast on a blade, its edge could be supernaturally sharpened, giving it the ability to cause extra damage equal to the Reinforcing an Item spell success levels.

If used on a person, Reinforcing a person can boost their Primary or Derived Statistics. As a spell, it is a quick-cast (+2), noticeable scope (+1), medium duration [one minute per success level] (+0), major effect [boost one primary or derived statistic by two per success level] (+3), making it power level 6.

requiring Mana replenishment to continue existing. Tracing requires a substantial amount of Mana and WILL to set up, and replication is usually limited by the raw materials available in the environment. (Mana cost is equal to half the life points of the desired item to create it, and 1/4th that +2 per round to maintain it).

Players need Magic Circuit 5 to safely use this spell/ability. If they don't have that, every Magic Circuit rank below 5 causes them to take 1D6+1 Lethal (yes, mod the damage like ordinary Lethal damage) from overpowering their frame.

If taken as a spell, Tracing is a spell that can be cast in a couple minutes (+1), has a severe scope (+2), lasts a medium duration (+0), and has an Awesome scope (+5). Storytellers can feel free to

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require a substantial amount of Mana and WILL to set it up, and replication is usually limited by the raw materials available in the environment. (Mana cost is equal to half the life points of the desired item to create it, and 1/4th that +2 per round to maintain it). This replicated object suffers from degradation, requiring the Mana replenishment to continue existing. Tracing is considered ineffective by the Mage's Association because of how much energy it requires.

Rejuvenation (1 point per level, Supernatural)
Rejuvenation may only be activated during an intense period, such as during combat or immediately afterward. Taking damage will negate the Rejuvenation attempt, but it may be re-attempted the following round. Rejuvenation only heals Life Points up to the characters' normal amount. Rejuvenation cannot be used more than once per battle. Being able to use Rejuvenation on someone else increases the Quality cost by two points, but that variation of the power can only be used once per day on the same subject. If used on the undead, it causes damage instead of healing it.

- Level 1 - Heals 12 Life Points.
- Level 2 - Heals 20 Life Points.
- Level 3 - Heals 30 Life Points.
- Level 4 - Heals 40 Life Points.
- Level 5 - Heals 50 Life Points.
- Level 6 - Heals 80 Life Points.

Recurring Nightmares (1 pt. Flaw)
Every night your Storyteller will have you check to see if you suffer nightmares that night. On any night you cannot sleep, you suffer -1 to all rolls the next day because of exhaustion.

Resistance (1 pt. per level)
NOTE: Magical resistance stacks with any modifiers from the subject's Magic Circuit rank.
Magickal: Subtract your level from all spells and psychic powers that target you.
Pain: Adds to WILL + CON rolls to stay conscious. Reduces penalties caused by wounds.
Poison and Disease: Add your levels to any CON rolls against poison and disease.
Powers: you resist the mystic attacks of demons. Add your resistance level to any attempt to resist being controlled or dominated through supernatural means, including Bela Lugosian hypnosis.

Resources (Perk or Flaw)
Depending on the amount of money and materials available to you, you will get back or have to spend Quality Points/Experience Points.

Destitute (-10): You have 1D10 dollars, the clothes on your back, and a shopping cart. You earn 1D10 dollars a month.

Miserable (-8): You have 8D10 + 4D6 dollars. You are homeless. You earn 8D10 + 4D6 dollars a month.

Poor (-6) : You own \$500 in property and live in low-income housing. You earn \$500 a month, or whatever you get from welfare.

Hurting (-4): You live in a small apartment and make \$1000 a month before taxes. You own \$1,000 in property.

Below Average (-2): \$5,000 in property (including a used car), an apartment, and pre-tax income of \$1,500 a month.

Okay (0): \$15,000 in personal property, and you earn \$2,500 a month before taxes.'

Middle Class (+2): \$50,000 in property (a mortgaged house, a new car), and income of \$5,000 a month before taxes.

Well-Off (+4): \$300,000 in property, pre-tax monthly income of \$10,000 a month.

Wealthy (+6): \$700,000 in property, pre-tax income of \$40,000 a month.

Stinkin' Rich (+8): \$2,000,000 in property. \$50,000 a month in income.

Ye Gads (+10): \$5,000,000 in property. \$200,000 a month in income.

Additional Levels add \$5,000,000 in property and \$200,000 a month in income.

Resurrection (35 points, Supernatural, +2 Quality points for bonuses to the roll)
You can bring someone back from the dead. You must roll INT + PER + Occultism and accumulate a number of successes on your roll equal to the following formula: 1 success for every day they have been dead + 1 success for every -10 Life Points below zero. If the character is unable to match or exceed the number of successes, he will never again be able to raise that person. If the character rolls a critical fumble, the end result is an evil undead being.

This power is dangerous to use. The user must have at least a Magic Circuit rating of 6. If the character does not, each success

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on the roll removes 6 Life Points from his body (this is Lethal damage).

Self-Mutilation (2 pt. Mental Flaw)

Your character feels he must suffer, so he inflicts it on himself in order to keep going. Perhaps he punishes himself for not doing enough before when it counted. Whenever he's alone, he inflicts pain on himself. This is usually mild, such as snapping rubber bands against his skin or biting his nails. As things grow seriousness, he may decide to burn himself with cigarettes, cut himself with razors and knives, and many other things. Your character may begin a scenario with Bashing or Lethal damage.

If you take this Flaw, you and the Storyteller must decide upon what events would cause extreme mutilation. Common triggers might include innocent people suffering, teammates being killed, etc. You can spend Luck to avoid hurting yourself for a scene, but the craving will return later on. Those around you are eventually going to notice.

Schizophrenia (4 pt. Mental Flaw)

The character's unresolvable feelings and conflicting impulses may lead him to develop Schizophrenia, which manifests as hallucinations, violent changes in behavior, and a withdrawal from reality. This is the classic sort of madness, causing victims to talk to lamps or receive murderous instructions from their dogs. A player character who tells everything he knows to an unbelieving authority figure may be diagnosed as schizophrenic. Player characters may have a hard time recognizing Schizophrenics, as they see walking evil and recognize a reality that's very different from the mainstream perception of it.

Roleplaying this behavior is tricky because the player must first devise a series of behavior relevant to the trauma which originated the condition. Bizarre behavior, hallucinations, and disembodied voices stem from terrible inner conflict which is impossible for the character to resolve. First establish what the conflict is, then rationalize what behavior it causes.

Secret (1-3 pt. flaw)

What happens if others find out?

- 1: damage to your reputation and loss of job.
- 2: arrest and deportation.
- 3: you'll lose life and limb.

If people find out what the Secret is, this Flaw is replaced by a Flaw or arrangement of Flaws equal in total point value to the secret.

Selective Amnesia (2-3 pt. Mental Flaw)

The mind of this character chose to react to trauma by compartmentalizing it. This was done so thoroughly the conscious mind isn't aware the event happened. This is often done in order to protect the sanity and optimism of the original personality. By forgetting the pain, they are able to go on. Such amnesiacs will not remember the events unless forced to do so, and will gloss over the memory gap.

He might think he went on a picnic when he was being tortured, for example. Only direct physical evidence or the testimony of trusted friends will force him to acknowledge that moment, and even then he cannot remember it fully - causing him to want to distrust his friends and discount the evidence.

Any trauma powerful enough to create this Flaw is significant. The side effects of the Amnesia can be severe as the mind trips over details and reminders. Innocuous things associated with the event, such as the part of town where the attack occurred, the music in the club, etc. may cause panic attacks and nausea. If exposed to these stimuli, the Amnesiac suffers a -2 penalty to all actions. He can spend a Luck point to deactivate the Flaw for ten minutes.

It is possible for the memories to be unlocked, but this is not without risk and the requisite amount of psychotherapy. If the memories suddenly re-emerge, the character may become so upset that he commits suicide.

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Servant or Epic Hero (Variable Point Quality)
Summoning a particular Servant is a very difficult task.

"Let me ask you something: do you believe you could defeat your own Servant? They are supremely powerful. Even other Servants have trouble defeating them, so their Masters go without saying."

-Tohsaka Rin

Servants/Epic Heroes were originally champions selected by the *Throne of Heroes*, a special location which exists outside the circle of transmigration. In this location the souls of heroes "reside". Within the Throne, they have knowledge of every other Servant/Epic Hero, thus if they are summoned to a Grail War, they'll recognize another one as "Caster", "Archer", etc.

Though there have been other Holy Grails, there has only been one series of Grail Wars when Servants were summoned, and those were the Fuyuki Grail Wars, the *Heavens Feels*. Therefore there are no other opportunities for Servants to be summoned into a Grail War, regardless of the setting. Servants are transcendent beings, with statistics and capacities far above those of mortal men. Yet they are simultaneously crippled, for they are dependent on a mortal magus, termed a "Master", who can supply them the Mana they need to continue existing in our reality once they are summoned to our plane. The Grail itself dictates the terms; officially there are only seven Classes of Servants that can be summoned. Please remember the gigantic difference in scale between a mortal and a Servant when planning out their statistics (take stats and skills at Epic level!).



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Servants will have at least level five in HTK, and some levels of Damn Healthy. They must have a Magic Circuit rank of at least 3. As Servants are quick healing, they often have Regeneration and/or Rejuvenation. Servants are like a bank account for Mana, and while they can store a lot of Mana, if their Mana hits zero they will vanish until they can be summoned again in the next *Heaven's Feel*. All Servants take only 1/10th normal damage from unenchanted sources and then heal that damage at CON Life Points per round. Servants may take over 20 levels of Extra Energy to power their Abilities and Phantasms. Many of them seem capable to survive lots of damage, which comes in the form of Natural Armor and Damage Resistance. Their Class abilities will be defined in the [x] section of the book.

Saber, the knight. They possess the Class ability *Magic Resistance*. They have good strength and decent overall stats and often use a sword. Sabers can pilot or ride almost anything.

Berserker, the insane soldier. Has the Class quality *Mad Enhancement*. Known for their superb defense, and overwhelming strength. Berserkers will not stop fighting, and in order to be eligible for this Class, they must have gone mad during their lifetime at least once. They are specialized in destruction through rage. There are no stat requirements. Materializing Berserkers is expensive in terms of Mana cost. Berserkers are difficult to control and may even end up killing their summoners.

Caster, the mage. Possesses the Class quality *Territory Creation* which allows them to make a powerful magical laboratory. They also have Fantastic Magic Circuit ranks and are capable of powerful sorcery and true miracles. They also have terrible physical stats.

Assassin, the hunter. While the Assassin class has difficulty fighting the other Servant Classes, they are specialized in eliminating the Masters who control the other Servants. They have the class ability *Presence Concealment*, and have other abilities such as stealth and great senses. Unlike the other Classes, they are always the same hero, Hassan-I-Sabah, although Assassin can

split into separate bodies which share a group consciousness, though each body must talk to the others to pool their knowledge. Each has a different *Zabaniya* [Assassination] Noble Phantasm technique. Each body of Assassin wears the same skull mask, beneath which they have no face. The Assassin summoned in *Heavens' Feel 5* was a fluke, as he was summoned by Caster, and he had the form of Sasaki Koujirou, a fictional rival of Miyamoto Musashi. Had the Grail not been malfunctioning, this false Assassin would never have appeared and a Caster Servant would not have been able to conjure up another Servant.

Lancer, the spearman. Lancers are known for their incredible agility and outstanding battle skill.

Archer, the ranged fighter. Archers possess the Class ability *Independent Action* which allows them to act without the assistance (or consent!) of their Master. They specialize in ranged attacks, have supernatural senses including clairvoyance, and while they may have average to low stats they possess excellent skills and powerful Noble Phantasms.

Assassin's many bodies.



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They have wildly varying skills. Rider is a Servant Class whose candidate must have stats no less than standard, excluding Will and Magic Circuit, to qualify. The Riders of the *Heavens' Feel* 4 and 5 also had powerful and unique Noble Phantasms.

Avenger: The 8th Servant Class. Not playable.

Servants often show up with **Noble Phantasms**.

"... Hey, Rider, Servants usually have just one Noble Phantasm, right?"

"Generally, yes. Sometimes, there are heroic spirits who managed to get two or three. I myself, for example, meet that description."

"That's right, the night he arrived in the present world, Rider showed Waver a Noble Phantasm and said it wasn't his only trump card."

"Eh, there's no sense in considering the number of Noble Phantasms. As you must know, Noble Phantasms are the crystallization of the historical facts and anecdotes that made the heroic spirit famous, but that doesn't have to be a weapon; it can be a specific ability or a unique mean of attacking." - Nitro+ and Kinoku Nasu, *Fate/Zero*, Act 2 Part 4

Noble Phantasms are relics which have become the stuff of legend over the years. They have existed for centuries and are quite capable of standing up against magic. If a Noble Phantasm is in the form of a weapon, it adds extra damage to damage rolls if the person uses it as a normal melee weapon. Noble Phantasms also tend to damage mundane weapons and armor when they are matched in contact with them. People who watched the *Fate Stay Night* anime will remember that after parrying Lancer's spear a few times with magically-reinforced sheet metal, Emiya's makeshift club was torn into glittering dust.

Weapon-type Noble Phantasms are in the form of swords, bows, and lances. Noble Phantasms are always able to cut ghosts as if they were materialized.

A *Rank D* Noble Phantasm adds (user's STR x 0.5) to the normal amount of damage rolled and adds +1 to the user's chance to hit with it.

A *Rank C* Noble Phantasm adds (user's STR x 1) to damage rolls and adds +2 to his chance to the user's chance to hit with it.

A *Rank B* Noble Phantasm adds (user's STR x 2) to damage rolls and adds +4 to the user's chance to hit with it.

A *Rank A* Noble Phantasm adds (user's STR x 4) to damage rolls and adds +6 its user's chance to hit with it.

A *Rank EX* Noble Phantasm adds (user's STR x 6) to damage rolls and adds +8 to the user's chance to hit with it.

Each "+" adds another (STR x 0.5) to the damage rolled for the weapon but does not add any bonuses to hit with the weapon.

Noble Phantasms also take the form of *Support Items* such as magical crowns, spellbooks, scepters, and rings. If these are designed to directly augment the user, these support items can provide bonuses to the holder's statistics in an amount equal to the equivalent NP weapon's bonus to hit. If it is an item designed to be used in conjunction with a skill, it can also provide automatic successes if used with that skill. *Rank EX* items give 4 automatic successes, *Rank A* items give three automatic successes, *Rank B* items give two automatic successes, *Rank C* items give one automatic success, and *Rank D* and *Rank E* items give no automatic successes.

As an example, the Caster in *Heavens' Feel* 4 had an *Rank A+* Noble Phantasm, *Prelati's Spellbook* (*The Text of the Spiralled Sunken Citadel*) [aka The R'lyeh Text]. Caster used this as a tool to summon beings from another reality which did not conform to our physical laws. Whenever he used that to bring over Those Who Should Not Exist, he accrued three automatic successes to his summoning and control tests before his player even picked up a D10.

There are other kinds of Noble Phantasms which are simply nifty things the Servant or a NP Item can do. These are usually attacks, restorative, or defensive projections, and they are supremely powerful. These always cost 1 Luck point per use. Adding a + to a Rank for an attack would make it cause or block an additional 25 points of damage. Some examples of Noble Phantasms last a while, so they require Mana each round to maintain. Double the listed cost to fire a blast, but keep the listed cost for maintaining the energy. *Rank C* costs 5 Mana to maintain, *Rank B* costs 10, *Rank A* 15, *Rank E* and *EX* cost 20.

Let's assume that a *Rank C* attack would do about 50 points of damage and cost 25 Mana points.

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Rank B would do about 100 points of damage for 50 Mana points.

Rank A would cause or block 150 points for 100 Mana.

Rank E and *EX* attacks do 220 points of damage for a whopping 110 Mana.

If the Noble Phantasm is Anti-Unit, it targets one thing. If it is Anti-Army, its area of effect is the Servant's WILL x10 in yards. This area is doubled per level of Epic Will the Servant has or per plus the attack has. If it is Anti-Planet, its area of effect is the Servant's WILL x 20 in yards. This area is doubled per level of Epic Will the Servant has or per plus the attack has.

Let's take a look at their stats. Unlike human beings, the average physical statistic for a Servant is quite high. Here's how to convert from their shorthand in the games/books to Unisystem. END becomes CON. AGL becomes DEX. LUCK becomes WILL.

INT is a matter of conjecture for the GM. Careful, plotting characters will have at least INT 4, and may go up to 8 in that stat.

PER is also a matter of guesswork, although some guesswork can be done from the anime.

Appearance is again a matter of personal opinion, though the appearance of these beings is usually taken to extremes (awesomely beautiful or hideously ugly).

Rank/Equivalent Unisystem Characteristic Score

E = 4

D = 6

C = 8

B = 12

A = 15

A+ = 18

A++ = 21

EX = 25

If the Servant is noted for having god-like attributes, add another +2 to the stat and a level of Epic Attribute to it.

To sum up, the notes on determining a Servant's actual cost to play will appear in the Storyteller's section later on. It will probably cost all the Quality points the player has and then some.

Certain factors, such as the quality of the summoning and the proficiency and personality of the mage will affect the summoning of the Servant. A weak summoner might weaken a Servant or

just attract a weak servant. A serial killer who performed the summoning might attract a truly twisted soul. The act of summoning a Servant itself is aided by the Holy Grail, meaning the traditional summoning act for a Servant is largely bells and whistles. What is most important in the rite is having the proper artifact to attract the attention of the appropriate Servant. Thus to attract Hercules as her Berserker Illya took a piece of one of his temples from Greece and used it to call him. If the magician has no artifact then he can trust in fate to help him find the optimum Servant.

Any Servant can be summoned, but only the Berserker and the Assassin Servants must intentionally be selected by the Grail's petitioner.

Trying to summon a Servant without the assistance of the Holy Grail would cost hundreds of Mana points - and the mage would have no Command Seal, so the magician would have to form a contract with the Servant as if it were a mere familiar. For starters, keeping the Servant as a familiar would require keeping it supplied in Mana, which is no easy task. One must also bear in mind that Servants are Epic Heroes like the King of Conquerors Iskandar or the King of Heroes Gilgamesh. Do you really want to have a proud, ancient, and supernal being like that around you if you are going to treat it like a common gofer? How do you think they might feel about being ordered around by some pimply-faced *Harry Potter* wannabe? Is that a scenario that will be long-lasting and lead to happy feelings all around?

Yeah, I thought not.

Servants can be built with the amount of points available to the character during character generation. Players can take levels in Divinity: Epic Attribute and Divinity: Epic Skill if they will play one. Noble Phantasms are Level 5 or Level 6 Fresh Gear items, but each rank adds another +2 to the quality point cost for the item. Thus a D rank weapon or support item Noble Phantasm is eight quality points. Noble Phantasm attacks or defensive moves cost 4 quality points per Rank level (thus a Rank C attack would be eight Quality points). If the player has his heart set on playing a Servant from the game, book, or show, and you the Storyteller are cool with it, just charge him an even fifty Quality points (dock his XP until he pays it off).

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Severe Dysmenorrheic Psychosis (2 pt. Physical Flaw)

This disorder has been known to manifest in female characters with a Bloodline. During their menstrual cycle, they suffer from severe cramps and phases of extreme depression and paranoid delusions until their period has ended. If they fail a CON x2 Test, they become hysterical, convinced they are going to die. They also lose two points of Luck until their period has ended.

Shadow Snap (4 point Supernatural Perk)

If you can impale the shadow of a target with a blade (a called shot at -3 or -4), you can pin that person in place (his Movement would be reduced to zero). Holding a bright light near the shadow or using a flashbulb against it would shift the shadow's position, freeing the person. Removing the blade would also do it. The pinned character can still use firearm attacks or sorcery, and could produce a light from his own person to use against the Shadow Snap. Some Mages can manipulate their own shadow to hold down the shadow cast by their target; this requires them to use DEX + Occultism against the other character's DEX + Dodge. The range for this a shadow attack Shadow Snap is the creature's WILL x 2 in yards.

Slow Mana Recovery (2 point Mystical Flaw)

Your character does not regenerate Mana every hour; instead he generates 4 points per day. As a result, if your pc's Mana reserves become critically low it is vital that he avoid action for a few days.

Soft-Hearted (1 pt. Mental Flaw)

Your character is nice and naive, and believes that other people are basically good. Alternately, he might be one of the most vocal grouches but he possesses a gruff but kind personality. Reluctantly kind actions are appropriate for the others. Social rolls to appeal to your good nature are at a +2 bonus.

Spider-Climb (4 pt. Perk, Supernatural)

You can run up sheer vertical surfaces at your full Movement, or can crawl upside down on ceilings at 1/4 your Move. Combined with Megaleap and Immunity to Falling, you've got all you need to run up the side of a building while simultaneously engaging in a high-pitched swordfight.

Spiritual (3 pt. Perk)

Your character strongly believes in his religious doctrine. This belief gives him comfort and strength in trying times. When you are in a severely challenging situation, and are tested, you may roll WILL + Conviction. Every two successes you roll (or fraction thereof) give you a temporary point of Luck that you must use in the next ten minutes. After that time the temporary Luck is gone. These point(s) must be spent in ways that support and affirm your religious philosophy. Below are some suggestions:

- lifting a car off of someone
- driving away a vampire from its victim
- leaping in front of someone to take a bullet for them

If you use this gift inappropriately, you run the risk of angering The Folks Upstairs - and they'll react by shutting down this Perk and/or permanently reducing your Luck Pool. This Perk only works once per game session.

Supernatural Attack

If the user wants to use this as a melee attack, the range can be extended by one square if the player tacks on an additional quality point (telescopic Brawl ftw). If the attack is very strange, it may make sense to create a new skill for using it instead of Brawl or Firearms. Ranged attacks go as far as a pistol, increasing the range to that of a rifle causes half damage.

Minor: (D6x5)+ 3 damage. 4 points for melee , 8 points for ranged attacks.

Major: (D6x8) + 4 damage. 7 points for melee, 12 for ranged attacks.

Deadly: (D8x10)+ 4 damage. 15 points for melee, 20 for ranged attacks.

Massive Damage: (D8 x10) + 50 damage. 35 points for melee, 40 for ranged attacks.

If you want your Supernatural attack to continue to do damage after it hits (acid, fire, ice, toxic waste, etc.), it costs another 6 points and causes half the damage listed, but it inflicts that same damage again each round until it is removed. If this Supernatural Attack is something that can be *boosted*, it costs an additional 2 quality points to get and you have the option of sacrificing Luck when you use the attack. Each Luck point your burn after you fire it will cause it to inflict an additional 25 points of damage.

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Supernatural Form (1 or 2 pt. Physical Flaw)

Your character is not human and has a negative Appearance score. He might even cause Fear checks (Attractiveness -2). You can buy positive appearance to help counteract the problem of having your supernatural side always up front. This is the 2 point flavor of this Flaw. If you have Dual Shape, you can toggle back and forth between a human form and your supernatural one. This lowers the cost to one point unless your statistics and powers are diminished or knocked offline by switching to human mode.

Supernatural Senses (variable supernatural quality)

By sight, smell, or sound, you are able to detect things about the subject that other observers cannot. Perception + Alertness rolls are required to "sense the auras", get a "feel" about a place, etc. Sometimes the input is overwhelming and can't be overlooked. Caren Ortensia had this talent in *Fate Hollow Ataraxia*.

Basic: 1 point. You can determine a subject's basic nature (mage, vampire, demon).

Empathy: 2 points. You can tell what someone is feeling.

With Strong feelings or a great Perception roll, you learn exactly what the target is feeling.

Enhanced Senses : 3 points for each sense. You can track by scent or hear whispered conversations up to 100 feet away. You must have the Acute Sense quality to use a sense in this way. Your Perception must also be at least 5. It also doubles the bonuses of Acute Senses for skill tests, but most of the time these won't be needed.

Fortune Telling: 5 points. You can see the past and future of someone by looking at them. It can work like Psychometry (but for the future!)

Insight: 5 points. You can see detailed info (including Qualities and Drawbacks and their innermost emotions) by looking at someone. You can see possessing entities or other spiritual abnormalities. You can also use it to lock onto the spiritual energy signature of a particular being and track it.

The Sight: 3 points. You can see magic and traces of supernatural power. You can tell if someone is charging their lazer (getting ready to cast a spell or use a supernatural gift). You can see if an item is magical..If you take a minute to look at someone and make 3 successes on a Perception + Investigation test, you'll tell if the person is a normal human or if he is a psychic, vampire, demon, or something else. You can't see an unmaterialized ghost, but you will see something in the vicinity. With enough Success Levels, you can tell if someone is possessed.

Synchronizer (2 pt. Perk)

You are able to heal and give life energy to other beings. The easiest way for you to do this is through intimate physical contact (fluid exchange through sex) or by donating some blood to them. To simulate this, the synchronizer may heal his targets injuries by sacrificing his own life energy (Life Points), healing the other person at a 1:1 exchange rate. This can even heal Lethal and Aggravated damage. The synchronizer can also help to calm down their unquiet minds, and if he gives the person regular sessions the patient will have a bonus to any saves vs Inversion Impulse and other mental disorders. A patient attending regular sessions can also use XP to buy off health and mental illness-related Flaws. It is also possible for the Synchronizer to secretly afflict the patient by worsening his Flaws, making their condition worse.

Synchronization can even bring a person back from near death or allow them a temporary respite from terminal illnesses. It works best if the Synchronizer is of the opposite gender to the person treated. If they are of the same gender, than the only way for the Synchronizer to heal the other person is through blood transfers, which are inefficient (3:1 exchange rate). Note that not all conditions are treatable; those with high concentrations of demon blood and Inversion Impulse at 3 may find that their degenerative disorder is not arrested, only slowed down.

Suppress Imperfection (6 pt. or 12 pt. Perk, FSN) This Perk cannot be taken by someone without the Tracing Perk or a Science (Alchemy) equal to 7 or better. With it, a subject can be enhanced, leading to either the suppression of a Flaw or boosted characteristics. The character must first determine what he wants to suppress or enhance and then roll

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the appropriate perk or skill. The successes rolled equal the equivalent points in Flaw or bonus value given to a characteristic. The effects last for the caster's skill level in days (for suppressing a Flaw) or minutes (for boosting a characteristic). Naturally only Physical Flaws can be suppressed - "*Mein fuhrer, I can walk!*", but Mental, Financial, and Social ones cannot.

If the character took the 12 point flavor of this perk, the Suppression lasts twice as long.

Boosting a characteristic is very dangerous, as it amounts to overclocking the user's body. Once the enhancement wears off, the target must roll CON x 2. If he achieves five successes (totally sweet), he only takes 1 point of Lethal damage. If he rolls below that, remove 1D6+2 Life Points per success below five from the target's Life Points. This damage is Lethal. If the target botches his CON check (snake eyes), he loses 1D8+3 Life Points per success level below five/totally sweet. The user is also going to be particularly woozy and light-headed from the experience, and so is at -1 to all skill tasks until he rests for at least 12 hours. If the character was using the 12 point version of this power, any damage his target sustains is halved.

Assume that it is a level 7 spell if the player wants to have it as a spell instead of an ability.

Telekinesis (3 pt per level Supernatural Perk)
Roll Willpower and add in your Telekinesis levels. The result is the STR of your levitation. Thus 5 success levels grants a STR of 5. If you want to toss people around, the damage is 1D6 x Telekinetic STR in Bashing. The STR must be enough to lift a guy off the floor, though. Precision work (playing a piano or picking a lock) must be done with Perception + Telekinesis. Attacks with weapons also use Perception + an appropriate skill (Melee or Firearms). Remote tasks are at a -1 penalty. Damage is as per weapon type and the Telekinetic STR.

Telekinesis requires effort and Mana to operate. After a number of turns equal to your character's WILL, he must make another roll to maintain the power at a cumulative -2 penalty. This penalty applies to all TK rolls until the psychic gets at least 3 hours of rest.

Telepathy (5 point quality)

Your character can read and speak into the minds of others. He can also build a virtual network with

Mind Probe Chart

Success Levels/ Effect

- | | |
|---|---|
| 1 | Basic emotions. |
| 2 | Surface thoughts. |
| 3 | A simple question can be asked, and a one sentence answer can be granted. Each success level grants one Q&A. |
| 4 | Can get a clear picture of the target's personality, sort through it for memories, or get any information available (if requested). |

Technophobe (2 pt. Flaw)

You are severely intimidated by computers & technology. +2 difficulty to Computer, Repair, & Technology rolls.

Teenager: (2 pt. Flaw)

Removes your ability to legally smoke, drink, or vote. You are a ward in the care of another person. If you want to supersize this, its value rises to 4 and you get to have Mental Problems: (unable to control anger, severe resentment at the world) and Covetous (Lechery) at -1 or -2.

Teleport (10 pt Supernatural, FSN, plus var)

With this, you are able to Bamf out of one location and then reappear somewhere else instantly. The first level gives you the ability to teleport your (WILL/2) in miles. Every point spent after the first 10 adds 2 miles to that range. Teleport requires line of sight or that the Servant or demon know the area well. Teleporting into solid material or reappearing underwater is impossible; this isn't *Leprechaun: The Screwing Over*, so please don't be looking for ways to pwn players because of a simple power like this. Teleport's Mana cost is the ability total price plus 3.

Trademark (1 pt. Mental Flaw)

You feel you must leave an identifying mark symbol or token of yours wherever you go and when you do something important.

Trapmaster (2 pt. Perk)

Your character is unusually skilled at setting up and concealing traps. He receives a +2 to the roll to make a trap and +2 on the Stealth roll to hide it.

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Uncontrollable Power (5 pt. drawback)

During times of stress, your powers go wild, striking things and people at random. If you are angry, scared, or stressed, roll WILL x2 with a penalty of -1 to -6. If the stress is extreme, the power is overclocked to twice normal effect.

Unique Kill (5 pt. quality)

Unless specific preparations are made in the disposition of your remains, you will not stay dead. This could be your being beheaded, or your body burned to ashes. If you aren't destroyed in just the right way, you will eventually recover from all your injuries and rise again. This power can only be taken if there is but one specific way to kill the being. Vampires have lots of ways including massive damage, so they can't take this power.

Unnatural Runner (supernatural, 1 to 3 pt. quality)

This Perk cannot be taken unless the person already has Natural Runner at 3. Unnatural Runner stacks on top of that, granting an additional +1 to Movement per level. This is a handy Perk for simulating supernatural creatures that are inhumanly fast, such as Nanaya Shiki and the zombies in *28 Days Later*.

Vulnerability (variable Flaw)

Officer Palumbo: "Bullets, my only weakness. How did you know?" -

Harold and Kumar Go To White Castle

This is worth a number of points ranging from zero (you take damage from something very rare) to lots of points (if it is common and does massive damage).

Minor: 2 points. A rare object or substance does double damage after armor, or bypasses armor and defenses, or which can destroy you permanently if you are reduced to zero Life Points.

Major: 3 points. Something common that will do constant damage, or a special form of attack that does x5 damage.

Multiple Vulnerabilities: 5 points. There's a laundry list of things that'll kill ya.

You Fail At [x] (1-2 pt. Flaw)

"For some reason, Hisui-chan is poor at cooking. But she is really great at cleaning and arranging things." - Kohaku

For some reason, you are less than capable at a specific task. For one point, one potential

specialization field of a skill will forever be beyond your ken. For two points, an entire skill will always be beyond your capacity. If you pick this Flaw, any roll you make on that specialization (or in the case of the 2 point version, the entire skill) is treated as a failure. On a roll of a 10, you somehow end up with one success out of sheer dumb luck. You may never use XP to improve that specialization (or skill in the case of the 2 point version). You can only take the 1 point flavor of this Flaw three times for three different skills. You probably don't want to be a character who Fails at Life.

Watched (1-3 pt. Flaw)

An agency or organization is keeping tabs on your character. The character could have gotten in trouble with the law, might have a high security clearance, or may practice sorcery. Having this Flaw means that your character's actions are constantly under silent review. Purchases will be recorded, books borrowed from the library will be accounted for, and your privacy rights will be actively curtailed. To truly do something anonymously you must go to great lengths. It may be harder for agencies and organizations to track entities that can travel great distances at speed and don't use ATMs or credit cards, but they seem surprisingly adept at locating missing beings. The reason why the Occult scholars out there suffer this Flaw is that the Mages' Association wants to contain magic so that ordinary people don't know about it. Certain intelligence agencies may want the same thing, for various reasons. An Occult scholar with a good Occult Library is also like a loaded firearm; keeping tabs on people who can summon demons and throw curses is just good policy. If the Storyteller thinks it is a good idea, then demon PCs can pick this up as they experience surveillance from the agents of the Church. As long as the demon toes the line, he probably won't be purged. Probably. Then again, allowing heretics to exist is not a good thing ...

The bonus points granted by this Flaw depend upon how seriously the observation of the character is:

1 - Casual Observation. Someone on bail or probation for misdemeanor(s), an agent with a security clearance equal to Classified, someone with a recorded Bloodline, or someone who has bought a few Occult items. An Occult Library of 2 or less bestows this Flaw.

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2 - Tracked. Someone on bail or probation for non-violent felonies, an agent with a Secret security clearance, a Church Battle Cleric, your average vampire or non-vampiric bloodsucker, or an occult scholar with a 4 or higher Occultism. An Occult Library ranging in point value from from 3 to 4 bestows this Flaw.


3 - Scrutinized. Someone on bail or probation for violent felonies up to and including murder and/or manslaughter, an agent with a Top Secret security clearance, a Church Executor-class agent, a Servant/True Ancestor/Dead Apostle, or an Occult Scholar with a 6 or higher Occultism. An Occult Library of 5 or greater bestows this Flaw.

Webbing (5 point Supernatural quality)

The character has a special gland near his abdomen, with an orifice above the navel. The gland can create massive amounts of webbing akin to spider silk. Webbing is a Wild card skill. The demon can use it to seal off openings, bind opponents, and lower itself from high positions. The webbing has 12 points of armor and 18 "Life Points". It is extremely strong and sticky.

Trapped victims may escape the web if they can match their STR against the webbing's STR of 8. The webbing is thicker than a spider's (about 1" in diameter, but still hard to see from a distance without a PER + Notice roll).

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Chapter Three:
"White Dream" /
"Shiroi Yume" (白い夢)
(Character
Class/Job
Packages)

Fate

Character Class/Job Packages

These are sample packages that characters could take using Quality points during character generation. These package deals represent the training he has received by doing his profession. If the character is playing a human being, then regardless of what packages he takes he may not raise an attribute above 6. These are meant to be suggestions; players are free to suggest new ones or take a package and then adjust it to fit his character concept. The Detective package wouldn't need much retooling to be a Homicide Detective. Perhaps some levels in Medicine (Autopsy) would do it. The points listed for a profession have the Flaw factored in. If you want to take the Package without the Flaw, it'll end up costing you a little bit more. Sometimes a Job Package requires you to spend some extra quality points as part of the background. And you can take more than one Job Package to represent your training. For example, Tohsaka Rin has both Student and Witch.

Artist (2 pt. Package)

Your character is talented and creative. He begins play with +1 to any two mental Statistics and +1 to Arts and Crafts.

Flaw: He is also at -1 to Willpower rolls to avoid losing his temper or resisting fear.

Backpacker (5 pt. Package)

These are granola-munching outdoorsmen who are at home right there in the woods. They've been trained in survival and can live on very little supplies for months, even years, at a time. Sometimes in the media they are presented as a little eccentric and/or sybaritic, but that's just something they have to deal with.

Backpackers begin play with +1 to STR, +1 to WILL, and +1 to CON. They also start play with +2 to Survival, +1 to Animal Ken, and +1 to Arts and Crafts. The player must use skill points to buy one level of Athletics. Frequently these types will buy levels in Wild Card (Archery) or Firearms (Rifle).

Flaws: (2 points total, choose from the following) Obsession, Addiction (Alcohol or Marijuana), Honorable, Misanthropy, and negative levels of Resources.

Blogger or Journalist (5 pt. Package)

The truth is out there, and you will either put it on your blog or the news. You begin play with +1 to Intelligence and +1 to Perception, +1 to Alertness or Investigation, and +1 to one skill related to your specialty. They also begin play with 2 points in Contacts. If the character is playing a Blogger, he must have Computers at level 2 or better.

Flaw: The character must make a Willpower roll to avoid doing something dangerous in order to gain knowledge.

Bounty Hunter (4 pt. Package)

Bounty Hunters track down those who don't want to be found and bring them kicking and screaming back to the welcoming arms of the Law. As such they are often very harsh and brutal types who only pay lip service to the laws of the land as they kick in doors, rough up suspects, etc.

Bounty Hunters begin play with +1 to DEX, +1 to PER, and 1 level in Drive, Sleight of Hand, Security, and Firearms. The character must also spend skill points to buy one level of Investigation and one level of Influence.

Flaw: Often Bounty Hunters have at least two points total from disadvantages such as Watched, Addiction, Reckless, etc.

Criminal (3 pt. Package)

Your character is violent and at home in the darkness of night. He begins play with 1 level of Combat Reflexes, 1 level of Danger Sense, +1 to Streetwise, and +1 to Firearms or Brawl.

Flaw: The character must also roll Willx2 to avoid being distracted by the chance to make a lot of money very quickly. He must also take 1 level of Adversary (Rival Criminal or The Law). Other possible disadvantages include Compulsive Aggressive, Addiction (Alcohol), Cruel, Covetous (Greed), and so on.

Decker (3 pt. Package)

These computer-lovin' types believe that information should be free, and that it needs to be liberated. They can break through firewalls, decrypt databases, etc. to help free information. They can also work as corporate saboteurs, altering records and crashing systems as they will.

Deckers begin play with +1 to INT, +1 to PER, +2 to Computers, and +1 to Technology.

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Flaw: All begin play with either a 1 point Adversary (Government) and 1 point in Honorable or 1 point in Addiction (Caffeine being a common drug of choice).

Dilletante (4 pt. Package)

You grew up among the rich and the powerful, and you received a proper education. You get +1 to one Mental Attribute, +1 to one Knowledge type skill, +1 to Etiquette, and +1 to one science type skill to represent your education. You were also taught proper manners as part of that education which gives you a +1 bonus to Social rolls when dealing with high society types. Conversely your manners and bearing give you away as a high class, moneyed individual regardless of your current circumstances. This can rub some people the wrong way giving you a -1 to Social rolls when dealing with the lower classes. You must use remaining quality points to buy at least 3 levels of Resources.

Flaw: At least one level from one of the following disadvantages: Fat, Addiction, Bad Temper, Covetous, Cultural Snob, Intolerance (Class Arrogance), or Adversary.

Driver (3 point Package)

Drivers begin play with +1 to DEX and +1 to PER. They also begin play with 2 levels in Drive (specialized in Heavy Traffic or Initial D). Riceboys will have levels in Repair and a specialization in Racing Modification.

Flaw: They must also take 1 level in Intolerance (Local Police) or Adversary (Local Police).

Government Agent (5 pt. package)

Your character begins play with law enforcement powers and the backing of a powerful agency. You receive +1 to two physical statistics and +1 to intelligence. You also get +2 to Law and +1 to Investigation. He must also use skill points to buy another level of Investigation, 1 level of Academics, and one level of Alertness. He must also buy at least two levels in Contacts with his remaining Quality Points.

Flaw: The character must take one level of Adversary and either two levels of Obligation or one level of Obligation and one level of Watched to take this package.

Holy Man/Woman (4 pt. Package)

You may be able to call on the help of your

particular religious organization but if you are out on the frontier that kind of help is often unavailable or slow in coming. You gain +1 to Perception, and a total of 3 levels split between any to any Social, Knowledge or Language skills. Also most people will treat you with a little more respect if you advertise the fact you're a Holy Man. Then again some folks might take a dislike to you for the same reason. The character must use remaining Quality points to buy Spiritual and at least two levels in Occultism.

If the character wants to play a **Battle Cleric**, the point cost of the package rises to 7, and the character begins play with all of the above and +1 to Firearms, +1 to Brawl, +1 to Melee, and +1 to Dodge. Battle Clerics are the people who do the dirty work for their respective organization, such as purging heretics and hunting monsters.

Flaw: You also posses some type of Honor flaw, such as Code of the Buddhist Monk, or the character can use the Honorable Flaw to outline just what his limitations are. Other Flaws can include Obligation. Remember you don't have to take the Flaw with Holy Man or Battle Cleric. One of FSN's clergy certainly did not.

Librarian (5 pt. Package)

The character begins play with +1 to INT, +2 to Research, and 3 skill points to place into Academics or Science. The character must also use skill points to place 1 level into Arts and Crafts (Creative or Academic Writing) and 1 level into Occultism.

Flaw: Impaired Eyesight (Glasses or Contacts).

Mercenary (4 point Package)

You were always good in a fight, you finally figured you might as well get paid for it. You've done just about anything violent for a quick pile of yen. Maybe you picked up some sort of Code of Honor that you follow, or you perhaps you will do just about anything provided the money is good enough. You gain +1 to any two Physical attributes and +1 point to Investigation and two other Combat skills. It is suggested that the character use remaining points to buy up his derived statistics, but not required. **Flaw:** Mercenaries also have either one level of Honorable or Covetous (Greed).

Monster Hunter (4 pt. Package)

Maybe the monsters got your favorite second

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cousin Frank. Maybe you read something you shouldn't and can't ever let it go. You begin play with +1 to three attributes, and +1 to 2 combat-related skills, and 1 level of Occultism.

Flaw: You must take 2 levels of Adversary. Your character might also have Mental Flaws.

Maid or Butler (3 pt. Package)

The character is skilled in the domestic arts and is in the employ of a rich person. The character receives +1 to any Statistic, +2 to Domestic, and +1 to Etiquette.

Flaw: He must take 1 level of Obligation to the family he serves.

Nerd/Braniac (3 or 4 pt. Package)

Your character gets +1 to any two mental Statistics, and +2 levels to one of the following skills: Science, Technology, Computers, or a Knowledge skill.

Braniacs (souped-up Nerds) cost 4 pts. to play, but get an additional level of Intelligence and another skill level in the above categories.

Flaw: He is also -1 to all Social rolls. Braniacs must take one level of Obsession in addition to that.

Noble (6 pt. Package)

The character gets 1 level in Academics, Melee, Animal Ken, Bureaucracy, Etiquette, Influence, and Leadership. The character also gets +2 to any one statistic of his choice. The player must also spend skill points to buy another level of Melee and one level of Dodge. If the player wants to play a rich noble, he can use Quality Points to buy levels of Resources.

Flaw: Nobles often begin with 2 levels of Obligation and 1 level of Honorable.

Nine to Fiver (3 point package)

Call them desk jockeys or corporate gofers. You work in an office with other people doing clerical work or data entry. It's boring as all hell, but when it's not busy you can update your blog, edit that Wikipedia article on Star Trek, or read the news. These types begin play with +1 to one statistic (WILL helps you whether the boredom, if you want a suggestion) and 3 skill levels to put in the appropriate skills.

Frequently these types are the ones who have Wild Card specialized in something bizarre, such as Japanese Animation Lore or who have dropped experience points into Melee or Firearms

(for gun nuts or SCA enthusiasts).

If you want to play a CEO, take this package and then add levels in Resources, Academics, Leadership, and Influence.

If you want to play a politician, then take levels in Law and Bureaucracy.

Flaw: Choose something worth at least one point. Suggestions include Addiction (Caffeine or Alcohol), Delusion (Persecution Complex), Covetous (Conspicuousness or Lechery), and Intolerance (Class Arrogance).

Nomad (4 pt. Package)

Nomads travel the roads, taking what is coming to them and intentionally not establishing a home base. They have established a pack mentality, and travel together in groups.

Nomads begin play with +1 to STR, +1 to CON, 2 levels of Hard to Kill, 1 level of Brawl, and 1 level of Drive (specialized in Motorcycle).

Flaw: Nomads often have at least two points, taken from the disadvantages Obligation (Loyalty to the Gang), Adversary (the Law), Negative Resources, or Addiction (Alcohol).

Occult Investigator (4 pt. Package)

These are the classic Lovecraftian characters. You begin play with +1 to any two mental Statistics and 2 levels in Occultism. You also are at +1 to all Fear Tests because you have some inkling of what's out there.

Flaw: Occult Investigators love to learn about the supernatural, and if they must avoid doing so in a drastic situation, they roll at -1 to -5 depending on how important the find is.

Occult Expert (5 pt. Package)

Though you have some training in how to hunt the supernatural, you usually let the toughs on your team handle that. You get +1 to any one physical attribute and +2 to Melee. You also receive +2 to any roll for learning about a given supernatural creature.

Flaw: If the character is in the employ of a larger agency, the package cost is 4 but he begins play with 1 level of Obligation.

Policeman (5 pt. Package)

The character begins play with law enforcement powers. They begin play with +1 to any physical Statistic and +1 to Streetwise, Investigation, and

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Drive or Firearms. With reasonable suspicion, they can stop a person, search him, detain a suspect, etc. The character must buy 1 level of Law and take the Obligation flaw to have this Package. Detectives cost 8 points to play, and have 2 points in Contacts and 2 points of Rank. If the character is dismissed from service, the point cost for each package goes down by 2 points, and their law enforcement powers are gone.

Flaw: Policemen take Obligation 1. Detectives must take Obligation 2.

Raver (2 point Package)

This sort of person is a clubbie, party-goer, or trendoid. Small-time entertainers such as dancers or DJs will fit in here as well. They are in tune with the pulse of the city after dark. They begin play with 1 level of Streetwise, 1 level of Influence, and 1 level of Contacts. They must take the Reckless Flaw at the start of play. If you want to play someone who is in touch with the dark underbelly of the world, take levels of Occultism and levels in Contacts (Supernatural).

Private Eye (3 pt. Package)

This is a natural for any horror roleplaying setting. They stick their noses where they shouldn't, and take on jobs too unbelievable for any other legal investigator. They begin play with 1 level of Contacts, 1 level of Streetwise, 1 level of Investigation, and 1 level of Security. The character must also buy at least 1 level of Brawl, Firearms, or Melee before play begins.

Flaw: They must also take 1 level of Adversary or 1 negative level of Resources. Mental Flaws can include Cruel.

Sawbones (4 point Package)

You are a fully trained and qualified doctor or nurse. You have a lot of education and knowledge and given the right equipment and medications you can perform minor miracles with the sick and injured. You get a +1 to Intelligence and +2 to the Medicine and Science skills.

Flaw: Doctors also must take a 1 point Honorable Mental Flaw (Hippocratic oath to treat the ill to the best of one's ability, See that no harm comes to a patient under their care).

Smuggler (3 point Package)

Whether it's guns, people, parts, or just about

anything else, you're the person that folks come to see about transporting anything illegal or quasi-legal through restricted space. Not only do you know who has the goods to sell, you also know who's the most likely to buy the goods you're selling. You gain a level of Intelligence, one level to the Streetwise and Pilot skills, and four levels of Contacts (which may be split up into multiple contacts).

Flaw: You have also attracted the attention of the Authorities even if you have never been caught red handed they're pretty sure you're dirty, giving you 3 levels of Adversary and/or Watched (The Law).

Soldier (3 point Package)

You are a trained soldier or crewman. You automatically get +1 to any two Physical Attributes, and +1 to the Firearms skill, and a soldier or sailor also gains +1 to any specialty skill to represent their advanced training.

Flaw: Soldiers on Active duty have a 1 point Obligation to their Chain of Command.

Ex Soldiers and Deserters have a 1 point Adversary in the form of whoever fought on the other side during the War. It is recommended for the character to buy up their Derived Statistics.

Student (4 point Package)

The character spends his time at a university or studying under the tutelage of an adept. He begins play with +1 to Intelligence and +1 to Academics. He may also place +1 in 3 different Knowledge skills.

Flaw: The character must take 1 level from one of the following categories: Mental Problem (Lazy), Mental Problem (Reckless), or 1 level of Negative Resources.

Superscientist (8 point Package, 11 to play an Alchemical Superscientist)

The character seriously researches arcanotechnology (superscience based on occult principles) and the occult in general. He may be seen as a quack, but loneliness is something he is used to. He begins play with one level of the Superscience Perk and +1 level each to Technology, Science, and Occultism. The character could also take the Nerd or Braniac combination to further sharpen his mind. The character must also buy ranks in Magic Circuit to use his talents effectively. If you want, you can play an *Alchemist*,

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as they work together/in competition with the official Mage's Association in the Nasuverse. To play an Alchemical Superscientist, simply add 3 to the Enchanter or Superscientist Perk cost. This increases the character's maximum craft capacity to three times his Magic Circuit rank. It also multiplies the time necessary to craft the item to twice the time listed, and the character must supply one extra rare item to help the item charge the necessary Mana. Mages often look down on Alchemists, seeing them as journeymen dabblers with terrible Magic Circuits.

Teacher (4 point Package)

The character begins play with +1 to any one Mental Statistic, and 3 levels of +1 to put into Knowledge-based skills (Languages, Academics, Science, Research, Technology, and Bureaucracy are all natural choices).

Flaw: Potential disadvantages include one level in Cultural Snob, Addiction, Intolerance, Honorable, etc.

Witch/Warlock (5 point Package)

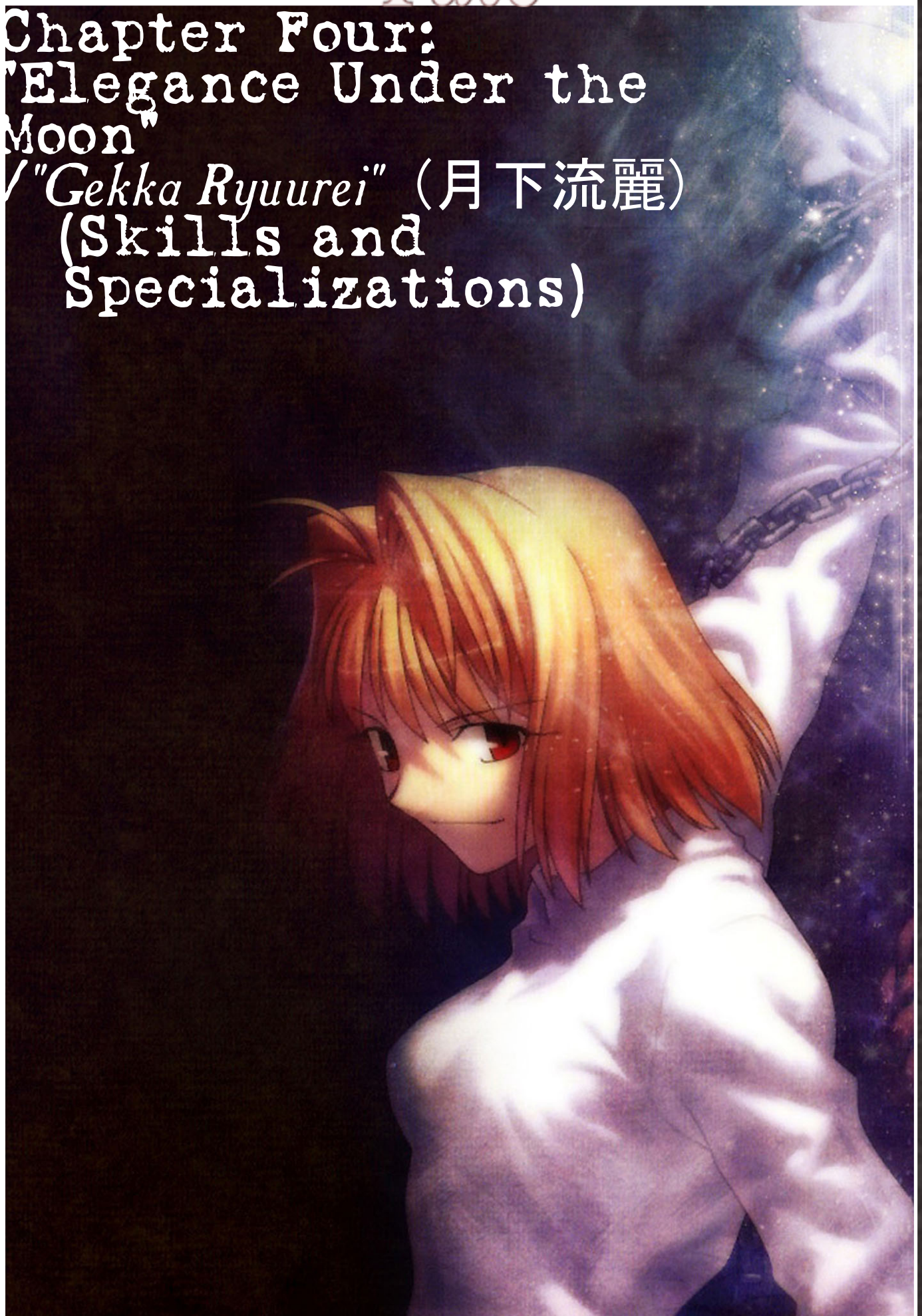
The character is able to study, learn, and cast spells. He begins play with a Magic Circuit of Rank 2 and 1 level of Occultism. He also has +1 to Intelligence and +1 to Willpower. The character must buy 1 level of Occult Library to justify having this skill. Note that a Magic Circuit Rank of 2 is not enough to participate in a Grail War. If you want to play a Magus who can, you must have at least a Magic Circuit Rank of 3. Flaw: If the character wants to get the package for only 3 points, he can take the Flaw Demonic Tutor, which means his instructor was a demon who expects to be paid his tribute. For all intents and purposes, you are his thrall.



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Chapter Four: "Elegance Under the Moon"

/"*Gekka Ryuurei*" (月下流麗)
(Skills and
Specializations)



Fate

Skills and Specializations

If I had more skill in what I'm attempting, I wouldn't need so much courage

-Ashley Brilliant

Skills represent the training you've had to help you perform particular tasks. Sometimes a single quick Skill Test isn't enough to determine what happens, leading to the usage of Extended Tests. Extended Tests take place over a period of time and are divided into Phases. At the end of each Phase, the character rolls his Statistic + Skill and accrues successes (hopefully he doesn't accrue failures). At the end of the last Phase, the Storyteller looks at the result and determines whether or not the character gathered enough successes to accomplish the task. Examples of Extended Tests are things such as tracking a suspect in the woods or climbing a mountain.

Occasionally a Test is not just of the standard Resisted variety (Brawl [Punch] Vs Dodge, for example) because of the complexity of the action and how long it takes to complete. These types of tests are Extended and Resisted Tests. In these situations the two opponents roll at the end of each Phase and acquire successes. The one with the most successes at the end of the final Phase, or simply the first to gain a predetermined number of successes, is the winner. Examples of this IRL are police interrogations between detectives and suspects.

Skills can be specialized by adding an extra point during creation. Whenever he rolls for something related to his specialization, he receives a +2 to his roll. The only way to improve the specialization is to improve the base skill. Adding an additional specialization to a skill costs six points for the second, eight points for the third, and ten points for the fourth and last (you cannot specialize more than four times.) Your Storyteller is free to insist that you cannot Specialize in a skill more than twice during character generation.

Specializations make critical successes (which we call Bullseyes in Fate) fun. If you are attempting something related to your specialization and roll a natural 10, you have rolled a "bullseye". Keep that 10 and add it to the total of your roll, and you then get to roll a D8 and add that to the total. If you roll an 8 on your D8 roll, you get to add that 8 to your total and then roll a d6 and add that to the total. No matter what you roll on the D6, you're finished rolling. If you are not specialized in that

task, then the Bullseye dice are D6 and D4.

Suggested Specializations for Skills are provided in parentheses

Certain skills such as Arts and Crafts, Wildcard, and Science force you to specialize when you take the skill. These skills always use D6 and D4 for the Bullseye extra dice. Comment: The opposite of a Bullseye is a Botch, which is called a critical fumble in other games. The rules for Botches are listed later.

Academics (Foreign Culture, Anthropology, Archaeology, Appraisal, Geography, History, Literature, Politics, Psychology, Social Work, Sociology, Urban Legends, Medieval Europe, History of the Catholic Church, Modernist Writers)

This skill represents your general familiarity in the "humanities". With this, you can know general info about these areas without having to do any research. You have to pick a specialization for this skill, and you can only attempt this skill for that specialization. Penalties and bonuses to skill rolls depend on the obscurity of the material. The Storyteller is within his rights to say you don't know something and have to research it. The exception to that rule is your area of study, which can always be rolled for.

Alertness (Bodyguarding, Finding Traps, Detecting Concealed Items, Ambushes, Forests, Crowds, Urban Areas, Noises)

Unlike Perception, which can help you find particular clues, Alertness measures how much attention you pay to your physical surroundings. Awareness lets you take in everything in an instant, then your Perception sifts through it.

The Initiative Roll is 1D10+ Alertness + Dex + Combat Reflexes.

Animal Ken (Dogs, Cats, Horses, Parrots, Farm Animals, Attack Training, Guard Training, Calming Down, Retrieval Training, Communication)

Animals don't dig being around by demons, and they can't easily distinguish between good and bad. They can also sense a character's Bloodline, and being around the near-divine or infernal Servants will spook them. Therefore this skill is necessary. With this, you can empathize with (and meld to some degree) animal behavior. You use this skill to

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train animals, calm them, and sometimes understand what they are trying to say.

Art and Crafts (Oils, Opera, Pencils, Fletcher, Carpentry, Leatherworking, Metalworking, Plumbing, Pottery, Tailoring, Woodworking, Writing, Appraisal, Art Criticism, Sewing, Ballroom Dancing, Ballet)

Unlike a lot of other skills, you are required to pick a specialization for this one. This allows you to make and repair certain things with your hands. It does not and will not replace the Repair and Technology skills.

Athletics (Swimming or other sport, Climbing - Natural Surfaces, Poles, Vegetation, Walls, Team Play, Tumbling, Distance Running, Acrobatics, Swinging)

How well your character may jump, run, throw, pursue, and flee. It also covers adeptness at sports.

Brawl (Wrestling, Throws, Blocking, Boxing, Armlocks, Martial Art (), Dirty Fighting)
Conventional weapons aren't always around when you need them, and sometimes they jam and break. You believe there's nothing about other people you can't fix ... with your hands. This can represent either formal training or painful experience. Great if paired with the Focused Damage Perk.

Bureaucracy (Accounting, Banking, Executive, Fraud, Government, Marketing, Military Teamwork, Real Estate, Negotiation, Small Business, Stewardship, Bypass the System, Stalling Tactics, Bribery, Police Paperwork, Forgery)
You know the real people who are behind the system and push papers. This is the skill for getting by red tape, intentionally misplacing files, or gaining access to classified information.

Computers (Artificial Intelligence, Databases, Networks, Programming, Viruses, 31337 H4xx0r, Internets and Web Design)
Grants you a general familiarity with all aspects of computer operation. If you want to break into other systems or set up safeguards around your own, 31337 H4xx0r is the specialization to pick. This skill does grant familiarity with computer components and allows you to make simple repairs.

Dodge (Leap, Sidestep, Duck, Cover, Dive, Firefights, Fistfights)

The fine art of getting the hell out of the way. Just about anything can be dodged, from punches to bullets (-2) to demon claws.

Domestic (Cleaning, Cooking - [Ethnic, Exotic, Fast Food, Gourmet, Home], Decorating, Home Budgeting, Gardening - [Floral, Lawn, Market, Ornamental, Vegetable])

These are the arts necessary to organize and run a household, and even pretty it up. It is necessary for would-be cooks and maids to have this skill, and high levels are suggested.

Drive (Armored Fighting Vehicle, Big Rig, Bus, Car, Motorcycle, Mecha, Small Truck, Reverse, Heavy Traffic, Off-Road, Getaways, Ramming, Initial D)

Most folks know how to drive, but you can do some *Initial D* type stuff when you're behind the wheel. If you don't have this skill, you can only handle automatic transmissions and you have a -2 penalty to driving anything else.

Empathy (Emotions, Truth, Personalities, Backgrounds, Pain, Motives, Confidence, Lies, Hidden Motives, Quirks, Affairs of the Heart)
You can intuitively understand other people's emotions -- and the motives they're hiding. This is very useful for detecting lies. The information you have concerning a person and the depth of communication you have with them will aid or hinder your skill check.

'It seems you've convinced yourself that you're a bad person, Tohno-kun', she answers simply. Sempai grasped the truth lying deep within me. 'But that just shows you have no confidence in your own actions. You know you made a mistake, but you don't understand whether it's good or bad. That's why you have no choice but to drive yourself into a corner until things become clear to you.'

- Ciel, Ciel Route Near Side

Etiquette (Nobility, Business, Lower Class, Middle Class, Upper Class, European Customs, Asian Customs, Sycophancy, Networking, Wining and Dining)

Your character is familiar with the formal behavior and expectations of society. Typically you only roll when you're in your own element, but if you're polished you can pick up multiple specializations.

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Finance (Accounting, Corporate, Leveraged Buyouts, Investing, Appraisal, Business Management, Stock Market, Economic Trends) You understand how to make money through the stock market or appraising fenced goods. With a skill roll, you can size up the assets and liabilities of various enterprises and then maximize operational efficiency. This skill isn't just for white-collar dweebs; mafiosos, pimps, and drug dealers need this skill as well.

Firearms (Crossbows, Pistols, Scatterguns, Rifles, Auto-fire, Solid Slugs, Called Shots, Sprays, Sniping) While melee weapons are vital in the struggle against the forces of the night, firearms can be very handy for subduing all-too-human prey. This covers everything from derringers to machine guns, and carries with it how to repair, clean, unjam, and recognize them -- even shoot 'em. Firearms does not include familiarity with antitank guns or other examples of heavy portable ordnance.

Influence (Mimicry, Intrigue, Ventriloquism, Seduction, Deception, Flirting, Intimidation, Interrogation, Persuasion, Veiled Threats, Air of Authority, Inspire Fear) This skill grants you the ability to talk to people and get them to see things your way. It can be matched with Leadership to better influence the target. With this skill you can pick up someone at a bar or shake someone down.

Investigation (Forensics, Ballistics, Criminology, Motives, Searching, Fingerprints, Interview Witness, Intuitive Deduction)
"This was no boating accident!"
This combines CSI procedure with common sense. With this skill, you are good at understanding the scene and following (or covering up) leads. You are also familiar with clever ways to perform tasks such as hiding clues or killing people, and you can figure approximate times of death, pick up fingerprints, interview witnesses, etc.

Languages (proficiency with 1 language per level)

Law (Civil, Criminal, Customs, Family, International, Political, Criminal, Police Procedures, Litigation, Courts, Loopholes, Corporate Law, Trials, Civil Rights)

Laws are a way of life -- and like spinal cords, they're made to be broken. This knowledge lets you know what you can and can't do, and how to get away with what you do. It gives you the ability to file suit, dismiss lawsuits, and get out of jail (legally).

Leadership (Orate, Friendly, Noble, Military, Experience, Planning, Noblesse Oblige, Combat Readiness, Commands, Experience) Through the force of your personality, you can motivate other people. To do so, you aren't tricking them -- you're becoming a worthy example they can follow. You can lead by fear, example, planning skillz or just through experience.

Medicine (Acupuncture, Design/Neutralize Poisons [can further specialize in occult, natural, and synthetic], Dentistry, Diagnosis, First Aid, Homeopathy, Obstetrics, Pathology, Pharmacy, Surgery, Veterinary, Prevention, Pediatrician, Cardiosurgery, Autopsy, Oncologyetc.) This skill entails knowledge of the human body. Using it, you can treat wounds, diagnose diseases, assess the seriousness of a wound, prescribe medicine, defeat poisons, and other things. You also get a working knowledge of hospital gear and procedures.

Melee (Axe, Baton/Club, Improvised Weapons, Spears, Sabers/Broadswords, Staff, Fencing Blades, Kenjutsu, Cleavers/Hatchets , Whips, Knives , Stakes) This involves hand to hand fighting with weapons, such as spears, swords, staffs, or stakes (very handy vs. those damn vampires). If you want to bust out with the Patrick Swayze Roadhouse, then pick up Improvised Weapons for all your chair leg swingin', glass bottle breakin', table-throwin' needs. Throwing a weapon is DEX + Melee - 2.

Navigation (Air, Highway, Sea, Space, Undersea, Urban, Wilderness) Your skill at finding your way with maps and other equipment. Navigation is used to help you find the fastest or safest route to where you want to go.

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Occultism (Astrology, Channeling, Numerology, Rituals, Unquiet Spirits, Tarot, Theology, Voodoo, Witchcraft, Vampires, Werewolves, Demons, Curses, Infernalism, Hidden Worlds, White Magic, Things Man Was Not Meant to Know)
This skill gives you access to several centuries' worth of dark myths. If you can separate speculation from just the facts, it'll give you a world of insight. If your skill is high enough, it'll grant you familiarity with nearby yet hard to reach alternate worlds and dimensions.

Politics (Neighborhood, City, Congressional, Elections, Dogma, Radical, Fundraising, Royal Hierarchy)
Not just knowing who are the players, you understand political systems. You can be very effective when you are trying to persuade elected officials because you know what they want to hear. This and Bureaucracy are great at finding the right man who can get things done.

Research (Rare Book Collections, Government Archives, Specific Topic, Police Documents, Internet Searches, Public Libraries, Academic Databases)
Research is the default skill for gathering information on particular topics. It is the Library Use skill in this game.

Repair (Computers, Cars, Consumer Electronics, Wood, Engines, Electrical, Mecha, Gunsmith, Locksmith, Set/Disarm Trap)
Your character understands what makes things work, so when things break you are the guy people turn to to fix them. This skill does not allow you to build items from scratch; that would be Technology. Repair also tends to cover mechanical things more than Technology. This skill does allow you to modify existing systems somewhat; if you are yearning to turn your toyota into a ricer, this is the skill to get.

Security (Sensors and Surveillance, Breaking and Entering, Safe-Cracking, Pick Locks, Combination Locks, Escape Artist, Electrical Systems, Hot-Wiring, Burglar Alarms)
With this skill, you can secure an area or a person, and bypass others' preparations. It entails the mad skillz necessary to break into and out of buildings, hot-wire cars, and crack safes. It also allows you to

set up your own security systems and identify the weak points in a defensive system.

Science - Biology (Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Mycobiology, Zoology),
Electronics (Communication Systems, Computers, Consumer Electronics, Robotics)
General (Astronomy, Chemistry, Engineering, Geology, Mathematics, Physics)
This is another skill requiring you to specialize in an area and then pick one of its divisions. Science itself is a systemized study of a particular subject.

Sleight of Hand (Card Shark, Pick Pocketing, Stage Magic, Thievery)
This is a skill which depends upon manual dexterity. With it, you can set up simple illusions, palm objects, or plant an item on someone. It is not designed for long term concealment of materials; use Stealth instead for that.

Stealth (Tracking, Hiding, Object Concealment, Move Quietly, Trailing Prey, Taking Point)
You can avoid detection whether or not you're on the move. It gives you the ability to shadow other people and hide stuff on your person. It is often rolled against an opponent's Perception.

Survival (Aquatic, Arctic, Desert, Forest, Jungle, Ocean, Mountain, Plains, Food-Gathering, Tracking, Shelter-Building, Hiding)
You can survive in a friendless environment for up to several months. If you pair this skill with Stealth, you can also elude government search teams.

Technology (Bomb Disposal, Bomb Preparation (Timers, Triggers, Everyday Chemicals)Computers, Electronics, Customizations, Surveillance Devices, Invention)
This skill grants understanding of how devices work and the ability to build them. You do not know how to fix mechanical devices; that's part and parcel of Repair. Computer programming and hacking is part of Computers.

Wild Card (Archery [Mounted Archery, Fast Draw Arrows, Bowyer, Snap Shot, Called Shots])
This skill represents a person's competence with bows and the maintenance thereof. People with

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shorter arms won't be able to fully draw a bow designed for a longer-armed person, which effectively reduces the poundage of their shots. Long-armed people who draw a bow designed for a person with short arms are likely to over-draw the bow, either damaging it or breaking it.

A Skill Test on Archery skill is required to determine the proper length of draw for an unknown bow. As we are focused on keeping things simple, assume that the maximum range for a bow is equal to the person's STR x 12 in yards (though distant, moving targets are going to be harder to hit). I could break out all kinds of rules for long, short, high-quality, and improperly maintained bows, but I'm not going to. Kyuudo enthusiasts will need to take this skill. Crossbows can be fired either with Firearms or with Wild Card (Archery).

Wild Card (Graphoanalysis)

This Wild Card Skill would probably work better as a Science. Handwriting is as unique as a person's fingerprints; it is their personal stamp on the world around them. This Skill is based on the idea that the brain unconsciously sends signals to our hands that reveal our thoughts when we are writing. The size of our loops, the position of our t-bars, and the slant of our lines are only a few details that can be studied to reveal information. This is not the same as a document examiner (who studies documents to reveal forgeries or legal issues), but for roleplaying purposes we'll include those tasks under this skill as well.

Different traits about a writer can be observed by the Graphoanalyst from a sample of their handwriting, including the writer's physical and mental health. Sometimes a graphoanalyst will be consulted for career evaluations or psychological assessments. If successful, Graphoanalysis Skill tests can also grant bonuses to Science (Psychiatry/Psychoanalysis) Skill rolls.

Depending on how much sample material is available, the analyst will be able to discern more or fewer traits. A diary is good, a single letter less so. A writer's mood varies from day to day and throughout the day, so a single letter will only reveal what the person was feeling that moment. A single letter takes only 1D4+3 hours to study.

A diary or stack of correspondences is much better; these will reveal passions, moods, and significant events.

Studying such a work will require 1D3 days. If a Graphoanalyst rolls over 5 successes, each Success thereafter shaves 10% off the rolled time.

After studying the samples for the required time, the user can roll his Science (Psychiatry/Psychoanalysis) at half and gain 1 Insightful Fact (up to four) about the subject per success level. The Storyteller should determine what these Insightful Facts are in advance and may even decide, ala Dale Cooper's "Red Room" dream from *Twin Peaks*, to avoid revealing the information until the right time. When he sees the woman on the street, the player rolls half his Science (Psychiatry/Psychoanalysis) and scores two Success Levels. He realizes that the change in her handwriting over time indicates that she is troubled with a weak heart and mild senility.

