

SERVANT CLASS: SABER

Class Saber, Knight of the Sword, is one of the Three Knight Classes among the seven standard Servant classes summoned for the Holy Grail War. Servants placed within this class are agile and powerful melee warriors adept at swordsmanship, boasting high ratings in all categories, and they are often heroes from the Age of Gods when magecraft was still commonplace. The standard opinion is that the Saber Class is the best of the seven classes and the strongest of the Servants. They will generally have an overwhelming advantage over Caster-class Servants who use magecraft as their main offensive ability due to their Magic Resistance Skill. The weakness of the class is its straightforwardness in battle, "only" able to attack the enemy with their sword while unable to resort to other tactics like the Presence Concealment of the Assassin Class.

KEY ABILITY	HIT POINTS	INITIAL PROFICIENCIES
Strength or Dexterity. At 1st level, your class gives you an attribute boost to your choice of Strength or Dexterity.	10 plus your Constitution Modifier. You increase your maximum number of HP by this number at 1st level and every level thereafter.	At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

SERVANT PROFICENCY

As a servant, your initial proficiencies function in a different manner compared to standard classes.

Whenever your proficiency rank in Attacks and Defenses would normally increase to match your current rank, increase it by one additional rank instead (for example: if you are a fighter with a master proficiency in melee weapons at level 1, once your fighter class grants you master proficiency in weapons, your proficiency would then increase to legendary). This is capped at one rank above legendary, which is termed 'mythic,' resulting in an additional +2 on top.

SPIRUTAL BODY

Servants are made of Ether one of Five Great Elements, on its own it is amorphous and is incapable of materializing by its own power, with the power of the grail, the servants are able to gain a material form with a Spiritual Core serving as "their center, their heart, their CPU" that dictates their every function. While a servant may bleed and take damage to their organs, their true being resides in a Spiritual Core.

Servants are beings able to switch between a Spiritual Body and Material Body at will, although at a rate no faster than once per minute. While in spiritual form, they cannot be easily detected by enemies due to being invisible to the naked eye and most forms of scrying, or be affected by physical interference. They can travel where they please without being impeded by walls, but they also cannot carry anything in that state. Their senses are limited to spiritual sensations (*a sort of vague sense imagine being in the ethereal plane but without your normal senses*), so they must materialize in order to fully experience normal senses when sharing a visual link with their Master. Their upkeep cost is low when not materialized, so many Masters prefer them to stay in spirit form when they are not fighting or doing other tasks that require them to be in physical form to lower the cost on themselves.

Other servants can easily sense and interact with a servant in spirit form, while a magus may find it difficult to do so.

While in spirit form, your speed doubles, but you incur a -4 status penalty to AC (Armor Class), Perception, and reflex saves, you are also flat-footed. Additionally, you are unable to make attacks or cast spells.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in perception

SAVING THROWS

Expert in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in your choice of Acrobatics or Athletics.

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Increase your proficiency rank for all melee weapons by one level.
(From trained to expert, expert to master, or master to legendary).

DEFENSES

Increase your proficiency rank for all types of armor by one level.
(From trained to expert, expert to master, or master to legendary).

DYING AND UNCONSCIOUS CONDITIONS

As a servant, you do not fall unconscious when reduced to 0 hit points. Instead, you maintain consciousness but incur a penalty equal to twice your **dying value** on all rolls (such as damage rolls, saves, and checks).

Note that it is still possible to acquire the **unconscious condition** through other means.

Additionally, effects with the **death trait** that reduce your hit points to 0 only increase your dying value by 3, instead of causing immediate death.

TABLE 1-1: SABER CLASS ADVANCEMENT TABLE

Level	Class features
1	Ancestry and background, initial proficiencies, Reactive strike, Riding (C), Magic resistance (D)
2	Saber feat
3	Personal skill (D)
4	Saber feat
5	Noble phantasm (D), Magic resistance (C)
6	Saber feat, Personal skill (+++)
7	Knight weapon specialization
8	Saber feat
9	Personal skill (+++)
10	Saber feat, Noble phantasm (+++), Riding (B), Magic resistance (B)
11	
12	Saber feat, Personal skill (+++)
13	
14	Saber feat
15	Noble phantasm (+++), Magic resistance (A), Personal skill (+++), Greater knight weapon specialization
16	Saber feat
17	
18	Saber feat, Personal skill (+++)
19	
20	Saber feat, Noble phantasm (+++)

CLASS FEATURES

You gain these abilities as a Saber. Abilities gained at higher levels list the level at which you gain them next to the features' names.

REACTIVE STRIKE

Ever watchful for weaknesses, you can quickly attack foes that leave an opening in their defenses. You gain the Reactive strike reaction.

REACTIVE STRIKE

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action.

This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

RIDING

A skill that denotes a Servants ability to ride mounts and vehicles.