Wild Card (Intuition [Gambling, Hunches, Bad Feelings])

It is not the eastern shore that worries me. A shadow and a threat have been growing in my mind. Something draws near. I can feel it.

-Legolas, The Fellowship of the Ring

Your character has an "unconscious logic", a sort of sixth sense. He's a good guesser, and multiple-choice exams never were too much of a problem for him. He's escaped from more than one situation by relying on his gut feelings. Your Storyteller will secretly roll your WILL + Intuition at the appropriate times. This Skill allows you to sense mundane possibilities, not otherworldly ones - and there are far more powerful Supernatural Perks you can choose if you want to play an actual seer. Your Storyteller will not spoon over the whole story, but the more successes you earn, the greater the amount of information you'll receive. When this Wild Card Skill appears in movies, it's usually the parent of the kid who mysteriously senses their kid is in trouble.

Wild Card (Streetwise [Gang Activity, Locate Playaz, Seduction, Territorial Divisions by Region, Fencing Items, A Specific Metropolis, Smuggling, Drug Deals, Homeless])

If you speak in vernacular and carry coin, the streets are bountiful indeed. You are able to mix with the local scene, find contraband, skim rumors, and keep your nose clean -- most of the time. You may roll at a penalty outside of your own city.

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Wild Card (Torture - [Torture Devices], [Psychological Warfare], [Bashing], [Lethal],) Torture as a means of information extraction has a long and ignoble history. It has been practiced by the CIA, Nazi Germany, and the Inquisition. Coercion using physical, and often emotional and mental pain is a staple of just about any civilization - and it's not always done just to gain information. Particularly twisted individuals have been known to do it for the pleasure of inflicting pain on others.

Individuals with this Wild Card skill know how to inflict damage with the skill without killing a subject. With the skill, the user knows not only how to hurt, but how to prepare for it and use the tools of the trade - to terrify, to intimidate, to puncture, to slice, to burn, and to crush. It is about causing and prolonging pain.

Using the skill requires a roll of Intelligence + Torture. The victim gets to roll Willpower x2 and adds in Resistance (Pain) if he has it. For long sessions, torture Skill Tests can be a series of resisted actions to determine how long a subject can last before he breaks.

During every significant questioning session, the victim suffers 2D6+3 Bashing or Lethal damage (whether or not he breaks or not) or loses 1 temporary Luck point if the person is undergoing mental torture. Blending mental and physical torture can be devastating to a victim. Botched Torture rolls can kill, cripple, or drive a victim insane.

For every Success Level the torturer accumulates, he gets one piece of information. If the accumulated Success Levels from Torture are greater than the subject's WILL+2, the subject breaks and gives up anything the torturer wants. Using this against a monster might require a Research or Occultism check to reveal what exploitable weaknesses the monster has - if it have any at all.

Specializations reveal what kind of torture the torturer can unleash - Torture Devices are old-school items such as the rack, the iron maiden, crucifixion, etc. Psychological Warfare is used in Rendition - urinating on the subject's sacred objects, scaring them with angry dogs, extended sleep deprivation, etc. Bashing damage is the favorite of policemen in interrogation centers. Lethal is good for Mafia-style hijinks.



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Chapter Five: "Garden of a Cradle" / "Yurikago no Niwa" (揺籠の庭)

(A Quick Guide to Skill Use,
Determining Initiative in a
Game Round, Common Rolls,
Fumbles, And Experience
Points)

Fate

How Long Does It Take? Critical Fumbles (Botches)

This section is for players who want to know how long it will take to finish a particular task.

Fixing a simple electronic device	5 minutes
Fixing a complex electronic device	2D8+13 minutes
Fixing a gun	5 minutes
Fixing a laser, taser, or maser	2D6 hours
Fixing a tire	1D4 +2 minutes
Fixing an engine	2D4 +2 minutes
Rebuilding an engine	at least 2 days
Looking for your car keys	1D4+1 minutes
Picking a simple mechanical lock	1D3 minutes
Picking a complex mechanical lock	3D3+1 minutes
Picking a simple electronic lock	2D2 minutes
Performing research in a library	3D3 hours
Looking in an electronic database	3D10 minutes
Building a computer	1 day
Putting on a disguise	2D3 minutes

Fortunately these will still be very rare. When a 1 comes up on a Skill test, the player rolls again and subtracts that from his Skill + Statistic. If he rolls *another* 1, he has achieved "Snake Eyes", which brings about a Botch. For Botches, the Storyteller should roll a D10 and then check the following results.

Skill falls Under DEX (Non-Combat)

What Happened (Roll 1D10)

- 1-4 No fumble. You just mess up.
- 5-7 Fall down. Take 1D4 Bashing damage (sprain).
- 8-10 Major screw up. Take 1D6+1 Bashing damage.

Skill falls under DEX (Combat)

- 1-4 No fumble. You just screw up.
- 5 You drop your weapon. If you are trying to kick or punch something, you must roll DEX x2 or fall flat on your butt or face.
- 6 Your weapon discharges and hits something harmless. If you are using Melee or Brawl, you swing and miss wildly.
- 7 Weapon jams or embeds itself in something. If it jams, a PER + Repair will or PER + Firearms roll will unjam it (takes a number of turns equal to five - success levels on the unjam test, minimum 1).
- 8 Ricochet time. You just shot/hit yourself. Roll for damage. If it's a punch or a kick, then you overstrain your muscles for your own STR in Bashing damage.
- 9-10 You just hit a member of your own group. Roll to determine which one, and then roll damage. If fumble was for a Brawl or Melee attack and the other PC is out of range, then disregard this option.

INT (Repairing, Building, Creating)

- 1-4 No fumble, but it isn't any good.
- 5-7 You messed up pretty badly. You dropped the tools you were using or damaged the thing even worse than before. The character needs two additional success levels on his next repair/build skill test for the gadget.
- 8-10 You damaged the thing beyond repair. Buy a new one.

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Determining Initiative in a Round

INT or WILL (Influence, Leadership)

1-4 No fumble. They just don't buy it.

5-7 They don't buy it, and you need two additional successes on your next roll to convince them of something.

8-10 You just offended them. Roll 1D10. On a 1-4, they will try to hurt you.

INT or PRE (Figure Stuff Out, Alertness, Investigation)

1-4 Out to Lunch. No fumble. You just aren't paying attention.

5-7 Baka. You don't know what to do, and everyone can make an Alertness check at +2 to notice what a moron you are.

8-10 Really big screw-up. Everyone sees what a moron you are.

The player rolls his Initiative (DEX + Alertness + Combat Reflexes + 1D10). Figure out how many Success Levels the character rolled and subtract that number from 5. That's his first Strike Rank, which is when the character's first attack and first defensive action take place (if he needs to, he can 'save' that defensive action until he is actually attacked.)

His second Strike Rank can be determined by adding 3 to the first Strike Rank. And his third Strike Rank can be determined by adding to 3 to the second.

Example: Ciel rolls 22 (Combat Reflexes + DEX + Alertness + 1D10). That's Total Sweetness (6 Successes). So her first Strike Rank is -1, her second is 2, her third is on 5, and her fourth is on

8.

Once the Storyteller has figured out the Strike Ranks for all his NPCs and the players have for their PCs, they must go around the table in order from lowest to highest, with the lowest going first. Once everyone has finished their actions, they must all roll again for Initiative.

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A Guide to Skill Use: Common Rolls

How do I shot web?
-famous 4chan meme

Initiative: Dexterity + Alertness + Combat Reflexes
Shooting something: Dexterity + Firearms
Aiming: Wait until the end of the turn, but add your success levels from a Perception + Firearms roll to the attack roll.
Clean a Gun: Intelligence + Firearms
Hitting something with an object: Dexterity + Melee
Hitting something with your fist, head, or foot: Dexterity + Brawl
Dodging: Dexterity + Dodge
Gymnastics: Dexterity + Athletics
Figuring out the worth of an old oil painting: Intelligence + Art and Crafts
Picking a lock: Dexterity + Security
Picking a combination lock: Intelligence + Security
Memory ("See if you remember..."): Intelligence + Alertness
Notice something: Perception + Alertness
Utilizing scientific knowledge: Intelligence + Science
Bandaging someone's wounds: Intelligence + Medicine
Searching a room: Perception + Investigation
"Surprise roll": Perception + Alertness
Noticing someone sneaking up on you: Perception + Alertness
Sneaking around by being lightfooted: Dexterity + Stealth
Fast-talking or convincing someone :Intelligence + Influence
Providing a shoulder to cry on: Intelligence + Empathy
Reading someone's emotions: Intelligence + Empathy
Seduction: Intelligence + Influence + Appearance Levels
Shaking someone down: Willpower + Influence
Using one's appearance to one's advantage: Intelligence + Influence + Appearance Levels
Use your own internal knowledge to improve your research: Intelligence + Academics, add success levels to your next research and identification rolls.
Research monsters: Intelligence + Occultism
Identify a monster: Intelligence + Research

Research Your Subject for a Report: Intelligence + Academics (if applicable), then Intelligence + Research
Cast a Spell: Willpower + Occultism
Treat a Wound: Intelligence + Medicine
Identify a disease, determine cause of death: Perception + Medicine
Hacking into a system, write programs, search databases: Intelligence + Computers
Diagnose computer problems: Perception + Computers
Sneaking Around like a Silent Film Villain: Dexterity + Stealth
Driving Something: Dexterity + Drive
Find a Problem with a Machine: Perception + Repair
Build/Disarm a trap, fix something: Intelligence + Repair
Build an awesome gadget: Intelligence + Technology
Spot a scientific detail: Perception + Science (or Technology).
Use Alien Machines: Occultism + Technology + 1/2 Intelligence
Calm an Animal ("Nice Doggy") : Willpower + Animal Ken
Ride a Horse: Dexterity + Animal Ken
Cook a 4-Course Meal: Intelligence + Domestic
Explosives Disposal: Intelligence + Technology
Shooting an Arrow: Dexterity + Wild Card (Archery)
Jack Bauer Style "Interrogation": Intelligence + Wild Card (Torture)
Throw a Rock at Someone: Dexterity + Melee -2
Cut the Right Wire to Disarm the Alarm System: Perception + Security

Experience Points and Improvement

It's survival of the fittest. They sucked, therefore they're dead. -roleplayer quote

Player Characters accumulate XP for adventuring and surviving dangerous encounters with the enemy. These XP are the little gold stars we Storytellers give to show we care.

1 pt for showing up.
1-2 pts for roleplaying your Nature and Demeanor.
1 pt for teamwork, creative thinking, and heroism.
1 pt. for the end of a Chapter.
2 pts. for surviving a Book, and possibly more.

Fate

Special Rewards include Learning Curve: The Storyteller asks what the player what his character did over the course of several sessions. If the Storyteller likes the answer, the player accrues an extra XP. Or the Storyteller can simply give the guy who does the "last week on [x]" duty a bonus XP for his trouble if he does an especially good job.

Players can use these XP to improve their stats and skills. Improving an attribute costs 5 points and skills. Improving an attribute costs 5 points per level . Thus to go from STR 1 to STR 2 is ten points. Humans can improve each attribute up to two levels, but no more. Humans have a maximum of 6 in any given statistic, Natural Born Killers have a maximum of seven, and supernatural creatures can go up to their species maximum. Epic Heroes can go way beyond this level.

Skills can be raised infinitely, but can only go up one level at a time. To raise a skill to the next

level, you must spend the desired level x 4 in experience points. Thus to go from Level 3 in Melee to Level 4 is 12 points. After a while Specialization can be a bit cheaper to improve your performance in one aspect of your skill. Specialization is 2 XP for the first, but is always 6 XP thereafter. Storytellers should probably put a limit on extra specializations at 3 per skill. Developing a Specialization should also require an extended period of training.

Perks cost 1 XP per level of the Perk. Unfortunately there must be some sort of Story justification for the Player Character suddenly manifesting this new talent or power.



Even Arcueid had to learn from someone. Taking lessons from a good teacher is a great use of downtime.

Fate

A character with blue hair and eyes, wearing a blue and black hooded outfit with a white cross on the sleeve, is shown in a dynamic pose holding two glowing swords. The background is dark with light rays emanating from the swords.

Chapter Six: "Fresh Blood Shrine"/
"Senketsu Shinden" (鮮血神殿)
(Types of Damage, Combat,
Weapons, and Attack
Maneuvers)

Fate

Types of Damage

"The fear of blood tends to create fear for the flesh."

-Silent Hill

Life Points are lost from three types of damage, which are categorized as Bashing, Lethal, and Aggravated. The nature of the damage helps determine what side effects the character experiences and how quickly the damage may be healed. Bashing damage is taken from punches and clubs, falling, and minor attacks such as ravens pecking at your head (while slashing/piercing, the wounds aren't significant enough in and of themselves to be Lethal). Life Points lost to Bashing are regained at 1/2 the human's CON per day; they can also be regained through medical attention (Intelligence + Medicine, each success gives back two Life Points). As long as an attack cannot do more than crack a rib, it's Bashing damage. Electricity causes Bashing damage, but it tends to paralyze.

Lethal damage is caused by knives, bullets, claws, explosions, and chemicals, and Lethal is always x 1.5 before being subtracted from Life Points. If a person has lost half his maximum Life points from (mostly) Lethal damage, he'll begin bleeding out and will lose 1D10 Life Points every hour until his wounds are bandaged. One success on a Medicine roll will staunch the outflow of blood. Lethal damage can not be healed except with time; however, medical attention in the form of painkillers and bandages can help to reduce dice penalties suffered from Lethal wounds (Int + Medicine to give the appropriate aid). Humans heal back Lethal damage at the rate of CON/4 per day of bed rest. If the victim is in a hospital, they regain CON/3 Life Points from a Lethal wound per day.

Aggravated damage is often caused by acid, fire, cursed weapons, dark magics, and the like. Certain supernatural creatures take Aggravated damage if their weak spots are exploited. It heals *slowly*. Aggravated damage is healed back at the rate of CON/6 Life Points every two days.

Rejuvenation and Regeneration work equally well on Bashing and Lethal damage, and may be used to recover lost Life Points from either type. They are half as effective on Aggravated damage. Supernatural creatures also automatically heal back their CON in Life Points every day of Bashing and Lethal damage, and one-fourth their CON in Life Points lost to Aggravated damage.

Magic potions or spells will heal all 3 types of damage.

When the character's Life Points fall below certain levels, they begin taking penalties to their skill rolls and other checks, as seen on the Fate character sheet. This can be alleviated by healing the damage (Bashing) or administering painkillers (Lethal).

If reduced to zero Life Points, a character must roll (WILL + CON) to remain conscious. If he fails his Stun save he will lie unconscious on the ground. Anyone unconscious can be killed with a *coup de grace*. Characters can be beaten to death if they are at zero Life Points and continue to take Bashing damage.

At -10 Life Points and beyond, a character must roll (WILL + CON) to avoid dying whenever he passes a -10 marker (one check at -10, one check at -20, etc.). The penalty to the roll is -1 per -10 Life Points. Hard to Kill does provide a bonus to this roll. If he passes the test, he lives. If not, he passes on. If he survives but does not receive medical help, he must make another survival test at a -1 per minute after the first. Resuscitation is an INT + Medicine test, followed by a survival roll. The victim takes a penalty of -1 per five minutes since his demise.

Weapons

Listen up, you primitive screwheads! This is my boomstick!

- Ash, Army of Darkness

The type of damage caused by a weapon depends on its type. Slashing, cutting, and piercing weapons cause Lethal damage. They can be used for decapitation or cutting off limbs. Bullets also cause Lethal damage. Crushing and smashing weapons cause Bashing damage. Bashing damage is the only kind that can be used to knock out someone.

Targeting vital spots will significantly increase any damage lost to an attack. Some of these are best used with the Improvised Weapons specialty for Melee.

Punch D4 x STR.

Kick D4 x (STR+1).

Head Butt D4 x STR.

2 x4 D6 x STR. [2H]

Hatchet D6 x STR. (L) [2H]

Axe. D8 x STR (L). If used with 2 hands, add +1 to the user's strength score for determining

Fate

damage. If it is thrown, remove 1 from the user's strength score for determining damage. [2H]

Archery Attack D8 x STR. (L)

Barbed Wire Wrap Adds +1 to the multiplier for determining damage.

Bedpan D4 x STR. [2H]

Bone D4 x STR [2H]

Boombox D8 x STR [2H]

Bowling Ball D10 x STR

Branding Iron D6 x STR [2H]

Brass Knuckles +1 to Multiplier for Punch attacks.

Brick D6 x STR.

Bullwhip D4 x (STR -1).

Cement Block D10 x STR. [2H]

Chain D8 x STR. [2H]

Club (Baton, Pool Cue, Cane) D6 x STR. [2H]

Club (Baseball Bat, Mace, Sledgehammer) D8 x STR. [2H]

Cookie Sheet D4 x STR (breaks easily) [2H]

Golf Club D6 x STR (breaks easily).

Cowbell D6 x STR. [2H]

Knife (Small) D4 x (STR-1) (L).

Stake D4 x (STR-1) (L).

Knife (Large) D4 x STR. (L)

Cast-Iron Skillet D10 x STR. [2H]

Stop Sign D8 x STR. [2H]

Fencing Foil D6 x STR (L).

Halliburton Suitcase D6 x STR (can be weighted). [2H]

Horseshoe D10 x STR. [2H]

Kitchen Sink D12 x STR. [2H]

Ladder D6 x STR. [2H]

Shovel D8 x STR. [2H]

Loaded Boot D4 x STR.

Tennis Racket D6 x STR (breaks easily) [2H]

The Good Hardback Book of Your Choice (Volume of Sutras, Bible, Koran) D4 x STR (does Holy damage ... not designed for Parrying)

Megaphone D8 x STR. [2H]

Tire Iron D8 x STR [2H]

Trash Can D6 x STR. Lids do D4 x STR. [2H]

TV Camera D10 x STR. [2H]

Nunchaku (D6 +1) x STR.

Polo Mallet D6 x STR (breaks easily).

Riding Crop D4 x STR.

Fire Extinguisher D8 x STR. [2H]

Folding Chair D6 x STR. (breaks easily) [2H]

Broadsword D8 x STR (L) [2H].

Bastard Sword D10 x STR (L) [2H]

Greatsword D12 x STR (L). [2H]

Katana D10 x STR (L). [2H]

Spear D6 x STR (L). [2H]

Spear Charge D8 x (STR+1) (L) [2H]

Staff (Jab) D6 x STR. [2H]

Staff (Swing) D8 x STR. [2H]

Mace D10 x STR. [2H]

Large Mace D12 x (STR+1). [2H]

Chainsaw D10 x STR (L). [2H]

Broken Bottle 1D3 x STR (L). (breaks easily)

Funereal Urn D6 x STR. [2H]

Wrench D8 x STR. [2H]

Guitar D6 x STR (breaks easily). [2H]

Stun Gun (5 points Bashing from the charge, (CON x2) +1D10 - (5 + Success Levels of Attack). With no successes, the target is KO'd. If he is not KO'd, for the next 4 rounds he is at -2. Multiple Tasing increase penalties.

Weapons of Asia

Note: if the STR bonus is already added in to a 2H weapon, it means it must be used two-handed.

Balisong D4 x (STR-1) (L)

Dai Choy (D4+1) x STR

Dao D8 x STR [2H] (L)

Darn Do D6 x STR (L)

Fong Bien Chan D10 x STR (L) [2H but STR bonus is already added in]

Fu Chow D10 x (STR+1) (L) [2H but STR bonus is already added in]

Fu Tao Seung Ngao D8 x STR (L)

Fung For Lung D4 x STR (L)

Gao Jie Bien D6 X STR

Gim D8 x STR

Jo D8 x STR [2H]

Kama D4 x STR (L)

Katana D10 x STR (L) [2H]

Kozuka D4 x (STR -1) (L)

Kusari (D4+1) x STR

Kusari-Gama D6 x STR (L)

Kwan Do D12 x (STR +2) (L) [2H but STR bonus is already added in]

Kyoketsu Shogi D6 x STR (L)

Li Kwei Fu Tao D8 x STR (L) [2H]

Naginata D8 x (STR+1) (L) [2H but STR bonus is already added in]

Neko-Te D4 x (STR-1) (L)

Ninja-To D6 x STR (L) [2H but STR bonus is already added in]

No Dachi D12 x (STR+2) (L) [2H but STR bonus is already added in]

Nunchaku (D6+1) x STR (Botches are amusing)

Fate

Olisi D6 x (STR-1)
Sam Jie Kwun D8 x (STR+1)
Shuriken D4 x (STR -1) (L)
Tetsubo D12 x (STR +1) [2H but STR bonus is already added in]
Tonfa D6 x STR
Wakizashi D6 x STR (L) [2H]
Wah San D6 x STR [2H]
Yawara (D6+1) x STR

Ranged Weapons

The weapons are harder to throw or aim accurately at longer ranges. Every number after a slash after the first is at a cumulative -1 to hit.

Thrown Rock, Range 3/7/10/13/20, STR damage in Bashing

Thrown Knife, Range 3/5/8/10/13, D4 x (STR-1) in Lethal

Short Bow, Range 5/13/40/65/100, D6 x STR in Lethal

Long Bow, Range 10/30/50/100/200, D8 x STR in Lethal

Crossbow, Range 7/40/65/150/250, D10 x STR in Lethal

Explosions

Explosions are defined by their area of effect. Most do damage from the center of the explosion to the edge of the area it affects in yards. Directed explosives such as shaped charges and claymore mines do cones of damage instead. Use the notes below but figure the area of effect as a cone instead for those.

Most Grenades have a Ground Zero of 2 square radius, a General Effect of 6 square radius, and a Maximum Range of 10 square radius. Shaped Charges and Mines have a Ground Zero 2 square explosion, a General Effect of 6 squares in front, and a maximum Range of 10 squares out.

At Ground Zero, these do D6 x 8 Lethal damage. In the General Effect area, they do D6 x 6 Lethal damage. At Maximum Range, this is D6 x 3 Lethal damage.

Combat Maneuvers

Living for combat, in search of the supreme opponent, and in pursuit of the title of "The Most Powerful!"

- Aoshi Shinomori

Brain Shot. - 4 to roll. If successful, it modifies the damage caused by the attack. Bashing is doubled, and Lethal is tripled.



Neck Snap. Must Grapple first. Roll Strength + Brawl + 1D10. The defender rolls Strength + Constitution + d10. If the attacker wins, the damage is his STR x 4 Bashing. If the defender is reduced to -10 Life Points, he must pass a survival test with penalties equal to the attacker's success levels. With a failing roll, the defender's neck snaps like kindling. Crunch. Vamps can die from this attack but only if they fail an unmodified survival test. If they fail, their head is twisted off, leading to dusthood.

Back Kick. The character kicks behind him to attack an enemy - without turning around. This requires a DEX + PER test. If the character fails, not only does his Back Kick fail, but he is at -2 to all his attacks that round because he became uncentered.

Catch Weapon. Dexterity + Brawl - 5. If the roll is equal to or greater than the attacker's roll, the character intercepted the weapon. If he fails, he is struck by the weapon and takes an additional 5 points of damage.

Choke. Must Grapple first. The attacker rolls STR + Brawling. The defender rolls STR + CON. If the defender fails, he begins suffocating. The defender is also at -2 to all actions.

Fate

Disarm. Dex + Brawl/Melee -2 vs Dex + Melee.

Dodge. One dodge may be done per round without penalty. If you have remaining defensive actions, you can choose to Dodge with them at the usual penalties.

Double Jump Kick. The character launches himself forward and then kicks forward with both legs, hurting two enemies at once. Needs at least 4 DEX to attack. The roll is at -4, but two opponents can be targeted with one attack.

Drawing a Weapon: Usually takes a round unless it has a spring-loader.

Ear Pop. Dex + Brawl -2. This nasty move is considered to be dishonorable under many tournament rules. The attacker cups both his hands and slaps them against his opponent's head. This causes air pressure to surge into the opponent's ears, stunning him and temporarily knocking his hearing offline. Characters with Honorable 3 or an elaborate Code of Honor should not use this Maneuver. If the attack connects, the victim must roll CON x2 + 1D10 and match it against 9 + the success levels of the attack + 1D10. If the victim loses, he is stunned for the next round and is then at -1 for as many rounds as the attack had successes. If he resists, he was unaffected by Ear Pop.

Feint. INT + Brawl/Melee vs the target's Perception + Brawl/Melee. If the attacker succeeds, his next action will have the success levels of the feint added in.

Grab and Toss. First the victim must be Grappled, and the attacker must have at least a STR of 4. Then the attacker uses STR x2 -4 + 1D10, and the victim rolls STR x1 + 1D10. If he loses, the defender is tossed one yard for each Success Level in the throw, and is knocked down, taking Bashing damage equal to the thrower's STR. If the victim was thrown into someone, they also take damage and are knocked down.

Grapple. DEX + Brawl. This allows your character to grab someone. The victim can avoid with the Dodge skill. The attacker must choose what to grab: limbs, the whole body, or the neck. While

being Grappled, the victim is at -2 to any actions which use the held limb, and -1 to all actions if his whole body is Grappled. If both (or all) of his arms are grappled by multiple actions, he is at -4 to all actions and cannot Dodge. Grapple is essential to many attacks such as Neck Snap, Choke, Joint Break, etc. Victims can escape from a Grapple by beating the success levels of the Grapple attack with a STR x 2 roll.

Groin Shot. -3 in addition to whatever other combat maneuver the attacker wants to throw. If the victim is male, he must roll at least one success level with a Will x 2 test, with a penalty equal to the success levels of the attack x 2. Female victims roll at only -1 to their Will x2 test. Each turn after that gives them a +1 chance to recover. In any case, the victim will take normal damage from the Groin Shot attack.

Head Butt: Dex + Brawl -2. Awesome for grapplers or grapplees.

Joint Lock. The attacker uses pressure on a joint, nerve bundle, or wounded area to cause pain in the subject. The attacker must first have succeeded in a Grapple vs the target. Next, the attacker rolls Strength + Brawl, which is resisted by the subject's CON x2 + Resistance (Pain). If the maneuver succeeds, the target gains -1 per success level to all physical actions for as long as the Joint Lock is maintained. This penalty carries over to escape attempts. If the target wrenches free from the Lock, he takes his own Strength in damage, +1 point of damage for every success on the escape roll.

Jump Kick. Dex + Athletics to get airborne, then DEX + Brawl - 3. Damage is as per Kick, but the attacker's STR is counted as STR + 1 for this attack. There are no multiple attacks possible in a round for a person attempting a jump kick.

Kick. Dex + Brawl - 1. The attacker's STR is counted as STR + 1 for this attack. If the Kick is parried, the opponent can Grapple the leg.

Knockout. Needs a Bashing attack. Roll with a -2 to the roll. The damage for the attack is halved. The defender must make a CON x 2 roll with a penalty equal to the success levels of the attack roll, or else he is knocked out.

Fate

Off with his Head. Needs a large-scale slashing weapon. Roll Dexterity + Melee (or Brawl if the attacker has huge claws) at -5. Damage is Attack + Success Levels (unmodded by Lethal) x5. If the victim is reduced to -10 Life Points, his head comes off.

Parry. DEX + Brawl for natural attacks, DEX + Melee to block weapons. Thrown weapons are parried at -2. Arrows and crossbow bolts are parried at -6.

Rising Uppercut: Dex + Athletics to get airborne, then DEX + Brawl - 3. Damage is as per Punch, but the attacker's STR is counted as STR + 1 for this attack. There are no multiple attacks possible in a round for a person attempting a Rising Uppercut.

Roll with the Hit. This requires the character to roll DEX + Dodge. If he scores successes, every success he rolls removes five points from the rolled damage. This move counts against the number of attacks a character can do in the round - if he has no attacks left, he cannot Roll with the Hit.

Slam Tackle. Performed with Strength + Athletics. If the victim fails a STR x 1 roll, he goes down hard. At the end of the Slam Tackle, the attacker can grapple the victim's legs or torso without rolling. Slam Tackles do not allow for multiple actions.

Spinning Punch. DEX + Brawl - 1. Damage is per punch, but STR is at +1.

Spin Kick. DEX + Brawl - 2. Damage is as kick, but STR is at +2.

Sweep Kick. DEX + Brawl -1. Damage is half that of a normal kick, but the victim must roll DEX + Athletics to keep his feet.

Takedown: STR + Brawl. All manner of wrestling moves, judo throws, trips, etc. if the target doesn't parry or dodge he hits the mat, taking the attacker's STR in Bashing.

Target Limb. -2 penalty to attack roll. Damage over half the target's max life points cripples

or severs the limb. Excess damage is lost.

Through the Heart. - 3 to combat roll. Non-vamps take x4 damage. If using a stake for this maneuver, vamps take x 5 damage from this attack, and if they are reduced to zero or fewer Life Points, they are killed instantly. Otherwise the vamp takes x 1 damage from the attack instead.

Tied Up. If the attacker's hands are bound, he can still use Kicks and Head Butts. If the arms are bound in front of him, he can punch at -2. Getting free requires a DEX + Athletics check.

Wall Flip. DEX + Athletics at -3, then DEX + Brawl at -3. With a success, the character just ran up the wall and is behind the opponent. He can enjoy a -3 to all attacks against him that round.

Wall Smash. Introduce your opponent to a broad flat surface. First employ a grapple roll against the target, then swing. The swing needs a STR + Athletics roll. If the victim doesn't defend, he takes Bashing damage.

Whirling Sword. DEX + Melee -4. Anybody who steps in front of the character will be hit, and the character automatically parries any close attack. Each turn it is maintained gives a -2 to the maneuver from fatigue.

Wooden Stake. Use DEX + Melee. Characters can critically succeed with this if they have specialized in Melee (Knife). Damage caused is Lethal.

Wrestling Hold: Grapple. Then the attacker makes a STR + Brawl -2. The defender resists with a STR or DEX (use the higher value) plus a Brawl roll. If the attacker wins, the defender suffers a - 1 to each action for every success level in the Wrestling hold until he is let go.

Other Modifiers

Attacking from Behind: The victim cannot defend unless he has Situational Awareness; in that case he rolls at -2.

Full Defense. The defender can get a +3 to all Dodges and Parries in a round he goes on Full Defense No attacks are possible that round.

Fate

Full Offense: +2 to all attacks that round, but no defense rolls are possible.

Knockdowns: All actions the character makes are at -4. Getting up in an action requires a DEX + Athletics. Otherwise it takes a turn.

Invisible: The attacker must roll a 10, and then if he rolls 9 or 10 on the second turn he hits the invisible character out of luck. Invisibles close to their combatants can be spotted if the opponent concentrates for one turn then rolls Perception + Awareness (Acute Senses helps oodles here). Then the next attack can be made at a -4 penalty. After that, the bonus is lost.

Two-Gun John Woo Action: The character incurs a -2 penalty to his primary hand and a -3 penalty with his off-hand (unless the character has the Ambidextrous Perk). The character must also split his skill pool between the two attacks as best he can. If his DEX + Firearms total was 7, he could hope to have 3 for one gun and 4 for the other. Successive attacks would be at the normal penalties. Clearly this is a stunt best performed by characters with large Dexterity + Firearms pools. It can result in a lot of damage very quickly, but it can also result in a lot of wasted ammunition.

Ambushed: The character cannot use a defensive action against the first attack from the ambusher -- instead, he eats the result of the damage roll if the attack hits and hopes that he has enough Life Points to weather the storm.

On Guns

Guns don't really appear very often in the Nasuverse, with the exception of Fate Zero, in which one Mage climbed to the winner's position by taking out most of the other Mages mafia-style. With that exception, I'd say that in the Nasuverse that guns cause more problems than they solve.

An obvious problem with using guns in the setting is their limited availability in Japan.

Policemen and government agents can get away with carrying guns, though often what they carry are simple 6-shot revolvers (in .32 ACP and .357 Magnum flavors). Ordinary civilians cannot easily gain access to handguns, submachine guns, or machine guns. Rifles and shotguns are a slightly different matter, and

with the proper license (and the mandatory annual government inspection of it) the character can probably own one for hunting. These will be mostly higher-gauge shotguns designed for small game and the like, though it's not inconceivable for someone to have a lower-gauge shotgun for protection against bears and boars. My previous observation is not meant as an excuse for the character to go out and purchase "cop-killer" teflon-coated slugs.

Yet many Storytellers are going to want to move the action away from Japan and tell a story in the rest of the world. This is perfectly acceptable. Keeping this in mind, I'll make a few points.

Guns tend to make a lot of noise. Hand to hand action typically doesn't generate enough loudness to generate a 911 call. When bullets are flying, the authorities get involved. The Investigation specialty (Ballistics) is fairly common among police investigators, meaning that your gun essentially leaves a fingerprint on every bullet that it fires - which can be traced. Gunpowder leaves a residue on hands and clothes. And unfortunately many police departments may have commanding officers in league with Them -- an unhappy prospect to consider. Where monsters themselves cannot live, they send out humans to act as their sensors and feelers. Politicians are possessed. The police are under the sway of the living dead. Television studios broadcast messages prepared statements by psychic demons. Telling the police that you are protecting the World is not a good option -- They might hear.

If the player characters have their heart set on getting illegal guns, they can do so with a Streetwise Skill Test, but the guns will almost always have a dark history.

Finally, guns don't do much against undead and demons. These beings soak bullet damage like a sponge does water. Sometimes demon hide is so thick a bullet can't get through it. Hand to hand seems to work better in these circumstances - so be careful when using firearms.

Further Notes on Guns

Certain players will want to get a gun magazine and say their character "bought this gun". This guide will let you build weapons for your games based on IRL data. If you are using cinematic unisystem, the damage per gun is half the maximum roll of the die times its multiplier. Thus a .25 would do 9 Bullet

Fate

(Unisystem) or 9 Lethal (Fate).

The listed ammo capacity of the gun in the source you're getting it from becomes the same in-game.

Firing a gun requires the acceptance of a **Range Penalty** depending on how far the shooter is from his target. Close Range is -0. Medium Range is -1. Long Range is -3.

Short Range is 5 yards for pistols and submachine guns, and 20 yards for rifles.

Medium Range is 20 yards for pistols and submachine guns, and 100 yards for rifles.

Long Range is 50 yards for pistols and submachine guns, and 300 yards for rifles.

Here's where scopes come in handy: they divide the range for a rifle by their multiplier. Thus a shot from 400 yards (Extreme Range which is -5) using a rifle with a x2 scope would be figured as though it were a shot from Long Range (-3).

Special ammo like hand-packed bullets, hollowpoint, and wadcutter bullets can add +4 to the final damage caused by a round. Armor-piercing rounds halve the armor protection given by any armor worn (if any), but do half damage when they connect with the target's flesh.

Laser targeting gives the shot a +1 in addition to any other mods.

Recoil (add this to the other -2 for the second action, -4 for the third, etc.)

Small Handguns deduct -1 from successive attacks. Medium Handguns deduct -1 from successive attacks.

Large Handguns deduct -2 from successive attacks.

Small Handguns/Submachine Guns: .22 (all kinds), .25 ACP

Medium Handguns/Submachine Guns: .28, .31, .32, .35, .36, .38, .380, .41, .42, all calibers ranging from 7mm to 9mm

Large Handguns/Submachine Guns: .357 magnums, .44, .45, .455, anything greater than .455 or 9mm

Rifles are always at -2 to successive attacks, but your Storyteller may decide you only get 1 shot

per Turn (in the case of a bolt-action rifle).

Machine Guns and Assault Rifles can fire 3 or 5 round bursts. Successive bursts in a round are at a cumulative -3. Each success level on the roll means a bullet from the burst has found itself a fleshy home to move into. Critical successes only add to the damage for the first bullet.

Reload Time

How long does it take you to reload your gun?

Firearms Skill 4 or Less:

Clip 2 turns to insert

Magazine 2 turns to change

Drum 3 turns to change

Speed Loader 2 turns to change

Side-Loading 2 cartridges a turn

Swing-Out 2 cartridges a turn

Break-Open 2 cartridges a turn

Tip Up 2 cartridges a turn

Percussion (cap and ball) Eight turns per cartridge

Percussion Breechloading Four turns per cartridge

Flintlock 9 turns per cartridge

Firearms Skill 5 or more:

Clip 1 turn to insert

Magazine 1 turn to change

Drum 2 turns to change

Speed Loader 1 turn to use

Side-Loading 2 cartridges per turn

Swing Out 2 cartridges per turn

Break-Open 2 cartridges per turn

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Tip Up 2 cartridges per turn		.22-250	D4 x4
		.222	D4 x4
Percussion (cap and ball) 7 turns per cartridge		.243	D4 x4
		.25	(D4+1) x4
Percussion Breechloading 3 turns per cartridge		.25-06	(D4+1) x4
		.25-20	(D4+1) x4
Flintlock 8 turns per cartridge		.25-35	(D4+1) x4
		.25-36	(D4+1) x4
Damage Caused by Caliber and Gauge		.250	(D4+1) x4
		.256	(D4+1) x4
		.257	(D4+1) x4
Handgun Bullets		.264	D6 x4
.22	D4 x 2	.270	D6 x4
.25	(D4+1) x 3	.275	D6x4
.32	D6 x 2	.280	(D6+1) x4
.38	D6 x 3	.30	D8 x4
.380	D6 x 3	.30-06	D8 x4
.40	D6 x 3	.30-30	D8 x4
9mm	D6 x 4	.30-40	D8 x4
5.7 x 28 mm	D6 x 4	.303	D8 x4
10mm	D6 x 5	.307	D8 x4
.44	D6 x 5	.32	(D8+1) x4
.45	D8 x 4	.32-40	(D8+1) x4
.455	D8 x 4	.338	(D8+1) x4
.50	(1D6+2) x 4	.340	(D8+1) x4
		.348	(D8+1) x4
Magnum		.35	(D8+1) x4
.357	D8 x 4	.351	(D8+1) x4
.44	D6 x 6	.356	(D8+1) x4
.475	(D6+1) x 6	.358	(D8+1) x4
		.375	(D8+1) x4
Submachine Gun Bullets		.378	(D8+1) x4
4.6x30mm	D4 x 3	.38-40	(D8+2) x4
5.45mm	D4 x 3	.38-55	(D8+2) x4
7mm	(D4+1) x 3	.38-56	(D8+2) x4
7.5mm	D6 x3	.38-70	(D8+2) x4
7.6mm	D6 x 3	.38-72	(D8+2) x4
7.62mm	D6 x 3	.38-90	(D8+2) x4
7.63mm	D6 x 3	.40-50	D10 x4
7.65mm	D6 x 3	.40-60	D10 x4
8mm	D6 x 4	.40-65	D10 x4
9mm	D6 x 4	.40-70	D10 x4
10mm	D8 x 4	.40-82	D10 x4
10.35mm	D8 x 4	.40-90	D10 x4
10.4mm	D8 x 4	.40-110	D10 x4
10.6mm	D8 x 4	.401	D10 x4
11mm	(1D6+2) x 4	.404	D10 x4
		.405	D10 x4
Rifle and Machine Gun Bullets		.44	D10 x4
.22	D4 x 4	.44-40	D10 x4
.220	D4 x4	.44-77	D10 x4

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.44-90	D10 x4	11 gauge, slug	D8 x5
.444	D10 x4		
.45-60	D10 x5	14 gauge, shot	D4 x5
.45-70	D10 x5	14 gauge, slug	D6 x5
.45-90	D10 x5		
.45-100	D10 x5	16 gauge, shot	D3 x5
.45-120	D10 x5	16 gauge, slug	D4 x5
.450	D10 x5		
.458	D10 x5	18 gauge, shot	D3 x4
.460	D10 x5	18 gauge, slug	D4 x4
.470	D10 x5		
.50	D10 x6	20 gauge, shot	D3 x4
.50-70	D10 x6	20 gauge, slug	D4 x3
.50-90	D10 x6		
.50-95	D10 x6	22 gauge, shot	D3 x4
.50-100	D10 x6	22 gauge, slug	D4 x3
.505	(D10+1) x6		
.55	D12 x6	28 gauge, shot	1D4 x2
.56	D12 x6	28 gauge, slug	1D6 x2
.58	D12 x6		
.60	(D12+1) x6	32 gauge, shot	1D3 x2
		32 gauge, slug	1D4 x2
4.73mm	(D8-1) x4		
5.45mm	D8 x4	.410 gauge, shot	1D3 x2
5.56mm	D8 x4	.410 gauge, slug	1D4 x2
6mm	(D8+1) x4		
6.5mm	(D8+1) x4		
7mm	D8 x5		
7.5mm	D8 x5		
7.51mm	D8 x5		
7.54mm	D8 x5		
7.62mm	D8 x 5		
7.7mm	D8 x5		
7.92mm	D8 x5		
8mm	D8 x6		
11mm	D10 x5		
11.5mm	D10 x5		
12.7mm	(D10+1) x5		
13mm	D10 x6		
14.5mm	D10 x6		
15mm	D10 x7		
15.5mm	(D10+1) x7		
20mm (cannon)	D12 x 7		
Shotguns			
8 gauge, shot	D10 x5		
8 gauge, slug	D12 x5		
10 gauge, shot	D8 x5		
10 gauge, slug	D10 x5		
12 gauge, shot	D6x5		

Other Modifiers

Bracing. This only applies to long guns. The shooter receives a bonus of +1 to hit.

In a Moving Car. The shooter is at half his skill to hit.

Stationary Target. + 2 bonus to hit.

Close Range. If the target is 2 or fewer squares (6 yards or less), add +2 to hit.

High Winds. The stronger the wind, the greater the penalty to the shot.

Flying Targets. Targets in the air are harder to hit. The shooter's skill is at half.

Target is much higher than attacker. -2 to -6 to the shot, depending on the angle.

Auto fire. The shooter first decides how many bullets he'll fire. Critical successes only increase the damage of the first bullet. Successes determine how many bullets strike home. If the user wants to

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target multiple opponents, 1 bullet is always 1 st between targets and the attack roll is made against the named targets (who can defend with defensive actions like Dodge).

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Chapter Seven:
"Blue Sin Mark"/
"Aoi Kyuuseki" (蒼い咎跡)
(Healing the Mind)



Healing the Mind

"Damage done to the Flesh

What they Said in the Name of the

Damage done to the Heart

It's the start of the End

Damage done to my Soul

I know it goes with my

Damage done to my Life

Cursing loud, at the Chaos"

-Silent Hill Homecoming Title Song

Many entities are capable of shattering an unprepared observer's mind. Some are so horrible they damage the mind of an onlooker just with their awful appearance (Fear Test modifiers and the like were covered on pages 24-25). Others are so vicious that the mental damage (and the Mental Flaws) they cause in an attack lasts years after the physical damage of their attack has healed. Even powers, such as Mystic Eyes and Supernatural Senses, force their holder to develop an inhuman perspective in order to assimilate the chaotic and insane data he perceives. As you already know, every time a character's Madness Points total a multiple of his Will, he acquires 1 point of a Mental Flaw.

That players would want to remove these Flaws goes without saying. Trouble is, that isn't as easy as just saving up the XP for it. First the character must locate a counselor, social worker, or psychiatrist. Once this is done, treating the problems can be done by two methods: *talk therapy* and *chemical therapy*. Talk therapy can be done on anyone, but a supernatural player character may have a biology so removed from humankind that chemical therapy cannot be used to treat him.

Talk Therapy involves getting to the roots of a conceptual, emotional, or intellectual problem and remove it through cogitation. The most obvious advantage to this is the complete avoidance of chemical side effects. This treatment is also personal and thus has less of a chance for misdiagnosis.

Talk therapy is *slow*. The character must spend months in game time going to weekly or biweekly sessions before he can use XP to buy down or buy off his Mental Flaw. Talk therapy offers rich roleplaying possibilities as the character has a chance to examine his neuroses and reveal their origination. The treatment also tends to consider separate problems as part of a central whole. For example, drug addicts are prone to

fugue states or insomnia (and insomnia worsens as the character builds up tolerance to the drug he used to sleep). Schizophrenics have a great deal of trouble dealing with reality every day. The therapist first separates the condition into treatable parts. If a character's problems are associated with addiction, he treats the chemical addiction first before going on to treat the other behavioral problems. As schizophrenia and multiple personalities are the most entrenched, they are usually treated last. In game terms, separate rolls are made for each Flaw.

A roll for treatment is made [INT + Science (Psychiatry/Psychotherapy)] at certain Phases in the treatment to see how the patient is progressing. Without the Science (Psychiatry/Psychotherapy), there's only so much good a "good listener" can do. Someone who offers too much unsolicited advice or never calls bullshit will be at a big penalty at the end of a treatment Phase.

When a therapist is rolling at the end of a Phase, each success level removes 2 Madness points. Each drawback point in a Mental Flaw is "worth" 10 Madness Points, so even if a character has no Madness points (and started with Mental Flaws), there is still a way to gauge how well the doctor is doing. The character can also roll WILL x 2 during this end of a Treatment Phase to remove one extra Madness Point for every 2 success levels he rolls. The results of each Phase carry over to the next one. If the therapist Critically Fumbles, the order is reinforced (roll 3D8 and keep the highest rolling d8, and then add that to the Madness Point value of the Flaw.) Once a Flaw is reduced to zero points, the character can undergo a cathartic event (depends on the nature of the disorder), and if catharsis successfully happens, he may spend as many XP as the Flaw's original point value and then remove it from his sheet.

When to roll for a Phase of treatment depends upon Flaw's point value. A 2 point flaw would have Phases that conclude every two months. Combinations of Flaws are added together, then averaged, and then the total number of Mental Flaws is added together. If I had a 4 pt. Mental Flaw, a 2 pt. Mental Flaw, and a 3 pt. Mental Flaw my treatment Phases would end every six months. Certain modifiers can help or hinder the therapists' Skill Test at the end of a treatment Phase:

Patient skipped a lot of sessions (-2)

Patient didn't tell the therapist about the supernatural (-1)

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Therapist is untrained (-0 to -2, depending on roleplaying)

Patient was brutally honest (+1 bonus)

Therapist understands the paranormal (+1 bonus)

Patient never missed a session (+1 bonus)

Treatment is not without risks: if the character botches his final Will test, he *relapses* - perhaps he decided to have a beer since he finally "got over" his alcoholism, or something happens to renew his paranoia. In this case, all the Madness points removed by the therapist are back on the character's sheet and the Flaw is back and in force.

Chemical Therapy

"Reality is a crutch for people who can't cope with drugs."

-Lily Tomlin

As some mental problems are caused by faulty brain chemistry, the therapist may be tempted to use chemical therapy to correct the patient's problems. The best therapists say that pharmaceuticals are supplements for talk therapy, not a replacement for it. Unfortunately there is such a need for mental health care that there are more patients than there are therapists - and the drug cure often works. For example, schizophrenics respond well to drug therapy. Some doctors also believe in a genetic basis for schizophrenia, and that the illness can lie dormant until a stressor causes it to manifest.

Unfortunately abuses can and do happen. Ritalin is grossly over-prescribed for ADD because it works perfectly for only a small percentage of patients, and for them it is a wonder drug. A doctor prescribing it might think it'll work well for everyone he treats with ADD. Does it work? No? How about Xanax? Prozac? Lithium?

The chance of success with chemical therapy depends on the Skill Level of the psychiatrist. An uninspired therapist might have one or two levels of Science (Psychiatry) and a 2 Intelligence - who has a litany of prescriptions he tries until one of them works. Searching hard for the best therapist means the character can find one with a Science (Psychiatry) equal to the character's Resources level.

If the doctor knows his game, he can blend chemical and talk therapy, and shorten the length of time for each Treatment Phase. Each Phase ends after only four weeks. No catharsis is necessary at the end of the therapy. If the treatment reduces

the point value of the Flaw to zero, the patient can remove it from his sheet and need no further sessions or drugs. With a less proficient doctor, the Storyteller must roll his Science (Psychiatry) test in secret after a month of game time. The difficulty will be 8 or 9, depending on whether the doctor actually cares or is just pushing pills. If he succeeds, the patient can control his Flaw as long as he takes his medicine.

Of course there are side effects, but the most nasty symptoms are often suppressed. A critical fumble on the roll causes the character to manifest another Mental Flaw (addiction, hysteria, manic-depression, or schizophrenia are great choices) until he has gone without the drug for a month - which of course returns the original Flaw to its full value.

Doctors who are not trained in Psychiatry can prescribe medication such as psychotropics, but there is a reason why doctors have to specialize. A broken mind and a broken leg are two very different problems. If the doctor has Medicine (Psychopharmacology) as a specialization, he can roll an unmodified INT + Medicine Test for treatment. If he has no such specialization, he can roll INT x1. Naturally such a doctor would not be a great talk therapist.

An unlicensed therapist is a terrible choice. If the doctor has no Science (Psychotherapy) or the relevant Medicine specializations (such as Psychopharmacology), then his Skill Test is an automatic Critical Failure.

Take the Blue Pill

"A miracle drug is any drug that will do what the label says it will do."

-Eric Hodgins

Here is a list of the most commonly prescribed psychotropics along with what they treat, and what side effects they cause. Not everyone suffers from side effects. Rarely does a drug create more than one side effect. If a character suffers from side effects, the Storyteller can assign penalties to Tests. Drowsiness is a -1 to all Perception and Intelligence-based Tests. Depression works as the Flaw. Dizziness is a -1 to Dexterity and Perception-based Tests. Should the PCs require require them, getting a nonrecreational prescription drug requires an INT + Wild Card (Streetwise) roll with two successes. If the character has the Criminal Contact advantage, each level

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reduces the Streetwise test penalty by one.

Paranoia: PTSD, Obsessive/Compulsive, Hysteria - These are anxiety disorders. They are treated with Librium, Xanax, or Valium. Xanax and Valium are for lower levels of the Flaws. Valium is a sedative which causes mild drowsiness. Xanax is a SSRI (selective serotonin reuptake inhibitor) which causes drowsiness, light-headedness, or depression. SSRI's also negatively affect a person's ability to experience orgasm.

Schizophrenia: Thorazine is a low-powered drug for schizophrenia, for those whose hallucinations are infrequent and/or mild. It causes dizziness or blurred vision. Lethargy is common. Extreme cases are treated with Haldol, which causes unfocused anxiety, muscle stiffness, and tremors.

Alcoholism: Valium is often used to take the edge off withdrawal.

Insomnia: Self-medication is used (which grants a shiny new Addiction Flaw), but the smart folks can get a prescription for Halcion. Halcion causes dizziness, exhaustion, or headaches.

Depression: Prozac, the most widely prescribed depression treatment in the world. Side effects include insomnia and sexual dysfunction (the character cannot climax). Serious side effects can include hysteria and worse symptoms. Other SSRIs can cause sexual dysfunction, a dull headache, or emotional numbness. SSRIs can take several weeks to kick in. Alternatives are Wellbutrin, which causes sleeplessness and nervousness.

Manic-Depression: Lithium is a "cure" for bipolar disorder. It is effective, but causes diarrhea, dizziness, lethargy, nausea, and physical tremors.

Notes on Madness in a Roleplaying Game

Roleplaying a character in the Nasuverse requires you to approach a fantastical and horrific setting as though it were fully realistic, and it deserves a mature roleplaying approach. Your character may have superhuman abilities and be able to fling about bolts of sorcerous energy, but he is still vulnerable to the same stressors and pain that plague everyone else.

Someday your character could go mad forever. If his Madness points ever equal his Will x 7, he is *permanently insane* and must be removed from play. Institutionalization is probably the best thing for him. During this time, your Storyteller will run him as if he were an NPC. While it's true that many villains are insane, your character will probably not become a black hat if he goes mad.



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Chapter Eight:
"The Winter
Castle" / "*Fuyu no
Shiro*"

(冬の城)

(The Complete
History of
Fuyuki City
and
background
information
on *Fate Stay Night*)



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Guide to Fuyuki City and background information on Fate Stay Night

Major props to fuyuki.winter, without whom completing this section would have been next to impossible. Fuyuki is in the west part of Honshu, and is based upon the city of Kobe itself.

Fuyuki is split into two sections, *Miyama* and *Shinto*. The old section of town (Miyama) contains many old traditional houses, and the new town (Shinto) contains the business district as well as Western-style houses. I'll describe some of the interesting areas one can see in Fuyuki in this section of the chapter. Now, for an important announcement: If you are a player, or if you have not played all of Fate Stay Night, go ahead and **close this book**. Don't spoil this for yourself. This chapter is meant for the Storyteller.

If you'd like a map to go with these descriptions, you can get a high-quality version online at

<http://tinyurl.com/3sqpp9>

Author's notes: The "Δ" symbol denotes a region or place that is one location *in* another place.

Thus if you see "Δ" in Ryuudouji beneath Mount Enzo, you know Ryuudouji is one of the locations at/on/in Mount Enzo.

Miyama

Mount Enzou

Δ Ryuudouji

The monks used to participate in a legend which celebrated the legend of a travelling monk who tricked the dragon god of Miongawa, who had gone on a rampage in Fuyuki a long time ago. The monk used his spiritual powers to battle the dragon, and then convinced the dragon to stop through trickery. The monk then joined Ryuudouji and the dragon god, in recognition of the monks' spiritual wisdom, taught the monks judo. The celebration used to take place in both the fall and the summer, but now is only held in the summer. This is most likely a mere legend and nothing more because historically there have not been many travelling monks who came to Ryuudouji and the festival itself isn't that well-known anymore. Issei studies here under the guidance of his father. Fuyuki is the spiritual heart of Fuyuki and was built along its *ryumichi* (ley lines). In fact, Ryuudouji is on the keystone of the Fuyuki ley lines. For that reason,

the Storyteller may decide that casting spells is just a little easier in this area. Also, Souichirou Kuzuki used to spend his free time here at the temple meditating.

Δ Ten no Sakazuki

This is a massive cavern where the Greater Holy Grail was created. It is over three kilometers in diameter. It is a massive circle located in a gigantic cavern beneath Mount Enzou. Tens of layers of seals exist engraved on the floor of a pot-like crater. At the center of it lies Justica von Einzbern, the core/furnace of the circle. The Magic Circuits paved across the surface of the crater are her own enlarged and expanded Circuits. Those Circuits, with a diameter of one kilometer, are like a miniature universe emanating from her body. This area is like a permanent and powerful Marble Phantasm; anyone coming across it will experience increasingly powerful hallucinations and the remnants of Justica's will can manipulate the area as she sees fit. It also bears the symbol of the contract with the 8th Servant Class Avenger, who was Angra Mainyu.

Emiya's house

This is located on the northern end of Miyama next to the other Japanese-style houses. It is a large samurai compound that Emiya Shirou inherited from his adoptive father Emiya Kiritsugu. Taiga Fujimura's relative, a yakuza boss, helped settle any confusion over the rules of inheritance that the townsfolk had. While the design of the building is old, there have been some modifications to modernize it, such as a modern kitchen with a gas stove and large refrigerator. For the most part, the building looks as it has in the past, and features a Japanese-style bath, separate bedrooms, a Japanese-style *ima* (living room), and a kendo dojo. Outside the main building is a storage shed which Emiya used as his "base" when he was little. While he was in training, the building contained the many broken appliances he'd use for Tracing practice. It also contains many stacks of old newspapers.

Intersection

After going down a steep hill from the northern part of town, you'll reach an intersection which splits into roads leading to Ryuudouji, a shopping area within Miyama, the Fuyuki city high school Homabura Gakuen, and the bridge which crosses the river.

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Homabura Gakuen

This is Emiya's high school. It is a fairly mundane set of buildings with a teacher's office, small rooms devoted to club activities, a gym, several dojos, an archery range, and classrooms complete with plain, uncomfortable, back-hurting desks any student will spend a lot of time in. During the events leading up to Heaven's Feel 5 Souichirou Kuzuki can be found at Homabura Gakuen during the day, and at Ryuudouji during the nights and weekends.

Shopping Street

This is where Emiya and his friends did their shopping while in Miyama. It has a small grocery store, a photomat, a tobacco and liquor store, a combini (convenience store), and other small shops. A playground is nearby.

△ Koushuuensaikan, Taizan

This is the only Chinese restaurant in Mimiyama. The owner is an eccentric but friendly Chinese woman. This place is famous for its hot and spicy food. As the food is supposed to be so spicy as to burn the tongue, the Storyteller could have certain dishes require the signing of a waiver before they may be consumed. As he was quite fond of hot food, Kotomine Kirei would often get Szechuan-style mabo tofu (mapo tofu) here.

△ The Food Stand Edomaeya

This is not a fixed location, as its owner can carry the stand from place to place. It sells taiyaki for 80 yen apiece. It is popular with the students. If the Storyteller feels like it, he can roll D66 (use one d6 for the tens column and another for the ones column) to determine where the food stand currently is, checking twice per day:

11-41: In front of Homabura Gakuen

42-51: At the Intersection in Miyama

52-56: At the Shopping Street

61-66: Near Fuyuki Bridge

△ Antique Store

This is featured in *Fate Hollow Ataraxia*.

△ Flower Shop

This is featured in *Fate Hollow Ataraxia*, but if memory serves me right Shirou once bought some flowers here to give to someone special.

Tohsaka's House

This is the ancestral home of the Tohsaka family. It is infamous among schoolchildren for being haunted, although this is not true. It is located on the Western end of Miyama near other

Western-style houses .

Fuyuki Eki (Train Station)

This is one hour's walk from the Tohsaka house.

△ **Semina Apartment Building** This is near the station. It is an L-shaped building with only 2 flats on each floor.

Matou House

The former home of the Makiri family before they changed their name to Matou. Shinji and his adopted sister Sakura reside here. Sakura cares little for it and will not entertain guests here because of its oppressive atmosphere. If the Fifth Grail War has not occurred yet, sometimes you might see a strange figure in one of the second floor windows. This building has many secret passages and rooms. The basement is where Zouken keeps his demon worm familiars. Zouken knows what species does what, but some of the worm clusters can be implanted inside a person's body to overclock a Magic Circuit, while others can artificially enhance a person's occult knowledge, and others are used for channelling particular sources of power. During Heaven's Feel 4 Zouken used Crest worms to transform a member of his family into a Magus worthy of fighting in the Grail War. If the worms are used on a subject, he must take some form of disadvantage (Doomed, Uncontrollable Power, Spasms, Anemia etc.) but gets to choose supernatural advantages equal in worth to the disadvantages. It goes without saying that implanting the worms is not conducive to the patient's long-term physical and mental health. The more extensive the modification, the worse and more lethal the side effects will be.

Miongawa. This is the river that cuts Fuyuki into halves.

Fuyuki Bridge

This connects Miyama and Shinto.

△ Riverside Park

This is located next to the bridge. It could be a nice place to have a picnic.

△ Center Building

This is a skyscraper. It is located 4km away from the bridge.

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Shinto Town

The more urban portion of Fuyuki. This is the business section where many people commute to work every morning.

Harbor

This was one of Lancer's favorite spots. It is where Kotomine Kirei would leave to go away on business. Lancer enjoyed fishing on the dock.

Fuyuki Central Library

This was located in the middle of Fuyuki citizen's park during the 4th war. Its shutters were wrecked by the King of Conquerors Iskandar during the 4th Grail War because Iskandar wanted to take the books out and did not have a library card.

Fuyuki Central Park

One of the open fields in the town is used as a park today, but the scars of a Grail War have stripped that area of fertility. Withered grasses, stunted weeds, and deformed trees stand witness to the aftermath of that conflict. No one likes to come here because of its desolate atmosphere, which is almost like that of a particularly dismal Reality Marble. Emiya sometimes comes here to remember the conflagration, which began here and burned across the town.

Fancy Shop

This sells all kinds of stuffed animals.

Verde

This is the town's shopping center. One could find all manner of shops in the Verde.

The Outer Forest

Getting to the forest takes one hours' drive by Taxi from Shinto. After that point the area is too thick to enter except on foot. Hidden away within the forest is whatever the Einzbern family is working on. The paths leading through the forest are narrow, and the area is contained within several sorcerous bounded fields set up by the Einzberns. If the Einzberns are still living somewhere in the forest, the area will be heavily patrolled by their familiars.

△ Einzbern Castle

Riley: I've lived in Sunnydale a couple of years now.

Know what I've never noticed before?

Giles: A castle? -Buffy tVS

The Einzberns like living large, and used magic to bring one of their castles over to Japan, hiding it within the forest. Everything within it is powered by magic, and while the outside looks like a certain French castle, the interior is like an English country house. During the time leading up to Heaven's Feel 5, Illya and her maids lived in this castle.

△ The deserted building in the forest.

Rin, Saber, and Shirou took a rest here while being pursued by Illya and her Servant, the powerful Berserker.

The True History of the Grail Wars (Heavens Feel) in Fate Stay Night

The area which would become Fuyuki City has a long history and has been host to several Grail Wars. Fuyuki is the only place where Heroic Spirits were summoned to compete for a Holy Grail. (Yes, there's more than one Grail. By Holy Grail, I mean a chalice that grants wishes and is capable of acting as a source of infinite Mana for its wielder. Fuyuki has one, but it is not the one that was in contact with Christ.) Each Grail War can also be called "Heaven's Feel" (ヘブンズフィール), so instead of referring to the initial Grail War as the First Grail War, you can also call it Heaven's Feel 1. The terms are interchangeable and are used throughout this narrative.

Note that a newcomer to the battle is far more likely to refer to the event as "The Grail War" or "The War for the Grail" than he is to call it "Heavens Feel". Again, all due props to fuyuki.pbiwiki (fuyuki.winter). What follows is an estimated timeline for the *Heavens Feels* that have been fought over the course of the last 200 years.

Heavens Feel 1 ended in 1800 at Ryuudouji.

† Zolgen (Zouken) Makiri, Lizleihi Justica von Einzbern, Tohsaka Nagato, and Kishua Zelretch Schweinorg were present for the construction of the Greater Grail.

† Nagato's daughter was said to have played a bigger role in the construction of the Greater Grail than her father.

† Justica became the core of the Greater Grail. (See below for an explanation of terminology related to the Grail.) Without her, the Grail would be nothing more than a wish granter.

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Until its destruction/disassembly, she was at the core of the Grail. Because they are her descendants, successive Einzbern Homunculi would carry fragments of her personality and memories. To help control the Grail, the Einzbern devised the *Dress of Heaven*, which one could think of as a significantly less powerful version of the Greater Grail. It is a pure white dress that is made from gold and is fitted with 7 rings that are said to have control over creation/the souls of others. The 7 holes on the dress are transformed rings and with each Servant slain in the War, one hole is lit as the leftover energy is absorbed. As a person will be turned to gold if in contact with it, the Dress must be operated by non-humans such as elementals/fairies, dwarves, or homunculi. Once the Dress of Heaven is fully charged, the human soul can be materialized for several seconds, and during that time reality-changing wishes can be granted (Storytellers can simulate that by giving that person a temporary Magic Circuit rating of 30, an Mobile Occult Library of 20, and unlimited Mana reserves during that time). Illya summoned the Dress of Heaven to close the Grail system in Heaven's Feel, the final scenario of the Fate Stay Night gate. Storytellers should be aware that although the Grail activates and operates at maximum efficiency if all seven Servants were eliminated in the War, it is possible to use it to grant wishes after only six Servants were eliminated if the wishes are within the boundaries of the world (Storyteller's discretion).

† A power struggle broke out after the summoning of the Heroic Spirits.

† Afterwards, Zolken (Zouken) Makiri willingly became undead to continue witnessing the *Heaven's Feel* ritual. Zouken's methods afterward are comparably similar to vampirism.

† No extant Servant records exist for this time period. As this took place before the Greater Grail was corrupted, it is assumed that no *Vengeful Spirits* (Anti-Heroic Spirits) or gods/demigods were summoned to fight in the War.

† In time the Makiri family would change their surname to Matou.

Heavens Feel 2 ended in 1880 at the Tohsaka residence.

† "Rules" for the conflict were set up to deceive new participants in the Grail War.

† The Einzbern were among the first to be defeated.

† The being summoned as the Assassin Class Servant was Hassan.

Heavens Feel 3 concluded during 1940 (during World War II) in Kotomine Church.

"Shit just got real!"

-Nicholas Angel, *Hot Fuzz*

† The Mages' Association and the Church set up a mediator for the Grail War.

† Kotomine Risei was appointed as mediator for the War.

† To win the Grail War, the Einzbern summon a being who will be their ace in the hole. This being is of the previously unknown Servant Class, Avenger, and the Einzberns believe Avenger is actually Angra Mainyu, an evil spirit of pure darkness. Yet this Heroic Spirit lacked features, a personality, and Noble Phantasms, and was handily defeated on the 4th day of the War.

† The Edelfelt family participated in the conflict using twin Masters, believing that the summoning of two Saber Servants would help them win the conflict. The Edelfet family is skilled in the use of Gandr, making their powers similar to Rin Tohsaka's. Because of their strong egos, the Edelfelt Masters were not able to cooperate during the Grail War, and thus the younger one was not able to properly defend herself when the Tohsaka master attacked her. The other escaped and vowed to never have anything with Japan again. It is possible the younger sister survived and married the head of the Tohsaka family at the time.

† A puppet master participated in this War.

† For the Assassin Class in this War, records indicate a dwarf-type Hassan was controlled by a puppet master.

† The Avenger Class Servant became trapped in the Grail. From this point onward, the Grail was corrupted. Any attempts which tried to draw upon its power for good were doomed to failure. From that time onward, it became possible to summon "Evil" Heroic Spirits to fight in the Grail War, which would not ordinarily have been possible. Originally the Grail only summoned "Good" spirits but since its corruption Evil Spirits such as Gilles de Rais, Medusa, and Medea fought in the Wars despite their considerable sins. The Classes themselves were unaffected, however. It is only coincidence that the Caster Class Servants in the 4th and 5th Grail Wars (Heaven's Feel Four and Five) were both evil. This corruption also makes it possible for fictional Heroes to be summoned (explaining Sasaki Koujiro's presence as Assassin in the Fifth Grail War).

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† The events of the Third Grail War showed the Holy Grail War was too dangerous to occur unsupervised. For political reasons the Mages' Association was not able to send a referee, so they abdicated responsibility to a representative from the Church. Considering their hostile relationship, it is extremely unusual to see the Mages' Association and the Church cooperating on anything.

Heavens Feel 4 concluded in 1990.

You can go to one of the Fuyuki city parks, which is bereft of healthy, normal plants, and see part of the aftermath of the Heaven's Feel 4. The rapid reconstruction of the town is the other part of the War's aftermath. Storyteller's should be happy to know that the Fate Zero series of novels, which chronicle Heaven's Feel 4/the Fourth Grail War, are slowly being fantranslated into English. If you want more detailed information about this War, please read the books here.

† Kotomine Risei was appointed as the mediator.

† The "magus killer" Eimya Kiritsugu was hired as the Einzberns to represent them in the 4th Grail War. Kiritsugu summoned Saber using Avalon. Kiritsugu only talked to Saber on his own initiative around 3 times. Saber's chivalry and nobility sharply contrasted with Kiritsugu's own "whatever gets the job done" philosophy. His aptitude as a Master was normal but he was an excellent magus killer. Kiritsugu used a modified hand-cannon which fired rifle bullets loaded with powder made from one of his own bones. These bullets had a horrific effect on any living being (Masters only) which had a strong Magic Circuit, as the enchanted bullets caused the Mana of the mages to build up and then discharge in their own bodies.

† The Church intervened due to wanton violence caused by one of the Masters. Shortly thereafter, Kotomine Risei died "of unseen causes" while the local Magus house he supported was also defeated. During this time, Tohsaka Tokiomi was backstabbed by Kotomine Kirei. It is suspected that the family Risei was supporting was the Tohsaka's.

† The Servant chosen for the Rider Class in this conflict, the King of Conquerors Iskander, clashed swords with Saber, but was then defeated in a battle with the Archer Class servant, the King of Heroes Gilgamesh.

† After coming face to face with the darkness at the heart of the Grail, Kiritsugu was freed from it. Kirei begged Kiritsugu not to destroy the Grail,

but a disinterested Kiritsugu shot the corrupt cleric. Using his two remaining Command Seals, Kiritsugu forced Saber to destroy the Holy Grail. As its vessel was destroyed, the contents of the corrupted Holy Grail were released in a massive deluge, flooding Fuyuki City and touching off a massive firestorm. Kiritsugu survived, and implanted the Noble Phantasm Avalon in the body of a severely injured boy named Shirou, whom he adopted and raised as penance for his role in the slaughter.

† Around this time, the liche Zouken Matou (formerly known as Zolken) found some of the corrupted Grailwater and pieces of the Grail and used these items to hybridize some of his demon worm familiars. He then implanted one into a girl he adopted, intending to use her as a channeling vessel for Angra Mainyu so that he would have another tool to win the coming Fifth Grail War.

† The Servants who participated in the battle are as follows: King of Heroes Gilgamesh (Archer Class), summoned by Tokiomi. Hassan (Assassin Class), summoned by Kotomine. The Black Knight Sir Lancelot of the Lake (Berserker Class), summoned by Kariya. Bluebeard (Caster Class), summoned by Ryuunosuke Uryuu. Arturia (Saber Class), summoned by Kiritsugu. King of Conquerors Gilgamesh (Rider Class), summoned by Tokiomi.

† Towards the end of the war Gilgamesh came into contact with some of the Grailwater and was corrupted. Kotomine kept Gilgamesh active on Earth after the Fourth Grail War. Kotomine accomplished this feat by mutilating the orphaned children that had been put in his charge, and then force-feeding them drops of corrupted grailwater. Because they were being fed grailwater they could not die despite their ruined, agonizing condition. Kotomine then used these living children's corpses as Mana batteries that Gilgamesh could extract energy from to continue existing.

† The elimination of the Grail at the end of this War exposed the town to an outburst of magical energy. That would hasten the arrival of the Fifth Grail War/Heaven's Feel 5, which would only take place ten years after the 4th War instead of requiring 60 years to pass before beginning again.

Heavens Feel 5 (2000).

† Before the War begins, Kotomine ambushes Lancer's Master, Bazett, and removes her Command Seal along with her arm. He then

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transfers the Command Seal onto himself, forcing Lancer to obey him.

† The Servants that would participate in the Fifth Grail War are EMIYA (Archer), summoned by Rin. Sasaki Kojirou (Assassin), summoned by Caster. Hassan (True Assassin), summoned by Zouken. Hercules (Berserker), summoned by Illya. Chu Chulainn (Rider), originally summoned by Bazett but now bound to Kotomine. Arturia (Saber), summoned by Emiya. Medea (Caster), summoned by a member of the Mage's association who she then killed in retribution for his abuse and cruelty.

As her body was about to dissipate, she came across Ryuudouji Temple and met Souichirou Kazuki there. She begged him for his help, and he consented, becoming her new Master.

† Gilgamesh participates in the Fifth Grail War (but how great his role is depends on the route chosen by the player).

† At the end of this battle, the Lesser Grail was destroyed.

† The Einzbern family stop making vessels for the Grail.

† A representative from the Mage's Association, Lord El-Melloi II, dismantled the Fuyuki Holy Grail system in the Fate and UBW works. In HF, the Greater Holy Grail was destroyed. In HF True, the gate was shut for good by Illya.

† There are no more Fuyuki Grail Wars/Heaven's Feel after this one. The events of *Hollow Ataraxia* were the result of Avenger's attempt to participate in an illusory "Grail War".

Notes on the Fuyuki Grail Wars

† Each War lasts 14 days. After that time, it is no longer possible to stabilize a Gate to the Grail and the War ends.

† The selection of the Masters is handled by the Greater Grail (which manages Heaven's Feel), not the Lesser Grail. For the positions of Masters, the Grail first favors Magi from the three original families. If remaining positions exist, it selects Magi who earnestly want it.

† Four different areas can host the Gate to the Grail. Ryuudouji, the Tohsaka house, Kotomine Church, and the burned field (the desolate park) are all viable spots.

† The Grail War normally occurs every 60 years. The Fifth Grail War began 10 years after the Fourth,

probably due to the influence of Angra Mainyu.

† The Mad Enhancement power of the Berserker Class requires a great deal of Mana to sustain, meaning many of the Masters of the Berserker Class simply ran out of energy.

† Some of the Masters and Servants of the previous Wars realized that they were being tricked by the families, but were not able to affect any real change.

† Kotomine met Zouken before the events in *Fate Stay Night* (the Fifth Grail War). It is not known whether they met during the Fourth Grail War.

† Kotomine should have had an Executor rank in the Church during the 4th Grail War.

† Zouken never directly participated in the Grail War until the Heaven's Feel route in *Fate Stay Night*.

† Six generations of Tohsakas and Matous have participated in the Grail War since the beginning.

† While they never met or talked to each other prior to their fight to the death in *Heaven's Feel 4* (The Fourth Grail War), Kiritsugu recognized Kotomine as the most dangerous Master on sight. Kotomine knew enough about Kiritsugu to envy his efficiency.

Explanation of the Terminology used to describe the Holy Grail in Fate Stay Night

The Holy Grail. A cup that held the blood of Christ. One of the greatest of holy artifacts, and something that can grant its possessor's wishes. But a "a cup that grants wishes" found in many legends, thus multiple Grails exist. The Fuyuki Holy Grail is in actuality the 726th one recorded; anything that can do the same thing as the Holy Grail of legends is treated as a Holy Grail, even if it isn't the real one. The Church will always investigate the appearance of a Grail to determine whether or not it is the genuine article. And if it is, they will not stop to claim it from the Mages' Association.

Fuyuki Lesser Grail. Normally made of gold or bronze transformed from the flesh of a magus, although in the Fifth War the Lesser Grail is in the form of Illyasviel von Einzbern's heart. The Lesser Grail is an empty vessel that stores the souls/power of defeated Servants to be used for the opening and stabilizing of a hole in conjunction with the

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Greater Grail. The "gate" both Grails create ought to be considered the real Grail itself because of the overflowing material which pours out of it. Unfortunately, the Fuyuki Grail System's contamination by Angra Mainyu will cause any wish granted to result in destruction and death. The vessel for the Lesser Grail is prepared for each ritual by the Einzbern, although production has stopped after *Heaven's Fall*/the Fifth Holy Grail War. Einzbern Grails, provided there is a persona bestowed upon them, will give that same persona the special thaumaturgical trait of wish granting. During this time the person is considered to have a Magic Circuit of 30, unlimited Mana, and an 40 point Occult Library, making him capable of casting spells without the direct knowledge of them. The magic of the Grail itself can be used to grant that persona's wishes as long as the Grail gate is open.

Fuyuki Greater Holy Grail. *Enkan Kairo*, the Inner World, *Ten no Sakazuki*.

It is a massive circle located in a gigantic cavern beneath Mount Enzou. Tens of layers of seals exist engraved on the floor of a pot-like crater. At the center of it lies Justica von Einzbern, the core/furnace of the circle. The Magic Circuits paved across the surface of the crater are her own enlarged and expanded Circuits. Those Circuits, with a diameter of one kilometer, are like a miniature universe emanating from her body. The Greater Holy Grail is what manages the Servant system and is responsible for selecting Masters. This area is like a permanent and powerful Marble Phantasm; anyone coming across it will experience increasingly powerful hallucinations and the remnants of Justica's will can manipulate the area as she sees fit.

This area was selected by magi who found a distortion in the area's ley line. Together they shared their secret techniques to create the activation circle. These three families of magi (Tohsaka, Einzbern, and Maikiri) also created the Command Seal system and offered the technique to bore a hole into the world. They also shared the land that would become the battleground for the Grail Wars.

The Tohsaka family was the only one originally from Japan, yet their father was Schweinorg. Categorizing families of magi according to race is probably a futile effort.

The Einzberns were originally the leading family, but since the summoning failed and the Grail's ownership became uncertain they are now just fellow participants in the Grail War. They are an undivided family that has lasted for 1,000 years with the same goal of obtaining the Grail. By inviting other families to participate in the Grail War, they forsake their right of the Grail's ownership. As with the other families, they are groups whose members have a higher chance of being chosen as Masters. All Masters carry a burden, but the obsession of a long family cannot be expressed with mere words. The Einzbern family has pursued the Grail for 1,000 years, and the Makiri (Matou) have pursued it for 500. One might think that these examples demonstrate that the only people eligible for selection as a Master are professional magi. Such is not the case. Sometimes a person with no Magic Circuit can be chosen as a Master. It's rare, but there have been circumstances. In the case of Shinji, he received a special book with the Command Seals inscribed within.

The Grail, if properly used, connects our reality with a dimension where all wishes can be granted. An appropriate accumulation of effort is needed to realize dreams. The Grail simply removes the need for that effort.

Heaven's Fall. This is Angra Mainyu, and is a black portal that existed inside the Greater Holy Grail after the events of the Third Grail War. It originally had the form of Avenger, an *Anti-Heroic Spirit* matured into a wish-granting demon after being trapped within the Grail. The power of Heaven's Fall is weak, but it does what it can to grant the wishes of a person who has the Grail. It goes without saying that any wishes that Heaven's Fall has a part in granting are twisted, Monkey's Paw-type wishes. More information on Avenger and the Black Holy Grail is on the following page.

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The Black Holy Grail (Avenger and Angra Mainyu)

Avenger was created for summoning Angra Mainyu, the root of all evil. If incarnated in a Servant body, Avenger is actually the weakest of all Servants. His Sword Breaker special ability is unreliable. Compared to other servants, his ability to utilize the twin daggers Zarich and Tawrich is only average. His Noble Phantasm is *Void Avestra, the False Copy of Inscribed Creation*. It works by reflecting damage caused by his opponents back to them, with them experiencing the damage not as harm but as pain. It is not reflexive; Avenger must be alive, conscious, and able to activate it after taking harm. Thus it is useless against Noble Phantasms like *Excalibur* or *Library of Babylon* which would simply obliterate him.

If he manifests in his Angra Mainyu form, he is a menace to everything around him. He would first

appear as a mass of shifting thick viscous mud, which would gradually form his true monstrous body. If he appeared in such a state, he'd be able to create gigantic Shadow minions that could be used to attack his opponents, and he could also swallow something whole and then regurgitate it, monstrously reshaping into one of his supercharged minions. This even includes other Servants. Make no mistake about it, a materialized Angra Mainyu would eventually destroy the World, and Angra Mainyu's appearance and rampage would eventually justify divine intervention by the Counter-Force and Alaya.

I don't think I need to tell you (the Storyteller) this, but putting Angra Mainyu into your *Fate Stay Night* Story almost certainly means it is going to take an apocalyptic path. Tread with caution!

If he appears in his Servant form, then Avenger could be used in a *Fate Hollow Ataraxia*-like game. Note that normally his Servant form would not appear unless he were somehow released.

Because she is possessed by Avenger, Dark Sakura can corrupt and permanently materialize Servants.



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Shadows From Beyond

Shadows from the Grail are horrific, 2D entities that can form pools of darkness that absorb anything above them or form tentacles that tear apart flesh and matter while simultaneously robbing it of Life Points and Mana. During the "Heavens Feel" final scenario of the *Fate Stay Night* game, Matou Zouken used his hybridized familiars to summon Shadows which wreaked havoc in the Fuyuki area. To quote Zouken, "*shadow [comes] before anything else. In short, it is the content of the Holy Grail. People say the Holy Grail is an omnipotent pot, but the Grail we seek is no mere item. It is but a means. The three families, Einzbern, Makiri, and Tohsaka, aim to open a Gate using the complete Holy Grail. A Completed Grail is a gate connecting our world to one where every wish comes true. So the Holy Grail links to the wish machine. The Shadow is something that has linked [to our world] from the other [side of the gate].*"

Shirou described coming in contact with one of these beings by describing it as drowning and burning at the same time. Being touched by a Small Shadow is like falling into hot tar, and the victim will experience hallucinations and gain Madness points. The victim's perception of time is warped temporarily, causing him to experience each second of contact with the thing as an hour. Being in contact with a Small Shadow causes a very serious illness. In game terms, it would be equivalent to a bad case of the flu. Without magical healing, a victim's condition could also worsen. It absorbs the target's WILL and Mana at the same time. The Small Shadow also becomes more powerful over time as it continues to absorb lives.

Other examples of Shadows include Gatherer/Greater Shadows, which heal by consuming souls. Gatherers can also quietly cover an area and allow their Master to hear and survey things from afar. Because these Shadows come from the Holy Grail, they do not inherently have a concept of death (thus Eyes of Instant Death Perception are useless against them). In order to destroy one, one must eliminate that which projects them or that which supplies energy to the being which projects them. The main body of all the large Shadows is the immature form of Avenger. Despite Avenger's incredible power, He is not able to manifest the Shadows without the help of Matou Sakura. During the events of the Heavens Feel route, Avenger spent most of His time trying

to consume Sakura and become the Gate/Grail itself. Avenger attempted to come into our world by transferring power to Sakura, who had been raised to become the Black Grail, the vessel for Avenger.

As part of his plans, Zouken implanted the broken Grail from the 4th war into Sakura, creating a living thing from it with a Crest worm. Because of that, her body became a container to receive souls of people slain in the conflict, and her body was also something to be reshaped into the gate once the ritual is complete. It was supposed to be an experimental Makiri Grail which lives as a human but still has a function to collect souls. The Grail did not leak power during the events of the Heavens Feel Route, rather it brought itself into the world by permeating Matou Sakura. Had the Gate opened and Avenger left directly, it would have first appeared as a churning, slowly transforming lump of flesh. During the events of the Heavens Feel Route, Sakura's will was able to constrain the Shadow to some degree until she gave into her inner darkness and accepted the curse as part of herself. When that happened, Avenger was able to exercise more control over her and goaded her into acting on her own dark impulses.

Sakura was an ideal choice for this plot because of her compatibility with the host of the Black Grail. This allowed her to manifest the Shadows. If Avenger had been summoned with a normal Holy Grail (Einzbern's ougon [gold]) or just a bronze (the body of a Magus), He would not be able to take definite form, but could still manifest physically. In that case he would appear as a shoggoth-like expanding lump of flesh that would eventually reform itself into the true form of Avenger.

While Zouken was sure that the Black Grail (Sakura) would open the Greater Grail, in truth he opened the gateway to a different place. Had Sakura fully drawn upon her power as the Black Grail, even Ilya would not have been able to close the Gate created by the Black Grail.

As one might imagine, to withstand this level of constant corruption requires a will of iron. Sakura had been prepared by first being tasked with watching Shirou and by being forced to couple with her abusive older brother. Either Shinji or Shirou would have been the one to erode and then destroy her ego. She lasted as long as she did because she developed psychic resistance to withstand the

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torture that Zouken inflicted upon her. But without Shirou's influence, she could not have completed her training. For her to reach despair, she would first need to understand hope and love, which her friendship with Shirou had taught her.

Shinji's death was the catalyst for her transformation; her own desire to overcompensate for her years as a beaten wife combines with toxic shame to create a powerful bully with a tremendous desire to strike back at the world for all the abuse it gave her. Once she gave into her despair, the influence of Avenger gave her Severe Cruelty:

The absolute certainty is similar to a sexual uplifting ... she pierces their legs as they run, rips off their arms as they fight back, stitches shut their mouths as they beg for mercy, chews on their eyes as they cry out in pain, and, laughing, tears out their hearts. Just imagining it brings her close to orgasm.

While possessed by Avenger, Sakura had a variety of attack modes to use to punish her enemies:

Mana Suckers: *The gel-like mud tightly binds Rin's body, turning into numerous tongues which invade her Magic Circuit. She looks down at her helpless sister ... who is covered with heavy oil, exciting even Sakura. Her face is left uncovered, because Sakura wants to enjoy her pain. The mud that stirs her body violates her internal organs. "I'll be having you now. I was looking forward to this. This will be the first time I've eaten magical energy from a Magus."*

In game terms this works the mechanics of the attack are similar to those of a Shadow Snap, but each Success Level of the attack causes the target to be hit with one Mana Sucker. Each Mana Sucker removes 5 Mana points per round that it is attached to the mage. They can be removed with strong magic, but if the mage has zero Mana left, then they also will retract. Mages at zero or negative MP will require time to regenerate their Mana to a positive amount before they can regain consciousness.

Tentacles of Darkness: *A shade filled with magical energy far surpassing that of Rin is fired. It'll be the end if it touches her. If it grazes her, it'll stick to her skin, covering her in an instant. And if she is swallowed by the pools of darkness, she will be absorbed without hope of resistance.*

These work as the Ectoplasm Extrusion power, with the following modifications:

They cause Aggravated Damage (don't forget to add in the extra damage caused her levels of Epic Will).

They are magical for determining whether or not the target can be hit by the attack.

The range for the attack is quadrupled.

Sakura can also use these to grab a target and throw it into her Quicksand of Shadow.

They bypass the first 30 points of armor.

Keep in mind that defeating Sakura in her role as the Black Grail would be the goal of an entire Book. You should not try to use her or Avenger as minor villains in any Story. No stats are given for Avenger as the Storyteller should ensure He will be properly matched against the protagonists.

The Ultimate Truth of the Heavens Feel

Having gained an understanding of the horror that was Matou Zouken's attempt to cheat the system, it will be necessary for us to take a closer look at the Fuyuki Holy Grail System and its history.

All the Holy Grails which appeared before the Fuyuki Heavens Feel were inorganic substances which did not have souls. The purpose of the Fuyuki Grail was to collect several souls from all seven Servants, then unify and manage the resulting energy. As the Fuyuki Lesser Grail is usually a person, the personality of that subject will be erased by the operation of the Holy Grail. Do not assume that the Shadows in it are evidence of the Grail's inherent evil. At its core the Fuyuki Grail was always a source of colorless energy; however, the addition of something with color (in this case, the evil energy of Avenger) infused the Grail with his tainted rage, changing the internal power of the Grail into a swirl that interprets everything as slaughter. Within the Grail, Avenger is a pure existence that is the embodiment of all human evil.

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Sakura, almost completely possessed by Avenger, in the final stages of her transformation into the Black Grail. Behind her, the physical representation of the Grail glows with anticipation of its activation.

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Despite its corruption, the main function of the Fuyuki Grail is unchanged. It is a large enough concentration of pure magical energy which has the capacity to grant wishes. Although people think of it as an omnipotent vessel, it is not an end but a means. The three families sought to open a Gate using a completed Holy Grail. A completed Grail physically links our world to one in which every wish comes true. The Holy Grail is linked to the wish-granting machine. Avenger, however, linked back from the other side.

When the Grail physically manifests, it appears as a large hole suspended in midair or one which floats above a broken, ominous-looking tower.

As the Grail system was created to draw upon the power of Fuyuki's ley line, each Grail War has always concluded at one of the four compass points on that ley line. The first concluded at Ryuudou Temple, the second ended at the Tohsaka house, the third ended at Kotomine Church, the fourth ended in the burned field, and the fifth concluded at the site of the first battle, which was the point of origin, the false utopia.

In truth, the Heavens Feel is a *tremendous fraud*.

Masters brought into the War are but receptors meant to bring the Servants.

The Grail needs seven Servants to function, but once they are brought into our reality, they can die at any time. Making them battle each other is totally unnecessary. The only thing that can activate a Grail in any time period is the pure energy taken from the Servants. They are pure souls separate from our reality's time axis, which explains why they would be ideal for a machine designed to punch a hole outside of our reality.

The original founders of the War tried to leave this existence and go into the next one using that power. 200 years ago they found a distortion within Fuyuki's ley line. To create an activation circle for the ritual of the Grail, they shared their secret techniques with each other. The Tohsaka, Makiri, and Einzbern were the original families who created this system, devised the Command Seals, and offered the land and the technique to bore a hole into the world, which is where the Magic Circuitry of the Grail System was established. The Einzberns were originally the leading family in this three-way struggle, but are now reduced to being just participants since

the Grail's ownership became contended. Like the other families, these are groups whose members have a higher chance of being selected as Masters during a Grail War. The Einzberns are a family which has continued for 1,000 years with the same shared goal of reaching the Grail. The Makiri/Matou have sought it for 500.

The phenomenon of the miracle at the end of the war is termed the 'Heavens Feel', the golden cup that is the third of five existing sorceries. Heavens Feel is a spell to create a higher dimension which can take spiritual form yet still influence the physical world. It takes a soul and elevates it. The Heavens Feels are a process which accumulate enough magical energy to grant a wish, but that is a secondary matter for the Einzberns, and is an advertisement to call for the Masters who would be sacrificed.

Two kinds of Grails govern the War. One is the Grail in this land, and the other is the one Einzbern prepares. The former is a magic circle using the land administered by Tohsaka, the Greater Grail. The key that the Einzbern prepares for each ritual is the Holy Grail. The Greater Grail administers the system, but the Holy Grail collects the souls of the defeated servants and acts as the reactor core to activate the Greater Holy Grail. The Greater Grail opens a gateway to the other side. The one who obtains the Grail gains access to unlimited Mana; for an ordinary magus, it's nothing short of a miracle.

The Greater Grail needs a sixty year period to charge up enough Mana to call the Servants, but the wish lure is there to make them answer the summons. The Einzbern only wanted the souls of heroic spirits. It was a deception from the start. Masters killed each other because they could not agree on the Grail's proper ownership. But the prize compelled even those who knew about the lie to keep on fighting.

In short, the Grail can grant a wish, but that's not what's appealing about it. It's a way to escape to the outside World, where dimensional theory is controlled by the swirl of the origin, a place that is the beginning of all things. It's the seat of God, recording everything. It is also able to create anything. Avenger was essentially a hack for this system. Even though the Great Holy Grail doesn't embody the third sorcery, Avenger can. He is a heroic spirit with that specific attribute. In desperation for their

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continued string of losses, the Einzbern summoned a spirit which specialized in killing during the Third War.

He was quickly defeated, and was taken in by the Holy Grail. He was a mere human, but wasn't treated as one. Instead he was recognized as the embodiment of people's wishes. And the Grail grants wishes. So it granted his: to exist. The heroic spirit was given flesh within the Grail. (See illustration on page 118). He used the Grail's store of colorless Mana to embody all the world's evil. Zouken's plan was to implant a piece of the corrupted Grail within Sakura so she could control Avenger, who is still technically a Servant. Of course her mind would shatter if she was directly connected to Avenger, but that is of little issue. Zouken planned to take over her empty body once that happened. As long as the worm containing his soul exists, Zouken can take over anyone's body. Zouken had planned for Illya to assume the role of the Grail which would allow him to take over Sakura's body once she became Avenger's master. Having discussed these Shadows and Zouken's worms, let us see their stats.

Fate



Greater Shadows

Fear Test: -3 (Player Characters must make a Fear Test at -3 to retain their composure around this beings of utter evil.) Nature/Demeanor: N/A (Utterly Inhuman) . These beings can be summoned by Sakura, but can also wander off and cause havok on their own initiative.

STR 13 CON 10 (1 level of Epic CON)

DEX 6 INT 4

PER 6 WILL 6

Life Points 166

Mana 72

Initiative 17

Movement 9

Luck 7

Perks: Combat Reflexes 3, Damn Healthy 6 Extra Energy 3, Extra Lucky 4,

Immunity: Mystic Eyes of Death Perception, Immunity: Unenchanted Weapons, Immunity: Takes No Damage from Poison, Life Support: Does Not Eat/Sleep/Drink/Breathe,

Supernatural Senses (Basic, the Sight)

Weapons

Flaws: Titanic Size, Inhuman Appearance

Tentacle Bash, 16, 1D6 x STR (Lethal)

Swallow Your Soul (Grapple) , 16, Holds for Quicksand of Shadow

Skills: Alertness 5, Brawl 10, Dodge 4.



Crest Worms (Zouken's Demon Familiars)

These entities are demonic parasites which Zouken cultivated in the basement of his mansion. He fed them corpses and used them in his plots to win the Grail War. There are many different subspecies of this demon family, but what is of most interest to the reader would be Crest Worms.

Crest Worms are directly injected into the body. They are like an artificial *sanshi*, the three corpses. Some are mere familiars that leech off of the hosts' magic energy (and can perhaps send some of those Mana Points to another location), and these can also report how the host is doing (their current Life Points), etc.

Yet there are others that form patterns like a nerve, an Artificial Magic Circuit that links to the hosts' own as it spreads about the body. In order to participate in Heavens Feel 4 during the events of *Fate Zero*, Matou Kariya willingly accepted these into his body. This kind of modification gave him an additional 4 levels to his Magic Circuit Rank and also gave him three levels of Extra Energy. This modification was not without cost; the demonic beings took their fill from his body and mental energy, leaving him weakened and drained. If one of your players is foolish enough to willingly

take these worms into his body, his body's healing will slow ($\frac{1}{2}$ normal speed) as long as the worms are in his body, and he'll take 1D6 x 2 lethal damage whenever he extensively uses this Artificial Magic Circuit. Kariya was also slowly deformed by the process, leaving the left side of his face dead while causing other medical complications.

Zouken also used hybridized Crest Worms which he had bathed in grailwater as a way to control and monitor his charge Sakura. Sakura's Crest Worms were dormant, not interfering with her life until they were activated, during which time they took control of her nerves and kept her moving using her magical energy. Her Crest Worm cluster was cued to prevent her from abandoning the Grail War. Around her heart was coiled a particularly special Crest Worm which Zouken had implanted as a way to override Sakura's mind and transfer his own soul into her body, effectively becoming her. As she was the Black Grail and the Master of Avenger, this would have given him rule over Avenger, meaning the power of Angra Mainyu would have been his to command.

Lastly, Zouken was able to use Crest Worm clusters as a way to carry his soul. When a given body of his had degenerated past a certain point, he used a swarm of worms to devour a victim and then changed that fed swarm into a new body for himself. By doing so he could avoid the ravages of

Fate

old age for a time, yet his soul continued to degenerate over the centuries.

Crest Worms have the following statistics:

Fear Test: -1 to rolls once a large mass of these is seen.

STR 1 PER 4
CON 3 INT 4
DEX 5 WILL 4

Life Points 20, Initiative 12, Mana 36,
Movement 9.

Perks:

Combat Reflexes 2, Create Artificial Magic Circuit, Magic Circuit 4, Supernatural Senses (Basic, The Sight), Natural Runner (in this case, Crawler) 3, Natural Weapon (Vicious Bite [Large]), Telepathy

Flaws:

Mental Problems (Serious Cruelty) 2, Obligation (Summoner) 3,

Skills: Alertness 3, Brawl 4, Empathy 2, Stealth (Hiding, Shadowing) 5

Weapons

Devour Flesh, 9, 1D8 (L), holds on once it hits and does recurring damage every round thereafter.

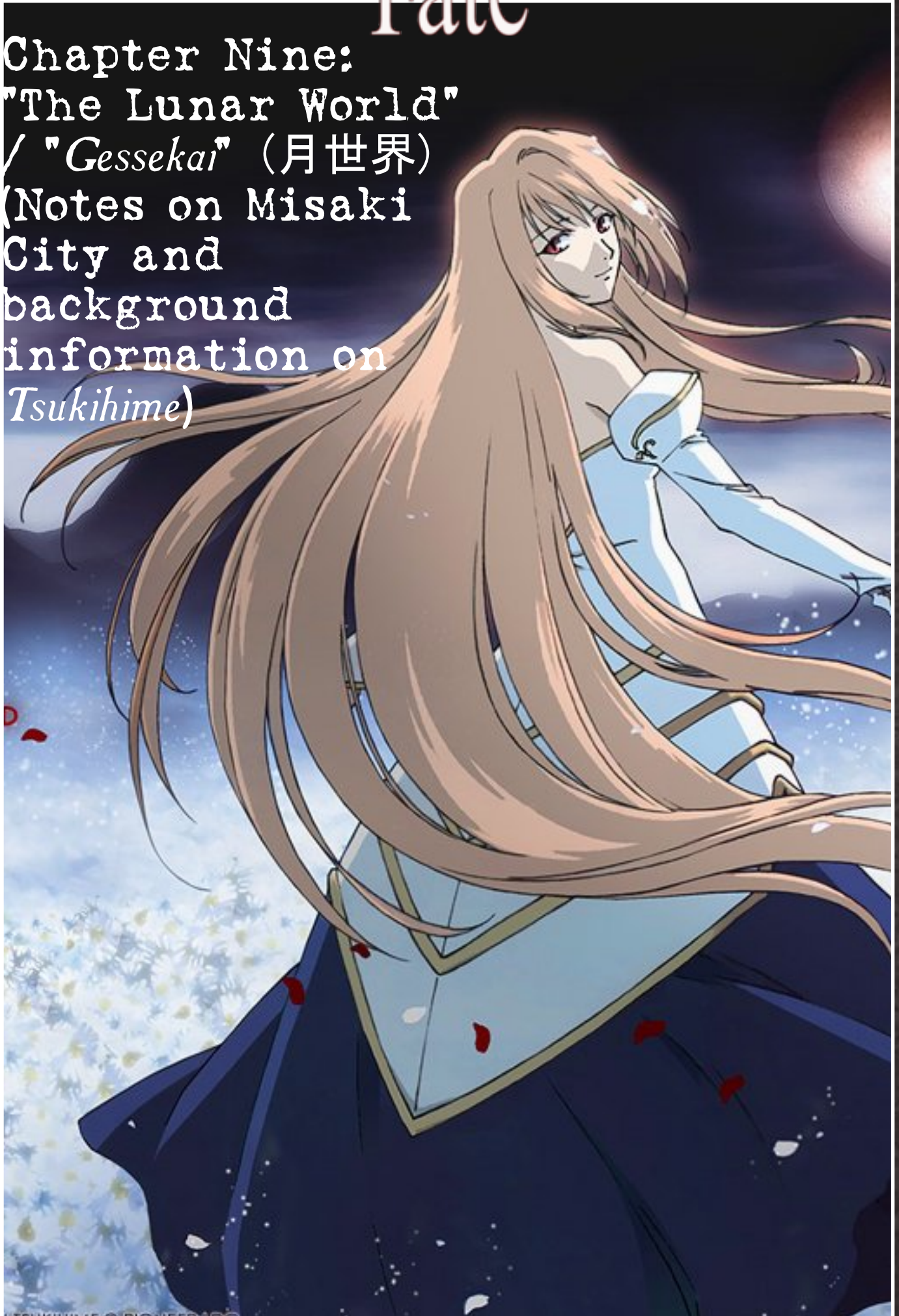
Special Note: Certain Crest Worms will have different statistics because they were created to fulfill different needs.

Fate



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Chapter Nine:
"The Lunar World"
/ "Gessekai" (月世界)
(Notes on Misaki
City and
background
information on
Tsukihime)



Misaki City and the Surrounding Area

I will be discussing the events of Tsukihime in detail throughout this chapter. If you are going to play the game, or are playing the game, or have a Storyteller that wants to run you through the Story, then don't read this section.

Misaki is located in the prefecture of Kanagawa, which is wedged between the foothills of Mount Fuji and Tokyo. Tokyo Bay and the Pacific Ocean are to the East. Misaki a harbour city located at the south of the Miura Peninsula in Kanagawa. It is treated as part of the town of Miura (三浦市).

Misaki is a very important fishing harbor, and is ranked number two in the country of Japan for its tuna harvesting. The city is Japan's 18th largest harbor, and has a total shipping tonnage of 49,000 tonnes.

As befits a commercial fishing town, the city hoss one of Japan's specialist fisheries high schools. The school teaches students in fishery skills such as food processing, ocean fishing, radio communications, and engineering, and also has two fishing vessels which it uses for training exercises.

The harbor is also able to host sailboats. The city has been the launching point for several trans-Pacific sailboat races, such as the 1969 San Francsico-Tokyo Transpacific Yacht race.

Connected to the city by a bridge at the harbor is the island of Jagoshima, which is a popular destination for weekend tourism. A lighthouse on top of Jagoshima was built by a French engineer named Leonce VERNY in the 1890s.

The city was shaken during the 1923 Kanto earthquake, and the surrounding area was liftend about 10 meters by tectonic shifting before returning to its original level, yet no major tsunami resulted.

Misaki is also the setting for *Tsukihime* and its sequels such as *Kagetsu Tohya* and *Melty Blood*. During the day it is seemingly a very mundane and modern city, but at night one gradually starts to see its true nature. It is home to many kinds of demons and vampires. The city is managed by Tohno Akiha and Tohno Shiki, who along with Ciel keep the monstrous population of the city in check.

The Locations of Tsukihime

The Tohno Mansion. This is a large Western style mansion at the top of one of the town's hills. The area is so large that an entire school could fit inside the Tohno lands. In addition to the mansion, there are several surrounding guest houses, servants' quarters, a rear grove (which should probably be counted as a forest), and an outdoor bath in the garden. The lands have no neighboring houses and are closed away from the rest of the world by a spiked iron gate. Rumors maintain the mansion is haunted.

† Considering some of the things that went on in the mansion, it would be fair for a Storyteller to decide that it actually is haunted. The place has been host to many unpleasant events. Nevertheless, it has not canonically been said that it is indeed haunted. As befits the old manse in a spooky story, the Storyteller does has free reign to modify the Tohno mansion by adding secret entrances, hidden rooms, trapdoors, etc.

Δ Mansion Lobby - this expansive area has a windowed ceiling located on the second floor. Within this area two sets of stairs lead up to the second floor and there are doors leading to connected rooms, such as the living room, the kitchen, the dining room, and an exit to the garden. Vases, portraits, and other objects decorate the room. At one ending of *Melty Blood G-Akiha* destroyed the ceiling and most of the floor of the mansion's lobby. Meals are either a

Δ Garden - this is mostly Kohaku's territory. In Tsukihime she often used a broom to clean the area of leaves. In addition to herbs which are used in her cooking, it is full of tall, strange-looking plants that Kohaku uses for her home remedies. She has hybridized many plants together, creating strange combinations one is unlikely to see elsewhere. The garden is an ideal starting point for making unique herbal remedies or poisons. If your cast needs a strange plant to complete a spell, the Tohno Garden would be a great place to look for it. Attempts to search for a plant needed for a Story are at +2 in this particular garden. During the *Night of the Blood Liar*, then the Storyteller could have some of the plants temporarily become Man-Eating Plants.

Δ Dining Room - Overlooking this room is an ominous painting of Tohno Makihisa,

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which wears a dour and stern expression. An old grandfather clock loudly marks the passage of time on the room's west wall. Meals are either a friendly or a tense affair, depending on how Akiha and the others view their guest. Successfully eating a meal in the Dining Room without making a cultural faux pas will require a Decent (2 successes) Etiquette check. The Dining Room is directly connected to the kitchen, so the maids can bring different courses to the table as other parts of the meal are consumed.



Δ Kitchen - This is a modern kitchen with two ovens, a stove, a fully-stocked refrigerator, a recessed additional refrigerator inside a floor compartment for storing additional items, and a variety of cookware and tableware. Any attempts to cook in this kitchen are at +1 for its organization and the high-quality of the ingredients kept in the refrigerators. The herbs in the cabinet are often freshly harvested that day from the mansion's garden. This area is treated as Kohaku's holy ground, but Shiki has helped her cook in the past. Because of Shiki's own fondness for blades, he has a strong admiration for some of the cutlery in the kitchen. Although the cutlery is high-quality, none of it is magical and it would shatter quickly beneath the power of a Noble Phantasm.

Δ Kohaku's Room - This is located on the first floor of the West hall, and is right next to Tohno Makihisa's room. It is a modern room, and is the only room in the entire mansion with a television, to which Kohaku has attached a small stack of game consoles which she purchased with her own funds. She enjoys fighting games, visual novels, and also likes to watch Japanese variety shows as a way to unwind after a long day. A hidden compartment in one of her dressers will reveal small scales, beakers, test tubes and so on which she can use to quickly prepare medicines. It also has a secret passageway leading to the basement.

† Basement - This soundproofed area is only accessible via hidden passageways secreted throughout the house. Both Kohaku and Akiha know how to get down here. Because the Tohno's were a family of half-demons, over time the members of their family gradually succumbed to their demonic impulses, causing them to engage in murder, rape, etc. During this time they were called *Kurenai Sekishu* (紅赤朱). Their worsening state causes Kurenai Sekishu to manifest Mental Problems (Cruelty, Paranoia, Compulsive Aggression, Serious Lechery, etc.) Because these unfortunates are a danger to themselves and to those around them, they were confined in cells in the basement. Torture equipment of every type imaginable is in plain sight here, and has been used in the past as a way to break through the demonic nature of the Tohno members and restore them to sanity for a while, in the spirit of *The Madness of King George*. It has also been a way for the Tohno family to punish their foes. Execution equipment is also present to kill *Kurenai Sekishu* that are too far gone, as is a store of lye to dissolve the bodies and ammonia and bleach to help clean up any bloody messes. Kohaku can use this area and its perpetually hot cauldron as a place to perform alchemical experiments, and she often chooses to cosplay while she does, wearing a hooded black cloak.



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Δ Shiki's Room - Located at the end of the east hall. It is quite spartan, containing a large bed, his desk, and a bookshelf. One wall features an attractive window, which can be opened to provide a way for people to enter or exit the building by leaping over to a nearby tree and then climbing down. Jumping over to the tree requires an Athletics test with an Okay (1 success level) result. If it fails or critically fumbles, the jumper will fall

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two stories. The fall can twist/sprain an ankle or break a leg, but should not kill any Cast members. During the events of *Tsukihime*, Shiki received a visit from Len via this window.

Δ Akiha's Room - At the end of the west hall one can find this room. It is very girlish, containing an ornate dresser with a large mirror, fancy chairs, a makeup cabinet, delicate-looking ornaments, and a curtained bed where Akiha sleeps. Several flower vases are here, along with Akiha's personal notes concerning the family finances, ancestral lines, etc. It also connects to her private study where she can work without interruption or withdraw herself from the world.

Outside the Mansion

Δ Servants' Quarters - This area is little used now, but on certain occasions Akiha will take Kohaku out here to suck some of her blood. The small building contains a Japanese-style room (low table with *kotatsu*, tatami floors, hanging *kakemono*, etc.) As he was an adopted son, Shiki lived out here with the other maids and household staff. Except for Kohaku and Hisui, all the servants have since been dismissed from service to the Tohno family.

Δ Grove - Surrounding the mansion is a small forest. The area contains many examples of animal life, and a person could use the area to hunt for small game. If one goes deep enough into the forest, one can see some long-forgotten places.

† Clearing - This spot in the forest is where Shiki, SHIKI, and Akiha played as children. They had many games which they played right here in this spot, and they also used it as a picnic spot. It is also the spot where a tragedy occurred many years ago. A strong emotional resonance was created by SHIKI's possession by Roa and Shiki's death, both of which happened right in this clearing. Psychically sensitive people will notice equally strong feelings of grief and rage.

† Pavillion - This is where Shiki, SHIKI, and Akiha played as children. It is also where Shiki was stabbed and killed while trying to save Akiha from SHIKI. Because of the bad memories this place inspires, it is little used now. If Psychometry is used on the pavilion, it might conjure up images of the three playing there as children.



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Other Important Locations

Road Up to the Hill - This road leads to the Tohno Mansion and is extremely steep. One can only see the sun while climbing it. During the hot, humid summer, it can be very unpleasant to climb. As one goes up the hill, one begins to see fewer and fewer houses.

Residential Area - Many small houses and apartment buildings are here, including the apartment Arihiko shares with his older sister and a low-rent apartment that Ciel dwells in.

Δ Arihiko's Apartment - Shiki has visited Arihiko at his place several times to play cards and board games. While walking outside one day, Arihiko found Seven, and kept the changeling at his place while caring for it and restoring it to help. Seven would later join forces with Ciel.

Δ Ciel's Apartment - This is a very Spartan affair, and Ciel prefers it that way. It has a bedroom, bathroom, and kitchen. The furniture is limited to a few chairs, the bed, a table, and a nightstand. None are ornate. During the week

(1D4 x2)+1 books borrowed from the local libraries can be found in one corner of the room. To save on electricity, Ciel uses two desk lights to light her apartment during the evening. In the kitchen cabinets one can find spices such as curcumin, turmeric, cardamom, fenugreek, ginger, and cumin. She also has several jars and bottles of instant curry ready to go, and sealed containers of white short-grain rice to cook in combination with the curries. Any attempts to cook Indian food in her kitchen are at +1.

Δ Homabura Gakuen - This is where Shiki goes to school.



It is a well-regarded high school and the students have a good record of finding employment or going on to a decent college. Shiki attended high school here, though his poor health often forced him to go home early. In spite of this, he was well-regarded by the women of the school for his good looks and his kind, gentle nature. The school itself is an ordinary series of white buildings with nondescript windows and a courtyard. It contains a gymnasium and two dojos. There are many classrooms and a few rooms used for clubs. One, the Tea Ceremony Club, maintains a restful Japanese-style atmosphere and decorative style for its room, with *tatami* mats, *matcha* cups, and hanging *kakemono*. The table on the right side of the room contains potted *shikimi* plants. A small cabinet is to the right of the tables. If it is unlocked, an emergency pile of curry bread (in case of visitors coming to the club) can be found.

The school has a decent cafeteria which sells simple, tasty food. The better items always sell out first, so people should either camp out or roll Luck (at increasing penalties depending on how late they are) if they want particular items. The school cafeteria has an old television tuned to a news channel which can be used as a way to inform the students of any important news (murders,

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disappearances, etc.)

† Beneath the school is the school basement, where the vampire Roa set up his lair after hiding it behind several illusory bounded fields. Between his own complementarity with Roa/SHIKI and the fact that they were in close proximity to each other, Shiki never was safe while he was in this building.

Δ The Arima household. After Shiki was formally disinherited by his adoptive father and relatives, he was sent to live with the Arimas. Like the Tohnos, they are half-demon, but their



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Bloodline is far less powerful (meaning they have little chance to suffer an Inversion Impulse) and they are comparatively less severe in manner. Their style of living was very traditional, and they practiced tea ceremony and other old arts. Their house also had a dojo where the people living there could practice martial arts. Their style focuses on throws, high kicks, and rushing punches. Shiki's cousin Arima Miyako trains there, and became concerned by his departing to live with the Tohno family.



△ Arcueid's Apartment - Because manifesting the Millennium Castle Brunestud would be too conspicuous, Arcueid found a place to love by hypnotizing an apartment manager. Like Ciel's apartment, it is very sparsely decorated. Shiki first met Arcueid here, though the meeting was not a cordial one. Getting in touch with Arcueid is difficult, but one could do so by leaving messages here.

△ The Cross Road - This connects the residential areas to the school, and also leads one to the shopping areas downtown. If one goes downtown, one could find all manner of trendy shops, stores, and even some nightclubs to hang out at. There's also a movie theatre on Main Street which is in operation six out of the seven days a week, but it usually plays older, classic movies. Arcueid was very impressed by movies, and saw her first film with Shiki at this particular theatre. If the group wants to attend a movie there, the Storyteller can roll D66 to see what is playing:

- 11-25: An old Universal monster flick
- 26-32: A German expressionist silent movie
- 33-41: Kubrick/Bergman movie
- 42-51: Kurosawa samurai drama
- 52-66: Modern horror movie

If the Storyteller wants, he could even have a mini-Chapter begin by having the regular Cast go in to watch a movie and then giving them NPCs from the movie to play. The *Blood*

Brothers scenarios from Chaosium would be a good source of inspiration for this. In addition to the movie theatre, there is one other part of downtown that needs to be mentioned:

† **The Bloodstained Alley.** This is a particularly important part of the town although it has never been mentioned on any maps. It is where Arcueid and Shiki forged their pact to take down Nero Chaos, and it is also where Yumizuka Satsuki piled up the leftovers once she became a vampire and began experimenting with different food sources. Finally, in one of *Tsukihime's* Dead Ends Shiki gives in to the corruptive power of his Complementarity and is ambushed by Roa/SHIKI here and killed.

This area should probably have been blocked off years ago, but it seems to resist change. During the *Night of the Blood Liar* this area becomes shadowed and dark, and the corpses of this area's victims will reappear, complete with oozing, non-coagulating blood. Whether it's real or illusory, seeing any version of the handiwork of Yumizuka Satsuki or Roa here is worth a Fear Save at -2.

△ **Luxury Hotel.** It was here that Arcueid and Shiki stayed so that Arcueid could have some time to heal after Shiki, while in his killing mood, carved her up. The hotel was a high-class affair and one could order many things from room service, including massages. Its business went bad after Nero Chaos drove a dump truck through the main entrance and killed/ate everyone as he went from floor to floor looking for Arcueid to finish her off. It's up to the Storyteller whether or not it's still in business, but after 100+ casualties were sustained there it's hard to see how it could continue to be.

△ **The Shrine.** This is a modern skyscraper with a pointed design reminiscent of the Washington monument. The top floor has a pavilion that had been prepared as the place for Wallachia no Yoru to materialize. If he is still active, getting up to the top floor will be about as easy as ascending the Chrysler Building in *Parasite Eve*, which is to say, not at all.

△ **The Park.** Located away from the commercial area is a park with benches and a large fountain which is always in operation. If the Cast comes here during the day, on a roll of 11-55 on D66 there will be some kind of food vendor serving food like yakitori, ice cream, corn dogs (called *americandoggo* in Japanese), and so on.

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Mood

Misaki is, on the surface, an ordinary city without any real distinguishing characteristics. This is but a veneer, which reveals something much darker once one begins to look deeply enough. Beneath the town's normalcy exists the Dead, unliving zombies under control of their vampire and Dead Apostle leaders, several active monster hunters who work to keep the city's peace, and awful family secrets. Unlike *Fate Stay Night*, which was a heroic adventure story, *Tsukihime* was a supernatural mystery/horror/thriller and it emphasizes qualities of those genres. *Fate Stay Night* focused on what it means to be a hero and the sacrifices one must make to realize an ideal, and *Tsukihime* was more interested in the loss of control - loss of control of one's surroundings and especially loss of control of the self. Strange things happened about the player character, causing the player to want to know more about what happened before and what is happening now. With that in mind, the Storyteller is given some suggestions here to try to get into the right feeling for the *Tsukihime* setting:

† Don't overexplain events, and play upon the player's natural suspicions. Evoke paranoia by describing how something seems to be watching them, although they cannot see what it is. Shadows seem larger than usual, and one sees movement out of the corner of one's eye. Examine surrealist works to better capture that unreal, persecuted feeling those stories evoke.

† You may wish to have the players take appropriate Flaws such as Secret (Dark Past), Amnesiac, Doomed, etc. Deeply flawed characters are part and parcel of this type of work, and the characters are often struggling against their own dual natures and the traumatic memories and old wounds of their tragic pasts. If the Storyteller has a good roleplayer, then he could secretly be playing a person with his own agenda that may be temporarily compatible with the group's.

Allegiances are such tricky, ephemeral things ...

† If White Len retains all the power of Wallachia no Yoru, then the *Night of the Blood Liar* could become an annual event. In this case, the players will have to face each other's worst fears and try to last through the night.

Crafting a Story

With all of the above in mind, consider the following themes when it is time for you to prepare a Story. The following was first suggested by Thomas Wilde during his wonderful Last Escape project:

The Horror Movie

The Cast is up against overwhelmingly powerful enemies; if they fight, they will die.



If they can win, it's by surviving, and not all of them are going to be able to do this. This is the Lovecraft style of roleplaying, but applying it too thickly will irritate your players; no one likes playing games where everyone is screwed from the word go. Thus for horror you should focus on imagery, description, and mood, rather than lethal combat. Have your players jumping when they hear your house settling.

The Action Movie

Many of the Dead are slow-moving, little better than zombies. Having grown up on *Buffy*, *Angel*, the *Blade* trilogy, and so on, your players may be quite willing to engage the unliving directly in combat. The game *Tsukihime* had some fantastic action sequences and knife fights, including a battle against a mass of the Dead, so you should definitely include some fights. Give them some fun opportunities for fighting, and some battles they cannot avoid. Spectacular victories are going to be counterbalanced by some crushing defeats if they get too overconfident.

The Mystery Movie

Something or someone made the events in this scenario happen. Thus to run this you must create several route causes and also put out some unrelated red herrings that do not have a direct relation to the problems going on around them. When considering the long lifespans of demons and vampires, they're bound to leave behind a large paper trail. Hidden diaries, old newspaper records, moldering contracts written in inhuman languages

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all exist, and it will be the players' job to track them down through research. The Storyteller should prepare handouts and supplements for the players to pour over and carefully analyze. NPCs have shadowy pasts and hidden motives, and any romantic entanglements are likely to be dangerous ones.

Gothic Horror

When the sun goes down, the streets become dark and forboding. The streetlamps throw out a sickly glow that doesn't cover much, and the neon lights downtown only show faces half-shrouded in darkness, demonstrating how alone the main characters really are. Just beneath the bounds of perception, dark forces lurk. Nothing should be well-lit, everything becomes mysterious, and a scream is waiting nearby.

Tragedy

The people who die in Misaki are not statistics, nor are they ciphers or plot hooks. Each is a breathing, living human being, and the behavior of a vampire produces lots of casualties. Remember how upset Shiki was upon seeing the list of people who died at the hotel he was staying at. You can play up these themes by having corpses bear wallets with pictures of their families in them. The desk of a person who died has fliers and posters showing things they were looking forward to, or things that they enjoyed, like parties, graduations, and softball games. When they perform an investigation, they come across personal items in a person's house, giving them a Griffin and Sabine-type feeling. The big issue with this is the fact that many roleplayers are jaded, but applied carefully it can spice up the evening.

The Bizarre and Off-Kilter

Finally, in much the manner of *Buffy* and other self-aware genre films, Tsukihime knows enough about itself to occasionally hang the lampshade; thus the Storyteller should sparingly incorporate humorous elements into his game to counterbalance all the serious elements that are first and foremost in the story.

Sources of Inspiration:

The original game. Duh.

Higurashi no Naku Koro Ni. The first series has a sombre, dark tone that is very much in keeping with the kind of mystery and horror elements of *Tsukihime*.

The Call of Cthulhu and *The Shadow Over Innsmouth* by H.P. Lovecraft

Parasite Eve by Squaresoft (the link between Aya Brea and Eve is worth studying for inspiration on how to use Complementarity).

Silent Hill 2

Twin Peaks

Music

Set aside your Anya cds for a moment. The following are good sources of music for running a Tsukihime game:

Silent Hill 2

Resident Evil 1, 2, and 3.

Higurashi no Naku Koro Ni

Tsukihime anime

Twin Peaks



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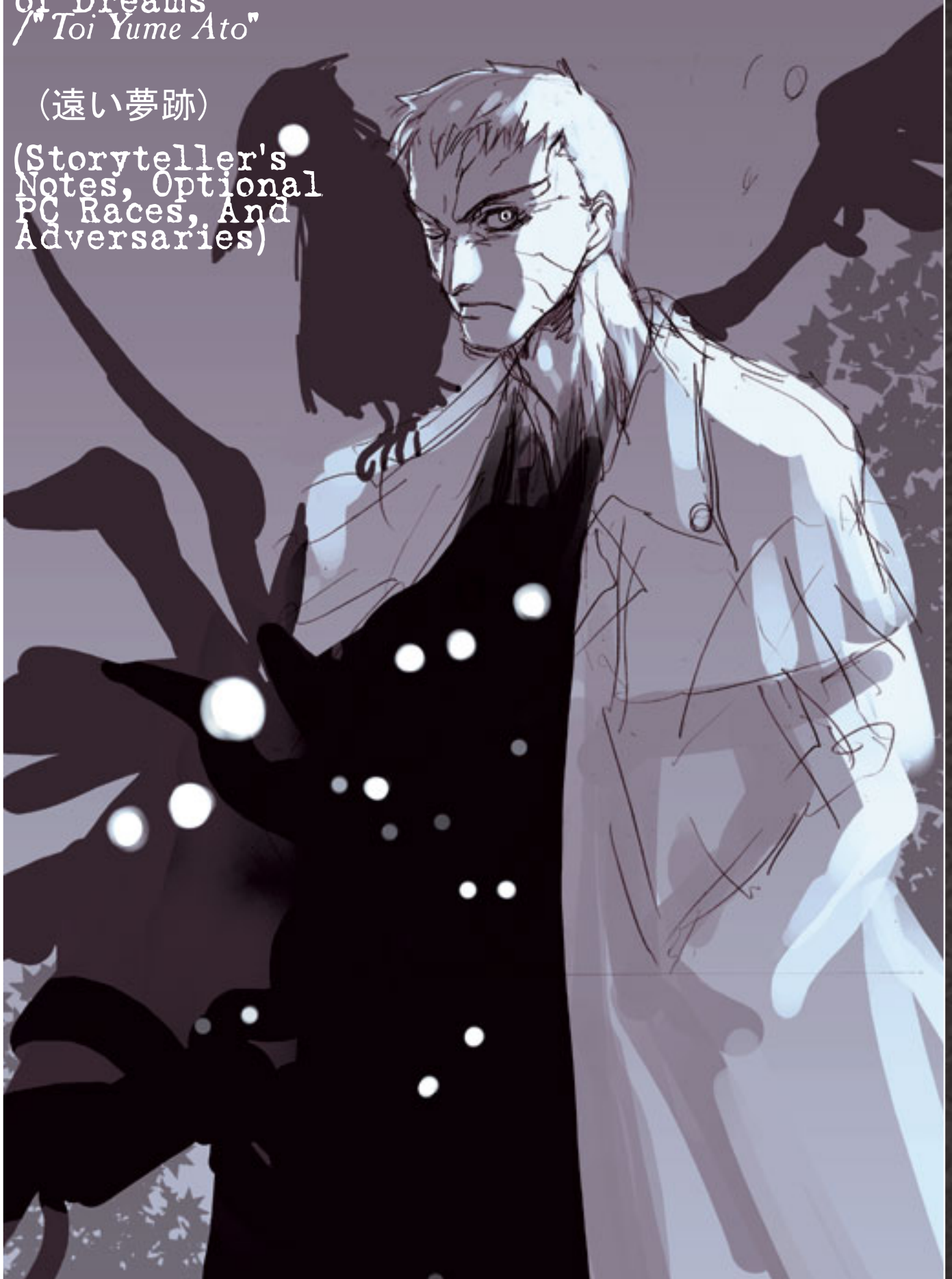


Fate

Chapter Ten: "Distant Traces of Dreams" / "Toi Yume Ato"

(遠い夢跡)

(Storyteller's
Notes, Optional
PC Races, And
Adversaries)



Fate

Adversaries

Kara no Kyoukai, *Tsukihime*, and *Fate Stay Night* have all featured enemies which do not stay dead. For that reason, I will now stat the various types of undead which the player characters are likely to encounter during their adventures.

死者／死人 (*Shisha/Shibito*)

These are corpses which continue to move about long after their bodies have stopped living. They are often inhabited by spirits that use them as a way to affect the physical world. Often, but not always, the spirit that drives them is not the spirit which once dwelled within their body when it was alive. While they vary highly from individual to individual, they do share some common traits. As long as they are animated, they do not decay - thus a person who was reanimated right after dying might be able to pass for human (though he'd still lack any kind of body heat and a pulse).

Shisha are also *very* resistant to damage. While they typically don't have levels of Damn Healthy, they don't take extra damage from Lethal or Aggravated sources of harm, all they do is mark the damage down. They also take half damage from all physical sources. If they take damage in a round equal or greater than their STR x 4, then they are knocked down. If they are knocked over, they need a full Turn to pick themselves back up. Otherwise, they can shrug off grievous wounds (though they still take full damage from the Mystic Eyes of Death Perception). The exception to this is if their head or brain is destroyed or removed; that kind of wound causes them to return to death permanently. Because they are not alive, they take no damage from poison and are immune to drugs.

The spirit that keeps them moving is determined, causing them to possess some resistance to magic and psychics. Shisha begin play with the Iron Mind 3 point quality, which means that Telepathy and any other attempt to scan their mind or contact them automatically fails. Their enchanted body also possesses 1 level of the Resistance (Mystical) quality, which means that casting spells against one is a little harder than usual.

Touko Aozaki used an Anzus fire attack against one, which took no damage from her spell. Therefore it seems fair to also give them Resistance 2 against all kinds of fire damage, including that caused by mystical sources. This Resistance does

not defend them from the fires of a crematorium, which would cause doubled damage against one of these living cadavers. Their mystical Resistance is also not absolute; it does not protect them against Buddhist funereal sutras spoken by a pure-hearted priest. The Storyteller may require that a qualifying priest have Code of the Buddhist Priest and Spiritual to properly represent his clerical investment.

Despite their resistance to harm, Shisha are not invulnerable. If they sustain 200 points of damage or more, then they are reduced to quivering pieces which then collapse into bloodstained ash. Removing the head with the Off with their Head maneuver is a more effective way of putting a Shisha down and making sure they stay down for good.

The Shisha in *Kara No Kyoukai IV* was quite nimble, so they begin play with +1 Movement. They are also relatively strong, tough, and fast, so they also begin play with +1 STR, +3 CON, +1 DEX, and +3 Hard to Kill. *Shisha* also regenerate 1 Life Point per hour, though they will need to reattach any limbs that have been removed. All told, it would be a 20 point "Quality", but I doubt many people would choose to play one. Playing one will require the player to understand what drives the spirit within the cadaver. Powerful NPC Shisha may be inhabited by a spirit that can



Ryougi Shiki's blade ends a Shisha.

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not be dismissed simply by the eradication of their cadaverous vehicle ...

It's worth noting that the *Shisha* in the hospital ward was able to get about uninterrupted by the staff despite the fact that it was among the living dead. For that reason, it seems fair to suppose that they possess some kind of ability to hide themselves from detection by ordinary people. Therefore, in game terms anyone with Banality will perceive a *Shibito* as an ordinary, if unattractive or sickly, human being. People using mystical senses on one will instantly recognize it as an unliving being, prompting a Fear Save.

Shisha can appear as the result of an unquiet spirit which may have long-term plans, or as the result of malevolent sorcery. The above rules can be used to create zombies in the service of sorcerors, although those are unthinking brutes (INT 0) who are also not particularly dextrous (DEX -2). In the event of a grudge curse, the resulting *Shisha* would have another level of STR, 2 levels of Combat Reflexes, and would return to its grave after exacting revenge against its target. Seeing any type of *Shisha* is worth a Fear Save, causing the acquisition of one Madness Point if it fails in addition to any other penalties. If the *Shisha* used to be someone they knew, the rolls are at a higher penalty.

Because they are already dead, their Survival Tests are handled differently: a failed roll simply means they are knocked out (unless their head is removed from their body, or their brain is destroyed, which always kills them dead). Note that with its room temperature body and lack of pulse, an unconscious *Shisha* would look completely dead to any kind of medical examination. Although the rest of their body resists extra damage from called shots, shots to the brain do cause them extra damage (x3).

In the event of a *Shisha* being killed, its cadaver melts down into a toxic, rank-smelling sludge, leaving the player characters conveniently short of any evidence of their existence. *Shisha* can serve as short-term cannon fodder for the player characters to plow through, or a particularly clever one could become an important adversary for the player characters. This type of intelligent *Shisha* would have skills, Perks, and Flaws just like a regular character, and could use tools and weapons because it was sentient.

To answer questions fearful player characters might have, the bite of a *Shisha* does not transform victims into other *Shisha*. It causes damage, and may become infected, but it's free of supernatural poisons or other transformative agents.

Extra notes on head shots for *Shisha*: When a player targets the spine, the brain, or the back of the head with an attack, the x3 damage is compared against the monster's Life Points. If they are greater than the monster's Life Points, it immediately dies for good. If not, it simply takes the x3 damage. If a *Shisha* is brought to -10 Life Points from head trauma, it dies. If the Off With His Head maneuver is used, and the damage is enough to bring down the creature's Life Points to -10, it must pass a Survival Test or its head comes off, and the creature will die. Based on the above information, we may suppose that it is easier to "soften up" a *Shisha* with other types of damage before trying for a *coup de gras* (assuming no one has the **Mystic Eyes of Death Perception** in his or her repertoire.)



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Vampires

Several vampires troubled the protagonists in Tsukihime. Their various breeds will be described in the following pages. There are actually types and subtypes of vampires, and the term **bloodsucker** is not specific enough to describe them, for there are several types of demons which dine on blood as their sole source of food. Here are the various types and subtypes of the vampire for the *Fate* roleplaying game.

真祖/*Shinso* / True Ancestors

These are the original beings which would give rise to what we think of as vampires in the Nasuverse. Their origin is unique: they did not appear as the result of thousands upon thousands of years of evolution, instead the World became aware that humans were akin to a parasite, a disease that would in time threaten the delicate balance upon it.

In order to set things right and back into balance, the World contacted the Old One known as **Crimson Moon**.

The people of old wondered if the moon was about to fall down on them - that is, the end of the world. But their fear was not mere absurdity. Because the primal being [from the moon] that appeared in this land was definitely summoned to bring forth the end.

Yet, the World has not yet ended. The concept of the World we have built together is far stronger than what the star imagined.

So the Crimson Moon sheds its tears. It says in sorrow that the fight will be a long one. Yet if it returns again as a new moon, it is not the end. All living things on the Earth will turn against it.

They were created as a sensor of nature. The planet built them to resemble humans. But before that, what caused it to create a sensor called the True Ancestors? The reason why they are affected by the moon. The reason why they, who should have been created in perfection, are not perfect. Their purpose is to return the planet as it was in the past. But can a planet, which doesn't even have a mirror to reflect

itself, set its own standards? Wouldn't the only thing that can understand the death of a celestial body be another celestial body?

The Crimson Moon hangs over head - an observer shedding bloody tears, an observer both near and far.

-*Kagetsu Tohya*



The Crimson Moon agreed to work in collaboration with the World to fashion something capable of controlling the humans, which would be called the True Ancestors. As they would be the true Lords of the Earth, Crimson Moon intentionally modelled them after humans but used Crimson Moon as a template for the structure of their organic systems. The True Ancestors are aesthetically indistinguishable from human beings, although they often possess the kind of otherworldly beauty you see in the Elves in Peter Jackson's *Lord of the Rings* movies. Today they are rare in the extreme, and to encounter one is almost unheard of.

The True Ancestors are not undead, and are very much alive, though they possess the same bloodlust as regular vampires. To help their bodies mature faster, they often sleep through a childhood that is accelerated mystically. If they are not able to maintain control of their bloodlust, they usually willingly enter an eternal sleep, or else they will become powerful monsters known as the Demon Lords. Like the vampires you might be thinking of, True Ancestors are Immortal. True Ancestors also can regenerate from any kind of damage, though it requires an excessive amount of energy. After Shiki cut Arcueid into 17 chunks, she reappeared whole the next day to recruit him because she had been weakened by the event.

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As a result of their dual nature as a blended creature made from equal parts human and demon, the True Ancestors have bloodlust. They gain no nourishment from blood, yet they still crave it. They could be far more threatening if they didn't attempt to restrain themselves from drinking blood, for the need is so strong it requires an equal amount of willpower to suppress. In game terms this disadvantage is resisted with their Will statistic. It is a 1 point Physical Flaw unless the True Ancestor has associated with a person for a long time and is injured or vulnerable, in which case the value of the Flaw rises to 2 points. The unfortunate True Ancestor must make Will saves to avoid drinking the person's blood and causing them to become a Dead Apostle.

If they willingly give in, True Ancestors who succumb to their bloodlust become "Demon Lords", rampaging, dangerous monsters. After giving in to their monstrous nature, they enjoy inflated statistics and enhanced supernatural abilities. As a result the weaker True Ancestors can not defeat them. Despite their name, the Demon Lords are not to be confused with Asian demons in Japanese folklore known as Oni.

In order to counter the threat of Fallen True Ancestors (the Demon Lords), the being known as Arcueid Brunestud was created. She was designed to be as perfect an Ancestor as they could make, and speculation has it that she is a clone of Crimson Moon Itself.

The process is not very effective. Although you were born as the ultimate being, the ones born after you were all too imperfect. You are the only one that went right... all the other True Ancestors were just failures, weren't they?

Every True Ancestor has a place within himself to accept the Crimson Moon. It is a rule that you made yourself.

But that's just an aspect of the Crimson Moon. Every True Ancestor is an incarnation of the Crimson Moon, but at the same time, a totally different being.

-Roa, to a sleeping Arcueid

Brunestud is a special rank amongst the True Ancestors. True Ancestors who have attained

this rank are some of the few beings that can physically manifest the Millenium Castle Brunestud.

While only two True Ancestors were known to be extant in the world of Tsukihime during the game, there may be more that have survived until the current time. Therefore, it is necessary to make some (speculative) stats for what a True Ancestor might be like. None are as powerful as Arcueid; she is a special case and was built for battle. "Regular" True Ancestors begin play with Attractiveness +2, +1 to STR, CON, and DEX, +1 to Athletics, +1 to Brawl, 4 levels of Hard to Kill, at least 1 rank of Magic Circuit, Combat Reflexes 1, Supernatural Senses (Basic), 1 level of Damn Healthy, Immortal, Regeneration (CON in Life Points per hour) and Medium Natural Weapons (Claws and Fangs, which do 1D6 x STR Lethal damage). They must take the Odd Features (Red Eyes, Pale Skin) and Minor Vulnerability (x2 damage from Church Magics) Flaws (4). True Ancestors also take 1/5th damage from falls. They also have one level of Divinity: Epic Attribute in a Primary Statistic. All told, being a True Ancestor is worth 24 Quality points. Players can select Enhanced Attribute to further buy up their Primary Statistics and take additional levels in Magic Circuit if they wish to. Because they are Immortal, players can select levels of the Age Perk as well. If a player does not have enough points to play one, he can take levels of Flaws to further buy down the package cost. When they can afford to do so, the True Ancestor must acquire the Marble Phantasm power to represent how they are able to reshape reality. Many, but not all, will have acquired Mystic Eyes. Likely candidates include Charm, Whisper, Jougan, Coercion, Illusion, Contract, and Jinx.

Demon Lords should not be selected as player characters, ever. To make a Demon Lord, first make a True Ancestor NPC and then add +2 to his STR, +2 to his DEX, and +2 to his PER. Then add 3 levels of Damn Healthy and 3 more levels of Combat Reflexes, and choose a Nasty Nature and Demeanor for him. They must take the Antisocial Impulses (Violence) Flaw at 3. The damage caused by his claws and fangs increase to 1D8 x STR (L). Demon Lords have unattractive appearances which belie their inner need for mayhem.

The largest reason why Storytellers may not want to have their players run True Ancestors is the catastrophic damage they could cause by sucking

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a victim's blood and turning him into a Dead Apostle, which is the next vampire type to be described in this narrative.

死徒 / *Shito* / Dead Apostles

These undead creatures are closer to what you might be conceiving when you think of the term 'vampire'. These are humans who had their blood sucked and subsequently became sentient bloodsuckers. Others are humans who intentionally sought the state of undeath to avoid dying. The Church correctly views them as a threat and a plague upon humanity, and formed the Burial Agency with the express purpose (among others) of dusting these monsters. Originally they were kept as blood dolls for their True Ancestor masters to satisfy the needs of the True Ancestors. To extend their own lifespan, they too became bloodsuckers. This in turn spawned more Dead Apostles, which eventually allowed them to break free from the Ancestors and escape.

These creatures are human on a fundamental level, but undeath has mutated their bodies and prolonged their lifespan. Because of this, their bodies decay quickly and they constantly must ingest fresh biological material found in humans and other living creatures. Unlike the Ancestors, their bloodthirst is not a desire, but their sole way to continue living. Those who were sired by the Ancestors are the most powerful. As with traditional vampires, sunlight burns them. Direct exposure to sunlight causes a Dead Apostle 20 points of Lethal damage a turn. Partial exposure would do 2 points (examples would be wearing a sun suit while outside or running around under a blanket). As they continue to ingest organic material from other creatures, they lose more and more of their humanity, becoming shells of their former selves.

As befits their undead status, they must sleep in a coffin during the daytime. They are somewhat vulnerable to the trappings of good-aligned religions. If a person has Spiritual as a Perk, he can use a cross or other item to hold the Dead Apostle or its undead lackeys at bay (and they can use a disarm maneuver or just pull out a gun and shoot him for his trouble). If the cross or other object touches the monsters, they take 2 points of damage each round until the offending object is removed. If reduced to -10 Life Points from contact with a holy object, they must make a

survival test or be dusted. If the person does not have the Spiritual Perk, he does not have enough faith to use the object to repel the undead. Similarly, Clerical Magic used by the Church is fully effective against Dead Apostles.

Though guns do in fact cause damage to them, it isn't much. Dead Apostles take 1/5 normal damage from guns, and can dodge bullets without the traditional -2 penalty because of their speed. They also regenerate their CON in Life Points every hour, meaning that most wounds in and of themselves aren't a concern for long. Dead Apostles also take 1/5 damage from falling and large blunt trauma. Those who hunt them had better bring some heavy artifacts such as Alchemical Weapons or Conceptual Weapons. Dead Apostles do not suffer the Private Dwelling limitation, and while they have no reflection, they can still be photographed and will show up on video. Off With His Head and Through the Heart [with a stake] are viable (check for dusting - the wooden weapon has to reduce it to negative life points after the x5 modifier for the heart shot. If not, the Dead Apostle takes normal unmodified damage.) Like their Vampire spawn, they possess Alacrity - they can spend a Luck point and gain +2 to all their Initiative rolls for 10 minutes. They can also spend more than one point (up to 3 maximum) for additional +2 to Initiative for that scene. Dead Apostles always have at least 1 point in Mental Flaws (often cruelty).

The differences between them and the vampires of folklore do not end with my above observations. Their victims usually do not become vampires straightaway (if ever), going through a series of development stages. Naturally Banality prevents most people from recognizing these creatures as the unnatural monsters they are. Most of these cause a Fear Save at -1 or -2. Now while a single one of The Dead isn't a big deal, Dead Apostles tend to make these things like a Queen Ant craps out worker ants. All of the species of undead you see are part of the way a Dead Apostle controls its domain. If a Dead Apostle has spent a lot of time in Torpor, its attributes and powers will be diminished when it wakes back up. This will force it to sire much of the Dead in order to restore its power more quickly. When a Dead Apostle has deteriorated greatly, it may choose to prey on wild animals. If it does so, it can use these animals as familiars. These, like the Dead, will send energy

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of those they kill back to their master which will allow him to gain power rapidly.

If one of these following creatures has the One Bite and You're Hooked special aspect associated with one of its attacks, the attack has a corrosive effect on the person, turning them into one of the undead. Dead Apostles turn people into vampires, and these vampires can sire people and turn them into vampires or lesser undead. Typically this is done by mixing the blood of the soon-to-be sire into the attacker's own saliva before it bites the victim. The victim rolls CON x2 when he is bitten thusly as the noxious blend is quick-acting. If he makes his save, he takes 1D3 x sire's CON in Lethal damage. If that is enough to kill him, he dies and rises as a one of the Dead types. If he fails, he takes 1D6 x his sire's CON in Lethal. If that is enough to kill him, he dies and rises as a vampire. The process of transformation takes the character's WILL + 1/2 CON in minutes. If he survived the bite, he could always be re-bitten. While the vampire's toxic poison is coursing through his system, the victim isn't capable of much other than twitching on the ground in agony, though he could be treated with Chiurgery to stop the transformation. If the vampire doesn't want to make another of its kind, it can elect to turn the human victim into one of the other dead types - The Dead, Ghouls, etc. In fact, many of the victims of a Dead Apostle are The Dead or Ghouls. If it has too many Vampire slaves, the Vampires will want to take the Dead Apostle out so they can become Dead Apostles.

Here are the approximate stats for an "average" Dead Apostle.

STR 6-10, DEX 6-9, CON 6-9, PER 3-6, INT 3-6, WILL 3-6

Perks: Magic Circuit 4-10, Combat Reflexes 5, Focused Damage 3, Damn Healthy 2, Hard to Kill 6-10, Reduced Damage(1/5 from Bullets - Limited Use: Brain Shots cause 1/2 damage, not 1/5), Claws (Fist attacks cause Lethal, not Bashing Damage), Soaks Lethal Damage Like Bashing Damage [no modifier, does not bleed], 1/5th damage from falls and large blunt trauma (does not protect against melee bashing damage), Natural Weapon (Claws, Teeth), These beings often have levels of Age and a great deal more supernatural powers, so create each

one as an individual.

Flaws: Sunlight Weakness, Must Sleep in A Coffin, Weakness: Holy Objects Used By People with the Spiritual Perk, Mental Problems (Serious Cruelty, Intrigue, Violence)

Skills: Alertness 4-7, Athletics 6, Brawl 6, Dodge 6, Melee 7, and lots more

Attacks: Blood Suck (DEX + Brawl + 2), damage 1D3 xSTR (L)*, One Bite and You're Hooked.

Claw (Punch), 1D6 x STR (L).

Claw (Kick), 1D6 x STR (L).

Weapon, damage as per weapon.

* - Once the Dead Apostle bites, he can hang on and automatically do another 1D3 x STR (L) per round he maintains the bite. Targets can break free with an opposed STRx2: STRx2 test, trying once per round.

Fear Test: -1 to -4, depending on the horrific appearance the Apostle possesses.



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Minions of the Dead Apostles

The Dead Apostles are able to create beings who will do their bidding. All of these creatures are vulnerable to sunlight, and take 20 points of damage each Turn they are exposed to it. Partial exposure causes only 2 points per Turn. They can avoid this damage by staying in darkness and/or the shade during the daytime. They also take x2 damage from fire. These beings heal back damage caused by fire and sunlight at 1/4 their normal healing rate.

Despite their lack of individual power, the Dead types can still be dangerous because they tend to attack in packs. When that happens, their targets must be careful, because the Dead may attempt to use force in numbers to overbear him. In game terms, one will throw the target to the ground, and the others will pile on top of the target, weighing him down. The target must make an opposed STRx2: [# of the Dead +1] x2 test to get out from under the pile, trying once per turn, or he will be trapped and have the hell bitten out of him. And it goes without saying that people with Banality cannot see these things - one of the Dead, even with his pallor and sunken eyes, would look like a sick human being to one of them.

The Dead.

Nonliving slaves of the Dead Apostles. To distinguish these creatures from the other types of zombies, we often call them stragglers. These cadavers prowl the night and suck the blood of humans, sending their life energy to their undead master. The Dead are created by the Dead Apostle so it can feed without leaving its base. The Dead have no WILL statistic, and they will never become vampires. The stats for the Dead are as follows:

The Dead

STR 3-5, DEX 3, CON 6, PER 3, INT 1, WILL 0
Perks: Damn Healthy 2, Focused Damage 2, Reduced Damage(1/5 from Bullets - Limited Use: Brain Shots cause 1/2 damage, not 1/5), Combat Reflexes 2 , Natural Weapon (1D6 x STR lethal from claws and teeth), Soaks Lethal Damage Like Bashing Damage [no modifier, does not bleed]
Flaws: Sunlight Weakness, Weakness: Holy Objects Used By People with the Spiritual Perk
Skills: Alertness 2, Athletics 2, Brawl 2, Dodge 2, Melee 2

Special Attacks:

Bite and Chew (Dex + Brawl +1), 1D4+1 x STR Lethal, then moves away to eat the flesh
Blood Suck (Dex + Brawl +2) 1D2 x STR Lethal per round it is maintained

Ghouls

These creatures had their blood sucked, but as they lay dying the Dead Apostle vomited some of its own blood into them, preventing them from truly passing on. These are staggering corpse eaters who eat flesh to slow their own decay. They are like hungry beasts. If they drink the blood of their sire, there is a 1 in 100 chance they will be upgraded to the status of Vampire.

Ghouls

STR 5, DEX 3, CON 5, PER 3, INT -1, WILL 2
Perks: Damn Healthy 2, Focused Damage 3, Extra Lucky 3, Natural Runner 3, Reduced Damage(1/5 from Bullets - Limited Use: Brain Shots cause 1/2 damage, not 1/5), Combat Reflexes 3, Reduced Damage (1/2 from Hand to Hand damage), Claws (Fist attacks cause Lethal, not Bashing Damage), Soaks Lethal Damage Like Bashing Damage [no modifier, does not bleed] Can do Lethal damage with Bite attacks, Does Not Sleep/Tire/Breathe
Flaws: Sunlight Weakness, Weakness: Holy Objects Used By People with the Spiritual Perk
Skills: Alertness 3, Athletics 4, Brawl 3, Dodge 3, Melee 1

Special Attacks

Bite and Chew (Dex + Brawl +1), 1D4+1 x STR Lethal, then moves away to eat the flesh
Blood Suck (Dex + Brawl +2) 1D2 x STR Lethal per round it is maintained

Living Dead

These were once ghouls who have restored their bodies and minds by excessive consumption of living flesh. To help distinguish this type of zombie from the other types, we call them Lost Ones. These are weaker than the Dead, but still have their soul (degraded though it is). The chance of a Ghoul achieving this state is 1 in 1000. These creatures are suitable for use as long-term opponents of the Player Characters.

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Living Dead

STR 2-3, DEX 4, CON 5, PER 3, INT 3, WILL 3

Perks: Appearance 0-1, Extra Lucky 4-5, Rejuvenation 2, Reduced Damage (1/5 from Bullets - Limited Use: Brain Shots cause 1/2 damage, not 1/5), Combat Reflexes 3, Focused Damage 3, Damn Healthy 2-3, Natural Runner 2-3, Soaks Lethal Damage Like Bashing Damage [no modifier, does not bleed], Does not Breathe, Does Not Sleep, Does Not Tire, **Flaws:** Sunlight Weakness, Weakness: Holy Objects Used By People with the Spiritual Perk **Skills:** Alertness 3, Athletics 4, Brawl 4, Dodge 4, Drive 2, Etiquette 1-2, Firearms 3, Influence (Intimidation) 4, Melee 3, Wild Card (Streetwise) 2

Special Attacks

Bite and Chew (Dex + Brawl +1), 1D4+1 x STR Lethal, then moves away to eat the flesh
Blood Suck (Dex + Brawl +2) 1D2 x STR Lethal per round it is maintained

Vampire

It's strange, because after a while, I understood a lot of things. My body hurts so much because it's being destroyed quickly, and sunlight is a catalyst for that. To stop its destruction, I need blood. It was plain enough what I had to do. I was cold, and lonely, and I didn't want to die. So I grabbed a random person and sucked his blood. And it was delicious. But before I knew it, it was all gone. But so was my pain. The man was shriveled up, like a mummy, and I felt really bad. I thought to myself that I was turning into a monster, in both body and mind.

But I had to do it to keep living. I didn't kill those people because I hated them. I drink their blood the same way you people eat animals. So I don't think about it too deeply anymore.

But now I've become a proper vampire. Until now, I was sucking blood because I was cold and in pain, but now I've got the hang of it. It's become interesting. And I understand you better now, Shiki. You're the same as me. It doesn't matter if you like or hate people. You could kill anyone. You see someone, and then for no reason, your heart throbs and your throat goes dry.

-Satsuki Yumizuka, *Tsukihime*

One in ten thousand victims of a Dead Apostle skips the above stages and becomes a full-fledged vampire on their own. A person with a good Magic Circuit rank and one level of

Extra Energy is a suitable candidate for vampiracy. Immediately after being bitten, they die and are sired as actual vampires, as in the case of Satsuki Yumizuka from *Tsukihime*. If the Dead Apostle that originally bit them dies, they rise to become Dead Apostles. As they age, they accrue XP they can use to buy up their attributes and skills. These creatures must drink blood in order to survive, as normal food no longer sustains them, and they prefer to drink the blood of young people, in particular virgins. Based on what Satsuki said, they find the blood of drunk humans distasteful. If they do not drink blood, their bodies begin to fall apart and so they begin an unlife of hunting and hiding. As a result of their condition, they usually develop Mental Flaws.

Vampires are quick on their feet, and benefit from Combat Reflexes 5. They can also spend a point of Luck to turn on Alacrity, which gives them +2 to all their Initiative rolls for 10 minutes. Further Luck points (up to 3 at a time) can be spent to increase the bonus, but the time limit remains the same. Vampires can be killed like ordinary creatures (send the life points down to negative; if it fails a Survival Test, it's dust). Off with His Head and Through the Heart will also work well (though if the dusting test failed for Through the Heart, the vampire takes x2 damage, not x1).

It is conceivable, given the fact that there are a few Dead Apostles that still retain their humanity, that there might be a few "good" vampires, but these unfortunate creatures would still have to do something about their need for blood. These would make for fine tragic protagonists.

Vampire

STR 4-7, DEX 4-7, CON 5-7, PER 3-6, INT 3-5, WILL 3-4

Perks: Hard to Kill 3, Damn Healthy 1, Natural Runner 3, Unnatural Runner 2, Damage Reduction: 1/5 damage from Bullets, Falls, and Large Blunt Trauma, Regenerates CON in LP per hour, Immortal, Does Not Tire, Claws (Punch attacks do Lethal), Fangs (Can bite and blood suck, leading to more of the Dead, Ghouls, etc. Advanced Vampires can make other Vampires, though each successive generation usually gets a bit weaker.),

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Attractiveness 2 to 4, Sunlight Weakness, Marked (No Body Heat), Combat Reflexes 5, Does Not Sleep, Weakness: Holy Objects Used By People with the Spiritual Perk, Mental Problems (Intrigue, Cruelty, Antisocial Personality Disorder, etc.)
Skills: Alertness (Blood Sense) 3, Brawl 5-7, Dodge 3-5, Drive 3-5, Empathy 2, Influence 3-4, Melee 3-5, Occultism 2, Politics 2, Security 2, Stealth 2, Sleight of Hand 2.

Special Attacks

Bloodsuck (DEX + Brawl +2), does 1D4 x STR lethal per turn it is maintained, One Bite and You're Hooked

Vampires as Player Characters

This game system focuses on playing strange and unusual characters, and vampires would certainly match that description. Unfortunately, vampires in general are monsters, unable to control their need to suck blood and cause mayhem. Normal vampires have mental flaws such as Cruelty, Antisocial Personality Disorder, Megalomania, and so on that make them unfit for human company. If the Storyteller doesn't mind the character playing a murderous monster, then the cost for playing a Vampire is 12 points. The cost for playing a humane, relatively sane Vampire is 15 points. Vampires gain +3 to STR, +2 DEX, +2 CON, +2 levels of Hard to Kill (and they can have as many as 10 levels), 2 levels in Acute Senses (Smell, Hearing) [+4 to smell rolls involving blood], Reduced Damage (1/5th damage from Bullets), Regeneration (CON in LP per hour), and the Immortal Perk. They also gain Sunlight Weakness, are vulnerable to holy objects if used by someone with the Spiritual Perk, and can be killed with a stake to the heart, the Mystic Eyes of Death Perception, or by being beheaded. For extra points, they can also buy levels in the various supernatural Perks. Playing a humane vampire is challenging, for the creature must balance his need for blood against his desire to avoid committing atrocities, and he must also realize that he will not be able to travel freely for 12 hours out of every day (overcast and rainy days notwithstanding). He will also need a coffin to sleep in. Kindly Storytellers will allow them to "make do" with a large crate or box, which can help to deflect questions.

The 27 Dead Apostle Ancestors

These must be mentioned. The most powerful and ancient Apostles belong to this category. Most of them are powerful enough to manifest Reality Marbles, and their extermination is the Church's highest priority; sadly their inclusion on this list denotes that most are too powerful for any small group to exterminate. The list of the 27 changes over time, as Dead Apostles die and are succeeded by their Vampire minions, or are destroyed by other bloodsuckers or monsters which replace them in this ranking system. The list has become very strange: some of the creatures on this list are not bloodsuckers and have no connection to the Dead Apostles, some spots on the list are left empty because the Apostle is dead/sealed/missing and presumed dead, and some of the beings on this list actively oppose the Dead Apostles and try to eliminate them. The creatures which belong in the first ten ranks can not be destroyed by any known physical means. While many are independent, Apostles tend to have their own minions and castles. Because they are so long-lived, they often enter into squabbles for territory among themselves. There are two primary factions among them, those who follow Altrouge Brunestud and those who follow the formal King of the Dead Apostles, Trhvmn Ortenrosse. Here is the list as it was presented at the beginning of Tsukihime.

- No. 1. Primate Murder
- No. 2. the dark six
- No. 3. Crimson Moon Brunestud a.k.a. Type-Moon
- No. 4. Wizard Marshal Zelretch a.k.a. Kishua Zelretch Schweinorg
- No. 5. ORT a.k.a. Type-Mercury
- No. 6. Rizo-Waal Strout a.k.a. Black Knight Strout
- No. 7. The Forest of Einnashe a.k.a. The Disemboweling Sea of Trees
- No. 8. Fina-blood Svelten a.k.a. White Knight Svelten
- No. 9. Altrouge Brunestud
- No. 10. Nrvnqsr Chaos
- No. 11. Stanrobe Calhin a.k.a. Lord of Predation a.k.a. City Devourer
- No. 12. Empty
- No. 13. TATARI/The Night of Walachia a.k.a. Zepia Eltnam Oberon
- No. 14. Van-Fem a.k.a. Valery Fernand Vandelstam

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- No. 15. Rita Rozay-en
- No. 16. Gransurg Blackmore a.k.a. Lord of the Black Wing
- No. 17. Trhvmn Ortenrosse a.k.a. Lord of the White Wing
- No. 18. Enhance a.k.a. The Knight of Vengeance
- No. 19. Empty
- No. 20. Merem Solomon a.k.a. Crown
- No. 21. Sumire
- No. 22. Empty
- No. 23. Empty
- No. 24. El Nahat
- No. 25. Empty
- No. 26. Empty
- No. 27. Caubac Alcatraz a.k.a. Millennium Lock
- Unnumbered. Michael Roa Valdamjong a.k.a. The Serpent of Akasha a.k.a. Infinite Reincarnator

Statting these creatures would require more space than is available in this book, and they will be fully defined in a future supplement to this text.

Fate

Aberrations

The child's spine snapped, and sobs became painful wails.

Saber was shocked beyond words; the little figure in front of her eyes burst apart. Moreover, what gushed out from within the child was not red blood.

It was an inky horde of snakes, countless snakes intertwined together - no, that thing was covered with suckers as big as fish gills, not something as simple as a group of snakes. Are they octopi? Or the tentacles of some strange octopus-like creature?

Those tentacles, as thick as Saber's arms, extended in the blink of an eye and wrapped themselves around the silver armor, starting to tightly constrain Saber's arms and legs.

The flesh and blood of the hostage still hung on the demonic monsters summoned from another world - there was more than one demonic monster surrounding Saber. Endless tentacles continued to emerge from the remains of the hostages scattered everywhere; a dozen or so monsters surrounded Saber almost immediately.

--*Fate/Zero*, 6.2

Sometimes things from other, less sane worlds and dimensions cross over into our reality. When they do, they bring with them madness, chaos, and suffering. These will be termed *aberrations*. They tend to lack sanity, mercy, empathy, and compassion, and have an outlook as alien as their bodies. Some want to bring their monstrous gods into our dimension, while others are content with simple slaughter. What is clear is that they are not ever going to be on friendly terms with us. Many are so horrible that they inflict many Madness points if people see/experience them. Those who would summon these alien beings are usually misguided madmen. These beings are fully detailed in the *Cthunisystem* plug-in for Unisystem. It does not take much work to fit them into a Fate rpg Story, and the Storyteller could simply select some new Perks and Flaws for them and be done quickly. It would seem that with the right grimoire, one can bring these beings to our world.

The books that contain rules for bringing them here are often mouldering old tomes which seem to exude malignancy. Finding one is never easy, but it can be done by a mage with the time, energy, and will to do it. Through study of the text (which causes the incursion of Madness points), the mage can learn ways to contact these aberrations

and have his will be done. Or so he might assume ...

Rules for Calling, Contacting, Summoning, and Binding these entities can be found within the *Cthunisystem* plug-in on pages 9, 13, and 17. The monsters can be found on pages 16 through 19, and additional monsters can be devised from the *Creature Companion*, and *Ye Booke of Monstres I and II* with these conversion notes:

BRP STR /3 = Fate STR, BRP STR /3 = Fate CON, BRP INT /3 = Fate INT, BRP POW /3 = Fate WILL, BRP DEX /3 = Fate DEX.

Cthulhu Mythos deities will have at least two levels in Epic (Divine) statistics of the Storyteller's choosing.

Unless noted in the text, assume a creature's PER is equal to its INT +/- 1D2.

Claws do 1D6 x the creature's STR (L), tramples do 1D10 x creature's STR (Bashing), Bites do a varying amount of damage depending on the creature's size, and tentacles do 1D6 x (STR+1) in Bashing.

Use your own judgment on how many Madness points failing a Fear Save will incur, but half the creature's negative Attractiveness score seems like a good number.



The Caster of the 4th Heavens Feel summons an aberration using the R'yeh Text.

Fate

(True) Demons

These should not be confused with monstrous aliens; those are termed *aberrations*. What they have in common with aberrations (also known as 怪魔 or *Kaima*) are their unwholesome, blasphemous physical shapes and alien outlooks. True demons come in two types, the Fiendish Kind (鬼種 – *Kishu*), who have always existed since creation and are composed of ordinary matter, and those which appeared in response to humans, which are called the Devils. The Devils are composed of "the 6th imaginary substance" and, in fact, are that substance themselves. Because of that, they do not have any real form themselves and lack physical bodies.

There is a way for a demon to exist in our reality as a Devil: as it is being summoned it plucks an "image" from the mind of its summoner, or from a strong mind, or from a communal concept such as an ancient legend. As it being summoned, the image becomes the body the demon will have. If it is not bestowed with a body during summoning, the demon can try to possess a living being (metaphorically putting it through hell) and slowly reformat it into a "more appropriate" form for the demon. This possession is termed Agonist Disorder (アゴニスト異常症) and it is extremely unpleasant. In the initial stages of possession, a human begins to feel extremely irritable as his health worsens. The shape the Devil has in mind for its host is physically impossible for any organic life, and often requires a Fear Save to perceive. In compensation for the painful mutations possession causes, Devils have been known to work out some kind of agreement with those they possess, so that their bodies' original host does not fight them. Those that can form an alliance with the Devils that possess them are called the Demon Masters.

One example of a Demon Master is Karyou Kaie, a beautiful young man whose heartless cruelty is such that one cannot believe he is really human.

The body of a Devil is often flawed due to the type of image visualized by those who called it, and it may begin play with physical Flaws. Devils have been known to grant wishes and make pacts with humans, but these are seldom good for the bargainers that make them.

Outside of a physical body, the demon is an intangible spirit, unseen by those without supernatural senses or clairaudience magicks. Within or without a body, demons have an

"alien common sense", which is in game terms a Reality Marble. This allows them to reshape reality in a specific way. While many demons are dull minded and unaware of how best to take advantage of earthrealm, their lack of intelligence does not make them any less dangerous, and they are often targeted for elimination by the Church and are the central enemy of the Demon Hunter Organization. Humans who have been fully transformed by Devils may begin to distort the minds of those around them, and the Reality Marble may be used to create Hell on a particular patch of earth.

Given the endless variety of demons, giving them statistics in this text seems pointless, but in their native state they only possess INT and WILL (more powerful specimens have greater ranks in these statistics). Just about all of them will have Telekinesis and a decent Magic Circuit. Some can affect the emotions of others around them with the perk Influence Emotions. A possessed person acquires the Bloodline package, and can begin to select supernatural Perks as part of that (though it is the demon who directs that process, and the demon is usually not concerned with subtlety).

At times the remains of a very powerful demon may coalesce into a "skeleton" (骸 *Mukuro*). After Avenger was defeated at the end of Fate Stay Night, his remnants merged to form a shadowy void vaguely like a giant wolf-man. These beings are much weaker than regular Devils, but are still strong enough to quickly slaughter a human being in a regular fight.

Fiends (鬼種 – *Kishu*)

These monsters were demons from the beginning, instead of formless beings that were shaped by human beings. These beings are naturally-occurring and native to earth, but are unrelated to humans or the phantasm races. As humans became more commonplace, they became rarer. The most well-known example are the Japanese ogres (*oni*), which in the past crossbred with other creatures, creating half-demon families such as the Tohno. Both half-breeds and *Kishu* are targets of the Demon Hunter Organization.

Fate

Servants

Few other playable classes have the potential to be such game-breakers as Servants, so they will be fully described here. While their entry on page 60 gave a general description of them and how their powers work, it is necessary to give a more thorough description in this section of the text. As for why this would be found in a Storyteller exclusive section, there are two reasons: while a player may choose to play a Servant, he'd likely have to face other Servants in battle. There'd be no surprises if he knew all their tricks ahead of time.

Lastly, this section will offer ways for Storytellers to create their own Classes of Servants. It is possible (though unlikely) for Servants of Classes other than the standard seven to be summoned into a Heavens Feel. This can be done through hacking the Grail system, as was done by the Edelfelts to summon double Sabers in the third Heavens Feel or the Einzbern family's invoking Avenger in the same War.

A few points are worth mentioning here: Evil and villainous spirits are ordinarily not supposed to be summoned by the Grail. The exception to this is the Servant Assassin, who is the only evil and anti-heroic Servant the Grail invokes during a Heavens Feel. After the Grail's corruption in the third Heavens Feel we start to see Servants of evil alignment and strange anomalies such as a Servant summoning another Servant in the fifth Heavens Feel.

It is possible for something to be chosen as a Heroic or Anti-Heroic Spirit even if the person was not particularly memorable in life. Avenger became an Anti-Heroic spirit after people sacrificed him in a rite marking him as the incarnation of all evil in the world. While alive, he was just another villager, but after people began to celebrate his memory, he gained the capacity to become an Anti-Heroic Spirit and participate in the Heavens Feel. These types of Servants are the weakest all around compared to the the true heroes and legendary figures who are normally summoned, but these deviances from the norm have far stranger and potentially more powerful Noble Phantasms to compensate for that weakness.

What Are Heroic and Anti-Heroic Spirits?

(Editor's note: thanks be to fuyuki.winter) In their original form, these are dead heroes and legendary figures. While still alive, they accomplished great things and then went on to become revered after their deaths. In the case of Anti-Heroic spirits, they were despised and persecuted but what they did was ultimately beneficial to humanity either through design or benign accident. As a result, Heroic and Anti-Heroic Spirits serve as an incarnation for the wishes and hopes of humanity. While some Heroic and Anti-Heroic Spirits existed as mortals, there are some that never did, and there are others that are unknown to humanity.

These spirits normally are summoned from the Throne of Heroes as pure energy. The Fuyuki Heavens Feels restore their mind and give them a spirit body when they are summoned, but generally they are used as oracles by having them possess a medium. Although some of them are demigods such as Gilgamesh, Cu Chulainn, or Iskandar, Heroic Spirits are still relatively human-like in terms of their desires and feelings. If a Heroic Spirit is dispatched to a given time period and is defeated, it typically does not recall what it experienced or learned to avoid incorporating paradoxes and other undesirable elements into what is supposed to be a perfect being (Arturia was an exception to this because she had not died and therefore was not yet fully accepted into the Throne of Heroes).

Because of the rise in cynicism, the power of technology, and the moral relativism of modern times, there are relatively fewer Heroes today, especially compared to the past.

That Comes With Your Order (What makes a Class a Class)

It is normal for a person to be summoned into a Class because of a skill or talent they possessed while alive. EMIYA was selected as an Archer for his *kyuudou* skills, but archery in and of itself is not a prerequisite for the Archer Class, long-ranged attacking capacity is. This was aptly demonstrated by Gilgamesh, whose Class is technically Archer. While Gilgamesh has not demonstrated any skill with a bow, he can discharge many Noble Phantasms out of the Gate of Babylon at his target,

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allowing him to attack at range, thus satisfying the requirement of the Archer Class. Similarly, it is possible to have a Saber in a Heavens Feel who fights with an axe, as they are not required to use swords. It is also possible for someone to be pigeonholed into a Class they don't actually fit into, though the resulting Anti-Heroic/Heroic Spirit will have poor Class Abilities and Noble Phantasms to reflect this. An example of someone not fitting into their class would be Assassin from the 5th Heavens Feel, who was the fictitious hero Sasaki Kojirou. And because Sasaki never really existed, Caster ended up summoning a Wraith to play his part; the ghost had the same concept and basis of the hero, as in life it was likely a nameless swordsman. The Anti-Heroic spirit called (True) Assassin, the cold and calculating Hassan, is another example. Hassan was actually a title assumed by the leaders of an organization of assassins. Their backgrounds were lost historically, thus there is no record of them before they became known as Hassan. Because any of them could be Hassan and all of them *are* Hassan, one can be summoned as Assassin and this Servant can create other Hassan-like bodies from these varying shades. Just as Nasu created many strange exceptions when developing the Nasuverse, the Storyteller should also find ways to incorporate

these twists into his game.

It is also necessary to have a catalyst related to a being in order to summon it as a Servant. In the case of Arturia, Emiya possessed the scabbard for Excalibur and thus was able to summon her by accident. Matou Zouken possesses a strong desire for true immortality which is shared by Hassan, so Zouken was able to summon Hassan as an Assassin.

Furthermore, a Storyteller is within his rights to slightly reduce or increase some of the ranks of a Servant depending on the power of the magus who summons him and limit their powers along the lines of what was "remembered" of the character according to legend. As an example, perhaps the 5th Heavens Feel Caster could not use healing magic because no one remembered her using her magic for something other than evil.

If you as the Storyteller feels intimidated by this level of detail, it is always possible to do some research in real life at the library concerning heroes and legends after play begins and the players have settled upon what Class they'll be playing. The important step when doing so is to figure out where the historical record went "wrong" in the context of your game world (King Arthur was a woman, Medusa didn't actually have snakes for hair, etc. If you trust your player, he might be able to lend a hand to this brainstorming session.) This is also where the determination of what the character's Noble Phantasm(s) is/are should take place.



Fate

Servants vs Other Beings

Note: Thanks go to to fuyuki's power rankings section, which contributed the meat of this body of text.

Most beings would not last long in a battle against a Servant. Even though she had many years of Kendo training, Fujimura Taiga quickly lost multiple times during a Kendo match against the Fifth Grail War Saber. Because Arcueid's Strength attribute varies depending on the type of opponent she faces, Arcueid would be likely be able to defeat a Servant.

Whether other beings can survive in a battle against a Servant depends on the power of the Servant's Noble Phantasm. If the Noble Phantasm was average in quality, then a powerful supernatural being such as the 27 Dead Apostle Ancestors, a strong demon such as Kishima Kouma, or a genius magus such as Aozaki Aoko might be able to fight effectively against one. This does not take into account the "cheats" associated with the Noble Phantasm, however - it only measures the damage capacity of the Noble Phantasm's attack. Though a thrown Gae Bolg is only Rank B, it automatically hits the heart and causes a mortal wound unless the subject's luck interferes with the shot.

Breakdown of the Classes

Hopefully the Storyteller will find the list of Class abilities useful. If a potential hero or anti-hero can match the Class in several aspects, he can be summoned as that Class. Note that he might also be summonable as several potential Classes, so the Storyteller must determine what Class to put him in, and what to do if he is in fact a non-standard Class system Servant. The statistics below tend to reflect the statistics provided for the Fourth and Fifth Heavens Feel characters. Storytellers should feel free to ignore or modify this information as necessary. If a powerful hero was summoned into a particular class, his statistics might exceed the ranks provided below, and if a weaker hero was called, his statistics would be below the ones listed for the Class.

Saber

Class Ranks: STR A, CON B, AGI B, MGI C, LCK D.

Average Unisystem Conversion: STR 12-15, CON

DEX 10-12, WILL 4-6.

Saber Class Servants are likely to have place levels of Divinity (Epic Primary Statistic) in STR and/or DEX.

The Saber Class is the most balanced overall, with impressive ratings in most categories. Sabers tend to specialize in close-quarters battle, and favor the sword as a melee weapon. However, weapons other than a sword may be utilized by a Saber. In the *Fate Stay Night* anime, Saber quipped to Lancer that he couldn't know what weapon she was using, cloaked as it was in invisibility. The Noble Phantasms of a Saber tend to improve their capacity for battle, and can include offensive and defensive acoutrements. Together with the Lancer and Archer Classes, Sabers can be thought of as the Knight type Servants.

Servant Special Abilities: Sabers are likely to have Instinct, Riding, Battle Continuation, Bravery, or Leadership. Sabers automatically gain strong Magic Resistance when they are summoned which allows them to stand up to the Caster Class. Many, but not all, Sabers also have a way to automatically block or sidestep incoming ranged attacks through the Protection Against Arrows special Perk.



Arturia served as the Saber Class Servant from the Third to the Fifth Heavens Feels.

Fate

Archer

Class Ranks (EMIYA): STR C, CON C, AGI C, MGI E, LCK E

Average Unisystem Conversion: STR 7-8, CON 7-8, DEX 7-8, WILL 4-5.

Class Ranks (Gilgamesh): STR B, CON C, AGI C, MGI B, LCK A

Average Unisystem Conversion: 10-12, CON 7-8, DEX 7-8, WILL 10-12..

Archer Class Servants will likely place levels of Divinity (Epic Primary Statistic) or in PER or INT.

Archer Servants tend to be the most flexible in their approach to existing and pursuing their goals. If one were to use the old AD&D alignment system, Archers would gravitate towards true Neutrality. The Independent Action Class Ability of the Archer Class allows them to act independently of their Master at extreme distances, and can, for a time, allow them to remain in ideal sniping positions for a long time without worrying about having access to the Mana supply of their Master. This unfortunately means that they are capable of turning on their Masters or ignoring orders from their Masters if they have a mind to do so. Controlling an Archer Class Servant is a job for experienced Masters only.

As befits their name, Archers are Servants whose specialty is long-range attacking. This often takes the form of bows or crossbows, but could come in another form. Gilgamesh was summoned as an Archer Servant during the Fourth Heavens Feel because his *Gate of Babylon* Noble Phantasm allowed him to fire magical swords and other weapons at his enemies, thus satisfying the "attack at range" requirement of the Class. If the Storyteller feels it is appropriate, other forms of long-range attacking such as throwing daggers could also satisfy that Class requirement. Archers also show some skill in close quarters battle, but are usually not on par with either a Saber or Lancer Servant.

The greatest danger of the Archer Class does not come from their physical strength, but their craftiness and ability to effectively utilize the battlefield. Archers use strategy in order to ensure their victory. Fans of the *Metal Gear Solid* series of games can use Sniper Wolf, Crying Wolf, OldBoy, or The End for inspiration on how Archer Servants might go about fighting during the War.

Finally, it should be repeated that Archers

tend to be calculating bastards. If they lack faith in their Masters, they may decide to cut loose and look for someone with a higher chance of winning the Heavens Feel.

Servant Special Abilities: Archers begin play with the Independent Action and Clairvoyance Class Abilities, which allows them to not follow orders and go awol and also have a suite of heightened senses. Far Sight also enhances the person's ability to aim and snipe. Archers may also choose to take Eye of the Mind, Disengage, or Projectiles. Archers also possess some level of Magic Resistance. Because of their often unconventional backgrounds, some Archers possess Sorcery. As a demigod and former ruler, Gilgamesh brought his Divinity, Golden Rule, and Charisma special Qualities along when he was summoned.



The Archer Class Servant Gilgamesh readies a volley of Noble Phantasms.

Fate

Lancer

Class Ranks (Cu Chuulain): STR B, CON C, DEX A, MGI D, LCK E.

Average Unisystem Conversion: STR 10-12, CON 7-8, DEX 13-15, WILL 5-6

This class is the third of the so-called Knight classes, and specializes in using polearms in battle and are widely recognized as the most agile of all the Servant classes. For that reason, it is extremely common to see Lancers with levels of Divinity (Epic Statistic) concentrated in DEX.

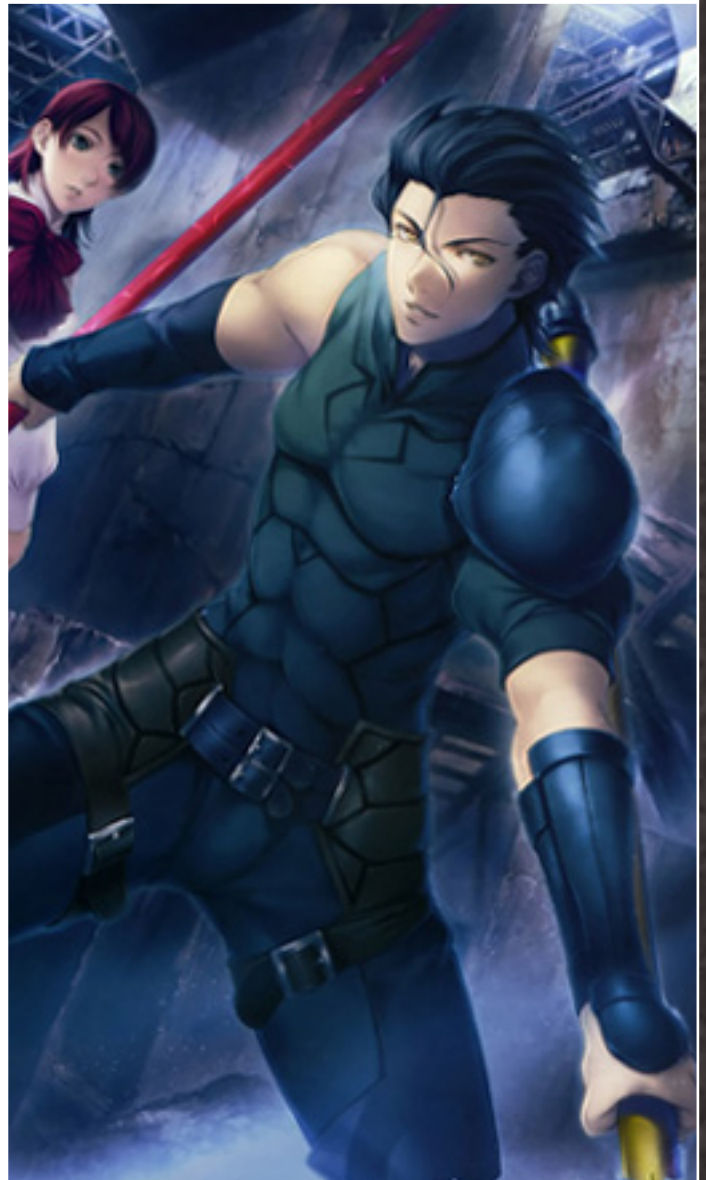
The two Lancers we have seen in Fate-related media, Cu Chuulain and Diarmuid Ua Duibhne, both had strong moral codes which informed their lives, as befits the third component of the knight-related classes in the Servant pantheon. This may manifest in the form of honor codes and chivalric behavior. This has caused friction, especially if they are paired with an amoral master such as Kotomine Kirei or Kayneth Archibald El-Melloi. The Heavens Feels have often been tragic events, and Servants from the Lancer Class can surely bear witness to this fact.

In battle, Lancers typically favor the spear above all weapons, but it would not be unheard of them to arrive at the summoning with a weapon other than a spear. Lances, glaives, fauchards, poleaxes, halberds, voulges, sarissas, [edit] svärdstavs, bardiches, and Asian weapons such as a guan dao, nagamaki, or naginata would all be viable weapons for them to use - anything with a long shaft to either extend reach or increase angular momentum would qualify. Perhaps a future Heavens Feel, should an event somehow occur, might feature a person wielding a bayonet as a Lancer (provided the fellow could somehow gain renown as a hero while he was still alive, of course).

Lancers are designed for battle, and typically put levels of Divinity (Epic Primary Statistic) into DEX to give them the speed for which they are renowned. Because of the length of their weapons, Lancers are often able to effectively attack opponents from a distance or fight defensively, even if they are standing still. Depending on what hero was summoned as a Lancer, the Lancer might also have spear Noble Phantasms which he can use to gain a further edge in battle (Cu Chuulain's weapons could be used to negate the cause-effect relationship and stab a person in the heart before the spear actually struck them, and Diarmuid used a special two-handed

stance allowing him to use two spears, one spear which caused non-healing wounds and another that nullified magical defenses and magical weapons).

Servant Special Abilities: As with the Archer and Saber Classes, the Lancer Class has a level of Magic Resistance and the Protection from Arrows special Quality. They may take other Special Qualities such as Battle Continuation, Disengage, or others depending on their historical background. Some begin play with Geasa, but that has more to do with the history of the character in question and is not necessarily associated with the Class.



As in his life, Diarmuid was undone and betrayed by his Master.

Fate

Assassin

Class Ranks: STR D CON D AGI B MGI E
LCK B

Average Unisystem Conversion: STR 5-6, CON 5-6, DEX 10-12, WILL 4-5

This Class is specialized in assassination techniques. It is not designed for battle under ordinary circumstances because it is the closest Servant in terms of power to an ordinary human being. Because of their relative weakness compared to the other Servants, wielders of the Assassin Servant tend to use the Servant for espionage, stealthy intrusion, and quiet murder.

Unlike the other Servant classes, there is no group of people who could become Assassins, as all of them are actually Hassan i Sabbah, the historical leaders of the assassins. Desiring a strategy for action that could not be predicted or defended against, the Ancient Man of the Mountain split his consciousness into many different fragments, each with its own skill set and assassination technique. As previously stated, all of these beings are Hassan. Thus the Hassan Assassin Servant begins play with a special Noble Phantasm: **Divisibility**. Divisibility allows him to spawn a new body with identical statistics but a different attacking power. All of them have the ebony body and skull mask and face of the original, though the shape of their body may differ. If the Storyteller wants more variety (child-sized Assassin bodies, elderly Assassins, etc. he can roll a D6: odd means to subtract 1 from a given physical statistic, even means to add 1 to it). Though they have a shared consciousness, for all of them to know of something that one of them learns, that one must tell at least one other Assassin body. Thus two or more must learn of something for all of the others to know.

Assassins all have an attack Noble Phantasm that allows them to kill their targets. In the case of Hassan in the Fifth Heavens Feel, his *Zabaniya* attack Noble Phantasm first created an illusory image of his opponent's heart, which he then placed over the opponent's heart with his extending, telescopic arm. Once he crushed the illusion, the real heart was similarly crushed. Other Assassin bodies may have differing attack Noble Phantasms. If need be, they can also utilize ordinary weapons.

Assassins are likely to put levels of Divinity (if the Storyteller allows the player to do so) into DEX to increase their ability to execute crack shots

at a distance and target weak spots on their opponents. Although the attack power of Assassin is low, every attack one makes is always a called shot at a vulnerable spot on their opponent's body. Count on them to find ways to work around armor and utilize every situation to their advantage. A fine example would be in the *Heavens Feel* route, the final scenario from *Fate Stay Night*: Hassan led Saber into a situation where the Shadow of the Grail would trap her. She could not escape from the quicksand-like pool of darkness without struggling, and he kept up constant pressure on her by continually attacking with his thrown dirks.

Servant Special Abilities: Assassins always have Presence Concealment as their special Quality. They may also choose Special Qualities such as Disengage to flee from battle if things grow sour and other abilities such as Clairvoyance, Divisibility, Teleportation through Shadow, and Far Sight to be more effective spies. Their Skills tend to be focused on offense with only a little left over into defensive skills. They are sneaky and dishonest fighters, not someone likely to engage in a fair one-on-one battle. They may also begin play with skills they had in life, such as the spell which Hassan used to protect himself against sandstorms. Historically speaking, they are also the only Evil Servant Class to be summoned before the corruption of the Grail. Like Fake Assassin, the entities collectively called Hassan are all 亡霊 (*Bourei*), or nameless wraiths.

Special Notes: During the *Fate* and *Ultimate Blade Works* scenarios of *Fate Stay Night*, Shiro and co. came across a Servant of the Assassin class named Sasaki Kojiro. He was not a true Assassin Servant. Caster had been able to use the malfunctioning Grail to summon a Servant, but as she was a Servant herself the summoning was not performed acceptably. What was summoned was the shade of a nameless swordsman who died at the temple. He not only was shaped into the role of the Assassin Servant (but with reduced Presence Concealment), he took on the historical identity of Sasaki Kojiro (complete with an attack Noble Phantasm which mimicked Kojiro's *Tsubame Gaeshi*), a fictional hero said to have done battle with Musashi. This incarnation of Assassin was ultimately doomed because of his improper summoning, and desired nothing more than to cross swords with an epic hero so that his eventual demise might have some meaning.

Fate



The many faces of Assassin.

Fate

Caster

Class Ranks (Medea): STR E, CON E, AGI C, MGI A, LCK B

Average Unisystem Conversion: STR 2-3, CON 2-3, DEX 6-8, WILL 10-12

The Caster Class consists of Servants who are picked because of their skill with magic, as opposed to the warriors and soldiers that are chosen to fill out the "knight classes" in the Servant classification system.

The Caster Class is most likely to be called the "glass cannons". While in terms of sheer destructive power the Caster Class is unparalleled, they often have very poor physical statistics (equal to a just better-than-average human being). In battle, Casters often have to hide behind a more powerful being they've summoned to fight for them or attack from a distance with powerful blasts of magical energy. Some even get their Master to fight alongside them on the battlefield. Casters are not above dabbling in necromancy, and if they've had the right training, they can animate and assemble undead beings to fight on their side.

When Casters appear, the Noble Phantasms they bear are often Support Items such as spellbooks (which give them a bonus to use magic), gemstones with stored Mana for emergency refills on the battlefield, bizarre equipment for calculating non-Euclidean geometry, treatises on the various demonic races, magic wands, and so on. If they have weapons, they are often cursed or otherwise magical items that do not rely on causing damage to their enemies in order to incapacitate them. An example would be Rule Breaker, a tool in the 5th Heavens Feel Caster's arsenal. Rule Breaker was a magical dagger which looked more ornamental than functional. Though Rule Breaker was not an effective weapon in and of itself, it had the property of breaking any magical contracts or dispelling magical properties of the object it came in contact with.

One of the most effective tactics to use against a Caster Class Servant is to get in close, where the Servant cannot easily bring his magic to bear. The great difficulty in doing so tends to counterbalance this tactic, however. In an interview, Nasu observed that even though Ciel is one of the most agile beings in his universe, she would not be able to stand up to the 5th Heavens Feel Caster because of that Caster's *Divine Words* (the quickest form of High Speed Casting). Ciel

would not be able to close the distance before Caster targeted her with a spell, and Ciel would not be able to survive the blast if it hit her.

Servant Special Abilities: The Class Skill that a Caster Servant brings with it is Territory Creation, which in this case can be used to create a grandiose magical laboratory, consecrate or desecrate a space for summoning, and create minor magical knacks to use on-site. While this would seem unimpressive in and of itself, the structures that can be erected by a Caster Servant with this Class Skill are nothing to sneeze at. During the Fate Stay Night anime, Caster created a gigantic Greek-styled underground temple full of buildings to facilitate her scheme to hack the Holy Grail system using Matou Sakura as a suitable sacrifice.

Other than the limitation of needing time to research, develop, and cast spells, which is mitigated by the High Speed Casting Special Quality if they choose to take it, Casters need a reliable supply of Mana in order to continue existing. Though they often begin play with many levels of Extra Energy, using magic will deplete the store of Mana upon which they depend. If a Caster Servant should run out of Mana, then like any other Servant they will dissipate. For that reason it is common to see Casters specializing in particular magical fields to make their energy use more efficient, and it is less common than one might believe to see them working truly powerful magic.



Fate

Berserker

Class Ranks (Hercules when summoned): STR C, END D, AGI D, MGI E, LCK E

Average Unisystem Conversion: STR 7-8, CON 5-7, DEX 5-6, WILL 4-6.

Class Ranks (Lancelot of the Lake): STR A, END A, AGL A+, MGI D, LCK E

Average Unisystem Conversion: STR 12-15, CON 12-15, AGL 16-18, WILL 4.

Noted for their ungovernable rage, the Berserker Class of Servants is best suited for those who believe that the best way to overcome an obstacle is to bulldoze right through it. While their statistics for a battle Servant are lower than those of the knight classes, Berserkers have the Mad Enhancement Special Quality which increases their physical statistics at the cost of their sanity. Indeed, Berserkers are always incarnations of heroes who went berserk at one or more points in their lifetime.

It is very difficult to control these stubborn, powerful Servants and many Masters who summon them eventually perish either hands of their Servants or expire from the constant drain of Mana that is required fuel these powerhouses. Once given a task (e.g., "kill that man"), they stay focused on it with a machine-like fixation. Opposed Master and Servant Will checks or even Command Seal Ranks might need to be expended in order to stop a Berserker from killing an opponent it is currently focused on, or redirect its attention to more deserving targets.

Though Berserkers are powerful, in many ways they are far more limited than the other Servant Classes. Berserkers are unable to bring their intellects to the field, thus when Hercules was summoned as a Berserker he was not able to effectively use the archery-based hydra extermination *Nine Lives* Noble Phantasm he knew while he was alive. During the Fourth Grail War, the Berserker Class Servant Lancelot of the Lake was never able to effectively draw upon the corrupted holy sword Arondight, even though it was on par with Excalibur in terms of energy projection. Berserkers must exchange guile, coherent thought, and speech for brute strength.

Battle against a Berserker Servant is likely to be a painful and drawn out process, as many of those summoned have hardened bodies, as shown by Hercules' *God Hand* Noble Phantasm, which required him to perish eleven times before he finally died when he was killed. The Fourth

Heavens Feel Berserker, Lancelot of the Lake, had *Protection of the Fairies*, which gave him incredible luck on the battlefield. This also carried over to fighting capacity as well. When summoned as the Fourth Heavens Feel Berserker Class Servant, Lancelot of the Lake brought with him *Eternal Arms Mastership*, which allowed him to effectively use any weapon (even Noble Phantasms belonging to other Servants, which under ordinary circumstances would be impossible). This special knack also allowed him to use modern-day weapons as if they were Noble Phantasms, meaning mundane objects like a submachine gun and a telephone pole were dangerous in his hands. Finally, it gave him the ability to use weapons which he had never trained with, such as an F-15 fighter jet.

Servant Special Abilities: Berserkers always have Mad Enhancement, which once activated raises their STR, CON, and DEX scores. The tradeoff is an incredible drain of Mana from their Master. Other special knacks they begin with are any they gained while alive, but they can only use them if they are instinctive movements instead of careful, planned actions. These are brawlers, not musketeers.



Fate

Rider

Class Ranks (Medusa): STR D, END D, AGI B, MGI C, LCK E

Average Unisystem Conversion: STR 5-6, CON 5-6, DEX 10-12, WILL 6-8.

Riders share with Archers a utilitarian perspective, believing that results trump the ways to achieve them. Riders also tend to focus on low-risk and high-return methods of warfare. While Lancers have the fastest acceleration from standing still to attacking, Riders are the Servants with the greatest maximum movement speed. The Class of Rider attracts iconoclasts and eccentrics; as such they often possess have an eclectic blend of Noble Phantasms with varying capacities and functions.

Riders can be heroic but their methods are often unexpected and sudden, leaving occultist historians to argue about what they were actually trying to do or what their true motivations were. In order to fully

What defines the Class of Rider is the Servant's incredible capacity for piloting, driving, and of course riding. This includes mundane vehicles, unusual military vehicles, and fantastical magic beasts. Riders can climb into something like a helicopter (which they have never touched before) and use it proficiently without appreciable effort. They also are able to bring their own mode of transport, as evidenced by Medusa's ability to instantly summon a pegasus or Iskandar's *Gordius Wheel* Noble Phantasm, which instantly conjured a chariot drawn by two mystical oxes. They are also quite agile and fast of foot when they are not currently riding their beast or piloting their vehicle, as Shirou experienced during the Fate arc of *Fate Stay Night*, when Rider leapt from tree to tree and used a long chain weapon to repeatedly skewer him.

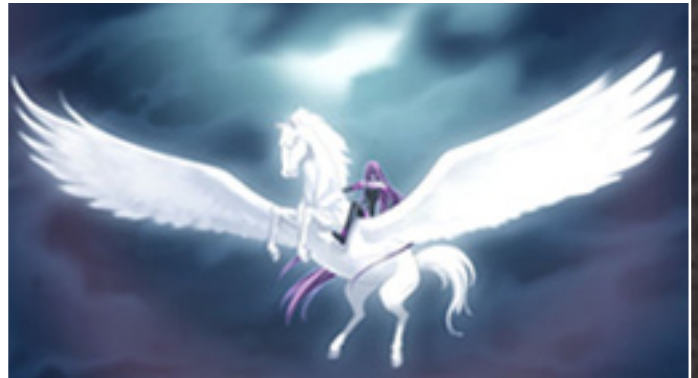
When faced against a Rider in battle, the old adage of expecting the unexpected takes on even more relevance, as the bizarre Noble Phantasms and unusual perspective of the Rider Class causes the Servant to do something entirely unpredictable. During the Fourth Heavens Feel, Iskandar (Alexander the Great) was summoned as the Rider Class Servant, and he was disinterested in the Grail, instead focusing on conquering and ruling the world while unifying the other Servants under his flag instead of battling them.

The Fifth Heavens Feel saw Medusa summoned as the Rider Class Servant, and her string of bad luck continued without abating much.

Due to the limitations of her Master during the *Fate* and *Unlimited Blade Works* arcs, Rider wasn't able to draw upon her own Statistics and Noble Phantasms as effectively as she did during the Heavens Feel story arc. Her motivations were not fully understood until we knew the extent to which she and her true Master had been controlled throughout the Fifth Heavens Feel.

Riders are often, but not always, of good moral character although to put things in terms of AD&D alignments, they are unlikely to have a "Lawful" alignment, instead viewing things from a neutral or chaotic perspective. During battle they can flit about from place to place like a hummingbird, charge atop their steed like a jousting knight, or draw upon their Noble Phantasms to unleash waves of energy.

Servant Special Abilities: It goes without saying that Riding is always included in the Rider Class, but they often come with a variety of Special Qualities based on what they had when they were alive. Medusa also possessed Cybele-type Mystic Eyes and *Monstrous Strength*. Iskandar was able to use his *Army of the King* Phantasm to bring forth a horde of soldiers who were utterly loyal to him, mirroring the armies he commanded long ago.



Fate

Avenger

Speculative Unisystem Characteristics: STR 4, CON 3, DEX 3, INT 2, WILL 4.

This Servant Class is an irregularity in the Servant Class System. It is possible for non-standard Servants to be summoned, but this is often the result of a Master's failed summoning or the Master's intentional tampering with the Grail System. Irregular Servants such as Avenger often tend to have low Statistics but have one or a few unusual Noble Phantasms to try to compensate for this weakness. While they were never true heroes or anti-heroes in life, if they are summoned the Grail System modifies these Irregulars to let them participate in the Heavens Feel.

Avenger was originally a youth who had been chosen as a ritual sacrifice. During the rite, he was mystically marked to allow him to embody "all the world's evils" and then beset upon by his fellow townfolk. As he lay dying, he cursed the world and passed on with a heart full of hatred. Although his origins were unusual, his sacrifice was remembered and honored, causing him to be recorded as a true hero.

As previously mentioned, he was intentionally summoned during the Third Heavens Feel using hacks made to the Holy Grail System, for his summoners were sure that a being that could embody all the world's evil would effortlessly defeat the other Servants. They were proved wrong as Avenger was defeated within the first day of his arrival. Avenger's record had been removed from the *Universal Revelation of Inscribed Creation* (Avesta), leaving the Servant without Noble Phantasms, a clear form, or a personality. Despite being renowned as the embodiment of all evil, Avenger proved to be as powerful as an ordinary human being on the battlefield.

Only after being released from the Grail System at the conclusion of the *Fate Stay Night* did we start to see the potential of the Avenger Class Servant. During the events of *Fate Hollow Ataraxia* Avenger whipped up a fake Heavens Feel to finally allow himself to enter the battlefields and aligned himself with the injured and wounded Bazette, perhaps sensing and being attracted to the outrage and despair in her heart at being maimed and left to die.

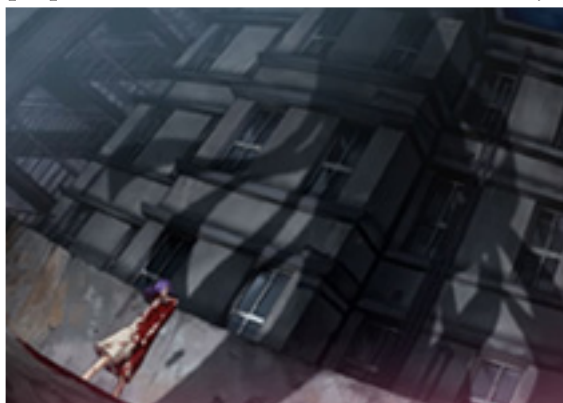
While Avenger may desire to do good, he is a dangerous being at his very core. For that reason he decided to return to Heavens Fall at the

conclusion of *Hollow Ataraxia*. Perhaps the time he spent during the false Heavens Feel was enough to slake his desire for a normal existence ...

In battle, Avenger used two sword-breaking blades called Tawrich and Zarich. Their gripping style was unusual and they were not true Noble Phantasms, but as weapons that represented the nature of Avenger, they were able to function as magical weapons regardless. While Tawrich intercepted and entangled the blade of the opponent, Zarich could be used to cut him down (and vice versa).

Servant Special Abilities: Avenger has *Void Avesta* (the False Copy of Inscribed Creation), which mirrors any damage Avenger suffers and reflects it back to the person that inflicted it upon him. The damage the opponent takes can not be recovered until Avenger heals himself. The greatest weakness of this Noble Phantasm is that Avenger must be able to withstand an attack's damage in order to inflict the same damage back on its wielder. There are plenty of powerful Noble Phantasms that cause so much damage that Avenger would instantly die if he was hit by them (*Library of Babylon, Excalibur*, etc.)

While he was sleeping within the Grail during the Fourth and Fifth Heavens Feels, Avenger was unconsciously using his *All the World's Evil* ability, which if released from within the Grail would slowly construct a gigantic humanoid form with the intention of purging all life from the Earth. In its final form, anything which comes into contact with the body has its own flesh and soul consumed. If a human being comes in contact with it during its earlier stages, they either go mad or suffer progressively degenerative health problems. If a Servant touches it in its earlier stages, they may gain a permanent material form but become tainted with evil. During the *Heavens Feel* arc of *Fate Stay Night*, Sakura acted as Avenger's Master and prepared to birth him back into our reality,



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and because he was in his *All the World's Evil* form, that would have caused the apocalypse.

Storytellers can decide that Avenger is an example for what Irregular Servants are like in the Heavens Feels. While few other people were remembered as the incarnation of all that is evil in the world, if someone were remembered as the incarnation of the Black Death he might have terrible statistics but unusual and powerful Noble Phantasms.



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Servant Special Qualities

This is a partial listing of some of the Special Qualities that Servants and Epic Heroes and Anti-Heroes may possess. The Storyteller will probably think of many things that are not on this. Some of what the Servants do can be replicated with ordinary Qualities, and other things they can do are specific to the type of weapons they wield.

The Storyteller is strongly discouraged from letting non-Servant PCs gain access to these kinds of powers. Letting mere mortals take the same qualities eliminates the difference between them and Servants.

These Special Qualities are graded according to Rank, with each higher Rank possessing an increasing cost in points to purchase. If you have Rank C, you have everything or can do anything in Ranks D and F. In order to have Rank C in a Special Quality, you must pay your way up each level through Ranks E and D! High Ranks are expensive!

Army of the King

The Servant possesses a special Reality Marble that whistles up a "memory" of the kind of army the Servant had while he was still alive. The army continues to exist for one battle, or the Servant's WILL x 4 in minutes, whichever passes first. At the end of that time they fade from existence and must be summoned again. When the ghostly army is summoned, they begin play with unnamed enchanted weapons appropriate to their background, allowing them to attack Servants and other spiritual beings as well as living opponents. If the Servant also has Charisma, each Rank above D adds another 40 soldiers to the total summoned by this Noble Phantasm. Levels of Divinity (Epic Will) add a x 1.5 multiplier to the total number of soldiers summoned. If the Servant has a + in a rank, add another 15 soldiers to the total he will summon.

The army summoned is very loyal, and is unlikely to betray or desert their summoner unless extreme circumstances exist. Because the army summoned was important to the Servant in life, he is free to employ any tactics he sees fit with the army. Players beware: springing this on an unprepared Storyteller may force him to ask for a recess to set up space for a mass miniature wargame to represent the ensuing battle. Storytellers take heart: Anti-Army or World Noble Phantasms exist!

Rank
EX

A

B

C

D

E

Effect

As with A, but the army lasts an entire hour before fading.

Summons a group of soldiers total in number to the Servant's WILL x 70. Their individual stats are between 5 and 7. The army can exist for 30 rounds before fading.

Summons a group of soldiers total in number to the Servant's WILL x 50. Their individual stats are between 5 and 7. The army lasts for 20 rounds before fading.

Summons a group of soldiers total in number to the Servant's WILL x 36. Their individual stats are between 4 and 6. The army lasts for 15 rounds before fading.

Summons a group of soldiers total in number to the Servant's WILL x 28. Their individual stats are between 3 and 4. The army lasts for 10 rounds before fading.

Summons a group of soldiers total in number to the Servant's WILL x 14. Their individual stats are between 2 and 4. The army lasts for 10 rounds before fading.

Cost: Always requires a Luck point from the Servant to activate, and A rank or better requires an additional Luck point. Each Rank of this ability costs 7 points. Adding a + to a Rank is another 3 points. Careless use of this ability will attract attention.

Battle Continuation

Allows a Servant to stay on his feet and continue fighting when injured.

Rank
EX

Effect

The Servant gains an automatic extra roll whenever he must roll to avoid dying from his wounds.

A

The Servant does not check for death if he is at negative thirty Life Points or more.

B

The Servant does not check for death if he is at negative fifteen Life Points or more.

C

With this Rank, the Servant can spend a Luck point to ignore the

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- effects of any crippling wounds for an entire battle.
- D If damage from a called shot would cause a crippling injury, the Servant has a 50% chance on d100 to avoid being crippled. He still takes the damage from the attack.
- E The Servant recovers from being stunned in half the normal time.

Cost: This does not require a Luck point to activate and is always "on" unless the Servant is unconscious. Each Rank costs 5 points, but taking it to B or above costs 8 points per Rank. Adding a + to a rank will cost 2 points, and for F rank it raises the recovery time to one-quarter normal, for D it increases the chance to 65%, for C it increases the time to an entire hour, for B it increases the amount of punishment withstood to negative twenty Life Points, for A it increases the punishment endured to negative thirty-five Life Points. There is no plus for EX in this Perk.

Bravery

The capacity to automatically cancel mental stresses caused by mesmerization, confusion, or pressure.

- | Rank | Effect |
|------|---|
| A | The Servant gains Resistance 6 in all categories (Mental, Powers, Mystical, Pain) for resisting mental effects. If they are in a sticky situaion, their STR goes up one Rank and their WILL is temporarily increased by one point for the duration of the battle. |
| B | The Servant gains the effect of Resistance 6 (Mental), Resistance 5 (Powers), Resistance 4 (Mystical), and Resistance 3 (Pain) for the purpose of resisting mental effects. If they are in a sticky situation, the Servant's STR goes up one Rank for the duration of the battle. |
| C | The Servant gains the effect of Resistance 5 (Mental), Resistance 4 (Powers), and Resistance 2 (Mystical) for the purpose of resisting mental effects. Even if they do affect the Servant, they function |

- D The Servant gains the effect of Resistance 4 (Mental) and Resistance 2 (Powers) for resisting mental effects.
- E The Servant gains the effect of Resistance 2 (Mental).

Cost: This does not require the expenditure of a Luck point to activate, and it is always "on" unless the Servant is unconscious. Buying Ranks F through D can be done by expending three Quality Points per Rank. Rank C costs 6 quality points. Rank B costs 8 quality points. Rank A costs 8 quality points to buy. There is no EX rank in this Quality.

Clairvoyance

This allows a Servant to perceive, snipe, and track distant subjects and targets. With a Perception check, a Servant could use this to not only snipe, but also lip-read conversations from miles away. If the Servant can use Clairvoyance to track an object moving at speed, he can fire upon it without penalty.

- | Rank | Effect |
|------|--|
| A | Can accurately aim up to five miles away, and sees as well at night as by day. The Servant can track subjects at speeds up to Rank EX. It adds three successes to any Perception check involving vision. |
| B | Can accurately aim up to four miles away, any darkness penalties to vision rolls are halved. The Servant can track by sight anything moving up to Rank A in speed. |
| C | Can accurately aim up to two and a half miles away, track objects moving at speeds up to Rank B, and is at +2 vs any penalties to vision-based Perception rolls. |
| D | Can accurately aim up to 1.2 miles away, and the Servant can track by sight anything moving at speeds up to Rank C. He is at +1 vs any penalties to vision-based Perception rolls. |
| E | The Servant can accurately aim up to 0.3 miles away, and can track anything moving at Rank D or |

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slower speed.

Cost: This does not require the expenditure of a Luck point to activate, and is always "on" unless the Servant is unconscious. It costs 5 Points per Rank.

Disengage

This gives a Servant the ability to flee and escape from battle successfully. If the DEX save to escape battle or one on one combat succeeds, any attempts to hit the fleeing Servant are at -2 for each Success Level in his escape dice roll. The Servant can also flee at an elevated rate of speed, adding 2 levels of Movement per Success Level to his score only for the purpose of escaping the battle. This bonus is temporary, and fades after the Servant's CON x 2 in minutes. At the Storyteller's whim, the Servant might also be exhausted afterward (a combination of coming down from combat high and hauling ass using the supernatural speed this gift grants).

Rank	Effect
A	As with Rank C, but he adds five Success Levels to each roll.
B	As with Rank C, but he adds four Success Levels to each roll.
C	The Servant can make two DEX saves to escape from mass combat and add two Success Levels to each attempt. He keeps the more favorable roll.
D	The Servant can make two DEX saves to escape from mass combat and keep the more favorable roll. He can do the same for one on one combat, but he receives an automatic Success Level for that attempt.
E	The Servant can make two DEX saves to escape from one on one combat and can keep the more favorable roll.

Cost: Using this gift requires the Servant to expend a Luck point. It also requires an opposed DEX check if the Servant is in one on one combat with an enemy who doesn't want the Servant to escape. A mass battle might be easier to escape if the Servant isn't currently occupied by it. If the Servant fumbles, then he is wide open to attack and any persons trying to harm him are at +3 to their next attack action.

Rank E costs 2 quality points, Rank D costs 3 Quality points, and C and above each cost 4 Quality points.

Divinity

This is a measure of how divine the Servant is. It is not a Servant Special Quality in itself, as other beings, such as divine beasts, also possess this trait. It can be represented by taking levels in Divinity (Epic Statistic) or Divinity (Epic Derived Statistic). If the Servant is truly a demigod, his player should mark (True) next to the Divinity Perk. If he does have (True) marked, you can look on the chart below to see how godlike he is.

Rank	Effect
A	Has five or more levels of Divinity. The Servant is a demigod and has one divine parent.
B	Four levels of Divinity. The Servant has the blood of a god, but is not directly related to one (i.e., grandchild of a god, etc.)
C	Three levels of Divinity. The Servant is a member of a divine species, a direct descendent of them, or has attained divinity while in his mortal body.
D	Two levels of Divinity. The Servant was favored by a god, or has a distant ancestor who bred with a god.
E	One level of Divinity. The Servant's legend of godhood has faded, or his kinship with a divine ancestor is very distant.

Cost: N/A. This Servant Special Quality is just a small note for a Servant and thus does not require points to purchase, but the Perk (Divinity) costs points as normal.

Divisibility

With this Special Quality, a Servant can either split itself into two or more copies or bring other versions of himself into existence. Unlike the soldiers produced by *Army of the King*, these beings will not fade after a while; instead they are here to stay. Also unlike *Army of the King*, the copies or other versions cannot be summoned again if they are defeated. Instead, they die when they are killed.

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The beings summoned are about as powerful as the Servant who first conjured them but can vary widely in individual details (Demeanor, Nature, statistics, Noble Phantasms, etc.)

Hassan used this Special Quality to whistle up other heroes to collectively fill the role of Assassin in *Fate/Zero*, and while they can be said to share a collective consciousness, two or more bodies must become aware of something for all of the others to know it as well.

This Servant Special Quality has the potential to unbalance play. It was appropriate for Hassan to have it because of the shared title of Hassan held by many killers. This Servant Special Quality is rare in the extreme, and the Storyteller is within his rights to declare it unique to that particular Anti-Heroic Spirit. If the player wants each to be a specialist in something different, he can take *Expert of Many Specializations* and *Librarian of Stored Knowledge*. Players should beware of Servants possessing Anti-Fortress, Anti-Army, and Anti-World Noble Phantasms.

Rank	Effect
A	The Servant can produce one hundred copies of himself.
B	The Servant can produce seventy copies of himself.
C	The Servant can produce fifty copies of himself.
D	The Servant can produce twenty-five copies of himself.
E	The Servant can produce ten copies of himself.

Cost: This power can be used as needed to draw other copies from the total pool as needed, but there needs to be at least one active Servant body for others to be drawn from the pool. Using it does not require a Luck point. If the Storyteller is looking for a way to limit the group, he can have all of them share the same Luck pool.

Each Rank in this Special Quality costs 10 points. Adding a + to this adds another 10 to the grand total of people that can be whistled up. Each + costs four points.

Eternal Arms Mastership

With this skill, the Servant is never without the ability to fight on the battlefield. He can use

ordinary weapons as if he had trained extensively with them, and do damage with them as if they were Noble Phantasms. He can even take away the Noble Phantasm of another Servant and use it as if it were his own, which would ordinarily not be possible. Eternal Arms Mastership also allows the Servant to fight without penalty until he is struck a clearly fatal blow (decapitation would work ...) When the Servant uses this gift to snatch control of a Noble Phantasm away from another Servant, the affected Noble Phantasm has evil-looking designs that are oddly evocative of circuit schematics appear over its surface. If the Storyteller feels like it, the affected Noble Phantasm could also go through a "palette swap" to match the colors of its new controller. And yes, you could use this to surf on missiles. The Servant only needs to be in contact with the object to control it, and need not sit in the cockpit of a plane to steer it. Note: This is actually a combination of two Special Qualities: Eternal Arms Mastery and Knight of Honor. If the Storyteller wishes, he could further divide or mitigate the effects of this gift.

Rank	Effect
A	The Servant can use up to three Noble Phantasms that are not his own, or increase the damage output of an ordinary object to match a Noble Phantasm of Rank B. He controls any machine that is meant to be used for attack as if his Piloting skill was 8 and gains an automatic success on the roll to use it.
B	The Servant can use up to two Noble Phantasms that are not his own, or increase the damage output of an ordinary object to match a Noble Phantasm of Rank C. He controls any machine that is meant to be used for attack as if his Piloting skill was 5 and gains an automatic success on the roll to control it.
C	The Servant can use up to one Noble Phantasm that is not his own, or increase the damage output of an ordinary object to match a Noble Phantasm of Rank D. He controls any machine that is meant to be used for attack as if his

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Piloting skill was 4 and gains an automatic success on the roll to control it.

D The Servant can use up to one Noble Phantasm that is not his own, or increase the damage output of an ordinary object to match a Noble Phantasm of Rank D-. He controls any machine that is meant to be used for attack as if his Piloting skill was 3.

E The Servant can boost the damage output of an ordinary Weapon to match a Noble Phantasm of Rank E. He controls any machine that is designed for battle as if he had its Piloting skill at 3.

Cost: To use this power requires the Servant to expend a Luck point, but once it is "on" it stays that way for an entire day.

E and D cost 5 points each, but each level after that costs 7 quality points.

Expert of Many Specializations

This gift allows a Servant to have "variable" Specializations that can be assigned as needed. Once assigned, the Specialization disappears from his pool. This power is best used for infinitely ancient Servants (say, for example, Merlin) or beings like Hassan that are actually comprised of many individuals with their own backgrounds and training. The Storyteller may require the player to take Librarian of Stored Knowledge in order to perfectly utilize this massive store of experience. The Storyteller is also within his rights to forbid selection of this gift at higher than Rank C.

Rank	Effect
A	Up to 30 possible specializations.
B	Up to 20 possible specializations.
C	Up to 10 possible specializations.
D	Up to 5 possible specializations.
E	3 extra specializations.

Cost: It does not require the use of a Luck point to activate this gift, but the player may need to announce in advance what body knows what specialization or what the person is doing to remember this specialization in advance.

E is only 2 quality points, D is 3 quality points, and C and above are 6 quality points apiece.

Eye of the Mind

This is resistance to visual interference and the capacity to understand the nature of battle. It is a combination of prescience, an innate talent for sensing danger, and the ability to form precise judgments developed through extensive experience and training.

Rank	Effect
A	The Servant can make an Alertness check to sense any change on the battlefield. He gains two automatic successes on this roll. He automatically gains two successes to any attempt to detect the intentions of another. He is at +3 to any Military Science (Tactics) or Military Science (Strategy) rolls attempted.

B	The Servant can make an Alertness check to sense the majority of changes on the battlefield. He is at +2 to any roll to detect the intentions of another. He is at +2 to any Military Science (Tactics) or Military Science (Strategy) rolls attempted.
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C	The Servant can make an Alertness check to sense most changes made to the battlefield. He is at +2 to any roll to detect negative intentions in others. He is at +1 to any Military Science (Tactics) or Military Science (Strategy) rolls attempted. He is at +1 to any test for Military Science (Tactics) or Military Science (Strategy).
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D	The Servant can make an Alertness check to detect some changes made on the battlefield. He is at +2 to any roll to detect negative intentions in others.
---	--

E	The Servant can make an Alertness check to detect a few changes made on the battlefield. He is at +1 to any roll to detect negative intentions in others.
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Cost: Requires a temporary point of Luck (it returns after the battle is over).

Ranks E and D cost four points each, but anything above that is five points per Rank.

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For Someone's Glory

As a Master who has made a contract with a Servant, it is possible to read out the status of a Servant with powers of clairvoyance. ... But --

"I said I can't see it! That black guy is definitely a Servant... But I just can't read out his stats!" ... [I]t isn't just that there is no details to see, it is all blurred ... No matter how carefully one would watch, he just wouldn't accurately perceive [the] figure.

Just like an off-focus photograph, the outlines of the black armor [were] always shifting, like a mist, and you would sometime see it double or triple. Somehow, the material seemed to be made out of an hallucination. It isn't just the vision that was affected, it also matches the clairvoyance of the Masters. - Fate Zero.

This Special Quality obscures the Servant's Class and Identity on the Status page. A Master simply looking at the Servant does not uncover who he is or to what Class he belongs. This information must be deduced using alternate ways.

Rank	Effect
A	Hides the Class and statistics of the Servant from sight. The Servant's appearance is heavily obscured. All the weapon Noble Phantasms used by the Servant are obscured.
B	Hides the Class and statistics of the Servant from sight. The Servant's appearance is slightly obscured. Except for truly unique weapon Noble Phantasms, the gifts of this Servant can not be read.
C	Hides the Class of the Servant from sight but not his statistics. The Servant's Noble Phantasms can still be identified (if seen).

Golden Rule

The Servant is supremely lucky when it comes to money, and his Resources can not permanently drop below a certain amount, determined by the Rank of the gift. At the end of every month, his resources return to the level dictated by this ability. Even if arrives penniless, the mysterious hands of

fate guide him to back to wealth (dropped winning lottery tickets, etc.)

Rank	Effect
A	\$1,000,000/month
B	\$ 500,000/month
C	\$100,000/month
D	\$10,000/month

Cost: Each Rank costs 4 points.

Heart of Harmony

With this gift, the Servant can prevent other Servants from learning how to anticipate, defend against, or counter against his techniques. This includes Noble Phantasms.

Rank	Effect
A	Even if the Servant uses the exact same attack up to twice in a row, his attacks still seem strange and alien to his opponent.
B	Adds +4 to any Fast Draw or attempts to attack suddenly. At this rank, any attacks the Servant wants to launch are undetectable until the the "birds are in the air".
C	Requires two extra successes for anyone attempting to detect or predict the Servant's intent/attacks until they are executed.
D	Requires one extra success for anyone attempting to predict or detect the Servant's intent/attacks until the moment they are enacted.
E	Opponents are unsure (-1) about any attacks or intentions of the Servant until he acts.

Cost: This ability requires the expenditure of a temporary Luck point (it comes back after the battle is over).

Rank E costs 3 points, Rank D costs 4 points, and Rank C and above are 4 points each.

High-Speed Divine Words

This is actually the combination of two regular Perks: High-Speed Aria (Each of the two levels costs 10 points and each works to halve any casting times for spells) and Divinity (Epic Occultism), which costs 5 points per level. Determining Rank can be done by first checking to see if the character has one or two levels of High-Speed Aria

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(add a + to the rank if he has both) and then adding up the total number of levels of Divinity (Epic Occultism). 1 level of High-Speed Aria and three levels of Divinity (Epic Occultism) equal Rank C, etc.

Independent Action

This is the capacity for a Servant to exist without a Master. Servants with this gift are often recalcitrant and stubborn, preferring to determine their own agendas and schedules. As spiritual beings, Servants have to form contracts with Masters in order to continue existing in the world; this gift works to reduce or eliminate that hindrance.

Rank	Effect
A	The Servant can exist without a Master as long as they have their own way of regaining Mana. They also lose Mana at the slowed rate of 1D4 points per week.
B	The Servant can last for up to three days without a contract without vanishing, and can also remain behind a while (Storyteller's discretion) after they have sustained severe spiritual damage.
C	The Servant can last for two days without a contract.
D	The Servant can last for a day without a contract.
E	The Servant can last for half a day (at most) without a contract.

Cost: The Servant need not expend a Luck point to activate this gift, and it is always on.

Rank E costs 3 points, Rank D and up costs 4 points.

Instinct

This is the ability to sense the developments unfolding on the battlefield. This is most effective when combined with the Perk Acute Senses or the Supernatural Perk Enhanced Senses.

Rank	Effect
A	Any penalties to vision and hearing are reduced by half.
B	Any penalties to vision and hearing are reduced by a third.
C	Any penalties to vision and hearing are reduced by a fourth.

D Any penalties to vision and hearing are reduced by a fifth.

E Any penalties to vision and hearing are reduced by a sixth.

Cost: It does not require a Luck point to activate and is always on. Each Rank costs 3 points.

Item Construction

This refers to the ability to craft magical items. In game terms this can be simulated by taking the Enchanter or Superscientist Perks. Every two and a half levels in Enchanter or Superscientist translates to one "rank" in Item Construction. This Special Quality is window dressing; it offers no advantage by itself.

Librarian of Stored Knowledge

This allows a Servant to use distributed processing to go through his memories, allowing for perfect recall of knowledge and information of the past, which for the Servant can continue for multiple lifetimes. In effect, their mind becomes a "library" of facts (works like Occult Library but this library does not include spells, Ranks E and D each adding +1 to the roll to remember relevant information, while C and up add +2 each), but the Storyteller has some say in determining what topics are contained in the mental databank. This power of recall carries over to the present as well. Each Rank in this allows the Servant to freeze up to 3 images in his mind and recall them with perfect precision.

Rank	Effect
A	Knowledge gleaned is perfect, which gives the Servant a slight bonus when actually using that experience. The Servant gains two free successes on any rolls for memorization and is at +3 to all memorization tests.
B	Knowledge gleaned is realistic, precise, and feels familiar. The Servant gains one free success on any rolls for memorization and is at +3 to all memorization tests.
C	Knowledge gleaned feels fairly realistic. Information gained in the past is understood even if it was not recognized at the time. The Servant is at +3 to all rolls for memorization.
D	Knowledge gleaned feels

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mechanical. The Servant can memorize entire books and is at +2 to any rolls for memorization.

E Knowledge gleaned from recall feels slightly off, like going through someone else's memories. The Servant can memorize entire books and is at +1 to any rolls requiring memorization. Rolls to remember things are at +1 to +3.

Cost: This does not require a Luck point to activate. Rank E costs 2 points, Rank D costs 4 points, and Ranks C through A are 5 points each.

Mad Enhancement

The signature talent of the Berserker Class, it raises statistics at the cost of sanity, leaving the Servant little choice but to engage in violence.

Rank	Effect
A	The Servant gets a free +2 in every statistic except INT. He gains a level of Epic Strength and CON, which stacks on top of his other levels. He loses all rationality and can only understand simple gestures.
B	The servant gets a free +2 in all statistics except INT, but loses the ability to grasp more than a few words. He also gets a free +1 to one statistic of his choice except WILL and INT. He gains one level of Epic Strength.
C	The Servant gets +2 in in all statistics except WILL, but loses his speech and is unable to form complicated thoughts.
D	The Servant gets +2 in two statistics except WILL, but can only use simple phrases. His thoughts tend towards chaos.
E	The Servant gets +2 in one statistic except WILL or INT, but his speech is inarticulate and his thoughts are somewhat clouded.

Cost: Activating this gift is not a conscious action, and it happens whenever the Servant is in battle. This gift requires one Luck point to "turn on" (which is regained once the battle is over and the Servant has calmed down [Storyteller's call]). The

Master must also supply a massive amount of Mana every three rounds to sustain the raging Servant's Mad Enhancement. The Mana cost which must be paid every three rounds depends on the Rank of Mad Enhancement: E is 4 per round, D is 6, C is 8, B is 10, and A is 12.

Buying Ranks in Mad Enhancement costs the following quality points: E 3 points, D 5 points, C 5 points, B 5 points, and A 6 points.

Mana Burst

This Special Quality allows the Servant to draw upon his own Magic Circuits to saturate his body and weapon with magical energy, which is then expelled in the form of a powerful strike or parry. If the enemy's weapon is struck, he must win an opposed STR: STR test to hold onto his weapon.

Rank	Effect
A	Any non-magical weapon or piece of armor hit will be critically damaged or destroyed. For the purpose of this attack or the Servant causes 14 + (Servant's Magic Circuit) in extra points of damage.
B	Any non-magical weapon or piece of armor struck will be critically damaged. For the purposes of this attack the Servant causes 10 + ([Servant's Magic Circuit x 0.75]) in extra points of damage.
C	Any non-magical weapon or piece of armor struck will be severely damaged. For the purposes of this attack the Servant causes 7 + ([Servant's Magic Circuit x 0.50]) in extra points of damage.
D	Any non-magical weapon or piece of armor struck will be damaged. For the purposes of this attack the Servant causes 7 + ([Servant's Magic Circuit x 0.35]) in extra points of damage.
E	Any non-magical weapon or piece of armor struck will be damaged. For the purposes of this attack the Servant inflicts 7 + (Servant's Magic Circuit x 0.25)[in extra points of damage.

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Cost: The Servant must spend 5 mana, then use movement action and succeed in a CON + Occultism roll to activate his Mana Burst. With a success on the roll, he can use Mana Burst to increase the damage caused by his next attack. Each Rank costs 4 points to purchase.

Magic Resistance

This refers to the Servant's ability to shed the effects of magic the way a duck sheds water. At higher Ranks it becomes very hard for a magus to cause any harm to the Servant. While this protects the Servant from many kinds of magic, Noble Phantasms with curse effects, etc., will still affect him no matter what Rank he holds in this. Magic Resistance is also not automatic, and it will not protect the Servant if his defenses are down (what that means is up to the Storyteller).

Rank	Effect
A	The Servant gains the effect of Resistance (Magical) 12 and +2 to any attempt to resist magic.
B	The Servant gains the effect of Resistance (Magical) 9 and +1 to any attempt to resist magic.
C	The Servant gains the effect of Resistance (Magical) 8.
D	The Servant gains the effect of Resistance (Magical) 6.
E	The Servant gains the effect of Resistance (Magical) 4.

Cost: There is nothing the Servant needs to do to activate this gift. It is always "on" (unless the Servant can not defend himself).

Each Rank costs a number of points equal to the level in Resistance. Thus Rank E costs 4 quality points. Rank D costs 6 quality points, etc.

Mental Pollution

Because of his insanity, the Servant is protected against psionic and magical attempts to interfere with his mind. In order to take this power, the Servant must take at least 5 levels in Mental Flaws, which must be roleplayed. Attempting to establish a mindlink with the Servant or read his thoughts is a *very bad idea*...

Rank	Effect
A	The Servant gains the effect of Resistance (Psychic) 12 and +2 to any attempt to resist mind-reading, telepathy, etc.
B	The Servant gains the effect of Resistance (Psychic) 9 and +1 to any attempt to resist mind-reading, telepathy, etc.
C	The Servant gains the effect of Resistance (Psychic) 8.
D	The Servant gains the effect of Resistance (Psychic) 6.
E	The Servant gains the effect of Resistance (Psychic) 4.

Cost: There is nothing the Servant needs to do to activate this gift. It is always "on". If a psychic tries to dive into the mind of the Servant, he takes bashing damage equal to half the Resistance (Psychic) of the Servant and must also make a Fear Save. The penalty to the Fear Save is 1 + (half the Resistance (Psychic)) of the Servant. If the psychic fails, he must take the penalty in madness points which are added to his sheet. If his Fear Save succeeds, he takes half the penalty in madness points which are added to his sheet. He will be a prime candidate for therapy sessions, should he survive.

Storytellers should be aware that this power comes from the Servant's madness. If the Servant is asleep, this defensive ability is still "on", and woe betide the psychic who tries to dive into the Servant's dream.

Each Rank costs a number of points equal to the level in Resistance - 4 (minimum 1). Thus Rank E costs 1 quality points. Rank D costs 2 quality points, etc.

Military Tactics (Army)

This legendary leadership is not meant for one-on-one combat, but large scale battles in which the Servant uses his Anti-Army Noble Phantasm while many forces are simultaneously active. The bonuses granted to rolls or to multipliers depend on the Rank: A might get between +3 and +4, or x2 to x3. This is up to the Storyteller though.

Rank	Effect
A	The Servant receives positive modifiers when he is using an

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Anti-Army Noble Phantasm or defending against the same. This can include pluses to rolls or adding a multiplier to the damage caused by the Servant's Anti-Army Noble Phantasm, or giving the Servant a damage divisor for defending against the opponent's Anti-Army Noble Phantasm. The bonuses granted will likely make the Servant triumph over his foe's attack.

B The Servant receives positive modifiers when using an Anti-Army Noble Phantasm or defending against one. At this Rank, the opponent receives negative penalties to his roll while the Servant receives a bonus to his. Negative modifiers are added to the opponent's Anti-Army Noble Phantasm while positive ones are applied to the Servant's own Anti-Army Noble Phantasm.

C The Servant receives a slight bonus to his Anti-Army Noble Phantasm while the opponent receives a small penalty to his own when directing it against the Servant. A small multiplier is added to the Servant's own Anti-Army Noble Phantasm.

D While the Servant receives a bonus multiplier to their own Anti-Army Noble Phantasm and a bonus to the roll when executing it; the opponent suffers no penalties.

E In situations when the Servant is using his own Anti-Army Noble Phantasm, he receives a small bonus to his roll and a small bonus multiplier when executing it. The opponent suffers no penalties.

Cost: To bring this to bear requires the temporary expenditure of a Luck point, which is regained after the battle is over.

Rank E costs 4 points, and each rank after E costs 6 points.

Monstrous Strength

The Servant has the power to temporarily increase their strength. While the boost is in effect, the Servant's STR increases by 2 and the Servant also gains the effect of Divinity (Epic Strength) level 1, which stacks with any other bonuses he has. The Rank in this determines how long the boost will last.

Rank	Effect
A	The boost will last for half a day.
B	The boost will last for three hours.
C	The boost will last for one hour.
D	The boost will last for the Servant's CON in minutes.
E	The boost will last for about one minute.

Cost: Invoking this power costs a Luck point, but it regenerates automatically when the effect fades.

Rank E costs 2 points. Ranks D and C cost 1 more point each, and Ranks B and A cost 2 points each.

Mystic Eyes / Mystic Face

This refers to the Servant's capacity to affect other people just by looking at them or by others noticing their face or marks upon it. Mystic Eyes are a Perk also available to non-Epic Heroes and Epic Anti-Heroes, and are listed on page 47. Assume that all of the ones listed there are Rank D. If the character wants to play a Servant with more powerful eyes or a more powerful face, he can spend an extra 2 points per "Rank Up", which in effect gives a +2 vs the target he is hoping to affect with the Eyes or Face.

Presence Concealment

The signature Class ability of Assassin, this gift prevents the Servant from being detected by mundane, technological, or mystical means. Even though Servants are highly magical existences, this gift prevents them from being sniffed out via sorcery. This makes infiltration and intrusion missions especially easy for this Servant, and he does not automatically trip bounded fields etc. just by walking through them. In his spirit form, he can quietly sneak through a house while walking through the walls, quietly waiting for the right moment to materialize and attack his prey.

Unlike Invisibility, Presence Concealment is not in effect if the Servant has been detected by his opponent, and the Servant can't use it if his

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opponent is directly looking at him. Also, Presence Concealment automatically shuts down when the Servant attacks his enemy. Storytellers should note that Presence Concealment is not absolute; if the Servant starts doing something silly like jumping up and down while waving his arms and hands around, yelling, juggling, or playing an accordion, the effect of Presence Concealment will be negated. Despite its limitations, it's great for sneaking up on an enemy magus and setting them up for a one-hit kill.

Rank	Effect
A	The Servant becomes extremely hard to detect, and gains three automatic successes for any attempts to avoid detection. Even if the Servant is moving at high speeds, he is extremely difficult to locate (potential observers must overcome him on a contested INT + Alertness vs DEX + Stealth), and the Servant's Presence Concealment automatic successes will be added to the roll. Only by direct physical contact is his concealment broken. He is at +3 to any sneak attacks. Any spell of Power Level 6 or less can not detect the Servant.
B	Any spell of Power Level 4 or less cannot detect the Servant. Ordinary methods such as cameras will not reveal the Servant if he is attempting to be stealthy. The Servant is at +2 to any sneak attacks. The Servant receives two automatic successes and a +2 bonus on any attempt to avoid detection.
C	The Servant receives one automatic success and +2 on any attempt to avoid detection. Scrying spells and tracking techniques can be used to follow him. He is at +1 to any sneak attacks.
D	As long as the Servant does not move, he receives one automatic success and +2 to any attempt for rolls to hide or otherwise be stealthy.
E	The Servant's magical aura is harder to detect (increase the target number

by one). Any attempts he makes to hide or otherwise be stealthy are at +2.

Cost: The Servant need not expend a Luck point to use this power. All he must do is inform his Storyteller that he intends to use Presence Concealment.

Rank E costs 3 points, Rank D 4 points, Rank C 5 points, Rank B 6 points, and Rank A 8 points.

Protection from Arrows

Despite the name, this gift affords protection from all manner of projectiles: shrapnel, bullets, darts, and so on can all be defended against with this.

Rank	Effect
A	At this rank the Servant can sense incoming projectiles by judging the feel of the wind and hearing the sound they make as they disturb the air. This level allows the Servant to dodge extreme long-range attacks launched from miles away. Additionally, area-of-effect attacks are less likely to hit the Servant. The Servant makes two DEX saves to determine whether or not he is hit by an area-of-effect attack, and keeps the better one. The Servant adds 3 successes and +1 to any attempt to dodge or parry incoming missile attacks.
B	So long as the attacker remains within his field of vision, the Servant can use this gift to track shots and defend against them. It does not provide protection from large area-of-effect or extreme long range attacks. The Servant adds 2 successes and +1 to any attempt to dodge or parry incoming missile attacks so long as he can see the attacker. If he cannot, then he receives no bonus to defend.
C	The Servant can use this talent to defend against attacks from a visible attacker within a fifty yard radius. The Servant adds 2 successes to his defense action and +1 to the roll.
D	The Servant can defend against shots from a visible attacker within a twenty-five meter radius. Large

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area-of-effect or long range attacks are not covered by this level of protection. The Servant adds 1 success to his defensive action and +1 to the roll.

E The Servant can defend against shots launched by a visible attacker within a ten meter radius. Large area-of-effect or long range attacks are not covered by this level of protection. The Servant is at +2 to defend against these attacks.

Cost: The Servant must expend a temporary Luck point to turn "on" the protection. Once he relaxes, the protection shuts down and he gains his Luck point back.

Rank E costs 2 points. Rank D is 3 points.

Anything after that is 4 points per Rank except A, which costs 5 points.

Protection of the Fairies

Thanks to the fairies' blessing, the Servant has divine protection. This only helps the Servant when he is in battle.

A At this Rank the Servant can roll to dodge time/space warping attacks which use 因果逆転 (*Inga Gyakuten* or Cause-Effect Reversals) for their foundation and get a +2 to the roll. He receives three successes and +3 to dodge all other melee attacks.

B The Servant can roll to dodge time/space warping attacks which use 因果逆転 (*Inga Gyakuten* or Cause-Effect Reversals) for their foundation. He receives two successes and +3 to dodge all other melee attacks.

C The Servant receives one success and +3 to dodge all melee attacks.

D The Servant receives +3 to dodge all melee attacks.

E The Servant receives +2 to dodge all melee attacks.

Cost: Bringing this gift to bear requires the Servant to expend a temporary point of Luck. The effect lasts for half a day, at the end of which the effect fades and the Luck point is regained. Rank E costs 2 points, Rank D is another point, Rank C

is three points, and Ranks B and A are 4 points apiece.

Projectiles

The Servant is able to produce a series of throwing weapons (perhaps from a cache he always carries) to attack other Servants. Even though these are not proper Noble Phantasms, they can still hurt spiritual life forms such as other Servants. They do equivalent damage to a Rank D Noble Phantasm. The Rank determines how many can be produced. The player and the Storyteller must determine how they can be replenished (at the next sunrise all the expended ones vanish and he has a full stock again, he must pick up everything he threw, he must spend a Luck point to regenerate his collection, etc.) While these are usually thrown, perhaps a truly strange Servant could fire them like quills ...

Rank	Effect
A	200 projectiles, + 3 to hit
B	100 projectiles, + 3 to hit
C	50 projectiles, + 2 to hit
D	25 projectiles, + 1 to hit

Cost: Each Rank costs 5 points.

Reflection (*Void Avesta*)

This gift comes in three ranks. When the Servant is hit by an attack or by a Noble Phantasm, he can reflect the damage back as "pain" (Bashing damage) to the one that connected with the attack. The trouble is that this provides no protection from the attack he takes. If he is hit by a high-level Noble Phantasm such as *Excalibur* or the *Library of Babylon*, the Servant will not be alive to use this gift to counterattack.

Rank	Effect
A	100% of the damage caused can be reflected back.
B	50% of the damage caused can be reflected back.
C	25% of the damage caused can be reflected back.

Cost: In order to use this in a battle, the Servant must expend a temporary Luck point to concentrate on the task at hand. When he has had time to relax after the battle (Storyteller's discretion) he gets the Luck point back.

Rank C costs 5 points, and Ranks B and A cost 6 points each.

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Riding

The ability to pilot vehicles and ride on beasts. At high levels the Servant can jockey just about any kind of mundane or supernatural animal. Note that this gift only grants control of an animal or thing that is physically present on the scene -- if nothing is there, nothing can be ridden.

Rank	Effect
EX	The Servant can handle any kind of object or animal, including Divine Beasts and Dragons. He receives 4 successes to any rolls to control/drive the object or animal.
A	The Servant can handle just about any kind of animal, including Divine Beasts. He cannot control Dragons. Any kind of object can be controlled. He receives 3 successes to any rolls to control/drive the object or animal.
B	The Servant can handle any kind of mortal mount or large vehicle (airplanes, helicopters) and smaller vehicles. The Servant receives 2 successes to any rolls to control/drive the object or animal.
C	The Servant receives one success and + 1 for any rolls to handle any kind of mortal mount and medium-sized (automobiles) or smaller vehicles and +2 to the roll to control/drive them.
D	The Servant receives +2 to any rolls to handle about four different kinds of animals (choose them) and small vehicles (motorcycles, electric scooters).
E	The Servant receives +2 to any rolls to control/ride a single type of animal and to drive basic vehicles (scooters, bicycles, ebikes).

Cost: There is no cost to activate this gift and it is always on. Rank E costs 1 point. Rank D costs 2 points. Rank C costs 3 points. Rank C costs 4 points, and Ranks B and A cost 5 points each. Rank EX costs 8 points.

Rune Magic

This gift provides bonuses to using magic to draw and otherwise employ runes on the battlefield. It

also allows the Servant to make two Occultism checks and keep the better one whenever he is searching out, studying, and/or adapting runes in his magical laboratory.

Rank	Effect
A	+3 to rune magic
B	+2 to rune magic
C	+1 to rune magic

Cost: This gift is always on. It costs 2 points per rank.

Self-Modification

The Servant can connect body parts from other people/things onto himself. This can permanently raise statistics, but these must always be paid off with unspent experience points. Should the Servant be permanently disfigured or maimed, he can use this gift to salvage parts from other willing or unwilling beings (in the event the donor is unwilling, he must be immobilized or unconscious).

Storytellers should note that since this is a magical gift it is always successful, and there is no chance for organ rejection, etc. Even with all of the above in effect, *brain transplants are right out*. Fear saves may be in order if the Servant takes a lot of parts from animals and other non-human creatures. The Storyteller is free to impose a size limit to the transferred parts (no tentacles from giant squid if you are playing a 6' Servant, etc.) Although ghastly, this gift is handy for getting past biometric security systems ...

Rank	Effect
A	The Servant can salvage parts from cadavers as well as living beings. He can effortlessly replace internal organs in himself.
B	The Servant can salvage parts from magical beings and mortal life forms.
C	All non-magical living beings are a viable source of parts.
D	The Servant can take parts from a living mortal human body.

Cost: The act of using the gift requires the expenditure of a Luck point.

Rank D costs 2 points, but each Rank afterward costs 4 points.

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E

The Servant can create a magical amplifier. The amplifier gives +1 to all his spellcasting attempts when used.

Territory Creation

This gift allows the Servant to create a magical workshop where the effects of his sorcery are focused and enhanced. Like the non-Servant Perk *Manifest Millenium Castle*, the higher Ranks of this discipline allow the Servant to create real estate out of thin air, or force it to erupt fully formed from the ground, etc. As with *Manifest Millenium Castle*, the affected areas reflect the ideas and values of the people that conjured them up. Assume that furnished magical workshops will include a level 6 Occult Library.

Cost: Creating a magic space or magical amplifier costs 1 luck point. If he needs to move, he can spend another luck point to collapse his magic studio and then spend another point later to re-establish it in another location.

Rank	Effect
A	The Servant can create a furnished magical temple. While in this area, the Servant is at +3 to all spellcasting attempts and accrues two free successes on all spellcasting rolls.
B	The Servant can create a furnished magical workshop about the size of a house. While in this area, the Servant is at +3 to all spellcasting attempts and accrues one free success on all spellcasting rolls.
C	The Servant can create a magical field and shift the "magical attribute" of one area closer to his own. The Servant regains 1D6 extra Mana per hour while resting in this area. While in this area, he is at +3 to all spellcasting attempts.
D	The Servant can create a magic territory, blessing or desanctifying one area at a time as needed. While within that area, the Servant is at +2 to his spellcasting attempts.



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Tools of War (Weapon Noble Phantasms)

"It's time for your half-life to have

Full Life Consequences!" -- Claude Smith

Weapon Noble Phantasms are known for their wide variety of effects. Below is a guide to creating them for your hero or anti-hero.

The list below determines how much damage a weapon causes if it is used in melee.

If it is a missile weapon, it causes half the bonus damage listed below. Thus a Rank EX weapon does STR x 3 bonus damage if it is used as a missile weapon.

Rank	Effect
EX	(STR x 6) + to damage, +8 to hit
A	(STR x 4) + to damage, +6 to hit
B	(STR x 2) + to damage, + 4 to hit
C	(STR x 1) + to damage, +2 to hit
D	(STR x 0.5) + to damage, +1 to hit
E	(STR x 0.25) to damage, +1 to hit

Each Rank costs 5 points. Write the cost down. We're not done yet, so don't put your pencils down.

If your weapon fires missiles but does not project blasts of energy, then you'll need to buy the ammo for the weapon. The player and the Storyteller must determine how they can be replenished (at the next sunrise all the expended ones vanish and he has a full stock again, he must pick up everything he threw, he must spend a Luck point to regenerate his collection, etc.)

Ammo Stock	Effect
A	200 projectiles
B	100 projectile
C	50 projectiles
D	25 projectiles

Each Rank costs 3 points. Adding a + to a Rank costs 1 more point and increases your ammo supply by x1.5 .

Sometimes a Noble Phantasm weapon can do something extraordinary, such as fire a blast of energy or even bend time/space in order to ensure a hit. Doing so always requires the expenditure of a Luck point and a high amount of Mana. Servants avoid doing so until the time is right because this action almost always reveals their true identity. If a

Noble Phantasm is marked with a +, then this discharge does an additional 25 points of damage.

If the Noble Phantasm is meant to be used defensively, it blocks this amount of damage instead of causing it.

Rank	Effect
EX	??? damage (Storyteller's discretion), costs 200 Mana.
A	150 points of damage, costs 100 Mana.
B	100 points of damage, costs 60 Mana.
C	50 points of damage, costs 25 Mana.
D	25 points of damage, costs 10 Mana.
E	10 points of damage, costs 5 Mana.

The Servant may also be able to sustain the beam or shield created by the weapon. Maintaining the effect costs 3 Mana per round for Ranks E and D, 5 Mana per round for Rank C, 10 Mana per round for Rank B, 15 Mana per round for Rank A, and 20 or more for Rank EX.

Cost: If the weapon can fire a bolt of energy, the Quality point cost for the weapon increases. Rank E costs 2 points, Rank D costs 5 points, Rank C and B cost 6 points each, Rank A costs 9 points, and Rank EX costs more (Storyteller's call). Adding a plus to the Rank increases the Quality point cost by 2 points.

If the Noble Phantasm can do damage through curses (possible effects to choose from are negating contracts, dispelling magic, inflicting non-healing wounds, or lowering statistics), then the Quality point cost for the weapon increases by 8 points. Giving the targeted individual an opposed WILL : WILL or DEX save on D10 to avoid the effect would be fair.

Finally, if the big attack of the Noble Phantasm depends upon a 因果逆転 (Inga Gyakuten or Cause-Effect Reversal) to hit the target, then the point cost increases by yet another 6 points. If the power of the weapon is invoked, the target must roll his temporary Luck x2 and score

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more successes than the attack roll if he hopes to avoid being hit by it. This power can accomplish called shots, and *one of* Lancer's *Gae Bolg* strikes was always meant to target the heart of his enemy.

Finally, not all attacks from a Noble Phantasm are Anti-Unit. If the attack is Anti-Army, its area of effect is the Servant's WILL x 10 in yards. If the attack is Anti-Fortress, its area of effect is the Servant's WILL x 15 in yards. If it is Anti-World, then the area of attack is WILL x 20 in yards. Raising the AOE from Anti-Unit to Anti-Army is 5 points. Raising that to Anti-Fortress is 6 points. Raising it to Anti-World is 7 points. If the Phantasm hits *its target more than once*, each extra hit costs 12 points. As a tradeoff, the damage for each strike in a multiple hit is multiplied by x0.75.

The Power of Accessories

Just as there are many types of weapon Noble Phantasms, there are also Accessory Noble Phantasms (more properly called Support Noble Phantasms) which facilitate the performance of certain tasks by the Servant. Accessory Noble Phantasms take the form of objects such as scepters, rings, crowns, books (in particular grimoires), and so on. The benefit they give the owner can be like a low scale Servant Special Quality, but it could also take the form of a Perk from the "normal" section of the book. Some of these Accessories can provide automatic successes on skill test rolls (see the example on page 62 of the *Heavens Feel* 4 Caster's spellbook).

The number of automatic successes on a skill test one gets from the item depends on its Rank:

Rank	Effect
EX	five automatic successes
A	four automatic successes
B	three automatic successes
C	two automatic successes
D	one automatic successes
E	+2 to the appropriate skill test roll

If the Servant wants an accessory that provides benefits to a skill roll, the point cost is as follows: E 1 point, D 2 points, C four points, B six points, A ten points, and EX thirteen points. Once the Servant is wearing or carrying the item, it provides the bonus automatically and does not need to be fed a luck point.

And finally, there are some Support Noble Phantasms that can provide a benefit to a Servant's statistics.

Rank	Effect
EX	stat + 6
A	stat +4
B	stat +3
C	stat + 2
D	stat + 1

Each of these costs five points per Rank.

So How Many Points Do I Get to Make My Servant?

No doubt after looking over this section, Storytellers will wonder how many points their players would get to make a Servant character. The answer is determined by the success levels of their summoning -- a gifted wizard is more likely to be able to help them incarnate in the present time with all the aspects of their legendary fame and accomplishments present and accounted for.

The Storyteller will trust the actual roll for the summoning ceremony to an important PC or NPC, and is free to apply penalties or bonuses to the roll depending on favorable or unfavorable conditions.

Successes	Points Available
1	25 points for statistics, 30 skill points, 20 quality points, 35 servant special quality points, up to 15 drawback points.
2	30 points for statistics, 35 skill points, 20 quality points, 40 servant special quality points, up to 15 drawback points.
3	35 points for statistics, 35 skill points, 25 quality points, 50 servant special quality points, up to 15 drawback points.
4	40 points for statistics, 40 skill points, 25 skill points, 70 servant special quality points, up to 15 drawback points.
5	45 points for statistics, 45 skill points, 30 skill points, 90 servant special quality points, up to 15 drawback points.

Fate

These successes also determine the amount of points available to build the Servant's gear.

Assume that each non-Assassin Servant begins with 10 free "build points" for his weapon, and then increase that by 10 points per success level in his summoning. If the summoning had seven success levels, the Servant would have an additional 70 points to build his Noble Phantasm gear. Thus it's possible to have a Servant with decent physical statistics but obscene amounts of Noble Phantasm gear (like Gilgamesh ...)

Fate



Chapter Eleven:
"The Ever Distant Utopia"
/ "*Subete Touki Risoukyou*" (全て遠き理想郷)
(Statistics for the Main and
Supporting Cast of *Tsukihime*,
Fate Stay Night, and others ...)

Fate

Just the Stats Ma'am

What follows is a long list of characters from the various Type-Moon franchise properties, statted out in *Fate* RPG terms. I am sure that some Storytellers will disagree with the listed values, and they should feel free to adjust them as necessary to better reflect the way they see the characters. Sometimes minor characters will be written up in shorthand because while they are important to the story they only appear in a few scenes.

I am sure that some Storytellers will also want to match up character vs character, and hopefully this section will allow them to do that.

I should also cover my own ass: the statistics provided for characters in *Fate/Zero* were made with the information available. If some detail is refuted or otherwise contradicted, it will be corrected in a future supplement.

It has to be said that nothing beats playing the games or reading the novels these characters come from. The best way to experience Type-Moon's stories is to play or read them, instead of simply getting the information from the brief summaries I am providing here. Doing so is especially good for capturing the epic scale of the games and appreciating the personalities of the characters in them.

These characters were statted to represent how powerful they were in their respective stories, and they were not built with a set number of points, unlike standard roleplaying game characters. If you want your cast to work alongside these powerful NPCs it might be good to do something about the difference in raw power.



Fate



Tohno Shiki, hapless hero

Nature Survivor/Engine

Demeanor Nonpartisan/Deviant

STR 2/3 INT 3

CON 2 PER 3

DEX 3/5 WILL 3

Derived Statistics

Actions 1/2 Life Points 45/51 Mana 50

Movement 10 Initiative 17/19 Fear Save 11

Characteristic Luck 2 Temporary Luck 8

Perks

Student, Combat Reflexes 5, *Chokushi no Magan* (Eyes of Death Perception [can see points of death]), Resources (Filthy Rich), Damn Healthy (A gift from Akiha), Hard to Kill 3/5, Extra Energy 2, Natural Runner 2, Mad Skillz, Conviction 5, Attractiveness +1, Magic Circuit 3, Natural Born Killer, Fresh Gear: Magic-Eye Killer Glasses, Danger Sense 3, Extra Lucky 6, Focused Damage 3, Old Soul, Occult Library 3, Resistance (Magical, Pain, Powers) 2

Flaws

Anemia 2* (see special notes), Inversion Impulse, Love (Arcueid Brunestud), Complimentarity with SHIKI, Soft Hearted 2, Honorable 2 (Protects the Weak, Keeps his Word, Does not Attack Weaker Opponents, Never Abandons Allies), Adversary (Various) 5, Supernatural Form (Alternate Personality), Teenager, Deep Sleeper (Hisui has to wake him up), Misfit, Watched 1

Special Notes

Shiki suffers from anemia. If he starts running or lifting heavy objects, have his player roll CON x2. If he fails to accrue enough successes (Storyteller's discretion), Shiki's STR and CON are reduced by 1D3 each. If either of those hit zero, he will collapse from exhaustion. Shiki can spend a Luck point to avoid the onset of an anemia attack.

Shiki also has another side to his consciousness, a crueler, violent personality he calls Nanaya Shiki.

When Nanaya manifests his statistics change (add Antisocial Personality Disorder, Violence 1, his Nature and Demeanor change, he gains Supernatural Runner at 3, develops limited Spider Climb, and suffers from the Delusion: All Supernatural Beings are Evil). Nanaya does not suffer from anemia. Nanaya is also not honorable and will test his skill against any opponent that can put up a fight.

Generally, the 'Shiki' personality is in control, but severe stress can cause Shiki to switch over to Nanaya. If Shiki is suffering from anemia while an enemy is attacking him, he can spend a Luck point to automatically shift to Nanaya.

Nanaya is a little tougher than Shiki; as such he has two additional levels of Hard to Kill.

Skills

Alertness (Urban Areas) 4, Brawl 5, Athletics (Climbing, Team Play) 3 [Check against Anemia], Dodge (Knifefighting, Leap), Drive (Moped) 2, Empathy (Emotions) 2, Influence (Persuasion) 2, Leadership (Friendly) 2, Medicine (First Aid) 1, Melee (Knives) 6, Occultism (Vampires) 3, Research (Rare Book Collections) 3, Security (Breaking and Entering) 2, Stealth (Tracking, Hiding, Taking Point) 3

Attacks

Punch 8/10, 1D4 x STR (+6) Bashing
Kick 7/9, 1D4 x (STR+1) (+6) Bashing
Grapple 7
Knife 11/13, 1D4 x (STR-1) Lethal
Cut and Stab Your Lines 7/9, weapon damage x6.66 Karmic damage (Check to see how Shiki handles using this power).



Fate

Background

Tohno Shiki is the protagonist of the Tsukihime game, manga, and anime. He is a fairly normal high school student who suffers from a poor constitution. Eight years before the start of the story he was involved in a life-threatening accident, which scarred his chest and caused his anemia. Because his health is poor, he frequently has dizzy spells and must often rest. In addition to the physical problems he suffers from, he developed a rare talent from being brought so close to death. His eyes became able to sense the destined death of objects and people, which is represented as lines and dots on the relevant subject. Should Shiki trace those lines or stab those points with a sharp tool, the object in question suffers severe damage, immediately falling apart.

Shiki became aware that the rest of the world teetered upon death just as he himself did. He did not know how to deal with constantly perceiving the demise of everything around him, but while he was still recovering he met a wizard named Aoko Aozaki, who gifted him with a relic called "Mystic Eye Killer Glasses". For as long as Shiki wore those glasses, the world appeared normally, but as soon as he removed the glasses, he would once again perceive the death of everything around him.

Because he is aware of how precious life is, Shiki maintains a cheerful outlook. Because his health was so poor after the accident, he was sent away from the Tohno household, despite being the official eldest son of the family. At the start of the game, he is called back home by his younger sister, Akiha Tohno, after eight years of absence.

Shiki is not in fact Akiha's biological brother, and is not related to the Tohno family. Shiki's real last name is Nanaya, and he is descended from a family of demon-slaying assassins. Shiki is the only survivor of an attack upon that family which was led by Makihisa Tohno and supported by Kishima Kouma. For whatever reason, Makihisa spared Shiki and adopted him.

While Shiki was growing up with the Tohno family and playing with Hisui and Akiha, he stayed in a small Japanese-style building on the grounds of the Tohno estate.

On a fateful day, his peaceful life would be shattered again. The Tohno family's demonic blood fosters inhuman urges in all who carry it; some are able to withstand it, but others succumb and go

through Inversion Impulse. When this happens, they become a monster who desires to kill, rape, and consume. During a hot summer day, Shiki was playing with Akiha and her brother, but her brother Inverted and tried to attack Akiha.

Shiki took the hit, saving Akiha's life at the cost of his own. It is that incident that gave Shiki the large scar on his chest that he will carry until he dies.

Makihisa arrived on the scene and struck down his son, but neither boy died that day. Akiha provided Shiki with half of her own life force, saving him. Unbeknownst to either of them, her brother then stole half of this borrowed life force to stave off his own death. This causes Shiki's anemia and also accounts for the Complementarity he shares with his adoptive family brother. Shiki was sent away to live with the Arimas until Makihisa passed, while Akiha's true brother continued to worsen under the effects of his Inversion Impulse ...

Despite Shiki's weakness, the psychological manifestation of his inherited blood from his true family, Nanaya, is confident, smooth, and disrespectful of life. Nanaya is a fugue state; Shiki does not remember most of what Nanaya does. Nanaya is also able to move faster than normal human sight and possesses the reflexes, skills, and speed of a professional killer. While Shiki might be overwhelmed by a powerful opponent, Nanaya can cleave through them while showing enthusiasm and contempt.

Under the right circumstances, Nanaya can manifest and take over Shiki's consciousness, but sometimes Nanaya's influence is felt when Shiki is overwhelmed by the desire to slay a supernatural foe and filled with knowledge on how to do it.

Roleplaying Notes:

You've been through a lot, but you are trying to live your life the best way you know how. It bothers you when you see other people in trouble, so you do what you can to help them. At the same time you rarely get emotionally involved in the process, and other people find you a bit standoffish. You'd help them anyway because that's what you do. And you always give people the benefit of the doubt.

You find Arcueid a bit childish and you receive the brunt of your sister Akiha's pointed jibes. Ciel treats you like a trusted friend. The maids are okay, but it seems easier to get along with Kohaku than Hisui, who is harder to read. Your days in Misaki are never dull ...

Fate

Tohno Akiha, heroic half-demon

Nature Architect

Demeanor Director

STR 7 INT 5

CON 6 PER 6

DEX 5 WILL 7

Derived Statistics

Actions 2 Life Points 90

Mana 43

Movement 9 Initiative 22

Fear Save 20

Characteristic Luck 3

Temporary Luck 8



Perks

Dilettante, Attractiveness 2 (Cute), Claws, Extra Lucky 5, Ectoplasmic Extension (Hair), Focused Damage 3, Hard to Kill 6, Damn Healthy 1, Resources (Filthy Rich), Contacts (Supernatural), Danger Sense 2, Magic Circuit Rank 3, Membership (Tohno family), Tireless 2, Acute Senses (Hearing, Vision, Smell) all at 1, Conviction 6, Resistance (Pain) 2, Megaleap 2, Natural Runner 1, Combat Reflexes 5, Bloodline, Conviction 5, Extra Limb x2 (Hair), Emotional Anchor (Shiki), Good Night Vision, Good Taste, Plunder (6 levels of extended range), Occult Library 2, Hollow Leg, Fangs (Can perform the Blood Suck maneuver), Supernatural Attack (Deadly, Use Pistol Ranges, Continuous [until target escapes]), Old Soul

Flaws

Mental Problems (Cruelty) 1, Honorable 2 (Never Deserts an Ally, Accepts any Challenge to Single Combat, Never Accepts Rewards for Service, Always Keeps Her Word), Mental Problems (Guilt for what happened to Shiki and Kohaku) 2, Special Diet (Human Blood), Cultural Snob, Inversion Impulse (until Roa/SHIKI is defeated, Akiha must carefully monitor her condition) 2, Love (Shiki), Obligation (Tohno Household) 3, Shy, Watched 2, Teenager

Special Notes

Akiha's Plunder and "Origami" Supernatural Attack look like they are burning her enemy, but in truth they are flash-freezing him, drawing out all of his heat. She uses DEX + Firearms to hit someone with Origami.

When Akiha is using Plunder or otherwise drawing upon her supernatural heritage, her hair turns a fiery red, revealing her demonic ancestry. If she is using Origami, someone with Supernatural Senses could see red filaments of her hair stretching out, hungrily seeking out the enemy to engulf them and drain them of their heat.

If her enemy is hit by Origami, he must either beat her with a contested DEX + Athletics vs her original attack roll or continue to be hurt by the effect in succeeding rounds. She must expend an appropriate amount of Mana to keep 'cooking' her foe. If she is attacked or otherwise distracted, the effect ends.

Skills

Etiquette (Upper Class, Asian Customs) 7, Alertness (Detect Concealed Items, Noises) 7, Language (Japanese, English, German), Empathy (Truth) 5, Brawl (Boxing, Throws) 6, Dodge (Fistfights, Swordfighting) 7, Domestic (Home Budgeting) 5, Finance (Appraisal, Business Management) 4, Firearms (Crossbows, Pistols) 5, Melee (Broadwords/Sabers, Kenjutsu, Fencing) 6, Influence (Intrigue, Intimidation) 5, Investigation (Intuitive Deduction) 3, Law (Civil) 1, Medicine (Homeopathy, First Aid) 2, Occultism (Infernalism, Demons) 4, Research (Public Libraries) 1, Arts and Crafts (Play Violin) 4, Stealth (Taking Point) 3

Attacks

Fist 13, 1D4 x STR (+6)(if Claws are out, it does Lethal instead of Bashing).
Kick 12, 1D4 x STR+1 (+6) Bashing
Hair Attack (Plunder) 13, damage special
Grapple 13
Blood Suck (must Grapple first) 12, 1D4 x STR Lethal or 2D3 Lethal per round (sipping).

SHIKI

Fate

Background

As a daughter of the prestigious Tohno family, Akiha's childhood was a sheltered one, and she lived under the strict supervision of her father Makihisa. Thanks to her adopted brother Shiki, she was able to experience some of the joys of childhood, and Shiki would often invite her to play with him and the other children at the mansion. When her brother reverted due to his Inversion Impulse, his first act was to attack Akiha. Shiki dove in front of her and took the hit. Because she gave Shiki some of her own life force, he was able to survive, but he was sent away under the care of the Arimas due to the difficult family situation. Shiki was frequently hospitalized, and when Akiha was sent to a boarding school contact between the two became all but impossible. It was only after Makihisa's death that Akiha was able to have Shiki called back to the family manor.

While Akiha tries to hide it, she loves Shiki with an affection in excess of a sister, and she wants him to be near her. She tends to be very shy about her feelings, and can at times contradict them.

As with most of the Tohnos, Akiha's body is very strange. She must take the heat of others in order to sustain herself. The most efficient way is to suck fresh blood from a living human, but she can also use her Plunder ability to forcibly draw it out from a subject. If she is emotionally agitated, her black hair will turn its true color, a vibrant red. Her hair serves as both a weapon and as extra limbs, stretching out, striking, or grabbing a target. She can also use it to Plunder anything it touches. When affected by Origami or by Plunder, a subject experiences a powerful burning sensation as it is flash-frozen. She can grab an object and hold it with her hair as well. Her hair is extremely fast, and can hit an target as quickly as Akiha can turn to look at it.

Her Tohno blood is not as strong as some of the other Tohnos, and she would not need to steal heat from others if she were not supporting Shiki's own life with her own. At times she experiences intense pain, but she bears it knowing it is for the sake of Shiki.

Roleplaying Notes: You are very protective of Shiki, and want to know what he does by day and are suspicious of what he does at night. When Shiki is around other girls you feel intensely jealous. You suspect that Shiki may find your supervision to be grating, but you know that everything you've done up to this point has been for him. Despite your sharp tongue you are a very kind person at your core.

You've been raised to act like a high-class lady and whatever you do in public is in keeping with that training. You could give pointers to etiquette teachers.

Keeping Misaki safe from supernatural threats is also among your duties, which means at times you come into contact with Ciel and Arcueid, or worse, have to cooperate with them on a particular task. You find it hard to get along with either of them, even though Shiki has no such difficulty. You'll never understand what he sees in those two.

You are also very sensitive about your flat chest ...

Fate



Ciel, monster-hunting Church agent

Nature Judge

Demeanor Caregiver

STR 7 INT 5

DEX 9 PER 6

CON 9 WILL 5

Derived Statistics

Actions 4 Life Points 98 Mana 150

Movement 13 Initiative 24 Fear Save 15

Characteristic Luck 3 Temporary Luck 8

Perks

Monster Hunter, Immortal, Extra Energy 10, Focused Damage 3, Approachable, Attractiveness 2, Catlike Balance, Contacts (Burial Agency) 6, Contacts (various Supernatural) 3, Conviction 5, Danger Sense 2, Eidetic Memory 2, Extra Lucky 5, Magic Circuit Rank 4, Fake Past*, Fresh Gear Level 5 (Seven, her Conceptual Weapon), Good Sense of Character, Hard to Kill 8, Megaleap 2, Natural Runner 3, Occult Library 3, Regeneration 3, Resistance (Magickal, Pain, Powers) 2, Supernatural Senses 1, Tireless 5, Acute Senses (Hearing, Vision, Smell) 1, Combat Reflexes 5, Unique Kill, Organization (Burial Agency - Impressive Occult Library, Must Help Other Members, Must Obey Orders) 1, Shadow Snap**, No Sell***, Dimensional Portal1****

Flaws

Adversary (Various) 8, Honorable 2 (Oppose the aims of Heretics, Finish the Mission or Die Trying, Always Protects the Weak, Never Abandons an Ally), Secret 2 (Much older than she appears, illegal alien, arrest and deportation), Watched 3, Teenager

Special Notes

Shadow Snap: If Ciel can impale the shadow of a target with a blade (-3 or -4), the person is pinned in place (his Movement becomes zero). If a bright light is shown at the shadow or a flashbulb is used, the shadow shifts position, freeing the person. Removing the blade will also do it. The pinned character can still use firearm attacks, sorcery, or pull a flashlight out of his own pocket. Soulless characters can resist with an opposed WILL x2 test. Shadow Snap is a 4 point Supernatural Quality.

No Sell: Ciel can choose to take an incoming attack and suffer no apparent ill effects from it, but she still takes damage.

Dimensional Portal: Ciel can draw Black Keys - long, thin knives used as weapons by the Church - out of her cloak, and can keep producing them because the room the portal is linked to is full of them. The portal is in her cloak, so she can simply pull the knives out of it. These Black Keys will gradually return to the room over the course of 24 hours, leaving the possession of whoever has one. The Black Keys are individually created magic items created by the Church for her own personal use.

Skills

Alertness (Urban Areas) 5, Athletics (Climbing, Tumbling, Distance Running) 4, Brawl (Boxing, Throws) 7, Bureaucracy (Fraud) 3, Dodge (Firefights, Fistfights) 7, Domestic (Cooking [specialization: Indian Food]) 4, Empathy (Hidden Motives, Personalities) 4, Etiquette (Asian Customs) 3, Firearms (Crossbows) 4, Influence (Persuasion) 3, Investigation 3, Languages (French, Japanese, English, Italian), Leadership (Friendly) 3, Medicine (First Aid, Surgery) 3, Melee (Knives, Thrown Weapons) 8, Occultism (Vampires) 8, Research (Rare Book Collections) 4, Repair 2, Security (Breaking and Entering) 2, Stealth (Tracking) 3

Attacks

Punch 18, 1D4 x (STR) (+6) Bashing
Kick 17, 1D4 x (STR+1) (+6) Bashing
Head Butt 16, 1D4 (xSTR) (+6) Bashing
Thrown Black Nail 17, 1D4 x (STR-1) Lethal
Stab with Black Nail 17, 1D4 x (STR) Lethal
Pin Shadow for Shadow Snap 14, pins target
Crossbow 15, 1D10 x (STR) Lethal
Seventh Holy Scripture 13, damage special
Roll with Blow, DEX + Dodge, each success reduces an incoming attack's damage by 5 points. Takes 1 attack action



Fate

Background

Ciel appears as an attractive 16 year old, but that is the age at which she was once possessed by a Dead Apostle who nicknamed himself the *Serpent of Akasha*, Roa. Elesia Ciel was unlucky enough to have been born with a high magical potential, and it is for that very reason the body-hopping vampire Roa chose her to be one of its hosts. After a long and bloody struggle in which both of Ciel's parents were killed, Roa was forced out of Ciel by Arcueid, but Ciel remained alive and was then captured by the Church. While in the Church's clutches, she was thoroughly tested by many Executor agents. Eventually it was decided that she could be used within the Church's Burial Agency, whose job is to locate and eliminate heretical creatures.

She came to Misaki under the Church's orders to hunt down Roa, but she would have done that on her own because of her own vendetta against him. She used her Fake Past ability to infiltrate a high school in the area as her cover, and while attending the school she became acquainted with Shiki and Arihiko.

Through her friendship with Shiki, Ciel began to recover some of the kindness and hope she once had, which changed her Nature from Curmudgeon to Judge. After Roa was defeated, Ciel chose to stay on in Misaki and continue to protect it. She is not a hardline zealot, despite her Burial Agency affiliation, and she will spare demons and vampires provided they do not kill and hunt human beings.

When Ciel is on a hunt, she is all business until the job is finished, though she is unfailingly polite and civilized. She uses her speed to engage targets from a distance, and temporarily enchants Black Keys to yield a variety of effects, such as knives which burst into flame once they find their target, others which summon hordes of ravens to devour her enemy, etc. Ciel has mystical tatoos on her body which appear when she is fighting. These are likely a gift from Roa, who used them to harness his own sorcery.

If Ciel is off-duty, she is quirky as well as friendly. She tends to 'mother' Shiki and will fix something if she sees that it is broken. She is also a cosplayer of sorts, and designed a "battle-nun" costume which she wears when hunting. Ciel is the only known person who can manifest Seven, a Conceptual Weapon that appears as a portable cannon with a large spike on one end. It was made

from the horn of a mystic beast, and a young girl was sacrificed to enchant it. Ciel can manifest the spirit as a cannon. When it is fired, each success level used to fire it does 20 points of damage.

When using Ciel as a character, one should play to her strengths: she can leap from the top of one lamp post to another with ease, jump from building to building, and keep up with vampires. On her own, Ciel is a serious threat to most vampires and even low-ranking Dead Apostles. Through using the Seventh Holy Scripture, Ciel can pose a great threat to a Dead Apostle. Her position within the Burial Agency is Number 7, "One who Acts Alone". Her Immortality and Unique Kill are strong defenses, but will only last until Roa is completely eradicated, and she could always be killed repeatedly or confined by her enemies to prevent her from causing trouble.

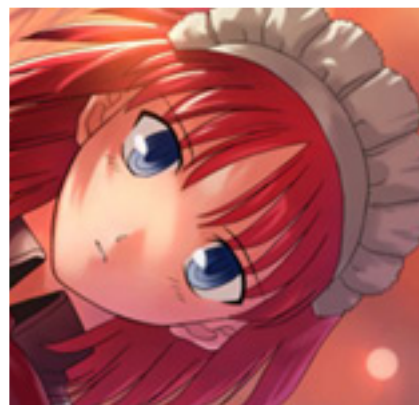
Roleplaying Notes

You have no love lost for the Church, but still follow orders from its Organization. Misaki is now more of a home to you than Italy ever was. You take your responsibility very seriously and are not one to give up under anything except the most extreme circumstances. Shiki is a good friend to you, and he reminds you of the man you might have married had you been allowed to live a normal life. Arcueid is tolerable, but she is best experienced in small doses, as her constant ditziness and odd sense of humor can grow wearisome. Akiha is someone you often see, but you'd prefer not to - the two of you can't seem to agree on much.

Your experiences in Misaki have proven that people deserve the benefit of the doubt, so before you exterminate a heretic you investigate it thoroughly to determine what, if any, threat it presents to humanity. If it is harmless, you'll overlook it.

You also value your civilian life and try to keep a relatively positive outlook on things, despite how grim things can get.

Fate



Hisui, Synchronizer maid

Nature Squire

Demeanor Autist

STR 2 INT 3

CON 2 PER 4

DEX 3 WILL 4

Derived Statistics

Actions 1 Life Points 35

Mana 44

Movement 7 Initiative 3

Fear Save 13

Characteristic Luck 2

Temporary Luck 5

Perks

Maid, Natural Runner 1, Hard to Kill 5, Extra Lucky 5, Extra Energy 1, Magic Circuit 2, Conviction 3, Synchronizer, Attractiveness 1, Good Night Vision, Acute Senses (Hearing and Sight) 1, Iron Mind, Resistance (Pain) 1, Tireless 2, Internal Clock

Flaws

Icy 1, Mental Problems (Guilt over what happened to Kohaku) 2, Androphobia (Fear of Males) 1, Love (Tohno Shiki), Non-Confrontational, Obligation (Tohno Household) 2, You Fail At (Cooking), Honorable 1 (Doesn't Betray Family, Protects Friends), Teenager

Special Notes

As a Synchronizer Hisui can rapidly heal damage in another being by giving blood to or having sex with that being. Even magickal or extremely advanced diseases and conditions can be healed over time with this gift.

Skills

Alertness (Night Watch) 1, Athletics (Endurance Tasks) 2, Dodge 2, Domestic (Cleaning) 5, Drive (Car) 2, Empathy (Emotions) 1, Etiquette (Western Customs, Asian Customs) 5, Medicine 1, Melee (Improvised Weapons) 2

Attacks

Punch 3, 1D4 x STR Bashing
Kick 2, 1D4 x (STR+1) Bashing
Frying Pan 7, 1D6 x STR Bashing
Thrown Large Vase 5, 1D8 x (STR-1) Bashing

SHIKI

Fate

Background

Hisui is Kohaku's twin, and the two young orphans were brought to the Tohno estate by Tohno Makihisa at an early age. He had already started to suffer from the effects of his Inversion Impulse and sought the healing talent of a Synchronizer to help him cope with the condition. In order to use the power of a Synchronizer, there must be some exchange of fluid, such as a blood transfer or drinking the blood, but the effect is at its strongest in the act of sexual intercourse. Kohaku agreed to be Makihisa's personal attendant on the condition that Hisui never be required to perform the same duty.

As a result, Hisui never experienced the same horrors that Kohaku faced as a child regularly, and she was able to have a normal life. As she grew older and learned what had gone on in the mansion, she became more withdrawn and guarded, hiding her emotions for the sake of pretending that nothing is wrong with her sister Kohaku. It is likely that Hisui has not been outside of the mansion much.

Hisui is the main cleaning maid of the Tohno family, and wears a Western style maid uniform complete with an apron. It is among her duties to wait for Shiki to return at the mansion gates. Although she fears men because of what her sister experienced, she loves Shiki and wants very much to cook for him, though she has no sense of taste. When one considers how poor Kohaku is at cleaning and arranging things, it would seem that the two work best in a household if they are allowed to focus on their respective specialities.

Roleplaying Notes

Other people sometimes have a hard time figuring out what you are thinking or feeling. While Kohaku is expressive and open about her feelings and interests, you tend to suppress those, and you do not often say more than what is absolutely necessary.

You were worried when Shiki was called back to the mansion, but he has shown himself to be a kind and thoughtful young man. You'd be happy if you could spend the rest of your life by his side. His manners are not as refined as the lady of the house's, and you do not find it easy to be informal around him, and still affix *-sama* to his name when you address him.

Unlike Shiki, Akiha, and some of the other associates, you have no special powers except for your healing gift, and you are not especially trained at fighting. It is your task to support them and to be the pillar of strength in their lives that they need even if they are not actively aware of it.

Fate

Kohaku, Synchronizer maid and family doctor

Nature Plotter

Demeanor Jester

STR 2 INT 4

CON 5 PER 3

DEX 3 WILL 4

Derived Statistics

Actions 1 Life Points 53

Mana 33

Movement 8 Initiative 6

Fear Save 13

Characteristic Luck 2

Temporary Luck 5



Perks

Approachable, Conviction 5, Danger Sense 1, Iron Mind, Maid, Mad Skillz, Magic Circuit 3, Media Junkie, Natural Runner 1, Resistance (Pain) 2, Poker Face, Tireless 1, Trapmaster

Flaws

Anti-Luck 1, Clown, Covetous (Lechery) 1, Cruelty 1, Emotional Problems (Role as the 'Perfect Doll'), Love (Shiki), Mischevious 1, Obligation (Tohno Household) 2, Teenager, You Fail At (Cleaning/Tidying)

Special Notes

As a Synchronizer Kohaku can rapidly heal damage in another being by giving blood to or having sex with that being. Even magickal or extremely advanced diseases and conditions can be healed over time with this gift.

Kohaku has had time to cultivate a knowledge of magic potions and has access to an alchemy chamber next to the Tohno family's subterranean torture room/prison. Given time, she can brew any number of harmful concoctions in its bubbling cauldron. She also has a decent knowledge of medicine and can create medicines from samples of the herbs and other plants in the Tohno estate's garden.

Further Information

If she is to be the antagonist of your Story, give her Obsession (Revenge against the Tohno House) at 2.

If she is altered during the TATARI manifestation, she gains Alchemical Superscience at 6, DEX 5, Technology 8, and Mechanical Genius at 3. She also gains Obsession (Ruling the City) and Megalomania, both at 2.

Skills

Alertness 2, Animal Ken (Cats) 2, Arts and Crafts (Sewing) 2, Brawl 2, Computers (Hacking) 2, Dodge (Sidestep) 3, Domestic (Japanese Cooking, French Cooking) 4, Empathy (Affairs of the Heart) 2, Etiquette (Western Customs, Eastern Customs) 5, Firearms (Crossbow) 2, Influence (Veiled Threats, Seduction, Intimidation) 4, Investigation 1, Languages (Japanese, English), Medicine (Poisons, Pharmacy, Diagnosis) 7, Melee (Staff, Sabers) 4, Occultism (Curses) 3, Research (Rare Book Collections) 3, Repair (Set/Disarm Trap) 2, Security (Surveillance and Sensors) 3, Sleight of Hand (Card Shark) 2, Stealth (Hiding) 2, Technology (Electronics) 1, Wild Card (Gaming) 2, Wild Card (Torture [Psychological Warfare]) 4

Attacks

Fist 7, 1D4 x STR Bashing
Kick 6, 1D4 x (STR+1) Bashing
Grapple 7
Choke 5 (Must Grapple First)
Hidden Sword in Broom 9, 1D8 x STR (L) [2H]
Staff 9, 1D8 (swing) or 1D6 (jab) x STR Bashing [2H]
Syringe 7, damage injection in following round
Hand Taser 7, damage special

SHIKI

Fate

Background

Kohaku is the older of the two twin maids who look after the Tohno estate. Kohaku always seems to be cheerful and wears a perpetual smile, and is noted for being very gifted with medicine.

Her cheerful smile is but a front. When she was a child, Makihisa Tohno, the lord of the estate, depended on her healing powers to help him control his demonic body and accompanying Inversion Impulse. Because she is a Synchronizer, she is able to heal others if they exchange body fluids. He locked her in an attic room in order to have regular access to her and regularly forced her to have sexual intercourse with him. She agreed to cooperate as long as Hisui was spared the same fate. Because she was used on a daily basis, she came to think of herself as an emotionless doll, which allowed her to live through the abuse by not becoming emotionally involved in it.

Depending on the Route of the *Tsukihime* story, it was when Kohaku watched Hisui and Shiki playing happily in the garden that she snapped under the enormity of what she had experienced, and began to use her Synchronizer power against Makihisa, accelerating his decline instead of temporarily arresting it. Or perhaps his illness had worsened to the point where even a Synchronizer could not slow it.

Makihisa lost himself and was hunted by the other members of the Tohno house, as was their duty. Akiha inherited the family headship and kept on Hisui and Kohaku as servants out of guilt for what Kohaku had been forced to experience everyday. As Akiha shares the Tohno Bloodline, keeping the Synchronizers close at hand was also in her own self-interest. Though she is stern, she cares for the maids and makes sure they are well taken care of.

As Hisui came to realize what her sister had to endure, Hisui became stern and cold while her sister acted out a childish, happy role. This false happiness is due to her envy of Hisui and her desire to have been the one he played with in the garden instead of Hisui.

Kohaku participates in sessions with Akiha in order to help the half-demon suppress her blood. The two are good friends and are comfortable enough to exchange jibes, despite the gap in their status as master and servant.

Kohaku's room is also the only one in the mansion with modern devices such as a television,

medium quality computer, and a video game console or two.

Roleplaying Notes

Very little comes from you without careful consideration. While your sister is thought of as a cold fish, you are the one who seems to break through the walls other people erect around themselves. It's all an act, but it is a good one. In reality you have only a few real friends.

Fate



Arcueid Brunestud, True Ancestor

Nature Optimist

Demeanor Child

STR 13‡(1) INT 3

CON 10‡(1) PER 5

DEX 6‡(1) WILL 8

Derived Statistics

Actions 2 Life Points 131

Mana 98

Movement 13 Initiative 11

Fear Save 18

Characteristic Luck 3 Temporary Luck 8

Perks

Ancient, Acute Senses (Taste, Smell, Hearing) 3, Attractiveness (Beautiful) 3, Combat Reflexes 3, Conviction 2, Damn Healthy 3, Danger Sense 1, Divinity (Epic Attributes [STR, CON, DEX]), Extra Energy 4, Extra Lucky 5, Focused Damage 3, Good Sense of Character, Hard to Kill 7, Immortal, Magic Circuit 6, Manifest Millenium Castle, Marble Phantasm, Megaleap 2, Natural Toughness, Natural Weapons (Claws, Teeth), Natural Runner 3, Noble, Occult Library 4, Reduced Damage (1/5th damage from Magick), Reduced Damage (1/2 from physical attacks), Reduced Damage (1/10 damage from bullets), Regeneration (hourly), Resistance (Magical) 2, Resources (Okay) 0, Unique Kill, Unnatural Runner 1, Mystic Eyes (Hypnosis: Mind Control), Limited Invulnerability (Damage Reduction Perks work by x2 at night, x6 during the full moon, during the full moon her lines of death and points of death do not appear), True Ancestor (Combines Vampire with Daywalker/*Shisou Kyuuketsuki*)

Flaws

Addiction (Blood), Adversary (Various Vampires and Demons) 8, Misfit (Ignorant of 20th/21st century culture and technology, sort of ditzy), Curiosity, Honorable (Finish the mission or die trying, Accepts any Challenge to Single Combat) 2, Love (Shiki) 2, Odd Feature (Red Eyes) 1, Rival (Akiha) 1

Special Note

Arcueid's stats have been decreased since being defeated by Shiki during their initial meeting. If she recovers fully, her *Epic Attribute* levels for STR, CON, and DEX will each increase by two points. She will also regain one level of Extra Lucky, bringing her Temporary Luck to 9.

Arcueid is one who who protects the World; as such her Epic Attribute in STR is somewhat variable, and can scale up and down as necessary when she is confronting especially powerful enemies. This is automatic and costs no Luck points.

Arcueid's *Marble Phantasm* ability allows her to influence reality to the point that anything that could potentially happen will occur with absolute certainty (altering light, weather, etc.) in an area of her WILL x3 feet. It can inflict massive harm against a target: (D8 x10) + 50 points of aggravated damage. Each use costs a Temporary Luck point and 40 Mana. If she wants to boost the damage it causes, every set of 15MP above the startup cost will add +25 to the damage it causes. While *Marble Phantasm* is powerful, she will be very vulnerable if the enemy is able to somehow soak the attack.

Arcueid does not need to drink blood to survive although she craves it. If she does drink human blood, she will likely go insane, becoming a Demon Lord. When that happens, her Nature and Demeanor will shift to Fanatic/the Beast. She'll also develop Antisocial Personality Disorder as 'Warcueid'.

Skills

Alertness (Noises) 2, Animal Ken (Cats, Dogs) 2, Athletics (Climbing) 4, Brawl 8, Dodge 9, Domestic (Cooking) 2, Empathy 3, Etiquette (Nobility) 4, Influence 4, Medicine 4, Melee 9, Occultism 8, Research 4, Stealth 6, Wild Card (Intuition: Hunches) 2, Wild Card (Noble Phantasm) 10

Attacks

Claws 15, 1D6 x STR (+6) Lethal
Punch 15, 1D4 x STR (+6) Bashing
Kick 14, 1D4 x (STR+1) (+6) Bashing
Catch Weapon 10
Grapple 15
Choke 22, must Grapple first
Neck Snap 22, must Grapple first
Feint 12
Parry 15
Spinning Punch 14, 1D4 x (STR+1) (+6) Bashing
Bite 17, causes 18 points Lethal, sets up for Blood Suck
Blood Suck, 1D4 x STR Lethal damage per round, victim is at -2 to escape

SHIKI

Fate

Background

Arcueid is one of the True Ancestors, and is known as the White Princess of the Moon. She is also one of the few True Ancestors who can materialize the Millenium Castle Brunestud. The True Ancestors are a race of beings that were copies of the Ultimate Being of the moon known as TYPE-MOON (aka the Crimson Moon). TYPE-MOON worked along with Gaia to protect the planet from humanity, but the Ultimate Being had its own agenda. Its True Ancestor spawn all had a small portion in their consciousness where TYPE-MOON could exist, thus if TYPE-MOON were ever permanently destroyed he could shift his spirit and will over to a True Ancestor.

Furthermore, the True Ancestors all had an urge to drink blood that could corrupt them, turning them into monsters. As more lost their wills and became Demon Lords, or created Dead Apostles to feed from, it became clear that the True Ancestors would need an agent to clean up this mess. Thus Arcueid was created to hunt and defeat the Demon Lords and Dead Apostles.

When she was still young, a priest from the Church named Micheal Roa Valdamjong sought her out. Roa had reached his limit as a human and wanted to become a Dead Apostle, so he tricked Arcueid into drinking his blood, which sired him as a Dead Apostle. Arcueid's insane rampage was intense, causing untold destruction. In order to defeat Roa, she entered into an alliance with the Church. Roa had used his time as a vampire to master the art of reincarnation, which allowed him to "body hop" from shell to shell whenever his mortal body was destroyed. All of his hosts were from families with high social standing, and they were also people with powerful Magic Circuits.

By the time the Tsukihime game takes place, Roa had reincarnated and been destroyed by Arcueid 17 times. His final host body was SHIKI.

Game Story

Arcueid is without a doubt the main heroine of the Tsukihime universe. Aside from her own route, she plays a large role in Ciel's Route.

Shiki first met Arcueid while he was coming home from school after suffering an attack of anemia. When he saw her, his background as a descendant of a Demon Hunter clan compelled him to attack her. He followed her home and carved her into 17 chunks with his knife, utilizing

his Mystic Eyes of Death Perception. After he came to his senses, he was horrified and retreated to the park where he collapsed from exhaustion.

The next day, while he was heading to school Shiki came across Arcueid, who had been waiting for him on the path to school. He fled, only to be cornered by her in a dead alley. It was then that servants of Nero Chaos, an enemy of Arcueid, found the two of them and attacked. After defeating them, Arcueid made Shiki swear to protect her while she fully recovered from her injuries.

The two of them cooperated against Nrvrsqr (Nero) Chaos, and Shiki was able to defeat Nero by striking his point of death. The two would go on to collaborate against the vampire Roa, who was Arcueid's original target. Roa was also the one who infected SHIKI, Akiha's true brother.

Over the course of Arcueid's Route Shiki and Arcueid come to understand each other better. Shiki explains the nuances of 20th century culture to her, taking her out on dates. Arcueid begins to feel hungry for his blood. The two fall deep in love, despite the fact that they are unsuited for each other by default.

Because she loves Shiki, she leaves him behind as she goes off to fight Roa by herself, believing there is no way for her to survive this last battle. Roa is at his prime and strikes her down, only to be defeated an enraged and grieving Shiki.

The following day Shiki is able to see her again, because by defeating Roa he was able to return the energy that Roa had stolen from her so many centuries ago. The two of them went on to spend the day together. This seems to be the canonical ending given her presence as Shiki's lover in Melty Blood.

Roleplaying Notes

You understand the basics of the modern era, but social norms and the particulars escape you. Although you are over 800, you are very child-like because of your lack of experience with other people, having spent most of the time in torpor. Although you aren't much like a typical vampire, you cannot abide garlic and are very suspicious of the Church. Ciel is all right in spite of that. Akiha is so prim and proper that you find her difficult to be around for long.

Fate

Ren, Shiki's succubus familiar

Nature Panderer

Demeanor Child

STR 2/3 INT 3

CON 5 PER 3

DEX 5 WILL 5

Derived Statistics

Actions 1 Life Points 80

Mana 90

Movement 12 Initiative 17

Fear Save 10

Characteristic Luck 2

Temporary Luck 6



Perks

Attractiveness (Cute) 1, Balance of the Cat, Cat-Stalk, Combat Reflexes 2, Damn Healthy 2, Danger Sense, Dream Landscaper*, Extra Energy 5, Extra Lucky 4, Familiar, Hard to Kill 6, Immortal, Internal Compass, Magic Circuit 4, Megaleap 4, Major Supernatural Attack (Ice Thorn) which has four levels of increased range and causes Lethal Damage 12, Minor Supernatural Attack (Energy Spheres with two levels of increased range) 6, Mr. Sandman**, Nanjin Adept, Natural Runner 3, Old Soul, Portable Dimensional Portal (suitcase-sized) 3, Regeneration 1, Supernatural Senses (Insight, The Sight), Unnatural Runner 2

Flaws

Child, Curiosity, Dual Form, Honorable (Obeys Master, Won't Abandon Friends or Allies) 1, Love (Shiki), Misfit, Murphy's Law, Mute, No Natural Mana Recovery, Odd Features (Blue hair, red eyes,

Special Notes

Ren automatically gets one free success whenever she uses Animal Ken on cats.

Ren's Energy Spheres and Ice Thorn can only be used when she is in her "human" shape.

Ren must be careful to keep her Mana reserves up because they become naturally depleted over time.

***Dream Landscaper** (5 point Supernatural Perk). If the target is already asleep, the user can use this power to shape his dreams. The effect lasts until the target awakens. Dreams experienced feel fully real. If the user wants to use the dream to kill the target, the target will suffer a stroke, aneurysm, or heart attack.

The dream is only as convincing as the skill of the Landscaper. If the Landscaper fails to prevent a realistic scenario, the dreamer will awaken and end the dream - thus it is best used by someone extremely knowledgeable with the target.

Dream Landscaping is also extremely tiring, and eventually "errors" will occur within the logic of the dream (backwards words in books, snow falling in July, extreme déjà vu, seeing the Landscaper inside the dream, the user leaving the defined area of the Landscape and finding an empty void, etc.)

Each use costs 3 Mana and every user's WILL in hours he must pay another 3 Mana to maintain the Landscape.

****Mr. Sandman** (4 point Supernatural Perk). To use this gift on a target, the user must match his WILL + Empathy against the target's roll of WILL x 2. If the user beats the target, the target must sleep for one hour per success rolled. Each use costs 2 Mana.

Skills

Alertness 3, Animal Ken (Cats) 4, Athletics (Climb Artificial Surfaces, Distance Running) 3, Arts and Crafts (Dream Landscaping) 5, Brawl 3, Domestic 2, Dodge 3, Empathy 4, Influence 2, Medicine 2, Melee 3, Occultism (Spirits) 3, Wild Card (Erotic Arts) 5

Attacks

Punch 7, 1D4 x STR Bashing
Kick 6, 1D4 x (STR+1) Bashing
Minor Supernatural Attack (Energy Spheres) 7, (D6 x5)+3 Bashing, 2 yard radius
Major Supernatural Attack (Ice Thorn) 7, (D6x8) + 4 Lethal, 4 yard radius

SHIKI

Fate

Background

Ren is a Succubus, a demon Familiar created from the corpse of a cat infused with the soul of a dead human girl. Ren can shapeshift into a cat and back; each transformation costs her 1 Mana. She was constructed several hundred years ago by a magician who entered into a contract with her, but when he died she had to find a new contractor. For a time, she was in the employ of Arcueid Brunestud, but she could not form a permanent contract with a non-human.

Ren is tasked by Arcueid with giving Shiki a powerful erotic dream as "payment" for his support of her during the time she was under attack by Nero Chaos. Ren is not seen until the sequel game *Kagetsu Tohya*, in which she saves Shiki's life after he is struck by a car. He falls into a coma, but she uses her Mr. Sandman and Dream Landscaper special talents to save him, keeping him alive in a repeating *Groundhog Day*-like scenario, in which he repeats the same day over and over again, forgetting the previous day when he falls asleep. Shiki begins to resist the effects, retaining memories of the previous day and rebelling against the invasive control of his mind.

Meanwhile, Ren was depleting her store of Mana by using this gift and still had not found a master. Shiki confronted the darker half of himself in the dream, and then battled his own image of death. By triumphing over both, he met Ren in the Tohno mansion and formed a contract with her.

While all versions of *Melty Blood* refer to the character as Len, her name is romanized as Ren in *Kagetsu Tohya*'s file names and scripts. Both romanizations are correct.

After the events of *Kagetsu Tohya*, Ren went to live with Shiki at the Tohya estate.

Fate

Nrvnqsr "Nero" Chaos (Fabro Rowan), villainous Dead Apostle

Nature Monster

Demeanor Bravo

STR 10/15 INT 4

CON 11/22 PER 6

DEX 6/8 WILL 6

Derived Statistics

Actions 2/3 Life Points 142/206 Mana 60

Movement 9/13 Initiative 16/18 Fear Save N/A

Characteristic Luck 3 Temporary Luck 6



Perks

Age 4, Acute Senses (Smell, Hearing) 3, Combat Reflexes 2, Contacts (Dead Apostles), Damn Healthy 3, Danger Sense 4, Double-Jointed, Extra Energy 2, Extra Lucky 3, Focused Damage 3, Frog Tongue (extended range of 10 yards), Hard to Kill 6, Huge Natural Weapons (varies), Immortal, Magic Circuit 4, Megaleap 2, Mouth from Beyond, Natural Runner 2, Reality Marble (Lair of the Beast King), Nanjin Adept, Reduced Damage (Physical sources, 1/5th damage), Regeneration (Every Round), Resistance (Magickal) 2, Resources (Okay), Unique Kill, Vampire (Dead Apostle Ancestor)

Flaws

Antisocial Personality Disorder, Adversary (Arcueid) 8, Adversary (Church) 6, Adversary (Monster-Hunting Associations), Adversary (True Ancestors) 10, Attractiveness -4, Compulsive Aggressive, Conviction 5, Dual Form, Mental Problems (Violence), Supernatural Form (Not Human)

Special Notes

Nero Chaos' body has been specially enchanted to meld with Chaos itself, resulting in his perpetually-existing Reality Marble (*Lair of the Beast King*). He contains 666 animal familiars within it (these include all manner of animals such as wolves, elephants, crocodiles, sharks, snakes, tigers, stags, ravens, etc.) Mystical beasts such as unicorns also exist within this mass. He can send these out to attack his foes as necessary, or they can "peek out" of his body to attack a nearby foe. Each creature acts separately from his main body, but they are all extensions of his will and mind. His body is also self-aware and will react to external threats whether or not Nero's mind is consciously aware of them. If they are defeated they disintegrate and then reform within his main body, totally healed. The only way to kill them for good is to kill all 666 of his lives at once.

Nero can compact his body down to form the *Soil of Genesis*, a gigantic shoggoth-like imprisoning mass which will require enough firepower to destroy a continent to affect it. It costs him two Luck points to accomplish this. Its STR for holding is equal to 20+1D6.

Nero can also condense all of his body's chaos into one nightmarish shape, the *999th Beast*, the manifestation of Chaos' ultimate form. While in the form of the 999th Beast, some of his statistics are raised. Doing so costs him three Luck points. He usually does not show his enemies the glory of the *Soil of Genesis* or the *999th Beast*, for his ordinary attacks are more than enough to dispatch his foes.

Skills

Academics (Medieval Europe) 3, Alertness (Ambushes) 9, Animal Ken 7, Brawl 10, Dodge 2, Investigation (Searching) 4, Languages (French, Italian, German, English), Medicine 2, Navigation 4, Occultism 6, Research 5, Stealth (Trailing Prey) 6, Survival (Food-Gathering, Shelter Building) 5, Wild Card (Intuition [Hunches]) 6, Wild Card (Torture: Lethal) 7

Attacks

Fist 16/18, 1D4 x STR (+6) Bashing
Kick 15/17, 1D4 x (STR+1) (+6) Bashing
Frog Tongue (Tentacle), 1D6 x STR Bashing or holds for Grapple
Grapple 16/18
Projected Animal Attack (Bite, Gore, etc.), 16, 1D10 x STR Lethal
Release Animals, automatic, releases 1D6 random animal familiars

SHINJI

Fate

Background

The title of Nrvnsqr (pronounced Nero) was given to the vampire by the Church as a play on words. In Gematria the numbers which make it up total 666, the Number of the Beast.

He was once a member of the Sea of Estray, a group of small sorcerer organizations in which he was an alchemist who pursued immortality. He contacted a Dead Apostle named Roa, who helped him as an advisor. Together they created a way for Rowan to absorb and link his existence to the lives of many other creatures within a Reality Marble inside his own body, leading to his becoming an accumulation of lives with a collective consciousness. The nature of his form is beyond his ken, and though he knows that his once-human mind is fading, he wants to understand the chaos that comprises him. The beasts within him range from ordinary animals to fantastic beasts. They are not merely under his control, but are part of his collective, which is only one being. Though it can send out any of his body's beasts as necessary, each is but a part of a great whole.

As he is made of chaos, Nero is not able to choose which animals will be sent out, and his body may react reflexively to defend itself. If an animal is destroyed, it disintegrates and then is reformed within his main body, making them, and him, effectively immortal unless all 666 of his lives are terminated at the same time.

Unlike other vampires, Nero does not suck blood; to feed he projects animals which rend and tear his victims and then consume the bloody chunks whole. The energy needed to maintain the chaos and his aging body is immense, so he must often feed.

In the *Tsukihime* story, Nero came to Japan to engage the White Princess of the True Ancestors, Arcueid, in battle. After learning that she had been weakened, he attacked the hotel where she was recovering and systematically gorged himself on everyone in the hotel, saving up enough energy to battle Arcueid. Arcueid and Shiki escaped, and later attempted to ambush Nero in the park. The ambush did not go as planned, but Nero's foolish pride saved them both: he sent out many animals to attack and slowly devour Shiki while using the *Soil of Genesis* to hold and consume Arcueid instead of killing both instantly. Shiki's consciousness switched to Nanaya's, and he carved through Nero's familiars and struck him in his

point of death, killing all of Nero's lives simultaneously, ending Nero forever.

Although Nero is permanently deceased, a Nero-like Adversary could be devised if someone else found Nero's notes detailing how he achieved immortality. Alternately, he could reappear during the *Night of the Blood Liar*.

Roleplaying Notes

You are proud of what you have accomplished, and believe that you are the only Apostle to have truly attained immortality. Even though you feel your humanity slipping away over time, the satisfaction you gain from brutality is more than enough to quell any worries you have.

Humans are squealing brutes, unworthy of your presence. They should feel honored to be torn to pieces and devoured by the animals that are fragments of you.

Anything in your path that dares to stand in your way must be destroyed, but if it is possible to do so, you will slowly consume them, describing what you are doing in detail. Only in sentient beings do you have the comprehension of horror that you find truly pleasant. Torture truly is an enjoyable way to kill time, and since you're immortal, you have a lot of time to kill!

Fate



Roa, The Real "Tohno SHIKI", evil mastermind

Nature The Beast/Deviant

Demeanor Engine/Survivor

STR 8 INT 7

CON 9 PER 6

DEX 8 WILL 7

Derived Statistics

Actions 3 Life Points 114 Mana 145

Movement 14 Initiative 31 Fear Save N/A

Characteristic Luck 4 Temporary Luck 10

Perks

Age (man levels), Acute Senses (Hearing, Sight, Smell) 2, Bloodline (Tohno), Contacts (various supernatural beings), Combat Reflexes 7, Covetous (Power) 3, Damn Healthy 4, Danger Sense 2, Eidetic Memory 2, Extra Energy 10, Extra Lucky 6, Elemental Affinity (Numerology) 2, Focused Damage 3, Good Night Vision, Hard to Kill 10, High-Speed Aria, Hypnosis 1, Iron Mind, Influence Over Tohno Shiki*, Limited Mystic Eyes of Death Perception**, Magic Circuit 8, Master of Unlocking, Natural Toughness, Natural Runner 3, Natural Weapons (Claws, Fangs), Quick Learner, Reality Marble (Overload), Spider-Climb, Resistance (Magic) 3, Resistance (Pain) 4, Supernatural Senses (Enhanced Hearing, Sight, Smell), Supernatural Senses (The Sight), Tireless 4, Unique Kill (Generational)***, Unnatural Runner 2, Vampire (Dead Apostle Ancestor)

Flaws

Adversary (Arcueid, Akiha, Ciel, the Church, Dead Apostles, Kohaku, Tohno Shiki, True Ancestors), Antisocial Impulses (Deceit), Antisocial Personality Disorder, Attractiveness -3

Special Notes

The first entries after Nature and Demeanor are for the Near-Side version of SHIKI where Roa's personality has completely subsumed his. The entries after the first are for a version of SHIKI where SHIKI's personality emerged triumphant.

If Roa is dominant, he gains Dark Rejuvenation 7 (Can heal 100 Life Points, self only) and Regeneration (Every Round).

If SHIKI is dominant, he gains Reduced Damage (1/5th physical sources) and Regeneration (Per Hour). He also gains Supernatural Attack (Blood Shaping) which lets him crystallize and fire his own blood. IT is a Deadly Supernatural attack (D8 x10) + 4 damage.

* - Because Tohno Shiki has Complementarity with Roa/Tohno SHIKI, SHIKI can use it to influence Tohno Shiki (give him nightmares, deprive him of sleep, "borrow" Life Points, aggravate his asthma, etc.)

** - SHIKI does not fully understand death, and he can not stab the "death point" of a being. If he uses this ability to Cut and Stab Your Lines, he only does x 5.55 damage. He can not damage inanimate objects with his gift.

*** - Roa has mastered the art of reincarnation. If he is killed, his spirit will find a new, suitable body (from an influential family and one which has a powerful Magic Circuit) and take that body over. The new Roa is not exactly like the old one, but it shares most of the same Perks, Qualities, and Statistics. Roa's personality is slowly being eroded by having travelled to so many different bodies.

Skills

Academics (Church History) 6, Alertness 9, Athletics 6, Brawl 9, Dodge 8, Drive (Car) 2, Empathy 2, Firearms 7, Influence 4, Medicine (Mortuary Science) 4, Melee 6, Occultism 8, Repair 3, Security (Breaking and Entering) 6, Stealth (Hiding) 8, Survival 10

Attacks

Punch 17, 1D4 x (STR) (+6) Bashing
Kick 16, 1D4 x (STR+1) (+6) Bashing
Claws 17, 1D6 x (STR) (+6) Lethal
Knife 14, 1D4 x STR Lethal
Cut and Stab Your Lines 10, weapon damage x 5.55 Karmic damage (can not damage objects, can not permanently kill an immortal being)

Feint 14

Grapple 17

Bite 17, 13 points Lethal damage and readies for Blood Suck

Blood Suck, 1D4 x STR Lethal damage per round, victim is at -2 to escape

Magic 23, damage as per spell

SHIKI SHIKI

Fate

Background

While the original Roa was a male human being, he can now inhabit anyone regardless of gender. During the time he was alive in his original body, he was a respected priest of the Church, who along with Narbareck created what would become known today as the Burial Agency, though because of his defection to the Mages' Association he has been uncredited for his work.

He deeply desired immortality, and believed that "eternity can exist as long as there is one who observes it". Because there was only so much progress he could make in a mortal body, he decided to become a vampire. When he first laid eyes on Arcueid, he instantly fell in love with her and tricked her into drinking his blood. She went on a berserk rampage, and he became a very powerful Dead Apostle, earning the ire of both the Church and the scorn of the other Dead Apostles, who tasked Altrouge with punishing him. Roa was more powerful than she by that point, but she was able to escape with her life.

After that, Arcueid sought him out and ended his life, but by that time Roa had found a way to transfer his soul and consciousness into a new body. Arcueid continued to seek him out and destroy him as he travelled from body to body. Because he was in a hurry during one of his reincarnation processes, he ended up in the body of a baker's daughter (Elesia Ciel), but hers was a powerful body with a strong Magic Circuit, and he considers her his second best host body compared to his original.

His reincarnation process is not perfect. While his core personality is still Roa, he has to slowly wait for his new host to mature physically and intellectually to the point where it is ready for him to "move in". Once he has occupied the host's body, they are turned into a vampire and their personality/memory/soul is overwritten by Roa's. While he still retains the memories of all of his incarnations, he can only slowly recall them from his Akashic record, thus he must wait to "remember" everything he has learned over his entire life. For that reason he was not able to use magic during Tsukihime; not enough time had passed for him to remember the technique.

His soul lacks a concept of mortality, thus it remains conscious even if it is forced out of his current body. As a side-effect, his ego is slowly being eroded and eventually it will exist as a mere

fragment of the original Roa's desires. Because of his weakness, SHIKI is able to remain in partial control of his own body, though he is monstrous and bestial, so neither is someone you want to spend tea time with.

If Roa were to remember all the spells he knows, he'd know everything in the Numerology section of the Grimoire and lots of others. His spell energy looks like flashy lightning. His Reality Marble can add the effect of *Square* to all of his spells, which would increase the damage he can inflict to EX Class levels.

Before the events of Tsukihime take place, Roa's current host, the child Tohno SHIKI, snapped after being possessed by Roa and giving in to his Inversion Impulse. He struck down Shiki, who had dived in front of Akiha to protect her. Akiha gave Shiki some of her own life force to save him, and SHIKI reflexively stole some of that after Makihisa struck him down and imprisoned him for years.

Roleplaying Notes

If Roa is dominant, you want to kill Arcueid, eliminate Ciel, and live your unlife, doing what evil vampires do. Shiki is an annoyance and you want him to die, but tormenting him with your mental link is great fun.

If SHIKI is dominant, you want to kill the impostor Shiki and take back your life as the successor of the Tohno house. You want to keep Akiha as your mate.

Regardless of which personality is dominant, as Roa you will lay out several traps for your enemies and you will not strike until you are good and ready. While you are waiting, you'll find a place to hole up and will raise an army of the Dead to slowly help you regain your strength as your memories return.

Fate

Yumizuka Satsuki, tragic victim of circumstance

Nature Stoic/Survivor

Demeanor Honest Abe/Bon Vivant

STR 3/6 INT 3

CON 2/7 PER 2/5

DEX 3/7 WILL 5

Derived Statistics

Actions 1/3 Life Points 30/104

Movement 5/17 Initiative 13/17

Characteristic Luck 2

Mana 25/55

Fear Save 10/ (N/A)

Temporary Luck 5



Perks

[Acute Senses (Taste, Smell, Hearing, Sight) 1], [Catlike Balance], Catnapper, [Combat Reflexes 3], [Damn Healthy 3], [Epic Movement 2], [Hard to Kill 3], [Megaleap 2], Natural Runner 3, [Reality Marble (Depletion Garden)], Student, [Unnatural Runner 2], [Vampire (Dead Apostle)]

Flaws

Love (Tohno Shiki), [Mental Problems (Cruelty 2)], Murphy's Law, Shy*, Teenager

Special Notes

Satsuki's dual stats show her status both as a mortal woman before she was attacked by Roa and after he sired her, turning her into a vampire. Some of the bracketed Perks and Flaws represent the additional bonuses/penalties she gets from becoming a vampire. The Nature and Demeanor she has as a human are different from those she has as a vampire.

Satsuki skipped most of the stages of unlife and went straight to being a Dead Apostle. This is unheard of.

Satsuki's Reality Marble, *Depletion Garden*, works by sucking out the ambient Mana in an area equal to her WILL x 4 in yards. To use this gift, she must spend a point of Luck and roll CON + Occultism. Each success increases the penalty to cast a spell in that area by two. This is devastating to mages and fairies when it is active. The effect lasts for her CON + WILL in minutes, after which time the area has started to regain its ambient energy.

* - After becoming a vampire, Satsuki lost all her shyness.

Skills

Alertness 4, Animal Ken 2, [Athletics 10], [Brawl 9], Dodge 4, Domestic 5, Empathy 5, Influence 3, Investigation 1, Melee 4, Occultism 3, Research 2, [Stealth 4]

Attacks

Fist 3/12, 1D4 x (STR) Bashing

Kick 2/11, 1D4 x (STR+1)) Bashing

Grapple 12

Takedown 12, damage STR in Bashing

Wall Smash 17, damage STR in Bashing

Bite 17, 11 points Lethal damage and readies for Blood Suck

Blood Suck, 1D4 x STR Lethal damage per round, victim is at -2 to escape

SHINSHI

Fate

Background

Yumizuka Satsuki was one of Tohno Shiki's classmates at his school, and someone with whom Shiki regularly spoke, along with Arihiko. Once, when she and her friends were stuck in the tool shed (the door had gotten stuck), Tohno came by and opened the door by slicing apart the lock with his Mystic Eyes of Death Perception. She realized two things at the time: Tohno was a very dependable young man, and that he tended to stay a certain distance away from people.

Yes, he saved them; that's what he'd do for anybody, regardless of whether he liked them or not. Tohno was a strange character. At times he had an odd look in his eye that she did not fully understand. There was a part of him that was savage even though he was a very kind person. Still, she slowly fell more and more in love with him.

One day she asked him if he would be willing to help her again when she was in trouble. He answered that he would, though he did not know what that would entail.

Much later, during one night she was walking in town but was attacked and sired by Roa. Now a newly formed vampire, Satsuki felt more powerful than ever. She also had not forgotten about Tohno-kun, and she understood him better now as a vampire. Like him, there was now a part of her that could do the unthinkable and not blink.

When Tohno Shiki came across her, he was horrified. She wanted him to become a vampire and join her, and pointed out that he had promised to help her. He almost consented, but realized what he had to do to help her. Using his skills as a demon hunter, he gave her the mercy of a quick and painless death. She died with a smile on her face.

Anime Role

In the anime, Satsuki surprisingly is never attacked and thus never becomes a Dead Apostle. She confesses to Shiki at the end of the series, but he regretfully informs her that he is going to wait as long as it takes for someone else to finally return.

Presence in *Melty Blood*

The *Melty Blood* manga plays it straight: while Shiki did indeed confront and defeat the vampire Satsuki during the events of *Tsukihime*, The Night of Wallachia (TATARI) thought it'd be lovely to pit Shiki against someone who caused so much

heartbreak to the earnest young man.

The game itself posits that Satsuki was never killed and was able to retain her humanity, but Shiki and Satsuki never ended up together. This version of vampire Satsuki would need to have her Mental Problems (Cruelty) reduced to 1.

Fan Reaction to the Character

Satsuki is often used as the butt of the joke in *Akoma doujinshi* devoted to the show, and "Isn't it sad, Sacchin?" is a meme which originated there. The jokes generally comment on her bad luck and "inability to score with Shiki".

Storyteller's Notes

Depending on what kind of story you're telling, you have several options for the character whether or not she's been vamped.

Roleplaying Notes

As a human: Things just don't seem to go right for you, and they never have. Despite this, you've managed to form a small circle of friends at your school. Arihiko is loud and grating at times, but you prefer the more quiet friend of his, Tohno Shiki. If there was just a way for you to ask him out.

Although things are hard, you have to wait them out. Things will improve. Take care of what you've got to and avoid the easy way out.

As a vampire: You finally have some real power, and are determined to do what it takes to keep existing, no matter how awful it is. You don't like it but you need blood in order to survive. But let's not forget that being a vampire is fun! All of your senses have had the volume turned way up! You might be undead but this is the most alive you've felt in a long time! Might as well enjoy it.

Fate



Shion Eltnam Atlasia, unfortunate alchemist

Nature Analyst

Demeanor Critic

STR 2/5 INT 5

CON 3/5 PER 4/6

DEX 4/6 WILL 6

Derived Statistics

Actions 2 Life Points 36/69

Movement 5/9 Initiative 13/15

Characteristic Luck 3

Mana 83/91

Fear Save 15

Temporary Luck 8

Perks

Alchemical Superscientist 6, [Damn Healthy 1], Ambidextrous, Combat Reflexes 2, Conviction 3, Contacts (Supernatural) 4, Double-Jointed, Eidetic Memory 2, Extra Energy 4, Extra Lucky 5, Fresh Gear (Etherlite Cable, Barrel Replica), Focused Damage 2, Internal Clock, Internal Compass, Keisan, Hard to Kill 3/5, Magic Circuit 3, Mechanical Genius 3, [Megaleap 4], [Natural Runner 2], Occult Library 3, [Vampire]

Flaws

Adversary (Church, Mages' Association, The Night of Wallachia), Emotional Problems (Easily Flustered), Insensitive, Love (Shiki), Misfit, Murphy's Law, Odd Features (violet hair, violet eyes), Resources (Miserable) (-8), Secret (Slowly Turning Into a Vampire) 1, Watched 2,

Special Notes

Shion's *Keisan* ability is best used in advance. If she can watch a subject for its CON in minutes (half that time if she can watch it fight), she can formulate strategies to use against him in battle. Once the period of observation is over, she rolls her PER + Alertness or Investigation to analyze his style. Each success is a +1 that she keeps. When it comes time for her to enter into battle with that subject, all of her Initiative and attack rolls receive that bonus for the entire battle. Though this gives her a considerable advantage, it is not perfect. The subject can either make an INT + Science (Tactics) or simply declare that he is changing his tactics and this bonus will disappear. This Supernatural gift costs 7 quality points. It cannot be taken unless the person has an INT \geq to 4 and a Brawl of 4 or better.

Shion is not a vampire yet, but she is slowly changing into one. At this point in her life she is noticing how bright the sun is, and how unpleasant garlic is either in food or by itself.

Skills

Academics (Ancient History) 4, Alertness (Nighttime) 5, Brawl 4, Computers 6, Dodge 3, Firearms (Pistols) 5, Investigation 7, Languages (Arabic, Greek, English, French, Japanese), Law 2, Medicine 3, Melee 5, Occultism (Alchemy) 8, Repair 5, Research (Rare Book Collections) 6, Science (Calculus) 8, Stealth 3, Survival (Urban) 4, Technology 8

Attacks

Fist 8/10, 1D4 x (STR) (+4) Bashing
Kick 7/9, 1D4 x (STR+1) (+4) Bashing
Grapple 8/10
Takedown 8/10, damage STR in Bashing
Wall Smash 15, damage STR in Bashing
Bite* 15, 9 points Lethal damage and readies for Blood Suck
Blood Suck*, 1D4 x STR Lethal damage per round, victim is at -2 to escape
Etherlite Cable Whip 9/11, damage as per whip (also can Grapple)
Barrel Replica 9/11, to ordinary, mortal creatures it does damage as a 10mm bullet (D6 x 5 in Lethal damage). Against supernatural creatures, it adds her (WILL+1) x Success Levels in damage. This damage is further multiplied by x 1.5 if the target is especially powerful (Storyteller's discretion).

*- Vampire only!



Fate

Background

Shion is a member of the disgraced noble family of Eltnam, who had been dishonored and undone by the treachery of one of its members, Zepia Eltnam Oberon, who would go on to become a Dead Apostle recognized as the embodiment of TATARI (the Night of Wallachia). Shion grew up studying in a branch of the Mages' Association in Egypt.

A gifted student, Shion's brilliance allows her to split her attention between several different subjects simultaneously, or observe and catalog another being's behavior so thoroughly that she can predict their actions in battle. The Mages' Association school was a good one, but it did not help her become socialized. She has been very isolated from the real world and does not understand other people well at all. She tends to treat problems as mere obstacles to be overcome, and interacts with other people in much the same way. Long ignored or insulted by the other students, she has come to suffer from a powerful inferiority complex.

Because she was a particularly gifted alchemical researcher, she was able to assume the title of Atlasia, which is only given to the student chosen to represent the entire school. Her original last name was Sokaris, and taking the title of Atlasia replaced her last name. This is a great honor which she was secretly happy to receive, for it meant that she might someday be able to redeem her family's tarnished honor. On the outside she continued as she always had. The other students and many of her instructors were incredulous, believing that Shion was unworthy of this mark of distinction.

Three years after that, Zepia reappeared again, this time at a mountain village. Zepia is only able to manifest in particular places at certain times, so the chance to attack and eliminate him is a rare one. In order to right the harm that Zepia had caused, she decided to eliminate Zepia. As a teenager she volunteered to cooperate on a joint operation between the Mages' Association and the Church, who were attempting to hunt down Zepia. Among her team members was the powerful vampire hunter Riesbyfe Stridberg, who was a Shield Knight from the Church.

Zepia, in his Night of Wallachia form, proved to be more than either team could handle. The village was drained of blood and both hunting

teams were killed. Zepia recognized her as his kinsman and tainted her with his bite before letting her escape. Shion did not lose her mind, nor did she lose herself as a result of the attack, but she could never go home again.

She could not simply return to the Mages' Association after becoming the only known survivor of the attack, which had been carried out by one of her own relatives. Worse still, she could tell that she was slowly becoming a vampire (the infection was taking a long time to take hold for TATARI/Wallachia only exists during limited periods of time). The Church and the Mages' Association both marked her down as an enemy, and she went on the run. She now has two objectives: to stop Wallachia and avenge herself against him, and to stop turning into a vampire before the process is irreversible.

She has two Level 4 magic items which she carries with her: a length of *Etherlite* and the *Barrel Replica*. If she attaches *Etherlite* to a person, she can use Telepathy or Hypnosis (Come to Me) on that subject even though she does not naturally have those gifts. She can also use *Etherlite* to neutralize a minor physical limitation that the subject suffers from (such as when she used it to suppress Shiki's anemia). She can also unwind the cord to use it as a sensory device, which would temporarily give her Supernatural Senses (Enhanced Hearing and Sight) that would be useful for long-range surveillance.

The *Barrel Replica* is a copy of the far more powerful *Black Barrel*. It looks like a 10mm handgun, but its damage output varies depending on the type of opponent Shion is facing. There may be a way to generate a powerful blast from it (which would add her WILL x 2 in damage per success level to supernatural opponents). While the *Replica* was not powerful enough to destroy Wallachia, it did significantly slow down his operation for a number of years.

Roleplaying Notes

You've led a very sheltered life and are not quite ready for life outside of school. Other people around you a mystery; while they avoid saying what they mean, you forge ahead and say exactly what's on your mind. You are quite suspicious of others and are reluctant to trust them.

You're also far too clever for your own good, and are so big-picture-focused that you overlook details, meaning at times you unintentionally do dumb things.

Fate

Arima Miyako, half-demon *loli-poi imoto chara*

Nature Rogue

Demeanor Survivor

STR 6 INT 2

CON 5 PER 3

DEX 6 WILL 4

Derived Statistics

Actions 3 Life Points 66

Mana 38

Movement 11 Initiative 15

Fear Save 9

Characteristic Luck 2

Temporary Luck 5

Perks

Bloodline (Arima), Combat Reflexes 3, Conviction 1, Extra Energy 1, Focused Damage 2, Hard to Kill 4, Magic Circuit 1, Natural Runner 3, Occult Library 1

Flaws

Shy, Honorable (Won't Attack Friends, Won't Abandon Allies), Love (Tohno Shiki), Mental Problem (Jealous of Tohnos), Teenager



Special Notes

Miyako's Brawl has been raised from her exposure to *Night of the Blood Liar*. If either the *Night* or the *Hologram Summer*'s effects are temporary (Storyteller's discretion), her Brawl will also drop back down to 4.

Miyako has studied Kenpo for many years, and most of her attacks will be martial art strikes.

Skills

Academics (Chinese Culture) 2, Arts and Crafts (*Ikebana*) 4, Arts and Crafts (Build Sandcastles) 3, Athletics 5, Brawl 4/7, Dodge 3, Empathy 1, Influence 1, Investigation 1, Melee 3, Medicine 2, Occultism 4, Research 2, Security (Breaking and Entering), Sleight of Hand 2, Stealth (Move Silently) 4

Attacks

Fist 10/17, 1D4 x STR (+4) Bashing
Kick 9/16 s), 1D4 x (STR+1) (+4) Bashing
Double Jump Kick, 6/12, 1D4 x (STR+1) (+4) Bashing, hits two close targets (split the damage rolled between them)

Feint 6/9

Grapple 10/17

Grab and Toss, see page 92 for effect
Rising Uppercut (DEX + Athletics to get airborne, then roll 7/14 to connect.

Damage is 1D4 x (STR+1) (+4) Bashing

Jump Kick (DEX + Athletics to get airborne, then roll 7/14 to connect. Damage is 1D4 x (STR+1) (+4) Bashing

Fate

Background

After being wounded protecting Akiha and then spending a long period of recovery at a hospital, Tohno Shiki was not allowed to return to the Tohno main house. They reasoned that having a successor who might die at any time was unwise, so preparations were made for Akiha to become the heir apparent to the Tohno house.

Shiki finished his stay at the hospital and then went to stay with a branch family of the Tohnos, which were the Arimas. In contrast to the Western mansion of the Tohno family, the Arimas ran a traditional Japanese household, which included an *ikebana* classroom and Kendo dojo.

The person who looked after him the most was his aunt, Arima Keiko, but he was also protected by her husband Fumiomi and their young daughter Miyako, who was studying Kempo.

Like the Tohno main branch, the Arima sub-family has demonic ancestry in their Bloodline, but for the most part their inherited Bloodline has been very mild (a raised level of STR here, etc.) and so they do not face the danger of becoming *Kurenai Sekishu* like their stronger relatives do.

Miyako has always been very shy and never really got along with the larger Tohno family branch. Because the main branch included notable individuals such as Kishima Kouma and Tohno Makihisa, one can understand and empathize with her desire to remain uninvolved with such shady characters. Nevertheless, she gradually grew closer to Tohno Shiki as he spent many years with their family, although she often seemed distant to him. In truth she had fallen for the young man and often worried about him because of his poor health.

It was not to last, however, as a letter from the Tohno house interrupted their lives. Makihisa had finally died and the Tohno heir had called Shiki back home. Then Shiki packed up and left!

Because he had become involved in the mysteries of Misaki city (see the *Tsukihime* visual novel for complete details), Shiki had not done a very good job of keeping in touch with the Arima family, which worries Miyako to no end. What on earth are the Tohnos doing to that poor boy?

Roleplaying Notes

You are a very young teenager growing up in a conservative family. While you are a good person, at times you do not do a very good job of following instructions. Your parents love you although you tend to exasperate them.

There is one point which will continue to worry you: what on earth is Tohno Shiki up to, and why doesn't he do a better job of staying in contact with you?

If you ever find out about his relationship with Arcueid, you'll be very sad, and you'll probably never manage to get along with the True Ancestor.

Fate

Kishima Kouma, forgotten monster

\Nature Engine

Demeanor Traditionalist

STR 11 INT 3

DEX 8 PER 5

CON 11 WILL 6

Derived Statistics

Actions 3 Life Points 118

Movement 13 Initiative 23

Characteristic Luck 3

Mana 53

Fear Save N/A

Functional Luck 9



Perks

Acute Senses (Hearing, Sight, Smell) 3, Bloodline (Kishima), Combat Reflexes 5, Contacts (Supernatural), Conviction 5, Damn Healthy 2, Danger Sense 5, Elemental Affinity (Houjutsu) 3, Extra Lucky 6, Focused Damage 3, Hard to Kill 10, Immunity: Fire (1/100 normal damage from fire), Magic Circuit 5, Natural Toughness, Pyrokinesis 3 (range is [WILL-5] yards), Reduced Damage (1/2 from Bashing sources), Reduced Damage (1/5 from falls), Regeneration (hourly)

Flaws

Adversary (various, includes Demon Hunter Association), Antisocial Impulses (Violence) 2, Attractiveness -3, Cruelty 2, Inversion Impulse, Obligation (Tohno Family), Physical Disability: One Eye (penalties to any roll involving depth perception), Secret (snapped and killed his entire family)

Special Notes

Kishima's gaze is horrifying - while it is not *jougan* as such, people looking into his eye feel as though their worst traits are being amplified and brought out into the world. This is part of the reason why his presence requires a Fear Save. This is an unconscious manifestation of his demonic heritage. He can not "turn it off".

Kishima's grip is so strong he can crush trees in his hands. If he Grapples successfully with someone he can automatically cause his Punch damage (1D4 x STR) (+6) Bashing to his target every round unless they can break free. If they expire from this damage he can pull off limbs of them as an automatic action on the following round.

Kishima's Pyrokinesis manifests as coronas of blazing energy that follow his feet and hands. He can spend two actions in a round to execute a flaming punch or flaming kick against a target.

Skills

Alertness 5, Animal Ken 6, Brawl 10, Dodge 7, Domestic 2, Influence 2, Medicine 2, Melee 8, Occultism 3, Stealth 4, Survival (Wilderness) 8

Attacks

Fist 18, 1D4 x STR (+6) Bashing
Kick 17, 1D4 x (STR+1) (+6) Bashing
Dodge 15
Sweep Kick 17, STR in Bashing, knocks target prone
Spin Kick 16, 1D4 x (STR+2) (+6) Bashing
Brain Punch, 14, [1D4 x STR (+6)] x 2 Bashing
Grapple 18
Crush (auto if grappled), 1D4 x STR (+6) Bashing
Choke 21+1d10 vs target's STR+CON+1D10
Pyrokinesis 9, success levels x 6 in fire damage, carries over to following Punch or Kick

Fate

Background

Kishima Kouma is the eldest son of the Kishima family, which is one of the subfamilies of the main Tohno branch. The Kishima family has one of the strongest demonic Bloodlines, and are said to have descended from Oni (Ogres) wreathed in burning flames. According to some, their Bloodline is even more powerful than the Tohno family's.

As part of his inhuman heritage, Kouma has inherited incredible demonic strength, superhuman agility, and the ability to start fires. Some have claimed that he is the perfect combination of human and demon blood. From the point of view of his family, he was not an aberration and they tried to conceal his existence, restraining the young boy in chains. They never taught him anything, nor did they speak to the boy.

He was unsettling, and his demonic eyes frightened those who looked into them. He became so used to people reacting to him with fear that he became used to the entire ordeal. He came to prefer the forest and the animals to other people, including half-breeds.

Like many other half-demons, Kouma struggled against his darker half. Unlike many other half-breeds, Kouma's demon blood was so strong that he started Inverting almost immediately after he was born. Because of his incredible will, he was able to suppress that condition in order to unconsciously protect his family.

This came to an end when Nanaya Kiri attacked his family and blinded the boy by gouging out one of his eyes. The boy snapped and gave in to his Inversion Impulse, becoming a Kurenai Sekishu, after which time he tore his family apart. He is now the only survivor of his family.

Much later, Tohno Makihisa contacted Kouma and requested his help in attacking the Nanaya family of assassins. Kouma agreed to cooperate, and the Nanaya family was wiped out. Shiki's memory of what "death" is comes from his memory of Kouma carrying the decapitated head of his true father, Nanaya Kiri.

Kouma currently lives out in a forest among other beasts, finding more kinship with them than with other humans or demons. He lives a monk-like existence, which has allowed him to slowly improve his knowledge of *houjutsu*. Woe to any interlopers who carelessly interrupt his peace and tranquility ...

Roleplaying Notes

You honored your debt to the Tohno family by eliminating the Nanaya group of Demon Hunters, but Makihisa took in one of their children. You don't understand the logic there. You bear the whelp no ill will even though his father was the one who took your eye. Perhaps you'll meet again someday ...

You don't like talking unnecessarily. If there's time to talk, then there's time to be killing someone. You are fast and have little to fear from weaklings and their puny attempts to harm you.

Fate

Zepia Eltnam Oberon, "TATARI", "The Night of Wallachia",

Insane Orchestrator of Bizarre Events

Nature Fanatic

Demeanor Bon Vivant

STR 8 INT 6

DEX 7 PER 6

CON 10 WILL 7

Derived Statistics

Actions 3 Life Points 136

Mana 116

Movement 10 Initiative 19

Fear Save N/A

Characteristic Luck 4

Functional Luck 10

Perks

Alchemical Enchanter 4, Extra Energy 4, Combat Reflexes 4, Damn Healthy 3, Eidetic Memory, Exists as Embodiment of the TATARI Phenomenon (Dematerialize/Materialize)*, Extra Energy 4, Flight 4, Good Night Vision, Hard to Kill 8, Internal Clock, Internal Compass, Iron Mind, Magic Circuit 10, Reality Marble (*Night of the Blood Liar*)**, Vampire (Dead Apostle Ancestor)

Flaws

Adversary (Shion, Church, Burial Agency, Mages' Association), Age, Antisocial Personality Disorder, Attractiveness -4, Hysteria, Intolerance (Mortals) 3, Mental Problems (Violence) 1, Obsession (*Witness the Sixth*),

Special Notes

*- In his incorporeal "Observer" state (the form he often watches the *Night*) Wallachia is completely invulnerable to all attacks. Only after he has chosen a form can he be attacked, and even then he regenerates from the damage at an elevated rate. The true way to dispatch him is to remove his capacity to exist as the TATARI phenomenon.

** - see page 56. Remember that Wallachia can only invoke the *Night* during specified times.

When he is in his Dracula-like form, Wallachia's clothes are part of his body; he can use his cape to grab, bash, or slash an object that he is interested in. He can touch something up to four yards away with this ability.

Wallachia's form is somewhat cartoon-like; he can make an exaggerated, unwholesome looking "Joker" grin that splits his face and reveals small, interlocking triangular teeth. His eyes are often closed, but when he opens them he reveals them to be glowing solid crimson orbs that continually weep blood. Anyone seeing him in this shape must roll a Fear Save.

Wallachia's statistics are listed above, but they could change if the environment finds a different form for him. If one of his TATARI bodies is doing especially well, he may decide to take it over and use it as his host body, in order to have a suitable form to wait for *the Sixth* in.



Skills

Academics (Future History) 7, Arts and Crafts (Acting) 1, Athletics 2, Alertness 4, Brawl 7, Dodge 6, Empathy (Hidden Motives, Fears) 3, Etiquette (Upper Class) 3, Influence (Inspire Fear) 5, Investigation 2, Languages (Arabic, Greek, Japanese, English), Medicine 6, Melee 5, Occultism (Things Man Was Not Meant to Know, Rituals, Vampires) 8, Research 5, Repair (Set/Disarm Trap) 2, Sleight of Hand (Stage Magic) 3, Wild Card (Torture [Lethal Damage]) 4

Attacks

Fist 15, 1D4 x STR Bashing
Claws 15, 1D4 x STR Lethal
Kick 14, 1D4 x (STR+1) Bashing
Bash with Cape 15, 1D4 x STR Bashing
Sweep with Cape 14, STR in Bashing, knocks target prone
Stab with Cape 14, 1D6 x STR Lethal
Grapple 15
Bite 15, 15 points Lethal and holds for Blood Suck
Blood Suck auto., 1D4 x STR Lethal per round, victim is at -2 to escape.
Summon TATARI representation of someone's fear, auto if during the *Night of the Blood Liar*

Fate

Background

Within the mountains of Egypt exists a large school of alchemists, which is collectively known as Atlas or the Giant's Pit. The group is mostly disinterested with mundane applications of alchemy such as transforming lead into gold, preferring to focus on greater truths of the world. The alchemists of Atlas focus their attention on the future in order to predict and prevent catastrophes, and also research conversion and/or the transmigration of phenomena. The group also works as a foundry for *Conceptual Weapons*, supplying them to those who have need (including the Burial Agency and other branches of the Mages' Association). Their massive stockpile of weapons, which is said to be so powerful that they could easily destroy the world, will be discussed along with the school in a future scenario. It is enough, for now, to say that the school has been in operation for many years.

Among its greatest researchers was one particularly gifted researcher known as Zepia Eltnam Oberon. The Eltnams are known for researching true immortality, but whether Zepia was interested in this is not yet known. What is known is that Zepia detected that the ultimate fate of the World was destruction, and he became obsessed with this. He decided that realizing an alternative future by way of creating a miracle known as *The Sixth* was his only chance to achieve this goal. The biggest problem with this goal was his need to live or exist long enough to achieve it.

Becoming an ordinary Dead Apostle would offer no relief; even the powerhouses in that undead family are still ultimately mortal and must subsist by stealing life from others. Zepia decided that he would avoid the certain destruction which exists for all living things by becoming a concept or an idea himself. While ordinary matter can be broken and eliminated, thoughts and ideas (in particular concepts) can not. So he labored to reach this state, the condition of being a TATARI. The magus was able to find Altrouge Brunestud, who invoked the power of the Crimson Moon to transform him into the form of a TATARI.

In his newfound form, Zepia can not be touched and ordinarily does not exist. At the end of certain intervals of time, Zepia coalesces inside a predetermined town. Before he arrives, the town is beset by a general unease as growing dreadful rumors begin to form. These dreadful rumors are usually unsubstantiated, but this has little relevance.

Once the chosen town's general "level of dread" has passed a certain point (large numbers of urban legends, horror stories, unfounded beliefs and assumptions), Zepia appears and invokes his Reality Marble, the *Night of the Blood Liar*, in which the fears of the town are realized and embodied for one night. This time period in which this took place was recorded as the *Hologram Summer*, in which the heroes of Misaki each had to face their worst memories or fears. During the *Night*, Zepia is able to manifest other TATARI bodies to attack prey, and can act out a mass slaughter as his minions prey upon the unlucky townsfolk. While they are busy, Zepia will appear and drink from many victims directly, leaving many of them shrivelled, awful husks.

If he has not yet manifested and is his ghostly incorporeal form during the *Night*, Zepia has a general idea of what is going on during it. He is in direct contact with the other TATARI bodies he has summoned, and he knows what they are doing and experiencing. If one of these TATARI is doing especially well, he will transfer his consciousness into it and "ride" it, directing it with his own will and mind. While this is in effect, the TATARI may manifest the scarlet glowing, dripping bloody eyes of Zepia and his insane-looking, stretched out ghastly grin. If they are doing things on their own, these TATARI may realize that they are temporary beings which won't exist for long, but that will not spoil their grisly fun.

If he finds a worthy candidate, Zepia can also provide a "boost" to someone in the city whose actions he finds amusing. These bonus ranks given to skill, attributes, or perks last for the duration of the *Night*.

Zepia no longer has a definite shape or form, but there is one image he likes to fall back on when he forms a temporary corporeal body to interfere with the world: the image of a vampire which was once believed to have haunted Wallachia in Romania, the famous villain Count Dracula.



Fate

When he takes shape, his entire form is malignantly alive; his cloak can stretch out and slash or bash someone, or his shadow can extend a clawed hand to slice at an enemy, etc.

Back in 1997, Zepia decided to pay Italy a visit. It is quite possible that he met Shion at this time, for it would have occurred prior to the events of *Tsukihime* (1999) and before the events of *Melty Blood* (2000).

Like many failed villains, Zepia's plans did not take into account every possible contingency. He was trying to observe *the Sixth* in action, and predicted that the Crimson Moon would have returned at that time. Because he believed that would satisfy his curiosity, he set things in motion to return himself to a mortal body when that happened. Upon learning this, Arcueid used her Marble Phantasm to shine the light of the Crimson Moon upon Zepia, which returned him to his mortal body. Because he was mortal, he no longer existed as a concept, and Shiki Tohno made short work of him after that.

Aozaki Aoko later arrived on the scene and used his remains to make the White Ren TATARI real, after which she pressed the being into service as her own familiar. While White Ren has a similar Reality Marble, it's nowhere near as dangerous nor as wide-reaching as Zepia's.

Roleplaying Notes

The *Night* never bores you. Unlike the other Dead Apostles, you accept yourself as a monster and you are a classicist. The heightened emotions of people during the *Night*, as they scurry about trying to best their own realized worst dreams, give you great merriment, and you think of yourself as a maestro composing a sombre and magnificent nocturne. You know that you have to exist long enough to achieve *the Sixth*, but any need to do so out of altruism has long since left you. Your contempt for mortals manifests as a kind of very powerful class arrogance. Indeed, you are an artist of the highest caliber! Those mortal fools are honored by being drafted into your glorious composition!

As a joke, you sired your relative, Shion, after slaughtering the team of operatives she cooperated with to destroy you. She doesn't understand it yet, but she has the same kind of potential that you do. One might say that as far as reaching *the Sixth* goes, she could be your ace in the hole.



Fate



Kotomine Kirei, who was never on your side to begin with

Nature Monster

Demeanor Loner

STR 5 INT 5

DEX 6 PER 4

CON 6 WILL 6

Derived Statistics

Actions 2 Life Points 82

Mana 61

Movement 11 Initiative 19

Fear Save N/A

Characteristic Luck 3

Temporary Luck 8

Perks

Acute Sense (Hearing) 1, Battle Cleric, Catnapper, Combat Reflexes 4, Command Runes (x2) with 3 charges each, Conviction 5, Danger Sense 2, Eidetic Memory 1, Extra Energy 2, Focused Damage 3, Fresh Gear (Black Keys), Good Sense of Character, Iron Mind, Magic Circuit 3, Natural Runner 3, Occult Library (in Crest) 3, Resources (Okay), Spiritual 3, Tireless 2

Flaws

Adversary (Other Masters and their Servants), Antisocial Personality Disorder, Antisocial Impulses (Intrigue), Doomed (after unknown interval) 1, Honorable (Does Not Lie, Always Guides Enemies to their Own Ironic Ruination), Obligation (Holy Church) 2, Secret (responsible for many murders and the tragic conflagration at Fuyuki) 3, Watched 1

Special Notes

Kotomine was defeated at the end of the Fourth *Heavens Feel*. At that time the grail restored him to life and granted his wish for an end to humanity by blasting the town with the accumulated Mana it had stored. The conflagration was devastating. Kotomine now has an artificial, black heart created by the magic of the Grail.

Kotomine is very good at using his own enemies' weak points against them, and tries to learn as much about their inner pain as possible. While his enemies may be stronger or faster than he is, he is far more ruthless than just about any of his foes.

Kotomine's very odd psyche also gives him some protection against psionic attack; assume that anything which tries to dive into his mind has to make a Fear Save if they manage to pierce his defenses.

Skills

Academics (History of the Holy Church), Alertness 5, Arts and Crafts (Play Organ) 3, Athletics 4, Brawl 7, Computers 2, Dodge 5, Domestic (Cleaning) 3, Drive 3, Empathy (Inner Torment) 9, Etiquette 2, Firearms 7, Influence (Masked Contempt) 3, Investigation 4, Languages (Japanese, Italian, Latin), Law 2, Medicine 5, Melee 6, Occultism 8, Repair 2, Security 4, Stealth (Hiding, Move Silently) 5, Wild Card (Torture [Lethal]) 4

Attacks

Fist 13, 1D4 x (STR)(+6) Bashing
Kick 12, 1D4 x (STR+1) (+6) Bashing
Crossbow 15, 1D10 x STR Lethal
Stab with Black Nail 12, 1D4 X STR Lethal
Magic 17, damage as per spell
Takedown 13, damage STR in Bashing
Sweep Kick 12, damage STR in Bashing, target must save with a DEX+ Athletics or fall
Jump Kick, DEX + Athletics to get airborne, then Brawl -3 to hit, success levels from the jump add in
Feint 12
Grapple 13

Fate

Background

Since the third *Heavens Feel*, it has become customary for the Church to appoint a mediator during the Holy Grail War to prevent it from spiraling out of control. Wholesale and indiscreet bloodshed and slaughter is to be avoided, and the civilian populace must not be allowed to learn of the reality of magic. They could not have imagined the trouble that Kotomine would himself cause.

Kotomine was born in 1967, and graduated from the Theological College of Manresa St. Ignacio in 1981. He was the Student Council President and skipped two grades.

Kotomine is a clever but troubled man who lacks passion and humanity. When given a task, he would dedicate himself to it until all aspects but a few were mastered; he would then go on to another one and repeat the process. As a younger man, he was part of the Holy Church in the Assembly of the Eighth Sacrament, an organization whose job was to recover ancient sacred relics and store them in the Church's vaults. Before that, Kirei transferred between different Church departments three times. While in the monster-extminating Shura Department, he earned the rank of Executor for success in purging heretical creatures and magi from the Earth. He is familiar with the same kinds of weapons and spells as *Tsukihime's* Ciel, though she far outranks him within the Church. While Kotomine is evil, he is particularly skilled at exorcisms and healing magic. He may appear to be a nihilist, but he believes that everything in this world has a purpose, a "life", except for him. He never experienced the joy of striving for a goal, nor did he feel joy in healing the sick or advising his parishoners. He was a masochist, and effort and stress tempered his body. He did not believe in anything, and so used experience to try to ascertain the answers behind everything. Because he was a morally void person, he tried to use knowledge to fill the emptiness of his own heart.

Later, his wife fell ill. In her sickness, she took her own life to prove to Kotomine that he could feel emotions like a normal person. Kotomine realized as she lay dying that he would have preferred to kill her himself. He then knew that he was a creature of darkness and someone who experiences joy from others' distress and sorrow.

In 1990 Kotomine Risei was selected as the mediator for the 4th Heavens Feel, and his son was selected as the Master of Assassin in a support role

for Tohsaka Tokiomi, whom the Church had picked as the Master most suitable to inherit the Grail. Still a young man at the time, Kirei did not understand why God had selected him to be the one to support the Tohsakas in the War, for he had no real goal to strive for, yet the Grail had chosen him to be a Master. Still, Kotomine studied the occult sciences of alchemy, thaumaturgy, evocation, and divination with incredible enthusiasm.

Shortly before the 4th Heavens Feel began in earnest, Emiya Kiritsugu learned of Kirei's poor mental health by studying the young man's psych profile, and designated the man as the most dangerous enemy he had in the conflict. During the battles, Kirei slowly played his hand, eventually betraying Tohsaka and gaining control of his Archer Servant, the powerful demigod known as Gilgamesh. All of Kotomine's plans were for naught, as Emiya mortally wounded the priest while the Greater Grail was activated. Kotomine touched the wish-granting device and wished for an end to humanity, and the Grail responded by releasing a blast of energy that lay waste to the town.

The Grail also restored Kotomine to health, giving him an artificial, magic heart of darkness. Kotomine soon learned that the Grail would reactivate in only 10 years time, and laid out his plans. After surviving for many years despite considerable wounds, Emiya Kiritsugu passed away and thus was no longer available as a target for Kotomine, but the priest could avenge himself against his adopted son. His revenge would take a special form; he would trick either Rin, Tokiomi's daughter, or Emiya, Kiritsugu's adopted child, and trick them into using the contaminated Grail to make a wish. Knowing the time for the 5th Heavens Feel was nearing, the priest ambushed Fraga McRemitz, a champion sent by the Mages' Association to participate in the battle, and removed her command seals, gaining control of her Lancer Servant Cu Chuulain. At the same time, the priest was still able to use the Archer Servant from the previous war, for the priest kept Gilgamesh supplied with Mana taken from wounded, half-alive orphans who were forced to drink grailwater. Lancer would serve as the priest's spy just as Assassin had in the previous conflict. Once the number of Servants had been reduced, Kotomine could either use Gilgamesh to defeat them or sit back and enjoy the carnage if a

Fate

pure-hearted soul mistakenly used the corrupted Grail to make a wish.

Though his studies and experiences as a Master, Kirei has learned of what is contained within the Grail. He is fully aware of what Angra Mainyu is and what its release would mean for the world, but Kotomine still wants the awful being to be freed. He knows that he himself is an evil, awful man, so seeing the embodiment of all the world's evil would mean he might gain some level of understanding of himself. While he may appear to be an observer, he will enter into the battlefield if it is necessary to achieve his goals. He is also ready for battle, having the skills of an Executor and the large, muscular frame of a trained athlete.

Roleplaying Notes

You have no feeling for anyone or anything but feel a sense of joy when you can hurt other people. The best kind of sorrow to inflict is one based on irony. Trick them into causing their own undoing, capitalize upon the wounds in their hearts, and let them dig their own graves. You are honorable (after a fashion), so you won't outright lie. Instead you will imply and omit, preferring to not reveal information unless it is specifically asked for (and it usually isn't).

Fate



Matou Zouken, Evil Undead Bastard

Nature Plotter

Demeanor Stoic

STR 3 INT 7

DEX 3 PER 6

CON 8 WILL 7

Derived Statistics

Actions 1 Life Points 88

Mana 103

Movement 6 Initiative 14

Fear Save N/A

Characteristic Luck 4

Temporary Luck 9

Perks

Acute Senses (Vision, Hearing) 2, Age 2, Combat Reflexes 3, Complimentarity (Sakura), Contacts (Supernatural), Damn Healthy 1, Eidetic Memory 1, Elemental Affinity (Witchcraft) 4, Enchanter 2, Extra Lucky 5, Fresh Gear (Demon Worm Laboratory), Good Night Vision, Hard to Kill 8, Immortal, Iron Mind, Magic Circuit 6, Occult Library 4, Reduced Damage (Bashing divided by five, slash/stab damage divided by five), Resources (Well-Off), Unique Kill (Total Destruction), Warlock

Flaws

Adversary (Other Masters and Servants), Antisocial Impulses (Intrigue) 1, Attractiveness -1, Cruelty 2, Honorable (Keeps His Word, Maintains the Matou Family), Insensitive, Megalomania, Obsession (Gain True Immortality), Odd Features (greying skin), Secret (Undead) 2, Odd Features (Grey Skin, Unsettling Aura), Reduced Movement -1, Slowly Degenerating Over Time

Special Notes

Despite his ancient appearance and short stature, Matou Zouken has a frightening and intimidating presence. Zouken's body is actually comprised of demon worm hybrids he has grown and cared for in his demon laboratory. Every so often his body starts to degenerate and must be rejuvenated, which he accomplishes by returning to his "pile of worms" mode, ambushing a person, and consuming their body and spiritual essence. After this meal, he can reform his body and is fine ... until he has to heal his degenerating body again. Because activity makes his body degenerate faster, he rests for extended periods of time at the Matou house. Zouken is also difficult to kill; as a composite entity composed of thousands of demon worms, Zouken can continue to survive as long as one of his demon worms survives. His body is also under a powerful curse; anything which attempts to damage it will deteriorate and dissolve.

Though Zouken has achieved a limited form of Immortality, his soul is continuing to rot over the centuries. His original desire to exist until the Grail was finally activated successfully has been perverted by the unraveling of his brilliant mind, twisted and warped into his obsession with becoming truly immortal. His obsession with attaining immortality was the catalyst he used to summon Assassin (True), a Servant who shared his wishes.

After having lived so long, Zouken's pride is excessive; he underestimates his foes and tends to gloat too much. While his strategy and tactics are sound, he can be slower to act, which caused Assassin to argue with him over why he did not just hurry up and kill the remaining Masters during the final scenario of *Fate Stay Night*.

Skills

Alertness 5, Brawl 2, Finance 4, Influence 4, Investigation 3, Languages (Japanese, German), Medicine 4, Melee 2, Occultism (Demons) 8, Research 5, Stealth 5

Attacks

Dodge 5
Fist 5, 1D4 x STR Bashing
Kick 4, 1D4 x (STR+1) Bashing
Cane 5, 1D6 x STR Bashing
Small Knife 5, 1D4 x STR Lethal
Magic 15, damage as per spell, Zouken is at +3 to any rolls to perform Witchcraft.
Defensive Curse [auto], this permanent spell was put upon Zouken's body and the Crest Worms that form it. It causes rapid deterioration of anything that harms the body/Worms, dissolving the item in a matter of seconds. It causes 120 points of Lethal damage to whatever tries to hurt him through direct physical contact.

Fate

Background

This narrative must now wind back the clock to when he was still called Zolgen Makiri. In 1800 AD he collaborated with Tohsaka Nagato, Kishua Zelretch Schweinorg, and Lizleihi Justica von Einsburg to create the Greater Grail. Justica, whom Zouken greatly respected, willingly gave up her own life to become the magic circuits of the Greater Grail. Zouken vowed to live to see the Grail completed and working so that her sacrifice would not go unremembered. As the years turned to decades and then centuries, the Makiri family gradually changed their surname to Matou.

Zouken has (in secret) supervised and guided the Matou family over the centuries. He has always held the family headship and guided each magus the family produces with the goal of winning the *Heavens Feel*.

Near the end of the 20th century, the thinning sorcerous blood of the Matou family complicated Zouken's goal of winning control of the Grail. His descendant Byakuya had produced a son, Shinji, who shared with his father the trait of an almost nonexistent Magic Circuit. Byakuya's far more competent brother Kariya had long since abandoned the clan because of his disgust with their methods. It was then that Matou invoked his long-standing agreement with the Tohsaka family and adopted their daughter Sakura. He used his magic and Crest Worms to change her appearance and nature to make them compatible with the Matou family. What Sakura would experience in the clutches of Zouken and Shinji is best left unsaid. Upon learning of Sakura's fate, Kariya returned and promised to become the Matou Master in the *Heavens Feel* in exchange for the child's freedom. Matou observed that only by accepting his Crest Worms into his body would Kariya become powerful enough to be chosen by the Grail.

Even though it doomed him, Kariya accepted this proposal. He died in front of Sakura, but his last vision of the world was one in which he took her, Rin, and Tohsaka Aoi (whom he had always loved) away and starting a family together with her.

Disappointed, Zouken continued planning for the Fifth *Heavens Feel*, again hoping to direct the events as an observer while also preparing his ace in the hole. Zouken knew that Sakura would be chosen as the Matou Master for a regular Servant,

and when she became the Master of Rider he used his magic to form an Artificial Crest Shinji could use to become a Provisional Master, which he carried in the pages of a spellbook.

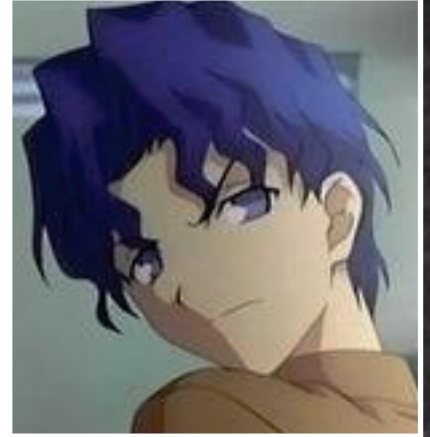
The Crest Worms he implanted in Sakura allowed him to monitor and control her, and slowly changed her body into the Black Grail. A special Crest Worm was implanted that would allow Zouken to transfer his own soul into her body, becoming her once she had become the Master of Avenger. He sent her over to the house of Emiya, waiting for their mutual affection to give her the hope that he could use to form despair, which would make her the true Master of Avenger. (The particulars are described on pages 110-112 of this volume.)

Roleplaying Notes

All things come to he who waits. You prefer to work from behind the scenes, and usually rely on others to get the dirty work done. You have existed for centuries, so your desires are more important than the insignificant people you must crush to become the victor. As the patriarch of the Matou family, you feel some degree of responsibility for them even if they are incompetent blowhards like Shinji.

The daughter of the Tohsakas you adopted is a rook you have disguised as a pawn; you feel no affection for her at all and have carefully shaped her life with hardship and grief. In private, you refer to her as "the meat". Whether you have to turn her into a Makiri Black Grail or use Shinji as your proxy to win the *Heavens Feel* with Rider, you will be the victor and see the realization of Justica's dream.

Fate



Matou Shinji, troubled youth

Nature Fanatic

Demeanor Bravo

STR 3 INT 3

DEX 4 PER 2

CON 3 WILL 2

Derived Statistics

Actions 1 Life Points 40 Mana 14

Movement 7 Initiative 7 Fear Save 5

Characteristic Luck 1 Temporary Luck 3

Perks

Conviction 1, Extra Lucky 2, Hard to Kill 3, Natural Runner 1, Organization (Magical Family w/ Demon Laboratory and Occult Library), Provisional Master (carries 3 Artificial Command Runes in spellbook)

Flaws

Adversary (Other Masters, Servants), Covetous (Lechery), Cruelty 2, Megalomania, Mental Problems (Mild Cowardice, Misogyny), Obligation 3, Teenager, Watched

Special Notes

Shinji is the Matou Master for the Heavens Feel, but he isn't the real Master of Rider, nor was he the one who summoned her. Sakura is the actual Matou Master. Under guidance from Zouken, Shinji has received a grimoire inlaid with magic runes that make him a Provisional Master, allowing him to control Rider in Sakura's stead. He can not provide Mana to Rider; fortunately he's unencumbered by morals and plans to get her to consume the students of Homubura to maintain her Mana reserves.

Shinji has no Rank in Magic Circuit to speak of, and is a total failure as a descendant of a magician family. Zouken is ashamed of the boy's inconstancy, incompetence, and the boy's need to show off. Shinji's very chaotic in his behavior, and he can turn on a dime. His pride masks a strong inferiority complex, and he overreacts to disappointments both large and insignificant. He hates Tohsaka because she turned him down. To make himself better, he humiliated the new members of his *kyudou* club by forcing them to shoot in front of an audience until they hit their targets. Emiya does his best to put up with Issei, but the kid's irritability and bad attitude tax even his patience.

Skills

Brawl 3, Dodge 3, Domestic 1, Influence 2, Leadership 2, Occultism 2, Stealth 3, Wild Card (Archery) 5

Attacks

Fist 6, 1D4 x STR Bashing
Kiick 5, 1D4 x (STR+1) Bashing
Long Bow 8, 1D8 x STR Lethal

Fate

Background

Shinji is the current successor to the Matou family of sorcerers, but is himself incapable of using sorcery. His family's bloodline has thinned to the point where it no longer produces heirs with any appreciable Rank in Magic Circuit. Shinji is aware of this flaw and overcompensates for it by being a dick to as many people as possible.

At one point Emiya was once an important member of the kyudou club at school, but quit because he could not stand constant confrontations with Shinji. Shinji is like a yappy chihuahua, which does not let its lack of personal power stop it from trying to terrorize others around it.

Shinji has a secret history that few others know about -- he has a strong vengeful streak and lets no slight, however small, go unpunished. Examples include using Rider to assault Ayako, the captain of the kyudou club who argued with Shinji over his behavior.

Shinji's treatment of his adopted sister is especially disturbing. As a captive of the Matou house, throughout her childhood Sakura was regularly raped by Shinji, and he was extremely jealous if she spent time with Emiya. All of this was part of Zouken's plan to heighten Sakura's despair and rage so that she would be a suitable Master for Avenger.

While Shinji is the Master of Rider, he does not show her the respect due for an Epic Hero, and noted that he considered her a poor Servant despite her "usefulness as a woman". It is only through the creation of a minor enchanted item, the *Book of the False Attendant*, that he was able to gain control of Rider. It is not a true Command Rune, so he can not supply Rider with Mana.

Roleplaying Notes

Things would be so much easier if other people just did what you said. Though you are deeply aware of your failings as a magus, it doesn't matter so long as you bluster and intimidate people into doing what you want. Why is Tohsaka currently working with Emiya? She should be with you, not that good-natured sap.

Though your kingdom is slowly crumbling around you, you still seek to rule it like a despot. Throw your weight around and see what you can get.

Fate

Kuzuki Souichiro, assassin turned ethics teacher

Nature Survivor

Demeanor Stoic

STR 5 INT 4

DEX 6 PER 3

CON 5 WILL 4

Derived Statistics

Actions 2 Life Points 65

Mana 25

Movement 11 Initiative 20

Fear Save 13

Characteristic Luck 2

Temporary Luck 5



Perks

Assassination Technique (Snake) *, Command Rune, Combat Reflexes 4, Danger Sense 3, Double-Jointed, Confidence, Conviction 5, Extra Lucky 3, Focused Damage 3, Hard to Kill 5, Iron Mind, Nanjin Adept, Natural Born Killer, Natural Runner 3, Natural Toughness, Teacher

Flaws

Adversary (Other Masters and their Servants), Mental Problems (Cruelty) 2, Tragic Love (Caster)

Special Notes

Kuzuki is a trained assassin who is working under the cover of being a teacher at Homabura Gakuen high school in Fuyuki City. During his training, he specialized in a martial arts form known as 'Snake', in which his limbs twist and bend to attack his opponents from unseen angles. This style is very difficult to analyze - while *Keisan* or some Servant Special Qualities could accomplish this given time, it is inopportune to try during a fight. When used against an enemy, 'Snake' gives Kuzuki a +4 to hit them with his hands, arms, elbows, head, or feet. His enemy's attempts to parry or dodge are at -3. If his foe has had a chance to retreat and rethink his strategy, then 'Snake' no longer works against that foe. Kuzuki can use this art to wear down an enemy and finish him off.

When Caster enchants his body, his hands and feet do damage like a C class Noble Phantasm on top of the damage they'd normally do and he can parry other Noble Phantasms with his hands and feet. He can even punch through stone effortlessly while he is so enchanted. During the time he is being boosted, Kuzuki also gains a level of Epic Dexterity.

Though Kuzuki is Caster's Master, he is unable to directly supply her with Mana except by making love to her, and even then the donation is enough to keep her from fading from existence, not serving as replenishment for the considerable amount of Mana she expends casting spells. To further her goals, she must find another way to recharge her Mana stock.

Skills

Academics (Confucian Ethics) 3, Academics (World History) 3, Athletics 8, Brawl 9, Dodge (Close Quarters Battle) 8, Domestic 2, Empathy 1, Etiquette 3, Influence (Intimidation) 2, Investigation 2, Medicine 2, Melee 6, Navigation 2, Occultism 3, Research 4, Security 2, Sleight of Hand 5, Stealth 6, Survival (Urban) 3, Survival (Wilderness) 4,

Attacks

Fist 19, 1D4 x STR (+6) Bashing
Kick 18, 1D4 x (STR+1) (+6) Bashing
Spin Kick 17, 1D4 x (STR+2) (+6) Bashing
Brain Punch 15, [1D4 x STR (+6)] x 2 Bashing
Brain Kick 14, [1D4 x (STR+1) (+6)] x 2 Bashing
Spin Brain Kick 13, [1D4 x (STR+2) (+6)] x 2 Bashing
Feint 13, confuses opponent
Grapple 18
Break Neck 14, must Grapple first
Ear Pop 17, see page 91 for effects
Groin Kick 15, see page 91 for effects
Dodge 14

Fate

Background

Before moving to Fuyuki, Souichirou was a professional assassin. As a child he had been raised by an organization that taught him the basics of killing and little else. The environment he grew up in was isolated and cut off from the rest of society. He was treated as a tool.

After completing his first mission, Souichiro recognized that he felt nothing. He left the organization and took on a job to serve as cover for his true job as an assassin. Surprisingly, he is well-regarded at the school where he teaches, though the staff find him stern and impersonal.

Kuzuki found that he could not understand much of his own existence, and spent his evening hours at Ryuudouji meditating upon the nature of the world. While he was there, Caster came to the temple. She had just killed her abusive Master and was about to expire from critical depletion of her Mana reserve. She asked Kuzuki to make love to her, and he asked her if she wanted it "rough or soft". He continued to assist her throughout the Fifth *Heavens Feel* because Caster asked him to, and he has no interest in the Grail itself.

Kuzuki's emotions are largely muted. While he does feel them, he does not often show them to others. Even during battle, he maintains a serious-sounding creepy monotone.

Roleplaying Notes

Everything can be broken down into simpler tasks which must be done in order to succeed. Life is actually not that complicated that way. When an enemy crosses your path, you wear him out, wear him down, and kill him. It doesn't matter who, and you will kill just about anyone that dares to oppose you.

Caster is about the only person you know that you feel true affection for. You won't let anyone hurt her or defy her will. Her scheme to drain the Mana of the populace and leave them comatose was fine, but she should have just continued to drain them until they died. She's not ruthless enough.

Though you can't support Caster like a true magus, you can fight in her stead - and with her Reinforcement, you can even battle and kill Servants.

Fate



Emiya Shirou, Well-Intentioned Idealist

Nature Martyr

Demeanor Cavalier

STR 4 INT 3

CON 4 PER 3

DEX 4 WILL 5

Derived Statistics

Actions 1 Life Points 57

Mana 70

Movement 8 Initiative 12

Fear Save 14

Characteristic Luck 2

Temporary Luck 6

Perks

(Through Avalon: Unique Kill [Remove the Scabbard from His Astral Form and then do enough damage], Regeneration 1, Immortal), Attractiveness 1, Catnapper, Combat Reflexes 3, Command Rune with 3 Charges, Conviction 4, Danger Sense 1, Elemental Affinity (Swords) 3, Extra Energy 3, Extra Lucky 4, Focused Damage 2, Good Listener, Hard to Kill 5, Light Sleeper, Magic Circuit 4, Natural Runner 2, Reinforcement and Tracing, Occult Library 1, Spell Trained (Tracing Swords) 2, Student, Warlock,

Flaws

Adversary (Other Masters and their Servants), Complimentarity (After Rin transfers some of his Magic Circuits into Saber), Honorable 2 (Always Keeps His Word, Always Protects the Weak, Does Not Lie), Obsession (Become a Hero) 2, Never Accepts Rewards for Service), Reckless 1, Teenager, Love

Special Notes

Emiya does not need to spend Mana to maintain his created items. He also does not need raw materials to create an object. He can replicate just about any sword or other bladed weapon by recreating it, even enchanted swords -- from seeing it in a dream, he was able to create a replica of Caliburn and used it to defeat Berserker in the 5th *Heavens Feel*. Any replica he creates of a Noble Phantasm is always one rank below the original's -- human senses are not good at detecting every nuance of a particular item. As Emiya's Magic Circuit rating is only 4, sadistic Storytellers can feel free to inflict 2D6+4 Lethal damage on him if he tries to copy a Noble Phantasm.

Emiya can also use his gift to help him repair ordinary items - he can roll PER + Occultism to use it to see a magic schematic of the item and intuitively deduce what parts are malfunctioning; any successes he yields on such a test add +2 to his Repair or Technology skill to fix it.

Emiya can also use his fundamental Tracing ability to improve his chances with shooting a bow. If he succeeds, add his Magic Circuit Rank as a bonus to his archery attempt.

Skills

Alertness (Noises) 2, Academics (Mythology) 2, Animal Ken (Dogs) 1, Arts and Crafts (Metalworking, Carpentry) 2, Athletics (Climbing) 1, Brawl 3, Dodge (Sidestep) 2, Domestic (Japanese Home Cooking) 2, Drive (Motorcycle) 1, Empathy (Emotions) 1, Etiquette (Networking) 1, Influence (Persuasion) 2, Leadership (Friendly) 1, Medicine (First Aid) 1, Melee (Baton/Club, Broadsword/Saber) 3, Occultism (Theology) 1, Politics (Neighborhood) 1, Repair (Consumer Electronics, Electrical, Cars) 4, Technology (Computers, Electronics) 2, Wild Card (Archery) 4

Attacks

Punch/Chop 9, 1D4 x STR + 4 Bashing
Kick 8, 1D4 x (STR+1) + 4 Bashing
Club 9, 1D8 x (STR) [2H] Bashing
Broadsword 9, 1D8 x STR [2H] Lethal
Shinai 9, 1D6 x STR [2H] Bashing

Fate

Background

At the end of the Fourth *Heavens Feel*, the Grail was activated by Kotomine Kirei, and a wave of destructive energy engulfed the town, wreathing it in flames. The lives of Emiya's parents were extinguished, and the boy was critically injured in what came to be known as a "gas fire". The boy was on the brink of death when Emiya Kiritsugu, a magus who fought in the war, came across the injured lad.

Kiritsugu had been wounded both physically and emotionally during the war, but so long as he possessed the *Scabbard of Excalibur*, he did not need to fear any kind of injury. Kiritsugu stayed true to his own personal beliefs and used magic to give Emiya the *Scabbard*, hiding it within the boy by using astral surgery. Though the recovery period in the hospital was long, Emiya eventually recovered and was adopted by Kiritsugu.

When the boy had matured, Kiritsugu made a confession to him; that he was a magus. Reluctantly, Kiritsugu became Emiya's teacher even though the lad was quite untalented at magecraft. Emiya did manifest an unusual gift for Tracing and Reinforcement, which are difficult skills of little use to modern magi. He also inherited Kiritsugu's desire to save as many lives as possible, which had brought Kiritsugu much grief and would go on to complicate Emiya's own life as well.

Because he no longer had the *Scabbard*, Kiritsugu eventually succumbed to his wounds, and Emiya's English teacher Taiga Fujimura became his guardian. He inherited Kiritsugu's estate, and used the woodshed as a base for continuing his own magical training.

Emiya's talent for Tracing and Reinforcement comes from his own lack of an ego: because the boy thinks nothing of himself nor of his own safety, he is able to embody the heroism of the past in ways few people can today, thus enabling him to emulate the gifts of heroes.

Roleplaying Notes

Someone has to make the sacrifice so that others can live safe and free. That person is you. You don't want fame, nor fortune - just the knowledge that you were a champion who gave everything to save everyone. Even though Rin, Rider, and Saber are all far more capable than you are, you don't like the idea of women entering the battlefield. Maybe you are old-fashioned.

It makes no difference if you live or die, so do everything you can to oppose evil when you find it. When you were younger, you wrote an essay describing how you wanted to become a hero of justice. Even though you've grown up, you still feel that way.

Real life is about to catch up to you.

Fate

Tohsaka Rin, tsundere heroine

Nature Gallant

Demeanor Critic

STR 3 PER 4

CON 5 INT 5

DEX 5 WILL 7

Derived Statistics

Actions 2 Life Points 57

Mana 96

Movement 9 Initiative 11

Fear Save 18

Characteristic Luck 3

Temporary Luck 7



Perks

Attractiveness 3, Combat Reflexes 3, Command Rune with 1 charge, Confidence, Conviction 4, Danger Sense 1, Hard to Kill 5, Eiditic Memory 2, Elemental Affinity (Curses) 3, Enchanter 3, Extra Energy 4, Extra Lucky 4, Focused Damage 2, Fresh Gear 3 (Bag o' Gem Bombs), Good Sense of Character, Light Sleeper, Mad Skillz, Magic Circuit 8, Natural Runner 2, Natural Toughness, Occult Library 5, Quick Learner, Resources (Wealthy), Spell-Trained (Gandr Shot) 4, Student, Witch

Flaws

Adversary (Other Masters and their Servants), Honorable 2 (Protects the Weak, Won't Abandon an Ally/Friend/Family Member) Obsession (Honor Her Father and Win the Grail War) 1, Soft-Hearted, Teenager

Special Notes

Rin is close to the type of agent the Mages' Association would send to participate in the *Heavens Feel*. She's particularly skilled at using curses and spells which transfer energy from one thing to another, or changing energy from one type to another.

Rin often uses a spell called Gandr, which forms a blob of darkness and then propels it like a bullet at her enemy.

If Rin makes it to the Clock Tower in London, she'll acquire a 1 point Rival named Luviagelita Edelfelt, a Finnish mage who excels in Gandr shot and some of the jewel enchanting techniques Rin uses. Luvia practices a Lancashire-style martial art that resembles pro-wrestling. Not only do they know many of the same spells, Luvia and Rin also have critical, perfectionist personalities. Rin and Luvia are mutually incompatible, so putting them in the same room or the same building is an accident waiting to happen. Unfortunately, since both of them are attending the same academy it is inevitable for them to encounter each other ...

Skills

Alertness 3, Animal Ken (Cats) 1, Athletics (Swimming) 2, Brawl 6, Dodge 4, Domestic (Home Budgeting, Cooking [Home]) 2, Drive (Car) 1, Empathy (Affairs of the Heart, Truth) 2, Etiquette (European Customs, Asian Customs) 2, Finance (Investing) 1, Firearms (Crossbows) 2, Influence (Persuasion) 1, Law (Loopholes) 1, Leadership (Planning) 1, Medicine (First Aid, Homeopathy) 2, Occultism (Hidden Worlds, Rituals) 6, Research (Rare Book Collections) 2, Sleight of Hand 3, Stealth (Camouflage, Object Concealment) 2

Attacks

Punch 11, 1d4 X STR (+4) Bashing
Kick 10, 1d4 x (STR+1) (+4) Bashing
Magic 13, damage as per spell

Sample Spells and Items

Gandr - Power Level 5, 15 Mana to Cast, does [Success Levels x WILL x 2] in Lethal damage.

Magic Gem Bomb, Level 2 Assemblage,. Rin must throw the gem at her target (DEX + Melee -2 to hit). If she connects, the gem explodes, doing 1D6 x her WILL in Lethal damage to her target. The gem is destroyed when it detonates.

Fate

Background

Tohsaka Rin is a popular young lady who is among Homabura Gakuen's best students. That is how she is known to the general public. In truth she has been raised from birth as a magus to participate in the *Heavens Feel* of Fuyuki. She is a very competent sorcerer despite never having been formally trained, as her father was killed during the events of the Fourth *Heavens Feel*. Rin's father had entrusted her with the care of the Tohsaka estate, and requested that she focus on sorcery to the exclusion of all else. After her father was killed in the war, she studied sorcery under the care of Kotomine Kirei, who was chosen as her guardian.

Rin hasn't had much time to have a private life due to the devotion she must place on her craft, and few of her classmates are aware that she has a number of quirks, such as her stinginess or tendency to laze about in the morning.

As with the other Tohsakas, Rin is especially talented at the transformation of energy, which includes storing accumulated Mana in objects. She has been using gemstones as storehouses for this energy, and the gemstones can function as magical bombs if they are thrown and detonated. She also has some skill with Reinforcement sorcery, which she used to flee from Lancer when they met on the battlefield.

Judging from her choice of words and actions in the *Fate Stay Night* game, Rin is also probably bisexual.

Roleplaying Notes

You're very critical with others and are also very hard on yourself. You've been raised as a Tohsaka sorcerer; naturally you'll do the best you can to discharge the duties of that position. As someone with magical powers and a working knowledge of what's going on, you must also work as a kind of guardian for Fuyuki.

Emiya's exceptionally naive, but you remain his ally. You still try to find ways to turn everything into a contest with him, whether it's cooking or sorcery. You don't really have a wish that the Holy Grail could grant, but you do realize how bad it would be if it fell into the hands of the wrong people.

Fate



Matou Sakura, reluctant spy

Nature Autist

Demeanor Caregiver

STR 2/6

INT 4

CON 3/8 (Epic Level 1)

PER 5

DEX 3 /4 (Epic Level 1)

WILL 5/8 (Epic Level 1)

Derived Statistics

Actions 1

Life Points 50/86

Mana 172 (regenerates)

Movement 6/8

Initiative 8/9

Fear Save 15/21

Characteristic Luck 2

Temporary Luck 8

Perks

Acute Senses (Hearing, Sight) 2, Attractiveness 2, Avenger's Cloak of Shadow*, Avenger Ectoplasm Extrusion**, Combat Reflexes 2, Command Rune (3 Charges, Master of Rider), Conviction 5, Damn Healthy [After Possession] 2, Danger Sense 1, Divinity: Epic CON 1, Epic DEX 1, Epic WILL 1 [slow transformation into the Black Holy Grail], Extra Energy 10, Elemental Affinity (Curses) 2, Elemental Affinity (Witchcraft) 1, Extra Lucky 6, Hard to Kill 3/6, Immune to Falling 2 [After Possession] Magic Circuit 10, Mana Regeneration***, Occult Library 4, Quick Learner, Quicksand of Shadow****, Resources 3, Rejuvenation 6, Student, Summon Greater Shadow****, Supernatural Senses (The Sight, Enhanced Hearing), Teleport (8 miles at a time), Witch

Flaws

Anti-Luck 2, Chronic Fatigue [After Possession], Complementarity (Matou Zouken), Denial (Up until her breaking point) 2, Hysteria [After Possession] 2, Inversion Impulse (influence by Zouken) 2
Love (Emiya Shirou) 2, Mental Problems (Cruelty 2) [After Possession], Mental Problems (Violence 1) [After Possession], Mental Problems (Guilt/Shame) 2, Obligation (Matou Family) 3, Odd Feature (Plum-colored Hair and Eyes) 2, Physical Addiction (Sex) 2

Special Notes

After she is possessed by Avenger, her Nature changes to Avenger and her Demeanor changes to Monster.

Her body is infested with Zouken's Crest Worms, which have shifted her body's sorcerous affinity from the Tohsaka house to the Matou one. The Worms also allow Zouken to quietly monitor where she is or what she is doing. One of them is coiled around her heart, and it is this one that Zouken intends to use to take over her body once she becomes the true Master of Avenger.

During the Heavens Feel scenario, Sakura fell ill because of her unstable Mana and often required sex. If a day went by when she did not have some way to heal her Mana store this way, she'd take 1D6x2 Lethal damage. During the rest of the time, her modified body (which had received several crest worms and other supernatural parasites) automatically responded to the presence of males, leading her to crave sex with the powerful need of an addict.

* - (Hides her body from sight, acts as 20 point armor, cannot be cut through except by enchanted weapons/spells, allows her to use her Avenger Ectoplasm Extrusion)

** - [does Aggravated damage instead of Bashing, range is quadrupled, Epic Will adds + 5 to damage caused, tentacles are armor piercing, victim also loses 1D4 x 5 Mana points when he is hit by one and gains 1D3 Madness points. If Sakura needs them, she can also add half the Life Points and one-quarter the Mana points removed by this attack to her own Life Point and Mana store.]

Special Notes (Cont'd)

*** - She has a direct connection to the the Greater Grail system because of her own role as the Black Holy Grail and so Sakura regenerates her WILL + Magic Circuit in Mana every single round.

**** - Costs 20 Magic Points, covers an area equal to her WILL in feet. If anything is standing on top of that, they immediately begin sinking into the pool of shadow. The pool has a STR of 12 and 4 levels of Epic STR, and gains 2 automatic grapple checks against anything standing on it. Once the pool has gained successes equal to the subject's STR + 1, its victim has been absorbed into the pool and Sakura/Avenger can do what she/he wishes to it. Within the pool are infinite torture pits with all manner of equipment; Sakura/Avenger can also sense what the subject is thinking/feeling and devise ways to exploit that. The inside of the pool is an utter hell; each being finds itself exposed to what it fears or hates the most. Servants who become stuck inside the pool quickly lose their minds and come under the control of Avenger; the Storyteller should append "Black" to the beginning of their title (Black Saber, Black Berserker, etc.). These Black servants can then be excreted from the pool of darkness later on. While their Divinity is greatly reduced as a result of them being corrupted by Avenger's demonic energy, they

Fate

gain levels of Demonic Statistics (works like the Epic advantage, only evil) and regain their WILL in Mana each round because as a result of being directly linked to the Black Holy Grail, they now have access to a near infinite store of Mana. As a result of his careful preparation, Zouken could simulate Sakura's pool of darkness with his modified Shadow Snap maneuver.

*****- Costs 14 Mana Points, can be performed once per round. It allows for the creation of a Greater Shadow, a projected gigantic two-dimensional monster which is a significant threat to just about any conventional or supernatural enemy.

Skills

Alertness 3, Arts and Crafts (Sewing) 2, Brawl [After Possession] 6, Dodge 6, Domestic 4, Empathy 4, Etiquette 4, Influence 2, Medicine 2, Melee 4, Occultism 6, Research 4, Stealth (Move Quietly) 4, Wild Card (Intuition: Hunches) 4, Wild Card (Torture: Psychological Warfare) [After Possession] 4, Wild Card (Torture: Torture Devices) [After Possession] 5

Attacks

Fist 3/10 (+1 auto success), 1D4 x STR
Tentacles of Darkness, 1D4 x 8 (+5) Aggravated damage, also drains 1D4 x 5 Mana and bestows 1D3 Madness Points. If Sakura needs them, she can keep half the damage caused as healed Life Points and 25% of the Mana stolen as her own.

Background

Sakura is the sister of Matou Shinji, but is actually the biological sister of Tohsaka Rin. Because the Tohsakas already had an heir for their line of sorcery, Sakura's family arranged for her to be adopted into the Matou family. During the Fourth Heavens Feel, her kindly uncle Matou Kariya tried to make a deal with Zouken: in exchange for receiving the Holy Grail, Zouken would return Sakura to her family. Tragically, Kariya was killed and Sakura remained with the Matous. While in the care of the Matou family, Sakura was subjugated to mental and physical abuse on a daily basis. Her Matou "grandfather" Zouken implanted special hybridized Crest Worms into her body to attenuate her with the Grail. Shinji felt insecure and regularly forced her to have sex with him, which Zouken encouraged because the Crest Worms in her system required the energy. Her plum-colored hair

and eyes are a result of the Crest Worms swimming through her bloodstream.

After Emiya Shirou's adoptive father died, Sakura began to visit the boy regularly, and fell in love with the boy in the process. Her visiting Emiya was not done out of any sense of altruism; she had been ordered to do so by Zouken. While she appears retiring and quiet, she is far stronger than most people would give her credit. While she loves Emiya, before the events of the FSN game she secretly hated her sister for never coming to her rescue.

Though Sakura was chosen as the Master of Rider for the Fifth Heavens Feel, Zouken forced her to forsake her Command Runes to Shinji using his Book of the False Attendant. During the final scenario of the *Fate Stay Night* game, Shinji's incompetence forces Zouken to destroy that item, causing Rider to revert to Sakura's control. Rider then sides with Emiya Shirou, who swears he will do everything possible to save Sakura.

While Sakura is capable of using the Matou family line of sorcery, she is better able to use Tohsaka techniques. She has had little formal training as a magus, but her connection to Avenger, an infernal being which has existed for millennia, may compensate for that. For as long as she remains under Zouken's control, he can use the Crest Worms to take control of her body, leaving her in a state close to sleepwalking. While she is in this state, she will devour people using her special powers and channel the Mana to herself and to Avenger, as part of the preparation for her to become the Black Grail. If and when she breaks Zouken's control during this period, she will become Dark Sakura, a being indiscriminately dangerous to everyone around her.

Dark Sakura can draw someone or something into her darkness, corrupting them and transforming them into her minions. She can even consume Servants to further her own transformation into the Black Grail, or excrete them as "Black" Servants, corrupted versions of their former selves. She can also generate Shadow followers who are loyal to her but operate independently, and she can also regenerate large amounts of damage. She can also generate huge tentacles of darkness, which can grab targets, draw them into her pools of darkness, or drain her target of Mana.

Fate

Roleplaying Notes

You don't understand why you are the one who has to suffer. Shinji and Zouken are awful people, and you've had to spend your whole life around them. In order to get by, you have to keep your head down and not do anything to draw attention to yourself.

You really love Emiya. It was supposed to be a mission, not personal, but that didn't stop you from falling in love the boy. You find his association with Saber and Rin regrettable - they haven't been the one who grew up with him, always together with him.

If you've been possessed by Avenger, you finally have the power to hurt all the people that ever hurt you, regardless of whether they did so willfully or through ignorance of your problems.

Fate

Illyasviel Von Einzbern, Meddling Homonculus

Nature Rebel

Demeanor Child

STR 1 WILL 7

CON 4 INT 3

DEX 4 PER 3

Derived Statistics

Actions 1 Life Points 42 Mana 135

Movement 5 Initiative 7 Fear Save 17

Characteristic Luck 2 Temporary Luck 5

Perks

Altered Body: Increased Mana Regeneration (Illya recovers Mana at 3x the normal speed), Attractive (Cute) 2, Conviction 3, Command Rune with 2 Charges, Extra Lucky 2, Hard to Kill 4, Homonculus, Magic Circuit 7, Natural Runner 2, Enchanter 2, Elemental Affinity (Alchemy) 2, Extra Energy 10 (2 from Homonculus), Extra Lucky 3, Occult Library 4, Old Soul, Witch,

Flaws

Adversary (other Masters and their Servants), Child, Covetous (Lechery) 1, Doomed, Obsessed (Win the Grail War) 1

Special Notes

Despite Illya's childlike appearance, she is really 19 years old. She was originally Emiya Kiritsugu and Irisviel von Einsbern's child, but she was created from Emiya's sperm. Irisviel served as the host mother until the homonculus was ready to be born. Illya is the "White Grail" of the *Heavens Feel*, and is the only Master capable of using the *Dress of Heaven* to control the Grail when it is fully activated.

As each Servant is destroyed in battle, their life force flows into her. Once she has enough of their life energy, her life as Illya will end and access to the Grail's power will become possible.

Emiya Shirou is her only surviving relative by the time of the Fifth *Heavens Feel*, so she resents Shirou for stealing Kiritsugu from her but also wants to be closer to him because he is the only link to her parents that still exists.



Skills

Alertness (Noises) 3, Athletics 3, Brawl 2, Dodge 4, Empathy (Affairs of the Heart) 2, Etiquette (Upper Class) 2, Influence 3, Leadership 4, Melee 2, Occultism (Alchemy) 7, Research (Rare Book Collections) 4, Stealth (Hiding) 2

Attacks

Fist 6, 1D4 x STR Bashing
Kick 5, 1D4 x (STR+1) Bashing
Dodge 8, evades
Magic 14, damage as per spell

Fate

Background

Illya von Einsbern is the latest challenger from the Einsbern family to participate in the *Heavens Feel*. She is a homonculus, an artificially-created being brought into existence by enchanting sperm cells. In her case, the cells were donated by Emiya Kiritsugu, who later betrayed the Einsbern family and never again saw his "daughter" Illya.

Illya has been brought up harshly by the family, as her existence is not only a reminder of Kiritsugu's betrayal, but she is the one who must represent the family in the coming *Heavens Feel*. In order to have a dependable attack dog for the war, the family summoned the hero Herakles (Hercules) as a Berserker Servant, and Illya used a Command Rune to seal his mouth shut. Except for brutal roars and growls, Berserker cannot communicate.

Although the *Mad Enhancement* Servant Special Quality makes Berserkers difficult to control and unreliable, Illya is able to keep him under control and keep him supplied with enough Mana, which is no small feat. While many of the other Servants could be compared to light infantry, Berserker is a powerful tank that can simply bulldoze through his enemies.

Illya is talented at moving souls from one vessel to another, and in one of the bad ends of the game, she moves Shirou's soul into a doll. While she looks angelic and cute, she is dangerous to have as an enemy. She is also aware that others let their guard down around children, and is capable of using this to her own advantage.

Roleplaying Notes

Winning the Grail is your goal, but you don't really have an idea of what to do with it when you do. You also know that your time on this earth is greatly limited as a result of what you are. You should try to make the most of the time you have, which includes reclaiming your "brother" Shirou. You have no love lost for the other Masters, so woe unto them if they get in your way. While you aren't physically powerful, Berserker more than makes up for that.

Fate



Saber (Arturia), recurring contender in the *Heavens Feel*

Nature Guardian

Demeanor Survivor

STR 12 INT 5

DEX 8±1 PER 5

CON 8 WILL 8

Derived Statistics

Actions 2 Life Points 140

Mana 200

Movement 11 Initiative 23±1

Fear Save 21

Luck 3

Temporary Luck 10

Perks

Acute Senses (Vision, Hearing) 2, Attractiveness (Beautiful) 3, Catlike Balance, Combat Reflexes 6, Conviction 5, Damn Healthy 2, Eidetic Memory 1, Extra Energy 14, Extra Lucky 7, Focused Damage 3, Fresh Gear (Noble Phantasms), Hard to Kill 10, Hollow Leg, Internal Clock, Immune to Falling, Magic Circuit 5, Megaleap 5, Rejuvenation 3, Servant (Saber), Tireless 2

Special Saber Servant Qualities

Charisma A, Instinct A, Magic Resistance A, Mana Burst A, Protection from Arrows B, Riding B,

Flaws

Adversary (Other Masters and Servants), Honorable 3 (Fights Honorably and Will Not Attack Weaker Opponents, Keeps Her Word, Must Finish the Mission or Die Trying, Never Abandons an Ally, Accepts any Challenge to Single Combat), No Natural Mana Recovery*, Secret (not actually deceased, cannot dematerialize/materialize), Secret (fought in the past three *Heavens Feels*)

Special Notes

Saber's Charisma Special Quality grants her bonuses to commanding an army during mass combat and also bestows bonuses to her followers. From E up through EX, each level gives a +1 to the Servant's Science (Military Science) rolls and +1 per level to the collective Initiative rolls of battalions in her army. Each Rank costs 2 points to purchase. It does not apply when the Servant is not leading an army. A Rank of A indicates enough talent to successfully marshal the forces of an entire country.

* - Saber can in fact generate *some* Mana if she spends a day resting. Assume she generates 1D4 x 2 (+3) points if she does. If she spends the day resting, she also does not lose any Mana for continuing to exist as a summoned Servant.

Many of Saber's skills are modified by the attributes and special qualities which she has as a Servant. If something is marked with an "±", the number after it shows how many automatic successes she has whenever she tries to do something with the statistic and/or the skill. Thus a test for piloting a helicopter (dex + pilot [helicopter]) would accrue three automatic success levels before her player even picked up the dice.

Saber can summon up an "armored battle dress" or pull *Caliburn* out of thin air whenever she needs to. She need only pay 4 Mana for this privilege.

See the following page for notes on some of the things she can accomplish with her Noble Phantasms.

Skills

Academics (Ancient British History) 2, Alertness (Bodyguarding) 4, Animal Ken (Horses) 4±2, Arts and Crafts (Calligraphy) 3, Athletics (Acrobatics) 5, Brawl (Boxing, Blocking) 7, Dodge (Leap, Swordfighting) 6, Domestic (Gardening) 5, Drive (Car, Motorcycle) 6±2, Empathy (Truth) 3, Etiquette (Noble Obligesse, Upper Class) 5, Influence (Air of Authority, Persuasion) 5, Pilot (Helicopter) 6±1, Melee (Broadswords and Sabres) 12, Leadership (Military) 10, Firearms (Crossbow) 4, Languages (Japanese, English), Medicine (First Aid) 4, Occultism (Astrology) 4, Politics (Royal Hierarchy) 3, Research (Personal Book Collections) 2, Repair (Wood) 2, Stealth (Move Quietly) 2, Wild Card (Archery [Mounted Combat]) 3

Attacks

Caliburn Sword 22±1 (+3 if invisible), 1D8xSTR+12 (magic damage) L. [2H]

Off With His Head, 17±1, damage special

Disarm 13±1 vs opponent's Brawl + Dex if she is trying barehanded,

Disarm 18±1 vs opponent's Brawl/Melee + Dex if she is fighting with her sword.

Catch Weapon 13±1

Double Jump Kick 11±1, d4 x STR Bashing (can target two opponents) Punch 22, 1D4 x STR Bashing

Roll with the Blow (DEX + Dodge)±1, success levels soak 5 damage each from a Bashing attack

Fate

Noble Phantasms

Invisible Air - (インビジブル・エア, *Inbijiburu Ea*):

Barrier of the Wind King (風王結界, *Fuu-ou no kekkai*) [Anti-Unit] This Rank C gift is a sorcery which compresses and twists the air around Saber's sword. This serves to twist and alter the refraction of light, making the blade appear to be almost invisible. This makes avoiding the blade in battle much harder. The whirlwind can also be forcefully expunged from the blade as a powerful gust of wind. Although it has offensive capability, the main purpose of the enchantment is to hide Saber's identity, as her weapon is very famous. *Invisible Air* costs 4 Mana to sustain per round. If she uses the wind to blow back an enemy, user her DEX +Firearms to aim it. If it connects, her enemy must resist STR 11 winds with a STR x2 vs STR x2 test. If he fails, he is blasted away by high-speed winds. *Excalibur* - (エクスカリバー, *Ekusukaribaa*): Sword of Promised Victory (約束された勝利の剣, *Yakusoku sareta shouri no tsurugi*) [Anti-Fortress] This A++ gift forms a celestial blade from the collective hope of humanity and then converts Mana into a colossal beacon of photoelectric radiance. The concentric area of impact is sufficient to incinerate a military cohort. It causes 200 points of damage to an area equal to Saber's WILL x10 in yards, and costs her 100 Mana and a Luck point to fire.

Avalon - (アヴァロン, *Avaron*): The Everdistant Utopia (全て遠き理想郷, *Subete touki risoukyou*) [Support] This EX gift is the sacred scabbard of Excalibur. Merely possessing the scabbard itself immediately grants the owner Regeneration (Hour), Hard to Kill 10, Unique Kill (Steal the Scabbard), and Immortal, all for free. It is a transcendent sorcery, and using its power will protect the owner and his companions within a portable fortress, where they will be protected against all interference (mystical, physical, and mental) until the effect fades. While inside the fortress, they also enjoy the benefits of Regeneration (CON X3 per Turn). In game terms, it can block 250 points of damage from any magical source, but is invulnerable to non-magical source. Invoking it costs a Luck point and 110 Mana points. Once invoked, it lasts for Saber's WILL in minutes, after which time 55 additional Mana points must be paid to sustain *Avalon*.

Background

Long ago, Uther Pendragon and Igraine had a daughter. Because his subjects would not accept a female ruler, the decision was made to hide the child's gender. She was entrusted to Sir Ector, who raised her as one of his sons. After Uther's death,

Merlin approached her and told her that she would be recognized as King if she withdrew *Caliburn* from a ceremonial stone, though it would require much personal sacrifice. Wilfully shouldering that heavy burden, she withdrew the sword and became "Arthur", a wise and just King who ruled from her stronghold, Camelot. After *Caliburn* was destroyed, she accepted the powerful artifacts *Excalibur* and *Avalon* from Viviane, the Lady of the Lake. For as long as she had *Avalon*, Arturia never aged and was immortal in battle.

As long as she ruled, she was tormented by feelings of inferiority and severe guilt, and many of her subjects criticized her apparent lack of humanity. Although she gave everything to protect Britain and defeat its invading enemies, civil unrest split her kingdom and *Avalon* was stolen. During the Battle of Camlann, Mordred, a homunculus created from her own blood, struck her down. As she lay dying, Morgan Le Fay and Sir Bedivere carried her away to a hidden isle. She asked Bedivere to return *Excalibur* to Viviane, and during the time Arturia was alone she regretted her life and made a deal with the World: she would become a Heroic Spirit and seek the wish-granting miracle of the Grail, which would allow her to relive her life as a normal person, replacing her with a far more fitting and effective King who could protect and sustain Britain.

Roleplaying Notes

You have failed in your task to protect Britain and keep her intact. For this, you will always feel unworthy and ashamed. Yet you have always been the "good guy"; you cherish the ideals of chivalry and attempt to carry out your goals with honor. The *Heavens Feel* may yet supply you with access to the Grail, which will allow you to undo the mistakes of your life and ensure the prosperity of Britain for all time.

While you seem cold on the surface, you are actually suppressing your emotions to focus on the best way to achieve your goals. "Independent" and "reserved" are terms people often use to describe you when they meet you. Keep in mind that you are efficient, not merciless. You will not attack defenseless opponents. You are a just knight with a strict honor code, and you'd prefer to battle opponents whom you could confront in a straightforward battle. You fight fairly: you'll dismount to fight an unmounted opponent, you won't hit a helpless man lying on the floor, etc.

Fate

Rider (Medusa), quick on her feet

Nature Hermit

Demeanor Conformist

STR 6 INT 4

DEX 12±1 PER 4

CON 6 WILL 7

Derived Statistics

Actions 4 Life Points 92

Mana 134

Movement 19 Initiative 22±1

Fear Save 17

Characteristic Luck 3

Temporary Luck 9



Perks

Attractiveness (Beautiful) 4, Combat Reflexes 3, Conviction 3, Damn Healthy 2, Double-Jointed, Extra Energy 8, Extra Lucky 6, Epic Dexterity 1, Epic Movement 1, Focused Damage 1, Fresh Gear (Noble Phantasms), Good Night Vision, Hard to Kill 8, Magic Circuit 8, Megaleap 6, Mystic Eyes of Petrification (石化), Natural Runner 3, Servant (Rider), Unnatural Runner 1

Servant Special Qualities

Divinity E-, Independent Action C, Magic Resistance B, Monstrous Strength B, Mystic Eyes A+, Riding A+

Flaws

Anti-Luck 1, Adversary (other Masters and their Servants), Dependant (Sakura), Honorable (Protects Friends and Family, Keeps Her Word), Misfit, No Natural Mana Recovery, Odd Features (Square Pupils and Purple Hair/Eyes),

Special Notes

Rider's ranks in the *Mystic Eyes* Servant Special Quality adds +4 to any of her attempts to petrify someone by looking at them. This power is uncontrollable; she has to wear a Noble Phantasm as a visor to contain this power. Although it is opaque, she can see through it without difficulty.

Rider's *Riding* Servant Special Quality grants her three automatic successes to piloting, driving, or riding any kind of vehicle or steed. She can even control divine beasts. She cannot, however, ride dragons.

Rider can give herself a temporary boost to her Strength attribute with *Monstrous Strength*. While this is effective her Strength increases by two points and she gains one level of Epic Strength. The boost lasts for three hours. Using this power costs her a Luck point, but she gets the point back when the effect fades. While this is in effect, her appearance becomes more like the frightening Gorgons of legend.

Rider's primary weapons are a pair of iron nails connected by a single chain, which she can effectively thrust from distances. She can attack a target up to three squares away from her with this tool. It counts as an enchanted weapon for the purposes of what it can hit. Treat it as a nameless Noble Phantasm of Rank D (adds +1 to hit, and half the user's STR to damage caused.)

See the following page for notes on what she can accomplish with her Noble Phantasms.

Skills

Academics (Greek History) 4, Alertness 5, Animal Ken (all steeds) 7, Athletics (Gymnastics) 6, Brawl 6, Dodge 8, Drive (Everything) 9, Empathy 4, Etiquette 3, Influence 2, Medicine 3, Melee 7, Occultism (Summoning) 5, Research 3, Sleight of Hand 3, Stealth (Stalking) 7, Survival (Woodlands) 3

Attacks

Chain Blades 20±1, 1D6 x STR (+1/2 STR) in Lethal
Punch 19±1, 1D4 x STR (+2) Bashing
Kick 18±1, 1D4 x (STR+1) (+2) Bashing
Feint 10, confuses
Spin Kick 18±1, does 1D4 x (STR+2) (+2) Bashing
Sweep Kick 13±, half damage of normal kick, target must make DEX+ Athletics or be knocked prone
Jump Kick, 18±1 to get airborne, then 15±1 to hit, success levels from the jump are added in to the kick's damage.

Fate

Noble Phantasms

Blood Fort Andromeda (ブラッドフォート・アンドロメダ, *Buraddo Fotto Andoromeda*): Outer-Seal. Temple of Blood (他者封印・鮮血神殿, *Tosha fuuin, senketsu shinden*). [Anti-Fortress] This B Rank gift creates a scarlet dome of force around her enemies. Those trapped within the dome are slowly dissolved into a mass of organic and bloody ooze, which is then absorbed by Rider as Mana. It exists as a method for accumulating Mana, and its employment in an area damages that area's circulation of Mana, meaning that it can't be used in that area again until enough time has passed to restore it (ST's discretion).

While this gift is in effect (and it can only be employed after a series of invisible runes have been inscribed around the area to be affected), living beings will be dissolved. To prevent the effect from taking hold for their WILL + Magic Circuit in minutes, they must roll WILL x 2 + Magic Circuit. Two or more successes are necessary to prevent the effect from taking hold. If it does take hold, each minute they are affected, they suffer 1D4 x 2 Lethal damage as their flesh bubbles and is dissolved. When they hit zero Life Points, they are dissolved into goo and Rider gains 1/5th of their Mana. Up to 500 people can be affected. The dome is large enough to cover an entire building or small set of buildings (like a high school). Attacking Rider or driving her away will end the effect once it has been started up. Activating it costs her 50 Mana and a Luck point.

Breaker Gorgon (ブレイカー・ゴルゴーン, *Burekaa Gorugon*): Self-Seal. Temple of Darkness (自己封印・暗黒神殿, *Jigo fuuin, ankoku shinden*) [Support] This C- rank visor is what Rider wears over her eyes. It functions not only as a *magan goroshi* (mystic eye killer) tool (which Rider would need in order to look at someone without them being turned to stone), it can function as Ren's Dream Landscaper power (p. 184) or Hypnosis Level 2 (p. 39). Rider is at +2 to rolls to use this aspect of the item. Rider can remove it willingly, allowing her to stare at her enemies and turn them to stone.

Bellerophon (ベルレフオン, *Berurefoun*): Bridle of Chivalry (騎英の手綱, *Kiei no tazuna*) [Anti-Fortress] This is a golden saddle and harness, meant to be fastened around the mystical beast, the winged horse Pegasus. The item increases the amazing statistics of the horse by one rank each. If necessary, the horse can be used as a living missile,

and if aimed at a building the structure will be decimated and the living beings inside will be lacerated and torn apart by the impact shockwaves. The impact will cause 125 points of damage and will set Rider back 60 Mana points and one Luck point. Summoning the Pegasus to use with this item is a separate task.

Background

Rider is actually the Gorgon Medusa, from Greek myth. She was, like her sisters Euryale and Stheno, created from the collective wish of humanity for ideal goddesses. All three were blessed with great beauty, but Medusa was mortal and thus destined to grow taller and older over time. She also received cursed Mystic Eyes, which turned those she looked at into stone, requiring her to wear a blindfold. Euryale and Stheno teased and bullied her for these flaws. At one point of the history, Poseidon gifted her with a Pegasus.

Jealous over the beauty of the Gorgons, Athena tricked their worshippers into attacking them, leaving them to seek refuge on the Shapeless Isle. The disappointment made Medusa spiteful and angry, and she vented her frustration on the invading men who were lusting after her sisters. Her anger worsened over the years, causing her infamy to spread. It was this fear that changed her into the monstrous Gorgon of myth. Realizing their culpability in what happened to Medusa, Euryale and Stheno let Medusa devour them. Eventually Perseus the demigod, possessing five Noble Phantasms, decapitated Medusa. As her head died, she realized that her time with Euryale and Stheno was the best time in her life, even though they had bullied her.

Editor's comment: as someone who had been bullied (and if some of the myths are accurate) as well as raped by Poseidon, Rider (Medusa) is very qualified to understand Sakura and what the young lady went through. It is this combination of empathy and sympathy that makes Rider want to protect her.

Roleplaying Notes

You've led a hard and unpleasant life. You don't really care how others see you, and you believe that the ends justify the means necessary to achieve them. You're not a brutal person and you'd prefer a non-violent solution to problems if they exist, but you accept that some violence is inevitable in the *Heavens Feel*. As a Rider Servant, you should use your speed and knowledge of the terrain against your enemies. While you're no slouch, you lack the destructive power of some of the other Classes.

The Grail is of no interest to you. In your spare time you enjoy reading and quiet study. If Shinji and Zouken weren't around, you'd happily spend your life as Sakura's attendant.

Fate



Archer (EMIYA), Tragic Victim of Another's Ideal

Nature Rebel/Survivor

Demeanor Curmudgeon

STR 7 INT 4

DEX 7+1 PER 5

CON 7 WILL 5

Derived Statistics

Actions 3 Life Points 94 Mana 116

Movement 12 Initiative 22 Fear Save 16

Characteristic Luck 3 Temporary Luck 9

Perks

Acute Senses (Hearing) 2, Acute Senses (Vision) 7, Ambidextrous, Attractiveness (Handsome) 2, Catlike Balance, Combat Reflexes 4, Confidence, Conviction 3, Damn Healthy 1, Dual Nature, Eidetic Memory 2, Extra Energy 6, Extra Lucky 6, Epic Dexterity 1, Focused Damage 1, Good Night Vision, Hard to Kill 6, Internal Clock, Magic Circuit 7, Megaleap 4, Natural Runner 3, Natural Toughness, Reality Marble (Unlimited Blade Works), Reinforcement, Rejuvenation 1, Servant (Archer), Unnatural Runner 1

Special Servant Qualities

Clairvoyance C, Eye of the Mind B, Independent Action B, Magic Resistance D

Flaws

Adversary (Other Masters and Servants), Obsession (Kill Emiya Shirou), Secret (Actually Emiya Shiro from the Future),

Special Notes

While Archer's statistics as a Servant are not especially high, he is very crafty and able to exploit situations to his advantage. He is also willing to break his word once he gives it, and is not above using trickery to get close and backstab someone.

Archer also has incredible knowledge of the weapons of other Servants because of his experiences as an Epic Hero. He can use *Tracing* and *Unlimited Blade Works* to form replicas of their weapons which allows him to "copy their shtick" and thus fight other Servants on equal footing. See the next page for info on how much Mana it costs him to accomplish this.

While this Archer is EMIYA (from the far future), it is not clear that he is this timeline's Emiya Shirou. Therefore their skills do not match up perfectly.

Archer uses Broken Phantasms (flawed reconstructions of Noble Phantasms supercharged with mana) as arrows. These detonate when they reach the target, inflicting explosive, magical damage. He commonly uses a customized version of *Caladbolg* which has been altered to be more aerodynamic. When *Caladbolg* detonates, it causes $(1D4 + 5) \times 10 + (\text{Archer's WILL})$ in points of magic damage to anything in its area. See the rules for Grenades on page 90 to determine how the blast spreads. Archer has to spend 4 extra points of Mana to make a weapon into a Broken Phantasm.

Skills

Alertness (Noises) 7, Academics (Mythology) 3, Animal Ken (Dogs) 1, Arts and Crafts (Metalworking, Carpentry, Weaponsmithing) 9, Athletics (Climbing) 7, Brawl 7, Dodge 7, Domestic (Japanese Home Cooking) 3, Drive (Motorcycle) 2, Empathy (Emotions) 3, Etiquette (Networking) 2, Firearms 6, Influence 8, Languages (Many), Occultism (Mythical Weapons) 5, Medicine (First Aid) 2, Melee (Sabers, Spears,) 7, Politics 1, Repair 8, Repair (Consumer Electronics, Electrical, Cars) 6, Research 4, Stealth 5, Survival (Urban) 6, Technology (Computers, Electronics) 2, Wildcard (Archery) 8,

Attacks

Punch 14+1, 1D4 x STR (+2) Bashing
Kick 13+1, 1D4 x (STR+1) (+2) Bashing
Feint 11, confuses enemy
Long Bow 14+1, Range 10/30/50/100/200, damage special (see Special Notes) or 1D8 x STR Lethal (for a regular arrow)
Saber/Cutlass 16+1, 1D8 x STR Lethal (more damage if he uses a Noble Phantasm as a sword!)
Dagger 14+1, 1D4 x STR Lethal (more damage if he uses a Noble Phantasm!)

Fate

Noble Phantasms

Unlimited Blade Works: (無限の剣製, *Mugen no kensei*), Infinite Sword Creation

[Support] This gift varies in value from E to A++. It is actually a *Reality Marble*, which represents Archer's soul. As with many Reality Marbles, it costs 1 Luck point to invoke. It changes the scenery around him (in his WILL x4 yards in all directions for WILL x3 turns) into a barren, open field, strewn about with Noble Phantasm weapons stuck into the ground like forlorn grave markers. In the distance, gigantic black gears rotate, and thick haze obscures the sun while streamers of blag smog float in the air, joined by sparks of white hot iron bubbling up from the ground.

Inside *Unlimited Blade Works*, Archer can instantly reconstruct any sword, even enchanted ones, from memory. Copies of enchanted weapons will be degraded by one weak because the copy can never equal the original, but even a B rank simulated Noble Phantasm weapon is nothing to sneeze at. While tracing a Noble Phantasm would be cost-ineffective and dangerous for a mortal, Archer can produce a Noble Phantasm weapon effortlessly. For every two Ranks the Noble Phantasm has, it costs Archer 1 Mana point to whistle it up. Archer normally conjures swords, halberds, and spears, but he can also produce shields for x3 Mana cost. If he summons several weapons, he can spend a temporary point of Luck (he gets it back after the battle) to levitate them within *Unlimited Blade Works* and then rain them down from the sky on his enemies. Targeting an enemy this way requires Archer to "aim" with a DEX + Melee (-2). Each success he scores means one Noble Phantasm weapon has found a new home lodged inside his target. If he is aiming at multiple targets, he will need to devote one Noble Phantasm to each one. If there are more weapons being thrown than rolled Success Levels, then those extra weapons miss (but check for damage for the others).

Many of the weapons created within *Unlimited Blade Works* are copies of the weapons archived inside the *Gate of Babylon*, but some were created by Archer during his mortal lifetime. Archer must chant the familiar "I am the bone of my sword" litany familiar to anyone who has played the game or seen the anime to activate

Unlimited Blade Works.

Kanshou (かんしょう) and *Bakuya* (ばくや) / *Gàn Jiàng* (干将) and *Mò Yé* (莫邪)

[Anti-Unit] This Rank C- weapon Noble Phantasm is a pair of Kan-Do Chinese falchions. Each blade represents one aspect of Yin and Yang. The swords may be thrown like boomerangs and will home in on a target (the thrower gets to roll his throw *twice* and keep the better roll.) Additionally, if one blade is kept in hand and the other is thrown, the thrown blade will return to the hand of the thrower.

Kanshou and Bakuya cost Archer 3 Mana points to conjure, but because of his talent they do not cost him anything to maintain as long as they remain in his hand. While he has both in hand, the various anti-demon markings on the blades give Archer a +1 to any save vs. demonic magic (Storyteller's discretion). If he lets them go or drops them, they collapse into fracturing magical crystal and vanish.

Kanshou and Bakuya can also be *overclocked* by Archer, transforming them into their Overedge state. This raises their Rank by one, but costs Archer 6 Mana points to do. The swords first appeared in the Spring and Autumn period of Chinese history, in which a blacksmith's wife threw herself into his forge to give him enough heat to melt the metal he found in a meteor. He was able to make two of the finest blades ever forged. The resulting product is a male and female pair of swords.

Caladbolg II (カラドボルグII, *Karaduborugu II*): (偽・螺旋剣, *Gi rasenken*) The Fake Spiral Sword [Anti-Unit] This sword Noble Phantasm is Rank B. It is a copy of the demonic blade once held by Fergus Mac Roich, but Archer has modified it to use as a Broken Phantasm. His modified copy has a blade that will coil into a spiral to pierce through a target. If Archer uses it as a Broken Phantasm, it does an impressive amount of damage when it explodes (see the preceding page). *Caladbolg II* costs 4 Mana points to whistle up, but its Broken Phantasm form costs 2 more Mana points to create.

Hrunting (フルンディング, *Huruntingu*), (赤原獵犬, *Akahara Ryouken*) The Hound of the Red Plains

[Anti-Unit] This sword Noble Phantasm is a thick, serrated jet black weapon. If fired as a Broken Phantasm, it causes about as much damage as

Fate

a Rank B Noble Phantasm, but it will continue to target and hone in on its enemy as long as Archer looks at his target. Even if the blade is evaded, deflected, or blocked, it is "on a mission" and can not be delayed. It possesses enough power to pierce through four layers of *Rho Aias*, thus hiding inside a building or a tank will not provide enough protection to save a target from *Hrunting* (assume the first 200 points of armor are totally ignored). When it hits the target, it causes $(1D4+4) \times 6.5 +$ (Archer's WILL) in points of magic damage.

Rho Aias (ロー・アイアス, *Rou Aiasu*):
(熾天覆う七つの円環, *Shiten ou nanatsu no enkan*) The Seven Rings that Cover the Fiery Heavens

[Support, protects one Unit] This is a powerful spiritual aegis and is a Rank A item. It was originally a huge bronze shield coated with six layers of ox hide, and was the property of Telamonian Ajax, a hero of the Iliad who matched Hector of Troy. When activated with a Luck Point, it creates seven stacked prismatic flower petals, with each having the protective strength of a fortress. It protects the front of its user. Its width is equal to his WILL $\times 4.5$ in yards. No spear (and thus no spear Noble Phantasms) can ever penetrate it. It can block 150 points of damage, but only from the front -- it is not as handy as *Avalon*. It costs Archer 13 Mana Points to conjure this shield. As it is a defensive item, relying only on *Rho Aias* to carry the day is not a wise strategy.

Background

As previously mentioned, Archer is a future version of Emiya Shirou, and during his mortal lifetime Archer won the 5th *Heavens Feel* and went on to become a "Hero of Justice". Unfortunately, like his adoptive father Kiritsugu, he learned that you can not save some people without sacrificing others -- and after failing to save the lives of hundreds of people, he decided to make a bargain with the World. In exchange for becoming a superhuman hero, he would agree to become a *Counter Guardian*, a champion who protects the World from any dangers that might endanger it. Later, one of the people that Archer saved used him as a political scapegoat, causing him to be executed. Over the course of his career as a hero, he had to slaughter scores of the guilty and innocent alike to protect everyone else.

Now as a *Counter Guardian*, he serves to protect the World by eliminating the cause of its impending doom, meaning he has to slaughter those who would either intentionally or inadvertently cause its destruction. He had not hoped to kill hundreds to save thousands, or thousands to save millions.

Completely disillusioned and embittered, Archer decided to participate in the 5th *Heavens Feel* as a Servant. His goal is to kill his younger self, even if that causes a time paradox. By doing so, not only will he be freed from his slavery as a *Counter Guardian*, but his younger self will never face the anguish of realizing that his noble dreams and goals were all a gigantic mistake.

Roleplaying Notes

You are bellicose, apathetic, and gloomy. You also aren't that interested in following orders, and tend to trust your own judgment above other people's. Despite everything, you still love Illya, Rin, and Saber, and Illya's death after the 5th *Heavens Feel* haunts you even now.

You are a plotter, and now that you are back on the battlefield you have a chance to change how things happened. Figure out what to do and wait for your chance to do it. While you aren't really a Servant, you can still copy enough of their gifts to give them a run for their money.

Fate

Assassin (Falsen [Sasaki Kojirou]), Quiet Watchman

Nature Competitor

Demeanor Stoic

STR 7 INT 3

DEX 13±1 PER 4

CON 4 WILL 4

Derived Statistics

Actions 5 Life Points 79 Mana 65

Movement 9 Initiative 26±1 Fear Save 11

Characteristic Luck 2 Temporary Luck 7



Perks

Attractive (Handsome) 1, Catlike Balance, Combat Reflexes 4, Confidence, Damn Healthy 1, Extra Energy 4, Extra Lucky 5, Epic Attribute (Dexterity), Focused Damage 2, Fresh Gear (Noble Phantasm Weapon), Good Night Vision, Hard to Kill 5, Servant (Assassin [False]), Tireless 3

Servant Special Qualities

Eye of the Mind, Knowledge of Foremost Harmony (Heart of Harmony) B, Presence Concealment D, Transparency* B+

Flaws

Anti-Luck 1, Adversary (Other Masters and Servants), Code of Bushido, Obsession (Die a Heroic Death in Battle), Secret (Not Actually an Assassin Servant)

Special Notes

Sasaki's *Transparency* Servant Special Quality grants 2 levels of Resistance (Mental Control) at E, 2 more at D, two more at B, and two more at A. It also gives +1 per Rank to any attempt to hide if the Servant remains still or walks at 1 Movement per round. Each level of *Transparency* costs 3 Quality Points.

This Assassin is a fake, a nameless swordsman with no identity who took on the role of Sasaki Kojirou and was forced to play as Assassin by Caster. He is aware of his incomplete nature, and cares little for the Grail or for Caster. More than anything else, he wishes to die in battle against a truly worthy opponent. Based on the fact that he successfully parries Caliburn with his own sword without it shattering, I have assumed that his Nodachi is equivalent to a Rank D Noble Phantasm.

In the *Heavens Feel* scenario of the Fate Stay Night game, Matou Zouken uses the flesh of the fake Assassin to summon (True) Assassin.

Skills

Alertness (Night Watch) 5, Arts and Crafts (*Renga*) 4, Athletics 4, Brawl 4, Bureaucracy 3, Dodge (Swordfighting) 5, Domestic 3, Empathy 2, Etiquette 4, Influence 2, Languages (Japanese), Law 1, Medicine 1, Melee (Kenjutsu) 8, Navigation 2, Occultism 1, Politics 1, Security 4, Stealth (Hiding) 5

Attacks

Punch 17±1, 1D4 x STR (+2) Bashing
Kick 16±1, 1D4 x (STR+1) (+2) Bashing
Dodge 18±1, evades attack
Feint 7 (Brawl)/ 12 (Melee) vs Opponent's PER + (Brawl/Melee)
Catch Weapon 12±1
Sweep Kick 16±1, half damage of normal kick, target rolls DEX + Athletics or is knocked down
Nodachi 27±1, D12 x (STR+2) (+3) Lethal (two-handed but damage adjustment is already factored in)

Fate

Noble Phantasms

Tsubame Gaeshi (燕返し), Swallow Reversal [Anti-Unit]. This gift does not have a Rank. It is a specific sword attacking technique which manifests a *Dimensional Refraction Phenomenon* (多重次元屈折現象, *tajyuujigen kussetsu genshou*), the same principle that powers the *Jewel Sword Zelretch*. It warps space and time to create three swipes of his nodachi's blade from three different directions. This can not be parried, but can be avoided unconsciously using Servant Qualities such as *Instinct*. This gift can not be used if Kojirou is being restrained or is on uneven terrain, and he needs to have the square behind him free to ready his blade. Using this gift requires him to expend a Luck point, and it is the only action he can take that round.

If his target is in front of him when he launches this attack, he rolls as normal, but the target can only evade by rolling (Temporary Luck x2) + modifiers for relevant Special Qualities (Storyteller's discretion). If the target is hit, roll damage for 3 swipes of Assassin's nodachi. Ouch!

While *Tsubame Gaeshi* is powerful, it isn't a perfect attack. In the *Fate Stay Night* game, Saber was able to evade the attack because Kojirou crossed into uneven terrain (the staircase) and wasn't able to produce the third strike. In their second duel, Kojirou's blade was bent, hurting his accuracy. Saber's *Instinct* Special Quality also afforded her some protection. *Tsubame Gaeshi* also does not allow the user to make called shots, instead it folds space/time so that several instances of the sword are in play simultaneously. An arcing slash that will corner/kill, a vertical slash that will trap/kill, a horizontal slash that will trap/kill.

Tsubame Gaeshi costs no Mana to use, and any Luck points spent to power it are regained at the rate of one every 12 hours. While Kojirou doesn't use it every round, he could certainly use it every day.

Background

Sasaki Kojirou, aka Ganryuu Kojirou (1585-1612) was born in Fukui prefecture during the Sengoku period. Today, he is best remembered for his death, which occurred while he was battling Miyamoto Musashi.

Kojirou used the fighting name of Ganryuu, which was also the name of the kenjutsu school he founded. Because his fighting master used a

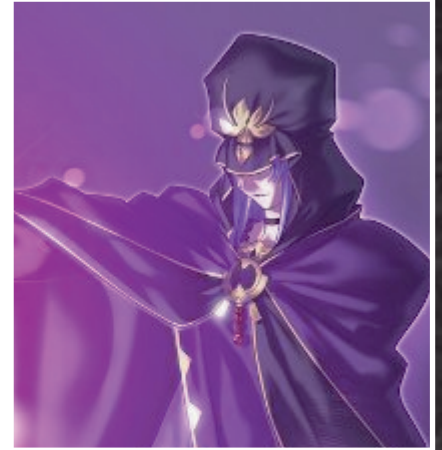
kodachi, Kojirou devoted himself to the nodachi. After defeating his master's younger brother, he left and founded the Ganryuu. Eventually he won the regard of Lord Hosokawa Tadaoki, who named Kojirou as the weapons master of the Hosokawa fief. Kojirou later acquired a powerful nodachi known as *Monoboshizao* ("Laundry-Drying Pole") and thereafter used it as his favored weapon. (Because the item had become associated with Kojirou, after Assassin was summoned the noble phantasm appeared.)

Kojirou's famous defeat at the hand of Miyamoto Musashi is his claim to fame, although many doubt whether he truly existed at all due to discrepancies among the records regarding his age and the fact that Musashi never spoke of Kojirou in his writings. In the world of *Fate Stay Night*, he is neither a legendary nor a historical figure, and he was conjured up because of the choice of Ryuudouji as the summoning spot. He admits that he is a random and nameless wraith of swordsman who took on the name and identity of Sasaki Kojirou after being summoned. As a flawed Servant, Assassin is totally reliant upon Caster for his Mana supply, and he cannot leave Ryuudouji.

Roleplaying Notes

Your time on this realm is limited, and you've been forced into the role of watchman. The temple of Ryuudouji has largely been closed off by Caster and there is only one way in and out - which you now guard fiercely. You have no quarrel with most people, but any Servant or Master other than Caster and Kuzuki Souichirou will have to get through you -- and maybe in doing so, you can have the release. Even if the honor goes to Kojirou, dying in battle against a strong enemy will let you feel like you accomplished something in your time. You won't feel satisfied until you are defeated after truly giving it all you've got.

Fate



Caster (Medea), scheming witch
Nature Deviant/Analyst

Demeanor Autocrat

STR 2 INT 8

DEX 6 PER 5

CON 4 WILL 12±1

Derived Statistics

Actions 2 Life Points 43

Mana 272

Movement 7 Initiative 11

Fear Save 29

Characteristic Luck 5

Temporary Luck 8

Perks

Attractiveness (Beautiful) 1, Dual Nature, Emotional Anchor (Souichirou), Eidetic Memory 1, Enchanter 10, Extra Energy 20, Extra Lucky 3, Epic Skill (Occultism) 4, Fresh Gear (Noble Phantasms), Hard to Kill 3, High-Speed Aria 2, Magic Circuit 10, Occult Library 7

Servant Special Qualities

Territory Creation A, Item Construction A, High-Speed Divine Words A

Flaws

Adversary (Other Masters and Servants), Cruelty 1, Deep Sleeper, Mental Problems (Shame), Love (Souichirou), Odd Features (Blue Hair, Elfen Ears), Secret (Killed her former Master, Is Draining the Entire Town of Mana)

Special Notes

Caster is a Divine Witch - a magician which the world has not seen the like of for thousands of years. While her physical statistics are relatively unimpressive, she rarely enters battle herself. Her primary strategy for winning the 5th *Heavens Feel* is to let the other Servants kill each other until only a few remain. She genuinely loves Souichirou, who is the first man who has supported her and cared for her. She will let nothing happen to him, and his coldness does not bother her.

With the exception of Assassin, typically evil Epic Spirits such as Medea or Gilles De Rais would not be eligible for participation in the *Heavens Feels*, but after Avenger polluted the Grail System in the Third *Heavens Feel* that restriction was lifted. Caster's first Master was a sadistic member of the Mages' Association, but Caster struck him down in repayment for his exceptional cruelty and abuse. Her Mana stock rapidly depleting, she found her way to Ryuudouji Temple and found Souichirou Kuzuki there. Souichirou responded to her pleas for help and the two made love that night. Caster became smitten with him. She has since turned Ryuudouji Temple into their base, erecting a powerful spiritual barrier around the structure and placing another Servant, the false Assassin Sasaki Koujirou, whom she summoned, in front of the main gate as a powerful guard. The two have little contact with each other, which is to both of their liking.

Skills

Academics (Greek History) 5, Alertness 2, Brawl 2, Bureaucracy 4, Dodge 2, Domestic 4, Melee 3, Empathy 2, Etiquette 3, Influence 4, Investigation 2, Languages (Japanese, Greek, Latin, Italian), Leadership 2, Medicine 5, Navigation 3, Occultism 9±4, Research 8, Security 5, Stealth 3, Survival (Urban) 2

Attacks

Punch 8, 1D4 x STR Bashing
Kick 7, 1D4 x (STR+1) Bashing
Magic 27±4, damage as per spell

Fate

Noble Phantasms

Rule Breaker ((ルールブレイカー, *Ruru Bureikaa*)

All Codes Must Be Destroyed

(破戒すべき全ての符, *Hakai subeki subete no fu*).

This Anti-Unit Noble Phantasm appears as jagged decorative dagger with a gorgeous iridescence.

Instead of adding her STR as bonus damage to her attacks or giving her a +2 to hit, this Phantasm's usefulness lies in its specific property: once given a Luck point and then thrust into an opponent, it can then dispel any sorcery or magical properties of that target. This immediately ends sorcerous contracts, enchantments, blessings, magical boosts, and it also reduces a spiritual body back to its material components. It does not affect other Noble Phantasms.

Argon Coin (アルゴンコイン, *Arugon Koin*): The Golden Fleece (金羊の皮, *Kihitsuji no kawa*)

This EX support item is a coat of wool taken from the ram Chrysomallos, given by Phrixus to King Aetes of Colchis as a token of gratitude. The *Argon Coin* can be used to summon the dragon which once guarded it if it is thrown on the ground and given a Luck point. Though Caster has this Noble Phantasm in her possession, she does not know how to summon and control mythic beasts of that magnitude, so she never uses it during the Fifth *Heavens Feel*. This Noble Phantasm takes its name from the Argonauts, adventurers in Greek mythology who sought the Golden Fleece.

Background

In her former life, Caster was known as the Greek witch Medea, daughter of King Aetes of Colchis and the niece of Circe, both of which were experienced wizards. Training under her father, the young lady became proficient in the magical arts, leading a quiet life until the appearance of Jason and the Argonauts. (editor's note: the following myth was taken verbatim from wikipedia.)

Jason, the legitimate heir to the throne of Iolcos in Thessaly, sailed to Colchis on a quest for the Golden Fleece. His uncle, King Pelias, imprisoned Jason's father and assumed the crown. Fearful of being deposed, Pelias consulted an Oracle who told him to shun any approaching man wearing one sandal. Fatefully, this man would be Jason, who lost a sandal escorting a disguised Hera across the Anauros river. To avoid a disgraceful murder, and

upon Jason's suggestion, Pelias requested that Jason obtain the Golden Fleece, which he considered to be a suicidal mission.

Upon his arrival in Colchis, Jason reached an agreement with King Aeëtes, whereby he can take the Golden Fleece if he proved capable of accomplishing three impossible tasks. As a favor to Hera, Aphrodite ordered her son Eros to beguile Medea into falling madly in love with Jason. With her aid, Jason was able to acquire the Golden Fleece, forcing the Argonauts to flee Colchis. Aeëtes, not expecting Jason to actually win the prize, valued the skin enough to give chase. As a distraction, Medea killed her brother, Apsyrtus, and scatters his diced flesh into the ocean brine. Aeëtes, horrified at the murder, delayed his vessel to retrieve the pieces of his son.

Fatigued from the taxing voyage, the Argonauts sought temporary asylum in Crete, but were waylaid by Talos, a giant bronze automaton originally gifted to Europa by Zeus. As a sentinel of the isle, Talos heaves large boulders at the Argo, tossing the ship about like a cork. Medea hypnotized him with her sorcery, and in a bout of insanity, Talos removed a thick bronze nail from his heel. Without this nail in place, the ichor from within Talos' body gushed out, poisoning and then killing him. After Talos' demise, the Argo safely docked on the isle.

At the end of their extensive journey, the Argonauts returned to Iolcos, but Pelias refused to yield his throne to Jason. Hera, angry with Pelias, manipulated Medea into murdering him; Medea approached Pelias' daughters and offered to restore their father's youth and vitality. As a demonstration, Medea asks that Jason's father, the ailing Aeson, be summoned from Pelias' dungeon; when he arrived, Medea slit his throat and submerged his lifeless body in a hydria full of boiling water. After Medea added several magical herbs, Aeson emerged alive and resurrected. Captivated by Medea's sorcery, Pelias' daughters butchered their father and dumped his body parts into the frothing cauldron; however, Medea withheld her herbs and Pelias's demise was permanent.

Acastus, a fellow Argonaut and son of Pelias, was outraged by the murder of his father; Jason and Medea were driven from Iolcos and claimed sanctuary in Corinth. While there, King Creon urged Jason to forsake Medea and marry his

Fate

daughter, Glauce; although Medea bore Jason two children, he conceded wedding Glauce to strengthen his political connections. Stunned and aching from Jason's betrayal, Medea presented Glauce with bewitched clothing as wedding gifts. When Glauce donned these garments, they clung to her body and spontaneously combusted; she was soon consumed by the flames, as was Creon, who embraced his dying daughter. To spite Jason, Medea murdered her own children and took their dead bodies with her as she fled Corinth atop the chariot of her grandfather, Hélios.

Medea made her way to Athens, where she married King Aegeus and gave birth to a son, Medus. The two lived a blissful and serene life until Theseus, a son of both Aegeus and Aethra, arrived in Athens. Medea immediately identified who he was; wishing to ensure Medus' inheritance of the Athenian throne, she plotted to kill Theseus. Playing on Aegeus' suspicions of the newcomer, she ordered Theseus to prove his valor by capturing the Marathonian Bull. After he succeeds, Medea offered him a skyphos of poisoned wine. Before Theseus can sip the poison, Aegeus recognized the equipment he was wearing and realized Theseus was his son. Aegeus knocked the cup out of Medea's hand; the reunited father and son embraced.

Upset over the attempted murder, Aegeus angrily forced Medea and Medus out of Athens; they return to Colchis, where they discover Aeëtes has been killed by his brother, Perses. As a precaution to protect his seat on the throne, Perses imprisoned Medus; furious, Medea impersonated a priestess and called down a plague upon Colchis. When Perses sought out his priestess' council, Medea advised that she be sacrificed as a tribute to the gods. Perses conceded, but amidst the sacrificial ceremony, Medea grabbed the ritual knife and used it to kill her uncle. Medus was freed and became the new King; he later annexed a nearby country and renamed it in honor of his mother.

Roleplaying Notes

Souichirou is the first person you've met who genuinely understands you and cares about you. You want to love and be loved by your spouse. Unfortunately you've been dragged into one of the Fuyuki *Heavens Feels*, but this will allow you to secure your own little kingdom, which you shall rule as its queen. You'll probably have to hurt or kill

a lot of people to make this happen. Oh well!

Spells Known

Everything in the *Divine Words* school, the Mental Interference school, Witchcraft, Flame, Earth, and Curses. She knows the Ryuudouji's Barrier spell and many others. She can also perform Reinforcement sorcery upon her Master to allow him to enter the battlefield and directly confront Servants. Caster has shown considerable ability to summon and bind spirits (including creating the False Assassin Sasaki Koujirou). Using sorcery, she can extend her perception of the environment around the town, covertly observing the events of the war as they unfold. Given enough time, she can also mass produce an army of skeletal creatures which can be used as shock troops or guards.

Storytellers who want to use her as an Adversary should remember that Caster is *smart* and likely to predict what the players have planned ahead of time. If Plan A fails, she'll have a Plan B, and perhaps even a Plan C ready to go. Despite this, she's not omniscient and can be blindsided by things she did not predict.

Role in *Fate Stay Night*

In every scenario of the game, Caster is defeated and killed, In *Fate*, she is assaulted by *Gate of Babylon* while attacking Emiya Shirou and his Servant Saber. In *Unlimited Blade Works*, she dies protecting her Master. In the final scenario she is defeated by Saber, but is then turned into a zombie puppet by Matou Zouken.

In *Fate Hollow Ataraxia*, she lives as a normal woman and a doting housewife to Souichirou. Other than the player, she is also the first person to discover they are living in a time loop.

Fate



Berserker (Herakles) , Doomed Brute

Nature Traditionalist

Demeanor Squire

STR 13±1 WILL 10

CON 12 INT 1/4*

DEX 12 PER 3

Derived Statistics

Actions 5 Life Points 160

Mana 64

Movement 12 Initiative 22

Fear Save 20

Characteristic Luck 3

Temporary Luck 7

Perks

Acute Sense (Sight) 1, Combat Reflexes 3, Danger Sense 1, Damn Healthy 2, Extra Energy 1, Epic Strength 1, Extra Lucky 4, Focused Damage 3, Hard to Kill 10, Immortal, Internal Compass, Magic Circuit 3, Megaleap 6, Natural Armor (see God Hand NP), Resistance (Mental, Powers, Mystical, Pain) 6, Regeneration 6, Servant (Berserker), Tireless 5

Servant Special Qualities

Divinity A (True), Battle Continuation B**, Bravery A+, Eye of the Mind (Fake) B, Mad Enhancement B

Flaws

Adversary (Other Servants and their Masters), Appearance -2, Mute***

Special Notes

* Berserker's mind has been taken away from him by his perpetual Mad Enhancement. If he ever regains his mind, his INT will be adjusted accordingly.

** The entry for Battle Continuation contains a typo. It should say negative fifteen life points or fewer.

*** Illya expended a charge from her Command Rune to leave him incapable of speech. He cannot say anything but he can roar in anger.

As Black Berserker, he has the Physical Disability (Blind) flaw and no Epic Strength. His CON is also reduced to 10. In that form, he is a pitiable brute who continually lives out his dying moments in a state of complete fear and rage.

Berserker's primary weapon is a gigantic wedge of stone (an axe-club, if you will) from his temple, which served as the catalyst for summoning him. It is treated as a Noble Phantasm of Rank D in power (adds +1 to hit, and half the user's STR to damage caused).

Skills (note that many of his skills are offline because of his Mad Enhancement)

Alertness 4

Animal Ken (Horses) 2

Arts and Crafts (Metalworking) 4

Arts and Crafts (Woodworking) 4

Athletics 8

Brawl (Wrestling) 7

Dodge 5

Domestic 1

Influence 3

Languages (Greek, Latin, Japanese)

Melee 7

Navigation (Sea) 4

Research (Rare Book Collections) 4

Repair (Wood) 3

Sleight of Hand 2

Wild Card (Archery) 5

Wild Card (Intuition: Hunches) 4

Attacks

Axe-Club 20, 1D12 X STR in Lethal

Punch 19, 1D4 x STR (+6) Bashing

Kick 18, 1D4 x (STR+1) (+6) Bashing

Grapple 21

Brain Punch 15, [1D4 x STR (+6)] x2

Bashing

Fate

Noble Phantasms

God Hand (ゴッド・ハンド *Goddo Hando*): The Twelve Labours (十二の試練 *Juuni no shiren*) [Support] This Rank B Noble Phantasm has made Berserker's flesh extremely difficult to harm, rendering him immune to all attacks below "A" in rank (150 points of damage). As a side effect, his complexion has become dark and his hide has become extremely hard. It also grants him Regeneration 6 and allows him to resurrect himself if he is killed. He can resurrect himself eleven times, meaning he must be killed twelve times to finally die permanently. The name of this Noble Phantasm was inspired by the Twelve Labors given to Hercules by Hera. It is always on and needs no Luck Points to function. If he has been killed but still has remaining lives, the lives he lost will regenerate at the rate of one per month.

Nine Lives (ナインライブズ *Nain Raibuzu*): The Shooting Hundred Heads (射殺す百頭 *Ikorosu hyakutou*)

[Anti-Unit] This non-Ranked Noble Phantasm is meant to be used against a single target. It allows the Servant to launch nine attacks against a single target, and all of them use the same attack roll to determine whether they hit or not. Berserker's player also gets to roll damage for the attack twice and keep the result he likes.

That becomes the damage for each of the nine strikes. Nine Lives is powerful, but it always costs two Luck Points to use. During *Heavens Feel 5* Berserker's *Mad Enhancement* prevented him from using this gift against his enemies.

Nine Lives looks different depending on the circumstance, the target, and the weapon used to make the attack. When Shirou uses it, it appears as a high-speed series of 9 strikes.

Using this Noble Phantasm always costs a Luck Point.

Notes

Berserker was summoned several months before *Heavens Feel 5*, employing a stone from Heracles' temple as a catalyst. The stone was then used as a Noble Phantasm weapon by Berserker. As one of the most famous heroes in mythology, the Einzbern family believed that Heracles would surely help Illya win the Holy Grail. Though Illya has great magic power, keeping

Berserker in check causes her pain. She has ordered him to use his Mad Enhancement gift at all times, which leaves him unable to think coherently. She has also stripped him of the ability to speak, but he has great devotion for his Master, protecting her whenever she is threatened.

Heracles' origins are well-known. He is the result of a coupling between Zeus and Alcmena, a mortal woman. Though he was named in honor of Zeus' wife Hera, the goddess was still jealous of her husband's affair. Heracles was known for his temper, which he tried to pacify. Hera used her magic to enrage Heracles, and in his madness he murdered his wife Megara and her children. To redeem himself, he performed the Twelve Labors of King Erytheus.

This was worthy of being remembered as legend and gave him his Noble Phantasms. He is famous for his cunning, skills, and incredible strength.

Roleplaying Notes

If you are mad: scream a lot and hit people. Protect Illya.

If you are sane: You still love Illya and you feel great remorse for what you did in ancient Greece. You'll try to use the Holy Grail to undo what you did, so Megara and her children can live again.

Fate



Gilgamesh, King of Heroes

Nature Tyrant

Demeanor Rogue

STR 11 WILL 12

CON 8 INT 3

DEX 8 PER 3

Derived Statistics

Actions 3 Life Points 140 Mana 164
Movement 9 Initiative 23 Fear Save 24
Characteristic Luck 3 Temporary Luck 10*

Perks

Acute Senses (Hearing, Vision, Smell) 1, Attractiveness +1, Catnapper, Combat Reflexes 5, Damn Healthy 3, Dimensional Portal (Mobile, as big as a town) 18, Extra Energy 10, Extra Lucky 7, Focused Damage 1, Fresh Gear (where do I start ...), Internal Clock, Magic Circuit 4, Megaleap 4, Natural Toughness, Resources (Ye Gads), Servant (Archer)

Servant Special Qualities

Divinity A+, Charisma A+, Golden Rule A, Independent Action A+, Magic Resistance C/E**

Flaws

Adversary (Other Masters and their Servants), Mental Problems (Cruelty) 2, Mental Problems (Conspicuousness) 3, Insensitive, Megalomania 3, Secret (Survived the last *Heavens Feel*),

Special Notes

* - Gilgamesh's *Divinity* is so great that he not only has a Functional Luck of 10, he regenerates those points with speed like unto a god. Every 12 hours or so, he automatically regenerates a Luck point. As a result, he freely expends them; the demigod never does anything halfway.

Gilgamesh's *Independent Action* is strong enough to allow him to exist totally free of a Master. Instead he has been sustaining his existence by consuming the life force of living humans, namely the *Grail War* orphans Kotomine has been keeping alive with a supply of Grailwater. Even before his alteration by the Grail, he could fight without support from a Master, but he needed an external supply of Mana to fully utilize his powerful Noble Phantasms.

** - Gilgamesh's *Magic Resistance* has been reduced because of his alteration by the Holy Grail.

While Gilgamesh is powerful, he's somewhat reluctant to use the full force of his Noble Phantasms against his enemies, believing them to be unworthy of witnessing his true power.

Skills

Academics (Ancient Sumerian History) 6, Alertness 5, Athletics 6, Brawl 7, Bureaucracy 4, Dodge 4, Etiquette 1, Firearms 7, Influence 7, Investigation 1, Languages (Sumerian, Greek, Latin, Japanese, English) Law 3, Leadership 4, Melee 6, Navigation 2, Research 3, Stealth 4, Survival 3

Attacks

Broadsword 14, D8 x STR (usually an NP chosen from his *Library*) Lethal Dodge 13, evades Fire NPs from the *Library* 15, damage special

Fate

Noble Phantasms

Gate of Babylon (ゲート・オブ・バビロン *Geto obu Babiron*): King's Treasury (王の財宝 *Ou no zaibou*) [Anti-Army] This Rank E - A++ Noble Phantasm can be activated by a small, ordinary sword carried by Gilgamesh. It allows him to access his store of wealth contained within a vault somewhere in ancient Babylon. Within the vault are countless Noble Phantasms collected during the civilization of Uruk. Gilgamesh can expel these weapons from his vaults like rockets, which solidifies his Class as Archer. The weapons fired from the *Gate* will fade and return to the vault after a random amount of time. If Gilgamesh fires at a target, he must use his DEX + Firearms. If he hits the target, each success level becomes one Noble Phantasm that connects with the enemy. The Storyteller should roll 1D4 to determine the quality of each Noble Phantasm: 1, D; 2, C; 3, B, 4: A. These Noble Phantasms are swords, lances, etc. so each does a different kind of damage. Assume that the "wielder's" STR is 10 for purposes of determining damage. Because he has not trained with these weapons, Gilgamesh normally fires them from the vault. In several instances he has drawn weapons out of them to be used normally. Firing the Gate costs Gilgamesh a Luck point and 80 Mana.

Those Noble Phantasm weapons are listed below.

Merodach (メロダック *Merodakku*): The Original Sin (原罪 *Genzai*)

[Anti-Unit] A Rank A++ sword, unadorned by shiny Noble Phantasm of incredible power. It is the source for the legendary sword Gram of Norse mythology, also known as Balmung and Northung in the Nibelungenlied and Richard Wagner's Ring Cycle respectively, which was brandished by Sigurd in the Volusnga Saga. Caliburn, which was withdrawn from the stone by King Arthur, was constructed using a schematic of Gram. While its descendants are more famous, Merodach is stronger (grant a +2 against anyone wielding either sword against the holder of Merodach). The title of Merodach honors the patron deity of Babylon.

Durendal (デュランダール *Dyurandararu*): The Unparalleled Famous Sword (絶世の名剣 *Zessei no meiken*)

[Anti-Unit] This gleaming and holy Rank A+ sword is protected by three miracles. Old legends claim Durendal

is indestructible, and maintain that Herctor of Troy, a lancer who fought in Homer's Illiad, once used this blade. Later, after receiving the weapon from a serpah, the Holy Emperor Charlemagne passed the weapon on to the paladin Roland.

Enkidu (エルキドゥ *Erukido*): Chain of Heaven (天の鎖 *Ten no kusari*)

[Anti-Unit]

This Rank B magical chain was designed to mobilize gods. It is somewhat sentient (allowing it to act with minimal guidance from Gilgamesh) and has a STR of 12, a DEX of 11, and a Brawl (Grapple) skill of 10. When thrown at an enemy by Gilgamesh, it immediately begins to entangle him. The chain gains levels of Epic Strength based on the Divinity of the foe - each level of Divinity the enemy has is matched by an equal gain of Epic Strength by the chain. Since it was designed as an anti-god weapon, it is far less effective against enemies without divinity (STs can handle the particulars themselves, but it should function as if it has a STR of 6, a DEX of 4, and a Brawl (Grapple) skill of 7. It also does not receive any bonus levels of Epic STR if used against a non-god. STs can also decide it does nothing against a non-divine opponent.

Enûma Elish (エヌマ・エリシュ *Enuma Erishu*): The Star of Creation that Splits Apart Heaven and Earth (天地乖離す開闢の星 *Tenchi kairisu kaibyaku no hoshi*)

[Anti-World] This Rank EX weapon is an pillar-shaped blade with lettering in cuneiform. It can be used to fire an incredible blast of energy that does 400 points of damage to an area equal to Gilgamesh's WILL x10 in yards. It costs 150 Mana and a Luck point to fire it. Upon activation, the blade first rotates and segments vaccums, compressing atmospheric gases. When it fires, the cataclysmic blast damages the foundations of reality, eliminating time/space within an affected area, causing the disintegration of materials within the affected area. This blade has no origins within our earthly plane, therefore it can not be replicated by using tracing. Gilgamesh refers to the blade as Ea, and its activation phrase is Enuma Elish. Ea is the Babylonian patron god of water, and Enûma Elish alludes to the Babylonian epic of creation.

Fate

Background

Gilgamesh is quite open about his identity as the legendary Sumerian King, son of Lagalbanda and the goddess Ninsun. Possessing more divinity than most demigods and possessing great wealth, he grew into a conceited and tyrannical ruler. The King of Sumerian gods received many prayers complaining of Gilgamesh's cruelty, so he created Enkidu as a rival for the King of Heroes.

Enkidu became a beast lord who would attack any who would hunt his animals. Gilgamesh, upon hearing of Enkidu, enlisted the help of a priestess named Shamhat. Through Shamhat's seduction, Enkidu was forever exiled from the company of the beasts he once protected. Eventually his wanderlust drove him to the Sumerian capital. Chancing upon a wedding, he overheard King Gilgamesh claiming his right to sleep with the new virgin bride. Enkidu, overcome with fury, blocked Gilgamesh and the two wrestled.

Gilgamesh was evenly matched, but managed to pin Enkidu. Impressed, Enkidu befriended Gilgamesh. Gilgamesh then suggested an adventure to slay Humbaba, a demigod giant who was the guardian of gods. The two reached the giant, and Gilgamesh decapitated him. Impressed by this feat, the goddess Ishtar offered Gilgamesh the chance to become her consort. Noting her bloody history, Gilgamesh declined. Angered and offended, Ishtar asked Anu to send the Bull of Heaven to kill Gilgamesh and destroy Iruk. Though the Bull did considerable damage to Sumeria, Gilgamesh and Enkidu were able to defeat it.

Offended by the death of a divine animal, Ishtar demanded that either Gilgamesh's or Enkidu's life be forfeit as retribution. Enkidu was selected, and after suffering for twelve days, he died. Grieving over Enkidu, and afraid of dying someday, Gilgamesh decided to seek out true immortality. Gilgamesh found Utnapishtim, a man who survived the Deluge by constructing an Ark as advised by Ea. Utnapishtim explains that Gilgamesh can achieve immortality by remaining awake for six days and seven nights. Gilgamesh was unable to do this, so Utnapishtim offered an alternative: the magical herb, which grows on the ocean floor near Dilmun. If taken, the herb will bestow eternal youth. Gilgamesh retrieves the plant, but while he stops to bath, a serpent consumes the ambrosia he brewed with it.

Thus did Gilgamesh realize that mortal men can not escape their fate, but can achieve a kind of immortality through the legends that they leave behind.

In *Fate Stay Night*

Gilgamesh was first summoned during the 4th *Heavens Feel* by Tohsaka Tokiomi, who used the fossilized skin of a snake (it was the first snakeskin ever shed). Gilgamesh also struck the deathblow to the King of Conquerors Iskander during that conflict. After Tohsaka's death, Gilgamesh collaborated with Kirei Kotomine to obtain the Grail, intending to use its power to cleanse the world of humanity, whom he believed to be vile and contemptible, unworthy of his rulership. (In the *Unlimited Blade Works* scenario, he expresses his wish to rule over dignified and strong beings.) After Emiya Kiritsugu attacked and defeated his Master, Gilgamesh was able to remain behind long enough to be struck by what existed within the Grail. Contact with these foul ichor normally corrupts and destroys, but Gilgamesh was able to resist the darkness of the substance. It did, however, give him a real body of flesh and blood. He became even more excitable and eccentric. He stayed with Kotomine, who had been resurrected. With the help of Kotomine, he was able to store up a gigantic supply of Mana by absorbing it from the mutilated, half-alive Grail War orphans in Kotomine's care. Gilgamesh also took out a *potion of youth* from his *Library* and used it to blend into society.

In every scenario of *Fate Stay Night*, Gilgamesh is an adversary. In *Fate*, he dies after a climactic battle with Saber atop Mount Enzou. In *Unlimited Blade Works*, he is killed by Archer after a taxing battle with Emiya. Finally, in the *Heavens Feel* scenario he attacks Dark Sakura, but underestimates her regenerative ability and is consumed by her Shadows.

Roleplaying Notes

You're not only different from everyone else, you're *better*. You are meant to rule over all of them, but you will only rule over the strong and pure-minded. Everyone else can watch out. You're going to purify this boring planet. That King of Knights Saber is interesting. You want her as your bride. You don't care whether or not she's willing to be yours, seeing her as yet another treasure to add to your collection.

Fate



Black Saber, fallen champion

Nature Survivor

Demeanor Fanatic

STR 14 INT 5
DEX 5 PER 4
CON 8 WILL 8

Derived Statistics

Actions 2 Life Points 148 Mana 350*
Movement 7 Initiative 21 Fear Save N/A
Luck 3 Temporary Luck 8

Perks

Acute Senses (Vision, Hearing) 2, Attractiveness (Beautiful) 1, Natural Runner 1, Catlike Balance, Combat Reflexes 6, Damn Healthy 2, Extra Energy 33, Extra Lucky 5, Focused Damage 3, Hard to Kill 10, Immune to Falling, Magic Circuit 4, Megaleap 6, Rejuvenation 4, Regeneration (per minute) 3, Servant (Corrupted Saber), Tireless 2

Servant Special Qualities

Charisma E, Instinct B, Magic Resistance B, Mana Burst A

Flaws

Accursed, Adversary (Other Masters and their Servants), Honorable 1 (Must Protect Her Master, Keeps her Word)

Special Notes

This is Saber after she came into contact with *All the World's Evil* when she was absorbed by the Shadow. She has been corrupted and reborn as Dark Sakura's evil champion. Her armor and sword now reflect the darkness she embodies. Despite this, some traces of her nobility remain. Her statistics and qualities have been adjusted to reflect her altered form.

* - Through her contact with *All the World's Evil*, Black Saber is able to regenerate Luck points and Mana at an accelerated rate; every 12 hours she will regain one Luck point. She also regains twice her WILL in Mana points every minute.

Skills

Alertness (Bodyguarding) 4, Animal Ken (Horses) 2, Arts and Crafts (Calligraphy) 1, Athletics 4, Brawl (Boxing, Blocking) 7, Dodge 5, Empathy 2, Etiquette 3, Influence 4, Melee (Broadswords and Sabres) 12, Leadership (Military) 8, Firearms (Crossbow) 4, Languages (Japanese, English), Repair (Wood) 1, Stealth 4

Attacks

Caliburn Sword 17, 1D8 x STR + 12 L [2H]
Off with his Head 13, damage special
Disarm 8 vs opponent's Brawl/Melee + Dex if fighting barehanded
Disarm 13 vs opponent's Brawl/Melee + Dex if fighting with her sword
Catch Weapon 8
Roll with the Hit 10, success levels each soak 5 points of damage from a Bashing attack

Fate

"Compromise is but the sacrifice of one right or good in the hope of retaining another - too often ending in the loss of both." - Tyron Edwards

Noble Phantasms

Excalibur (エクスカリバー *Ekusukaribaa*): Sword of Promised Victory (約束された勝利の剣 *Yakusoku sareta shouri no tsurugi*)

[Anti-Fortress] This A++ gift embodies the powers of the fae, converting Mana into a colossal beacon of photoelectric brilliance. The concentric area of impact is enough to incinerate a military cohort. It causes 200 points of damage in an area equal to Saber's WILL x10 in yards, and costs her 100 Mana and a Luck point to fire.

Background

While Black Saber's origin is shared with Saber (see p220), she lived through a different course of events (namely the *Heavens Feel* scenario).

Originally Emiya's Servant, she was ambushed by True Assassin and Zelretch, and proved unable to avoid the attacks of both enemies. She was absorbed by the Shadow and then later "birthed" as Black Saber, who would serve as Dark Sakura's bodyguard. Powerful yet simultaneously diminished, her inner being is at war with herself and she is going through a living hell. In the course of the scenario, Emiya had no choice but to kill her. As she passed from this world, his last link to his dream of being a hero died with her.

Fate



Lancer (Cu Chulainn), unfortunate victim of circumstance

Nature Loner

Demeanor Celebrant

STR 10 INT 3
DEX 14±1 PER 5
CON 8 WILL 6

Derived Statistics

Actions 7 Life Points 117 Mana 70
Movement 14 Initiative 22±1 Fear Save 14
Luck 3 Temporary Luck 8

Perks

Combat Reflexes 4, Attractiveness (Handsome) 1, Catlike Balance, Conviction 2, Damn Healthy 2, Danger Sense 2, Extra Energy 2, Epic Derived Statistic (Extra Action) 1, Extra Lucky 5, Focused Damage 2, Hard to Kill 5, Magic Circuit 4, Megaleap 6, Natural Toughness, Natural Runner 3, Servant (Lancer)

Servant Special Qualities

Battle Continuation A, Magic Resistance B, Disengage C, Divinity B, Protection From Arrows B, Rune Magic B

Flaws

Antisocial Impulses (Violence) 1, Deep Sleeper, *Geasa* (Eating the Flesh of Dogs Instantly Kills Him, Must Eat Any Meal a Woman Prepares for Him), Limitation: (Extra Action only gives 1 extra attack action, not defense), Mental Problems (Cruelty) 1, Odd Features (Blue Hair, Red Eyes)

Special Notes

Lancer's *Rune Magic B* Servant Special Quality grants him knowledge of 18 runes. Among them is *Ath nGabla*, a rune of death matches. If cast, the rune forces its creator to fight in the coming battle and not retreat, and prevents the one who looks at it from withdrawing from battle.

Lancer's spear can be summoned or dismissed by him if he spends 3 Mana points. It works as a Rank C Noble Phantasm weapon. If Lancer invests 2 Mana points on a hit with it and connects, the wound it causes will be cursed. The victim will not recover Life Points until the curse is lifted. A victim can resist the curse with an opposed WILL x 2 : WILL x 2 roll on D10. Lancer's spear is also quite long, and it can be used to hit opponents up to 3 squares away from him.

Skills

Athletics (Climbing) 6, Alertness 4, Animal Ken (Dogs) 2, Brawl 8, Dodge 7, Empathy 2, Influence 3, Medicine 2, Melee (Spears) 9, Occultism (Rituals, Runes) 5, Research 2, Stealth 5, Survival (Woodlands) 3

Attacks

Cursed Spear 27±1, 1D6 x STR [2H] (+10)
Lethal
Cursed Spear (hit with haft) 27±1, 1D6 x STR [2H] (+10) Bashing
Parry 27±1, Blocks attack
Dodge 21±1, Evades
Punch 22±1, 1D4 x STR (+4) Bashing
Kick 21±1, 1D4 x (STR+1) (+4) Bashing
Spin Kick 21±1, 1D4 x (STR+2)(+4) Bashing
Feint 9, confuses
Jump Kick, 20±1 to get airborne, then 19±1 to hit, success levels from the jump are added to the kick's damage

Fate

Noble Phantasms

Gae Bolg (ゲイ・ボルク): The Spear of Impaling Barbed Death (刺し穿つ死棘の槍, *Sashi Ugatsu Shikyoku no Yari*)

[Anti-Unit] This Rank B Attack Phantasm inverts causality, striking the opponent and then altering the course of the spear as it is thrust. When **Gae Bolg** is activated, the target has already been struck before the attack was begun, regardless of what path must be formed between the spear and the enemy. Dodge and parry attempts are useless in avoiding this, the only chance to avoid being struck is an opposed Temporary Luck: Temporary Luck roll. If the target succeeds, his luck alters his fate ahead of time. Despite its effectiveness, **Gae Bolg** is energy efficient, costing 1/5th as much Mana as most Noble Phantasms in its class. The attack derives its name from Gae Bolg, the barbed signature spear of Chu Chuulain. It is often used for called shots to the heart. It costs 5 Mana Points and 1 Luck point to activate.

Gae Bolg (ゲイ・ボルク): The Spear of Striking Death Flight (突き穿つ死翔の槍, *Tsuki Ugatsu Shisou No Yari*) [Anti-Fortress]

This Rank B+ Noble Phantasm attack draws upon and focuses the full power of **Gae Bolg**'s curse, transmuting Mana into energy, storing it, and then releasing the stored power after the thrown spear makes contact with its target. **Striking Death Flight** is less accurate than **The Spear of Impaling Barbed Death**, but the effect, similar to detonating a powerful explosive, has a wider area of effect and greater raw power. It does 125 points of damage to anything within Lancer's WILL x 10 in yards. It costs him 35 Mana points and 1 luck point to invoke this charm. These two functions of **Gae Bolg** are based on Gungnir, the spear of Odin.

Background

Lancer is actually Chu Chuulain, a demigod hero from the Ulster Cycle of Irish Myth. He is the offspring of a mortal woman, Dechtire, and the god Lugh. Though born with the name Setanta, he took on the name Chu Chuulain after killing the dog of a smith named Culann. He promised to replace the lost canine once another had been reared. Chu Chuulain trained under the watch of a sorceress named Scathach and managed to acquire his cursed javelin, **Gae Bolg**. As a courageous young hero, he came to acquire a reputation for

savagery in combat, but is well-meaning and remembered for keeping his word. Lancer remarks at one point that he could have been summoned as a Berserker because of his intense battle rage.

Role in *Fate Stay Night*

Lancer was originally summoned by Bazett McRemitz, an Irish member of the Mage's Association who intended to participate in the 5th *Heavens Feel*. She was ambushed by Kotomine Kirei, who severed her left arm and left her for dead. He stole the Command Seal from her arm and used it to gain control of Lancer, thus securing his second Servant. Lancer dislikes having to serve a dishonest and calculating Master, but obeys Kirei faithfully.

Lancer was to serve as a scout and recon the area, similar to how Kotomine used the Assassin Servant in the fourth *Heavens Feel*. Lancer battled Archer at the beginning of the game, but was unfortunately seen by Emiya Shirou, who fled the battlefield. Lancer tracks and stabs the boy, leaving him to die. Shirou is healed by Rin, and later Lancer realizes the boy survived his attack. He follows Emiya home and tries to finish the job, but is stopped by a recently summoned Saber, who fights him off. During the rest of *Fate*, Lancer is not active, but he does defy Kotomine and delays Gilgamesh long enough to allow Shirou and Saber to escape, at the cost of his own life.

In *Unlimited Blade Works*, Lancer chooses to join Rin, Saber, and Shirou in their fight against Archer. Even after Kotomine uses his Command Seal to force Lancer to kill himself, Lancer is strong enough to kill Kotomine and drive Shinji away from Rin, whom he was attempting to rape. After freeing Rin, he tells her to escape and then sets the castle on fire.

In *Heaven's Feel* (the final FSN scenario), Lancer is attacked and killed early on by Matou Zouken and True Assassin.

In *Fate Hollow Ataraxia*, Lancer plays a larger role. He usually goes fishing at the Fuyuki docks, but is often seen wandering the city or working at his part-time job as a grocer. He is well-liked and often chats with the other *Heavens Feel* combatants. During the Fuyuki eclipse, he does not participate in the battle against the Shadow Wolf Beasts, instead watching Avenger's ascent from a distance.

Fate

Kokutou Mikiya, Well-Intentioned Normal Guy

Nature Healer

Demeanor Confidant

STR 2 INT 5
DEX 3 PER 4
CON 5 WILL 5

Derived Statistics

Actions 1 Life Points 53 Mana 35
Movement 8 Initiative 7 Fear Save 13
Luck 3 Temporary Luck 7



Perks

Acute Sense (Hearing), Attractiveness (Handsome) 1, Approachable, Contacts (Criminal) 1, Conviction 3, Extra Lucky 4, Good Listener, Hard to Kill 5, Locator of the Lost*, Nerd, Natural Runner 1, Quick Learner, Private Eye, Resistance (Pain) 1,

Flaws

Adversary (Various), Honorable (Keeps His Word, Won't Betray Allies), Love (Ryougi Shiki), Resources (Hurting), Soft-Hearted

Special Notes

Before Aozaki Touko officially hires him, she is a Supernatural Contact worth 4 points.

During the events of *Paradox Spiral*, he attends driving school and gains Drive 1.

During the events of *A Study in Murder (Part II)*, one of his eyes is gouged out and he acquires the One Eye Flaw.

When his daughter Ryougi Mana is born, he attains the Dependent Flaw.

* - A new Perk. This one is worth 2 points. It allows a free second reroll to a character who has failed an Alertness or Investigation check to find something that has been intentionally hidden. People with this Perk may find themselves being called on by others who need their special talent.

Skills

Arts and Crafts (Writing) 2, Alertness 4, Brawl 1, Computers (Databases) 2, Dodge 3, Domestic (Coffee-Making) 2, Drive 1, Empathy 5, Influence 4, Investigation 6, Medicine 2, Melee 1, Occultism 3, Research (Personal Histories) 5, Repair 1, Security 3, Stealth 2, Sleight of Hand 1, Streetwise (Criminal Hangouts) 2

Attacks

Punch 4, 1D4 x STR Bashing
Kick 3, 1D4 x (STR+1) Bashing
Dodge 6, Evades

FAITH NO HOPE

Fate

Background

Kokutou Mikiya is the Arthur Dent of the *Kara no Kyoukai* continuity, a normal person who keeps finding himself pulled into increasingly stranger situations. Unlike his employer, Aozaki Touko, he has had no training as a wizard, nor is he an especially skilled fighter like his girlfriend, the supernaturally-powerful Ryougi Shiki.

Despite these limitations, he is a very valuable member of their *Garan no Dou* detective agency, for his investigative skills and data-gathering are remarkable. He first found Touko's hidden base after seeing and becoming entranced by one of her dolls at a museum display showing. Even though the building had been magically concealed, Kokutou was still able to find it and begged Touko to hire him. Publically, *Garan no Dou* is a design agency which sells architectural work, and Touko is the chief (and only) designer while Mikiya is her secretary. Because of Touko's past relationship with the Mages' Association, *Garan no Dou* also investigates supernatural and bizarre cases. During these times, Mikiya is an invaluable part of the team, as his people skills and ability to research soon unearth data which Touko and Shiki need. He has also worked in an unofficial capacity with his cousin, a police detective named Daisuke Akimi, on a few cases.

Mikiya tends to follow his heart, and will not abandon his friends and allies willingly. He'd prefer to find a non-violent solution to problems, which sometimes puts him at odds with Ryougi Shiki, who seeks out supernatural enemies in order to experience a challenging battle. Amazingly, even after Lio gouged out one of his eyes and poisoned him, he still argued the case for Lio's possible reform. It's possible that Ryougi fell in love with him because of his big heart. People also see him as non-threatening and find him easy to open up to.

Though Mikiya has no skill as a magician, his sister has asked Touko to train her as her disciple. Mikiya is impressed at her ability to wield fire-based magic, but has no idea that one of his sister's motivations for studying magic is to remain a viable contender for Shiki in her brother's affections. Indeed, his sister is wildly in love with him and he has no idea.

Mikiya dresses simply in solid colors. His work outfit is a long-sleeved black turtleneck sweater, black jeans, and black leather penny loafers.

Fate



Kokutou Azaka, Ingenue *Imouto*

Nature Defender

Demeanor Critic

STR 4 INT 4

DEX 5 PER 3

CON 4 WILL 4

Derived Statistics

Actions 2 Life Points 54 Mana 44

Movement 9 Initiative 12 Fear Save 12

Luck 2 Temporary Luck 7

Perks

Attractiveness (Cute) 2, Combat Reflexes 2, Conviction 4, Elementary Affinity (Fire)* 3, Extra Energy 2, Extra Lucky 5, Focused Damage 2, Fresh Gear (Salamander-skin Glove), Natural Runner 2, Occult Library 2, Student

Flaws

Honorable (Keeps Her Word, Won't Abandon Friends and Allies), Love (Kokutou Mikiya), Mental Problems (Reckless) 1, Teenager

Special Notes

Her origin i(起源 - *Kigen*) is known, and it is Taboo. This causes her to unconsciously stray away from the mundane and the normal. The origin is a driving force or instinct that originates in Akasha. In humans, it normally manifests as a kind of instinct.

Azaka isn't really a magus, but she can accomplish some feats of magic. She's extensively studied flame-based magi, and as long as she is wearing her Salamander-skin glove, any time she attempts to cast a fire-based spell she receives a +3 to the attempt and the MP cost of the spell is reduced by 30%. The glove grants her an Elemental Affinity for flame spells, and it stands in place of her non-existent Magic Circuit when casting this type of magic, allowing her to cast powerful spells (*only within that discipline*) without frying her central nervous system. The glove also allows her to handle flames without being burned.

She can use her martial arts training together with the glove to accomplish firey *shoryuken*-like effects, as seen in the sixth *Kara no Kyoukai* film.

Known Spells

Spontaneous Combustion (発火魔術) (Fire)

To cast this spell, the mage must point at his target and sing a series of words. This causes the target to burst into flames which erupt from the inside out. Most victims of this spell are reduced to nothing but ash. This spell is one that Kokuto Azaka excels at.

System: 5 (Casting Time: Recitation (+1), Can be Quick Cast (+1), Causes Major Harm (Success Levels x 3 x Caster's WILL) (+3)) 15 MP to cast.

Skills

Academics (European History) 1, Athletics 3, Alertness 3, Brawl 4, Dodge 5, Domestic 2, Etiquette 4, Influence 2, Investigation 1, Medicine 2, Melee 2, Occultism 5, Research 1, Sleight of Hand (Magic Tricks) 2, Stealth (Hiding) 3

Attacks

Punch 9, 1D4 x STR (+4) Bashing
Kick 8, 1D4 x (STR+1) (+4) Bashing
Jump Kick, (DEX + Athletics to get airborne, then DEX + Brawl -3). Damage is 1D4 x (STR+2) Bashing, but that's the only attack possible in that round

Slam Tackle 7, victim must pass STR x 1 roll or go down hard

Rising Uppercut (DEX + Athletics to get airborne, then DEX + Brawl -3). Damage is 1D4 x (STR+1) Bashing, but that's the only attack possible in that round

KARA NO KYOUKAI

Fate

Background

Kokutou Azaka is a enthusiastic teenaged girl who is optimistic, confident in herself, and hopelessly in love with her older brother, Mikiya. She commented that she likes special, forbidden things (as reflected in her origin). She fell in love with Mikiya when they were both children. A close friend had died, and during and after the funeral, no tears came to Mikiya. She asked him why he could not cry, and he responded that tears were special things and so he could not shed them. She sensed his kind nature and became smitten with him on the spot.

Unfortunately, a big issue with this is the fact that they are related by blood. She decided that she would live apart from her brother for a long time to allow their relationship to change, eventually making it possible for them to become lovers. She had herself adopted by their uncle and attended an all-girls' boarding school. Her preparations would come to naught, for when she finally returned home, she learned her brother was now in a relationship with Ryougi Shiki. The two don't get along very well, but this is mainly due to the fact that Azaka hates Shiki for "sneaking up ahead of her and taking away her brother".

Azaka also doesn't want to lose to Shiki as a rival, so she contacted Touko and became her apprentice. Azaka hasn't trained all her life to be a wizard like Tohsaka Rin, nor is she someone with a great capacity for magic like Aozaki Aoko. She is good at flame-based magic, and that's probably going to be the extent of her abilities as a spellcaster. If she were somehow awakened to her origin by supernatural means, she might be able to use her origin to other schools of magic.

Because *Kara no Kyoukai* was the original story framework that would be used for *Tsukihime*, Azaka is somewhat like Tohno Akiha, a young girl hopelessly in love with her older brother, who wants to keep him away from enemies and women that might tempt him away. While Akiha's powers work in a different way, both are able to work with and conjure up fire.

Fate



Ryougi Shiki

Nature (Initially) Autist/Bon Vivant, (after the accident) Rebel, (hidden)

Wanderer

Demeanor Conformist

STR 5 INT 3

DEX 8±1 PER 5

CON 5 WILL 5

Derived Statistics

Actions 3	Life Points 65	Mana 40
Movement 12	Initiative 18±1	Fear Save 14
Perks 3		Temporary Luck 9

Acute Sense (Sight) 2, Attractiveness (Beautiful) 1, Balance of the Cat, Chiurgery, Combat Reflexes 4, Conviction 4, Contact (Touko Aozaki) 4, Cruelty 1, Danger Sense 2, Divinity (Epic Destiny) 1, Divinity: Epic Attribute (Dexterity) 1, Dual Nature*, Focused Damage 3, Fresh Gear (Touko Artificial Limb), Hard to Kill 5, Honorable (Won't Attack Defenseless Opponents, Keeps Her Word), Internal Compass, Magic Circuit 4, Megaleap 4, Monster Hunter, Mystic Eyes of Death Perception, Natural Toughness, Natural Runner 3, Teenager, Resistance (Pain) 6, Unnatural Runner 1,

Special Quality

Instinct C

Flaws

Adversary (Araya Souren), Honorable (Won't Attack Defenseless Opponents, Keeps Her Word) 1, Mental Problems (Reckless) 2, Love (Kokoutou Mikiya), Obligation (*Garan no Dou*) 2, Teenager

Special Notes

Ryougi's Origin (起源/*Kigen*) was originally Conflict, but after a traffic accident it became Void/Nothingness after she became linked to Akasha itself.

Unlike Tohno Shiki, Ryougi's Mystic Eyes of Death Perception do not cause her mental strain or physical damage. Tohno Shiki's MEoDP caused the death of anything that physically existed. Ryougi's MEoDP allowed her to harm people, objects, ghosts, diseases, thoughts, spells, psychic attacks, etc. She once boasted that she could kill God with her ability. If her third personality were to awaken, it could (if it wished) use Ryougi's Mystic Eyes to annihilate reality itself and replace it with a new one. Unlike Tohno Shiki, Ryougi's Mystic Eyes of Death Perception do not cause her mental strain or physical damage. Tohno Shiki's MEoDP caused the death of anything that physically existed.

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* - The first artificial limb Shiki acquired from Aozaki Touko gives her +1 to any STR rolls if it is used to make them. The second adds +2 to any STR rolls if it is used to make them and has 20 points of hardened armor. Her artificial arm also contains an empty cavity that can be used to carry a spare knife for Shiki to use.

Special Notes (Contd.)

Shiki's training and connection to Akasha grants her great mobility in combat. She did not stop charging when Tomoe twisted and mangled Shiki's arm from a distance. She was able to use her bare hands to tear through Souren's magical Boundary Fields. Shiki also is uniquely gifted at using katana, and gains the ability to roll for Initiative twice and keep the better roll when she is using one. If her katana is enchanted, her effective striking range with it is tripled due to her training and supernatural abilities.

Skills

Alertness (Noises) 5, Athletics (Climbing, Parkour) 9, Brawl 5, Dodge 8, Domestic 1, Empathy 1, Etiquette 3, Influence (Intimidation) 3, Medicine 2, Melee (Kenjutsu) 9, Navigation 4, Occultism (Demons) 4, Research 1, Security 2, Stealth (Tracking, Hiding) 6, Wild Card (Archery) 4, Wild Card (Intuition - Hunches) 4,

Attacks

Punch 13±1, 1D4 x STR (+6) Bashing
Katana 19±1, 1D10 x STR Lethal
Large Knife 17±1, 1D4 x STR Lethal
Cut and Stab Your Lines 15±1 (Knife), weapon damage x 6.66 Karmic damage

KARAO NO KOSHOUKAI

Fate

Background

Unlike the protagonist of Tsukihime, Ryougi was not separated from her family through violence. She had been raised as the successor to the powerful demon-hunting Ryougi clan, which is or was a member of the Demon Hunter Organization. This Organization consists of humans who have some sort of special ability, which is often psychic. Her ability manifests as powerful subconscious awareness of her surroundings, and functions as the Servant Special Quality known as Instinct, which Saber Servants often have. Although human characters typically do not have Servant Special Qualities, Ryougi is a special case.

Her family is or was once a member of the Demon Hunter's Organization. Their special ability was to create two separate personalities within themselves. Within that family, when a child is born he is given one name written in different kanji, with each character referring to a distinct personality. Shiki's older brother was unable to manifest a second personality within himself and thus was not selected to be a successor to the family head. Her "male" personality was cheerful and outgoing, and was named SHIKI (織). Her more withdrawn and quiet female personality was called Shiki (式). Her "male" personality was jealous of her relationship with Kokutou Mikiya, and after this personality failed to kill Kokutou, Ryougi ran in front of a passing car to take her own life. Her "male" personality died, leaving her alive to love Mikiya. To honor the loss of her male personality, she puts on a cold facade the way "he" did while acting as the "female" Shiki. Lurking within her is yet another personality.

This one is classified as "Wanderer" in the system but is Akasha itself, the origin and root of all things.

Ryougi was raised in a Japanese-style mansion surrounded by a bamboo forest. After her accident, the memories of the time she spent there seemed hazy and unreal to her, so she began living alone in an apartment. Although her family wants her to move back in with them, she doesn't seem interested in doing so.

She first met Kokutou Mikiya as they passed by each other on an empty street. He then met her again when they enrolled in the same high school and were assigned to the same class. Mikiya was very attracted to her, despite her cold personality and her tendency to seek isolation.

The official timeline for Kara no Kyoukai marks these events as occurring in 1995, as well as the start of serial murders in the city. The serial murders were committed by an individual with nigh-supernatural abilities and a conflicted, twisted personality, a person who exists outside of the common sense that exists in a rational society. Mikiya refuses to suspect Shiki even though she is a logical suspect and even has an injury consistent with a description given by Akimi Daisuke, a police officer assigned to investigate the case.

Even after witnessing Shiki calmly standing at a murder scene and smiling while being spattered in spurting blood, Mikiya does not want to believe that Shiki is the serial killer. He continues to try to see her despite her objections. SHIKI, having had enough of this interloper's unwanted affections, attempts to kill the boy and is unable to do so. It is at this time that Araya Souren appears. The two fight briefly, but Shiki is fighting not to kill him but to retreat. She escapes, jumping in front of a moving car to end her life. Although her SHIKI personality dies, she survives. The serial murders also stop near this time.

After waking from her coma, Ryougi found that her SHIKI personality had not survived her near death experience, which caused her soul to journey to the Spiral of Akasha at the center of the universe. She was also scared by the visions shown to her by her newly acquired ability, the Mystic Eyes of Death Perception. A visiting wizard, Aozaki Touko, visited Shiki under the pretense of being a counselor, and helped speed her recovery. After dealing with a *Shisha* at the hospital who attacked Shiki, the two work out an alliance and Shiki joins Touko's investigative agency, *Garan no Dou*. Ryougi eventually met and dealt with two champions recruited by Araya Souren, and then confronted the powerful magus. In 1999 she met the serial murderer from 1995, who had resumed his grisly work. After a difficult battle, he was killed.

Roleplaying Notes

Very much the stoic, you typically don't like to let your feelings show. Your life in *Garan no Dou* is bizarre. The serial killer makes you uncomfortable, reminding you of things best left forgotten. Araya is someone you will not tolerate and his actions are deplorable.

Fate



Fujou Kirie

Nature Autist

Demeanor Defender

STR 1

INT 3

DEX 1

PER 4

CON 4

WILL 5

Derived Statistics

Actions 1

Life Points 34

Mana 83

Movement 1

Initiative 1

Fear Save 10

Luck 2

Temporary Luck 2

Perks

Extra Energy 4, Double Existence, Forgettable, Magic Circuit 4, Mega-Attribute* (CON) 3, Supernatural Senses (Basic, Enhanced Senses (Vision, Hearing)**

Flaws

Blind, Bedridden, Love (Kokutou Mikiya),

Special Notes

Araya Souren visited her and gave her a "second body" allowing her to maintain a Double Existence in tandem with her bedridden body in the hospital. Upon seeing her Double Existence, a person must make a resisted WILL roll against Kirie's WILL +2. If the person fails, he will climb up to the top of Fujou Building and leap from the top, likely perishing when he hits the pavement below. Kindly Storytellers can give the affected subject one more try to break free from the effect just before he jumps. If a person dies from the jump, an image from his (or her) Akashik record will remain behind as an illusion floating near Kirie's ghostly Double body. These images of people believe that they are floating and exist in an unconscious state. Not everyone jumps, and those who don't but are affected exist in a helpless, unconscious state.

Treat Kirie's ghostly Double as follows: it is intangible and can not be harmed by material weapons. Psychic powers, enchanted weapons, and magic are all fully effective. Her Double has no STR, CON, or DEX to speak of but its WILL and INT are equal to Kirie. It has 3 levels of Telekinesis. The Double is also able to use the 暗示 (*Anji*) [Suggestions] ability against any subject once per day. Finally, the Double may attempt to possess a living being once per day. Doing so requires the Double to beat the subject's WILL in an opposed roll. The successes of each are compared: if the Double scores three more

Special Notes (Contd.)

successes than its target, the subject is fully possessed for the next hour. If it scores two or one, it can partially possess the subject (a limb, a hand, etc.) If the subject is possessed, the subject can resist against the Double once per hour to free itself.

* - Mega-Attribute is a variable point Supernatural Perk. For every point put into this Perk, increase a Primary Statistic by one level. At Level Five or greater, it costs two Quality points per increased level. This is a Supernatural quality and only superhuman characters (those with Bloodlines, Servants, Demon Hunters, etc.) should have it.

* - This is listed here to simulate Kirie's Clairaudience ability. She does not need to satisfy the requirements to have this special gift.

Skills

Alertness 1, Empathy 2, Investigation 1, Research 1

Attacks

(Real Body): None
Double Body: *Anji*, Telekinesis, Cause Leaping Suicide

KIRIE NO KOSHUKAI

Fate

Background

Fujou Kirie (巫条霧絵) is one of the individuals recruited and altered by Araya Souren. Her immediate family died in a car accident many years before the events of *Kara no Kyoukai*. The idea of Fujou Kirie (a blind psychic woman) was likely inspired by traditional Japanese *itako*. She inherited a number of strengths and weaknesses from her Fujou clan ancestry, for the Fujou clan was a member of the Demon Hunter Organization. The family expertise originally lay in curses, but they also acted as mediums. Their psychic talent gave them advanced clairaudience but caused them to go blind. (Hisui and Kohaku belonged to a branch family of the Fujou clan, but have Synchronizer abilities and do not have the clairaudience of the Fujou main family. Their story is told in *Tsukihime*).

As a young girl, Fujou Kirie was struck by a terminal illness and was bedridden. Although she had nigh-superhuman vitality, all it was able to do was prolong her life instead of allowing her to recover from her condition. When her clairaudience powers manifested, she became blind but was able to see remotely from different locations she focused on. While in the hospital, she fell in love with Kokutou Mikiya who regularly visited Ryougi Shiki while she was still comatose.

After Araya Souren gave her a Double Existence, she regularly floated above the sky near the Fujou Building. Her presence there caused the Fujou Building Suicides, a series of leaping deaths that attracted the attention of *Garan No Dou*, Touko's detective agency. After Mikiya became ensnared by Kirie's power, Ryougi fought her for the second time and destroyed her Double Existence. Returned to her weak body, Kirie climbed into her wheelchair, went to the top of the Fujou Building via elevator, and threw herself off of the building, concluding the Fujou Building Suicides.

Roleplaying Notes

You've been stuck in this bed for years while other people have been able to enjoy ordinary lives. Now that you've been given a ghostly other body you are enjoying being able to see the outside world. It's okay to invite some others to play with you. If someone comes to spoil your fun, you're ready to deal with him.

Fate

Asagami Fujino, Battered Psychic

Nature Praise-Seeker*

Demeanor Conformist

STR 1 INT 4

DEX 4 PER 5

CON 2 WILL 6

Derived Statistics

Actions 1 Life Points 44

Mana 113

Movement 6 Initiative 12

Fear Save 15

Luck 3

Temporary Luck 7



Perks

Clairvoyance, Conviction 3, Damn Healthy 1**, Extra Energy 6, Extra Lucky 4, Hard to Kill 4, Magic Circuit 5, Mystic Eyes of Distortion (歪曲/*waikyoku*)***, (Resistance (Pain - Total)****, Student

Flaws

Adversary (*Garan no Dou*), Doomed, Love (Kokutou Mikiya), Mental Problems (Cruelty) 2, Mental Problems (Reckless) 1, Mental Problems (Obsessed - Revenge) 3, Teenager

Special Notes

* - Souren Araya observed that hers was "an existence unfit for society, who found pleasure through coming in contact with death". As Fujino hunted and killed the men who had hurt her, she came to enjoy slaughter. She enjoyed killing the associates of Keita and filling him with terror. Had her rampage continued, her nature would have eventually shifted to Monster.

** - A gift from Souren.

*** - Fujino's Mystic Eyes are more powerful and require less Mana to use than most Eyes of Distortion.

**** - So long as Asagami Fujino feels no pain, she cannot use her *Mystic Eyes of Distortion*.

Special Notes (Contd.)

Fujino can shoot the axes of distortion at anything she can see. Most of the time her Clairvoyance ability is dormant. Towards the end of the battle with Ryougi Shiki it properly manifested itself. With full-fledged Clairvoyance, she could attack with her eyes through remote viewing. She can see through most things up to 100 feet away with this ability and gives her a +4 to find anything hidden.

Skills

Alertness 5, Arts and Crafts (Calligraphy) 2, Brawl 2, Dodge 5, Domestic 2, Empathy 2, Etiquette 4, Firearms (Eyes) 8, Investigation 2, Medicine 2, Occultism 3, Security 3, Stealth 2, Survival (Urban) 2

Attacks

Mystic Eyes of Distortion 12, causes 15 points of Lethal damage (+SL) to what it hits. Fujino can grab something and then keep turning it, causing another 15 points of damage each round she holds the object. This damages both living creatures and ordinary matter. It cannot hurt concepts or spirits. It appears as a beautiful rotating spiral of green and red, which can be perceived with three or more successes on an Alertness roll. It can be dodged with a -5 penalty. Each round that Fujino fires her ability costs her 5 Mana. She can spend a point of Luck to double the damage caused or spend three points of Luck to cause five times the damage across 300 yards. This area attack could collapse buildings or bridges. Expending such a massive blast of energy will automatically exhaust her. Any characters in the area can escape the wave of the blast with a Dodge at -5.

Fate

Background

Asagami Fujino (浅上藤乃) is a classmate and friend of Kokutou Azaka. Both attend Reien Jougakuin, a girls' academy. As the daughter of Asakami Miyuki and Asakami Hanefune, she is a descendant of the Asakami Demon Hunters and an inheritor of their telekinetic abilities. As a child, she began to develop an alien perspective on existence due to her psychic abilities. It is this alien perspective that made her existene unfit for society. Her unusual skill sets are part of her history as a distant descendant of a Demon Hunter family. Concerned for her future, her stepfather contacted a doctor who prescribed a series of medicines for her to take, which sealed away her powers and with them, her sensitivity to pain.

She is noted to be a model student, polite to her peers and underclassmen, not causing trouble, and earning good marks outside of Literature, for she lacks expressiveness.

Roughly six months before the events of the third *Kara no Kyoukai* film, she was harrassed by Minato Keita's gang of youths. They blackmailed her and forced her to have sex with them against her wishes. Eventually one of them threatened to stab her with a knife during one of their meetings. It was at this time another member of the gang hit her in the back with a metal baseball bat, which immediately returned her sense of pain and with it, her Mystic Eyes of Distortion. She used her gift to kill all of the gang members save one, Keita, who fled the scene and managed to escape.

She staggered with broken vertebrae out of the scene, and came across Araya Souren, who healed her back. After healing her, he went on his way, confident that she would eventually come into conflict with his target, Ryougi Shiki.

As Asagami Fujino tracked Keita through his associates, she awakened to the joy of slaughter while killing them. She also regularly called Keita on his cell phone, asking him to come see her if he didn't want his friends and associates killed in his place. It was at this time that Ryougi Shiki resolved to kill Fujino. While investigating Asagami Fujino, Aozaki Touko deduced that although Fujino felt the pain of being stabbed, she hadn't actually been stabbed by the gang member. It was the pain of her appendicitis that coursed through Asagami and made her remember the pain of being violated.

In the course of events in the third film,

her emotional and supernatural capacity for violence are in flux with her sense of pain. Each time these manifest, they continue for longer and longer periods of time. Because of her desire to only fight strong opponents, Ryougi Shiki avoided fighting her until she had become a true freak and killer.

Roleplaying Notes

For the most part, you get through life without making waves. People expect you to act a certain way and if you behave that way, they'll leave you alone. You have a good friend in Kokutou Azaka, and a wonderful memory of the time when a kind *sempai* (actually Kokutou) carried you and tended to your sprained ankle during a track meet. If you could have met him under different circumstances, well ...

But now something terrible has happened. Keita and his gang have abused and hurt you. You can't go home like this - they'd ask you where you've been and you can't see a doctor because he'll ask what happened to you. You have your sense of pain back and feel alive again, as if the world finally is real to you.

You have some of the Asagami Group ID cards that you stole from your father's set. These ID cards can be used to open construction areas the Group is involved in. You already have a temporary lair set up in one of these so you don't have to go home.

You have to find Keita and kill him with your gift. And nothing is going to stand in your way. If he won't come to you, then ask his friends and associates for his whereabouts and then kill them. If your quarry goes to ground, leave no ground. And if anything tries to threaten or resist you in any way, you will rend them, tear them apart, and crush them with your Mystic Eyes. Even if that enemy is Ryougi Shiki. Out of kindness, you'd prefer not to kill your own friends and family members. If that means you must isolate yourself and cut contact with them, so be it.

If the game takes place after the events of the movie, Fujino will have been cured by Ryougi's performing Chiurgery on her, but will have regressed to a mental state resembling that of a child. During this time she will manifest the Nervous Condition Flaw.

Fate

Shirazumi Lio, Origin-Awakened Killer

Nature Predator

Demeanor Visionary

STR 7 INT 2

DEX 8 PER 5

CON 8 WILL 5

Derived Statistics

Actions	3	Life Points	105	Mana	35
Movement	12	Initiative	20	Fear Save	N/A
Luck	3			Temporary Luck	8



Perks

Acute Senses (All Five) 4, Damn Healthy 2, Combat Sense 3, Criminal, Claws and Fangs*, Danger Sense 2, Hard To Kill 6, Megaleap, Natural Runner 3, Regeneration 1, Spider-Climb (Limited)

Flaws

Antisocial Personality Disorder, Degenerating**, Mental Problems (Megalomania) 3, Mental Problems (Paranoia) 3, Mental Problems (Violence) 3, Mental Problems (Obsessed - Get Ryougi Shiki) 3, Murphy's Law, Resources (Hurting)

Special Notes

* - This allows him to cause Lethal damage with punches, bites, and kicks. Lio is gradually becoming more beast-like as his mutation continues.

** - Lio was a predatory animal in all of his past lives. He is slowly transforming into something (or somethings) that are less than human. He will eventually collapse into a horde of beasts.

Because of Lio's incredible senses, it will be very difficult to sneak up on him from behind.

Lio's Origin, which was awakened by Araya Souren, was Consumption. He awakened to the joy of cannibalism and has been selling a combination of enchanted marijuana, LSD, and his own inhuman blood as a cocktail. This cocktail is known as Bloodchip and is desired by drug-users in search of more potent and extreme highs. Bloodchip can instill a PCP-like high, but what it cannot do is awaken other people's Origin. Shirazumi had hoped to use Bloodchip to make more people like him. While he saw himself as superior to other people, he wanted other people to respect and be like him.

Special Notes (Contd.)

Lio has accumulated a lot of Madness Points.

Skills

Alertness 6, Athletics 10, Brawl 6, Dodge 5, Medicine 4, Melee (Knives) 5, Leadership 2, Occultism 3, Repair 3, Research, Stealth 8, Survival (Urban) 7, Wild Card (Streetwise) 8

Attacks

Bite 14, 1D4 x (STR+2) (L)
Punch 14, 1D4 x STR (L)
Kick 13, 1D4 x (STR+1) (L)
Large Knife 15, 1D4 x STR (L)
Grapple 14, sets up for Neck Snap, Grab & Toss, etc.
Brain Punch 10, (1D4 x STR) x 3 Bashing
Dodge 13, dodges attack

Fate

Background

Lio was an old schoolmate of Kokutou Mikiya. Although he was apparently an average student, he dropped out of school because he had found "something he wanted to do". He became obsessed with Ryougi Shiki, and confessed his love to her, but was rejected instead. He snapped, losing himself to despair. He was then approached by Araya Souren, who told him to completely break.

Souren awakened Shirazumi Lio's origin, which was Consumption. He became a freak killer, living on the streets and gaining money by selling drugs, among them Bloodchip, to various customers. He also did not lose his obsession with Ryougi Shiki, and took to filming her from a distance without her knowledge. If discovered, his lair would have the typical serial killer shrine (newspaper articles about the victims, etc.) but would have entire walls devoted to photographs, drawings, and movie frames of Ryougi Shiki.

When Shirazumi left school, Kokutou Mikiya was the only person who wished him well and respected his decision. Kokutou was also the only person in the 7th *Kara no Kyoukai* film who wanted to save Shirazumi, but by then his mutation had progressed too far. As a freak, Lio thought that Ryougi would want to love and understand him, since she is a fellow superpowered monstrous killer. She continued to reject him and was faithful to Kokutou.

Shirazumi's actions throughout *Kara no Kyoukai* are designed to provoke and draw out Shiki. He dresses up as her and commits murders to force her to remember her violent side and bring her away from civilization to him. Although he is superhuman, he is ultimately helpless and a weak man who can only think about himself. He wanted to be special, but wanted the world to have more people like him in it. A wreck and failure of a man, Araya describes him that of the three people he gave power to, it was Shirazumi Lio that was a failure.

Shirazumi ultimately failed in everything he tried to do. His drugs did not make him into a modern-day messiah, leading the masses out of a stulted routine. Kokutou survived and kept Ryougi's love. Ryougi rejected and killed him, although she suffered the guilt of killing a weak, broken, and inept man.

He is the real killer from 1995-1996 in the *Kara no Kyoukai* storyline.

Lio can ingest an amazing amount of food without damaging his internal organs or vomiting the food back up. STs can assume that he has developed the huge appetite of a mass of beasts.

Roleplaying Notes

Hunt and kill. You are a special being. Araya said so, and said you were one letter short of being a lion. You embraced your true Origin and it gave you power. Power to hunt. Power to kill. Power to eat raw flesh.

So far the police have looked at your handiwork and supposed it to be the work of rabid dogs or perhaps an alligator. Fools. Murder has its place but there is one special prey for you to stalk and watch.

You must have Ryougi Shiki by your side. This is all for her sake and she won't come over to her side. You must have her. That Kokutou guy is in the way. He said he was your friend and he's keeping you from what you need more than anything in the whole world.

Something has to change soon. You aren't sure how much longer you can retain your human shape but you must get Ryougi Shiki before then. Surely she'll notice the work you've done dressed up as her ...

Fate

Cornelius Alba, Hate-Filled Mage

Nature Competitor

Demeanor Mad Scientist

STR 2 INT 5

DEX 4 PER 3

CON 4 WILL 5

Derived Statistics

Actions	1	Life Points	46	Mana	108
Movement	6	Initiative	10	Fear Save	11
Luck	3			Temporary Luck	6



Perks

Combat Reflexes 1, Conviction 1, Elemental Affinity (Flame) 2, Elemental Affinity (Puppet Making) 4, Extra Energy 8, Extra Lucky 3, Hard to Kill 3, High-Speed Aria, Magic Circuit 6, Occult Library 5, Spell-Trained (Sea of Flames) 2

Flaws

Adversary (Aozaki Touko), Mental Problems (Cruelty) 3, Mental Problems (Obsessed - Kill Aozaki Touko) 3, Mental Problems (Inferiority Complex) 3, Emotional Problems (Mood Swings) 3, Emotional Problems (Showoff) 2, Obligation (Araya Souren)

Spells

Lots of them, including *Sea of Flames*. Alba is an expert in puppet creation and will have plenty of artificially-created flunkies to carry out his will when he is encountered.

Special Notes

Cornelius Alba is the direct descendant of Cornelius Agrippa von Nettesheim. While he is over 50, he uses magic to cloak his face, appearing as a handsome man in his twenties. Alba is an exceptional magus who excels in the creation of familiars and other artificial constructs. He keeps a black hound familiar and can form ether clumps, which appear as Slimes. He used his knowledge of puppet construction to set up the system at Ogawa Mansion, wiring up puppet bodies to the still living brains of the former inhabitants. It was this system that Araya Souren used to observe death.

Alba dresses like Willy Wonka and his mood swings cause him to act in bizarre ways. His voice may alternate between screeches, opera-like alterations in vibrato, a measured, normal delivery, and so on. It is as if he is always on stage.

Alba used to be a friend of both Aozaki Touko and Araya Souren when all three studied at the London-based Mages' Association. He was awarded the position of Director at Sponheim Abbey, which was affiliated with the Association. However, Touko surpassed him in the study of Runes and he could not forgive her, especially when the Association gave her a special rank of one of its

in order to prove that he is superior to her.

He is not above causing collateral damage in his pursuit of Touko. Associates, friends, etc. of hers had best watch out. While Alba is not a dangerous hand-to-hand combatant, he knows how to use his magic effectively.

Skills

Alertness 4, Academics (Scandinavian History) 2, Arts and Crafts (Opera Singing) 2, Academics (Opera Lore) 3, Brawl 3, Dodge 2, Domestic 2, Finance 4, Firearms 1, Influence 1, Languages (English, Japanese, German, Greek), Medicine 8, Melee 2, Occultism (Puppet Making, Familiars) 9, Research 6, Stealth 2, Technology 4

Attacks

Punch 7, 1d4 x STR Bashing
Grapple 7, holds for other moves
Dodge 6, dodges attack
Spell Attack 20, damage or effect as per spell

KARAFU NO KASHOUKAI

Fate

Background

Some time ago, Cornelius and Touko were on good times during their study at the Mages' Association before she surpassed him in their study, which in his mind was completely unfair. He is one of the most powerful spellcaster's to ever appear in a Type-Moon work, and his *Sea of Flames* spell can quickly reach a toasty 1000 degrees. He can quickly gate in swarms of puppets or familiars, including Slimes, amorphous, gooey clumps of ether that take the shape of things from Alba's warped imagination.

During his younger years, Alba preferred to use spells requiring elaborate and long incantations, but as he developed he became increasingly precise. He agreed to help Araya Souren with his work in exchange for receiving the word that he would be the one to kill Aozaki Touko. He is disinterested with Souren's work but is cooperating in exchange for the bittersweet moment when he finally takes his revenge on her and all that she has built.

Roleplaying Notes

You are a genius. Born into greatness, destined for greatness. But why did those fools at the Mages' Association choose Touko instead of you? You can neither forget or forgive such foolishness. Kill her and the rank is yours for the taking. ST's running Alba should think of Iago from Shakespeare's *Othello* and a bit of Alexander DeLarge from *Clockwork Orange* (when he tried to murder Kokutou Mikiya, he hummed the 4th Movement from Beethoven's 9th Symphony). Alba is bitter, frustrated, and willing to rise to power on the backs of his enemies, attacking them out of spite. He acts like an opera singer, full of broad gestures and powerful emotions. Although talented with magic, Alba's lack of vision and self-control remind one of a manchild or kidadult - someone with the body of an adult but without much in the way of maturity.

Fate



Araya Souren, Fatalistic Recluse

Nature Questor

Demeanor Theorist

STR 9 INT 5

DEX 7 PER 5

CON 9 WILL 7

Derived Statistics

Actions 3 Life Points 122

Mana 92

Movement 12 Initiative 19

Fear Save N/A

Luck 4

Temporary Luck 9

Perks

Age 3, Combat Sense 3, Contact (Cornelius Alba), Damn Healthy 1, Elemental Affinity (Bounded Fields) 5, Extra Energy 5, Extra Lucky 5, Focused Damage 3, Fresh Gear (*Sarira*)*, Fresh Gear (Ogawa Mansion), Hard to Kill 10, Magic Circuit 5, Natural Armor 6 (Only Within Ogawa Mansion), Natural Runner 3, Occult Library 4, Regeneration (Per Minute, Only Inside Ogawa Mansion), Spell-Trained (Rokudou Kyoukai) 4

Flaws

Adversary (Garan no Dou), Adversary (Ryougi Shiki), Mental Problems (Obsessed - Find the Meaning of Existence and End the World) 3

Spells

Lots - including *Rokudou Kyoukai* (六道境界), *Hounouden Rokujyuyonshou* (奉納殿六十四層), *Kongyoyaku - Shuku* (金剛訳・肅), *Taizoyaku - Ten* (胎蔵訳・転), *Taiten* (戴天), *Awaken Origin*, and many others. Souren is very familiar with healing magic.

Special Notes

* - Souren has embedded *Sarira* (ashes from an important Buddhist figure) inside his right arm. Anything that tries to scan for Souren for weaknesses will immediately fail, and the attacker will suffer 10 points of Bashing damage. This includes Mystic Eyes.

Souren will always cast *Taiten* as part of his *Rokudou Kyoukai*. The spell effect is on standby mode until Souren takes damage, in which case it restores Life Points as per the description of the spell. This is useful for serious wounds that Souren could not wait to have healed.

If need be, Araya can use a special casting of *Shuku* to collapse the Ogawa Mansion apartment building.

Araya's workshop is inside the Ogawa Mansion apartment building. Indeed, it is the apartment building itself. The building is under his total control. While inside it, he regenerates and at the start of each day, he makes an Initiative roll twice and keeps the best result. If he is ever in combat while inside the building, he can use either the roll at the start of a round or the total he already got at the start of the day. He can also use a Movement action to go anywhere in the building he wants (SFX could vary - popping into/out of existence, being vomited out of flesh walls, etc.)

Special Notes (Contd.)

He is also automatically aware of anything going on in the building because it is linked to his consciousness. The building can form technorganic "projections" of Souren for him to use to talk to someone in a room, etc.

Souren is skilled at healing magic. With the subject's consent, he can awaken a character's Origin, which empowers him at the cost of most of his individuality as a person. People who have awakened to their Origin become something more and something less than human - see Shirazumi Lio and Fujo Kirie for examples.

Skills

Alertness 6, Academics (World History) 3, Brawl 8, Dodge 8, Empathy 4, Influence (Terrify Through Ogawa Mansion) 6, Investigation 2, Melee 6, Occultism (Akashik Lore) 8, Repair 3, Security 4, Stealth 8, Survival (Forests) 3

Attacks

Brain Punch 11, [1D4 x STR (+6)] x 3 Bashing Grapple 15, holds target
Punch 15, 1D4 x STR (+6) Bashing
Kick 14, 1D4 x STR+1 (+6) Bashing
Dodge 15, evades attack
Awaken Origin 18, target must be willing, costs 10 Mana. Effects vary.
Magic Spell 20, effect as per spell

KARAO NO KYOUKAI

Fate

Background

Araya Souren is a powerful-looking tall man perpetually wreathed in shadow, clothed in black with a threatening low voice. He is a tragic figure who was originally a monk practicing Tamil Buddhism (which collectively refers to the schools of Buddhism from the ancient Tamil country that now is split into Tamil Nadu, Kerala, Laccadives, Andhra Pradesh, Karnataka, Sri Lanka, and the Maldives. Bodhidharma from 5-6th century Tamil Nadu founded Zen Buddhism.) Souren used his magic to prolong his life and heal those around him. He lived for over 300 years and saw so much suffering and death it broke his heart.

He became depressed and lost faith in humanity, Death seemed so empty and meaningless, and he became obsessed with reaching the Spiral of Origin to witness the extinction of humanity and with it, find meaning for the deaths. To that end, he constructed the Ogawa Mansion apartment building. The inhabitants gradually lost their sanity as they stayed in the vaguely-threatening environs. The architecture, paint job, elevator placement, and lobby were all designed to gradually slip away at their sanity. Once the families snapped and began killing each other. Alba used his skills as a puppet-maker to build simulacra, puppet bodies psychically linked to the still-living brains of the families which Araya kept in the hidden parking garage that has since become his workshop. Upon a throne in the garage, Araya quietly watches the broken families slowly repeat a cycle of life and death in a single day, as their wills snap and they kill each other. They awaken in fresh bodies the next day, unaware they are slaves of a strange cycle of reincarnation and resurrection. Araya had hoped to see a new kind of death while observing this cycle.

Upon learning of Ryougi Shiki, his plans changed. He decided he wanted to use her Eyes of Instant Death Perception which were linked to Akasha to perceive Akasha and reach it. However, he had to wait until she was ready. He prepared several champions to seek her out and test her readiness as a killer. These were Asagami Fujino, Fujou Kirie, and Shirazumi Lio. Although he used them for his own purposes, he believed he was doing them a favor by strengthening them and giving them purpose.

Once Ryougi was ready, he released an unwitting "probe" from the apartment building to seek out Ryougi and bring her to him. Once she arrived, he hoped to transfer his brain into her body and thereby gain her special abilities. These events can be witnessed in the fifth *Kara no Kyoukai* film.

While seemingly an average magus, Souren is highly adept at creating and controlling Bounded Fields. He carries several of them that originate within his own body, allowing them to be mobile,

which is ordinarily impossible. His *Rokudou Kyoukai* spell surrounds him and hides his presence. Any living thing that enters its perimeter is frozen in place in accordance with his Origin of Stillness. He has also created a Bounded Field within Ogawa Mansion, allowing him to experiment without worrying about the Counter Force interfering or intervening. This field covering Ogawa Mansion turns the building into a living embodiment of its internal world. He has total control over its internal workings, and is extremely powerful while inside the building. While inside, he can teleport between rooms instantly, heal damage back at a rapid clip, resist damage, send astral projections to different locations, unnerve the inhabitants, etc. He can also raise the real corpses of the inhabitants as Shibito to confront any intruders that uncover the unwholesome truth about the building. On one side, the false puppet bodies of the inhabitants exist trapped in a cycle of living only to die at the end of the day only to resurrect the following morning, and on the other side, hidden by a rotating elevator, rest their original corpses. These people were originally driven to murder and suicide by the insane glyphs Souren had inscribed on the walls and floors.

Roleplaying Notes

Others would probably call you a monster, a madman, or an inhuman creature toying with the lives of your victims. In truth you see their fate as inevitable, and hope to see a deviation from the pointless cycle of life and death as a result of your experiment. Anything that gets in the way of your goal has to be removed from the equation. Now that a user of the Mystic Eyes has appeared, you need to take the initiative.