RIDING SKILL

- **D rank:** Capable of riding familiar animals and vehicles from your past life. Gain access to **the ride feat**, with the ability to **mount** as a **free action**. Additionally, **whenever you move**, your mount can Stride in your stead.
- **C rank:** Can flawlessly manage most beasts and vehicles with minimal training, though unable to ride **Phantasmal Beasts** and **Magical Beasts**. Mounts gain a **10 ft speed bonus**, and you receive **no reflex save penalties** while riding.
- **B rank:** Proficient with most animals and vehicles, including those from beyond your lifetime, but not **Phantasmal Beasts** and **Magical Beasts**. When attacking with a melee weapon while mounted, add a **status bonus** to damage, equal to **twice the weapon's damage dice**. Additionally, command your mount to stride as a **free action** once per round.
- **A rank:** Able to use all vehicles and creatures as mounts, except **Phantasmal Beast** and **Divine Beast** ranks. Weapons gain the **jousting trait** if it doesn't already possess it. You also do not need to move **10 ft** for jousting trait's bonus. Additionally you and your mount do not share **multiple attack penalty**.
- **EX rank:** Mastery over all vehicles and creatures as mounts. Your mount receives a **+30 ft speed bonus** instead of the previous **+10**, and can now **act** during your turn with **an additional action** ♦ beyond its usual actions, eliminating the need to use **command an animal**.

MAGIC RESISTANCE

Magic Resistance grants protection against magical effects. Differing from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether.

MAGIC RESISTANCE

- **D rank:** When targeted by a spell that is **below half your level**, you receive a **+2 status bonus on saves and AC**.
- **C rank:** You gain resistance **5** to the damage from spells **equal to half your level or less**.
- **B rank:** As a reaction **↻**, when targeted by a spell that is **equal to half your level or less**, you may attempt to **counteract** the spell using your weapon's attack bonus. The counteract level is **equal to half your level, rounded up**. If you **successfully** counteract the spell, you disrupt it. The counteract **DC** is the **spell's save DC plus half the spell's level**.
- **A rank:** Counteracting spells now requires only a **free action ◊**. Additionally, once per day, you can turn one spell save into an **automatic critical success**.
- **EX rank: "Ma##C? On M#eE#eE?"** You **reflect** spells back to the caster when you **succeed at a counteract check or saving throw** against a spell.

NOBLE PHANTASMS

Noble phantasms are powerful armaments made using human imagination as their core, and are the weapons and/or abilities owned by Heroic Spirits. As humanity's illusions, they embody the ultimate Mysteries of a hero as symbols of their existence through historical fact and anecdotes.

They can be physical weaponry (e.g. swords, spears, bows) or support items (e.g. shields, rings, crowns). They can also be abstractions such as unique, often magical abilities (even close to or matching True Magic), unique (even conceptual) means of attack, curses, and changes to the very environment and its physical properties. When summoned as Servants in the Holy Grail War, they are the trump cards of the heroes that allow them to overcome others in battle.

A servant may possess more than one Noble Phantasm; however, the more they have, the weaker each tends to be compared to possessing a single Noble Phantasm. Noble Phantasms also follow the skill ranking system (**D | C | B | A | EX**), with higher-ranked Noble Phantasms being more powerful.

Noble Phantasms are classified by their effectiveness against enemies. One Noble Phantasm may have multiple classifications depending on its abilities. The classification and properties of the Noble Phantasm dictate both the number of times it can be used and the duration required for the NP to 'recharge'.

- **Anti-Unit-** Anti-Unit Noble Phantasms are those specialized against defeating other people in single combat. Compared to stronger weapons, a

majority of Anti-Unit Noble Phantasms will not go beyond defeating other beings.

- **Anti-Army** - Anti-Army Noble Phantasms are those with a wide enough range to be specialized against armies. They are more powerful weapons than Anti-Unit Noble Phantasms, capable of easily blowing them away, but they must be used more wisely because of their larger cost.
- **Anti-Fortress** - This rank has powerful Noble Phantasms that can even blow away solid fortified structures. While the difference between Anti-Unit and Anti-Army is the variation in area of effect, Anti-Fortress Noble Phantasms are distinguished from other categories by the great difference in power.
- **Barrier** - The classification of Noble Phantasms used to create barriers, typically Bounded Fields, but it does not include those that are also used to attack.

There are numerous additional classifications for Noble Phantasms, including but not limited to Anti-Self, Anti-Country, and Anti-Purge.

CLASS SKILLS AND PERSONAL SKILLS

Skills are the embodiment of a Servant's various abilities and characteristics (Riding skill, Magic Resistance etc). They are divided into two main categories: **Class Skills**, which are typically connected to the Servant's Class, and **Personal Skills**, which reflect abilities or anecdotes connected to the life and legend of the Servant themselves. Personal Skills typically outweigh Class Skills in impact.

Again, a servant may possess numerous Class and Personal Skills; however, they tend to be stronger when their number is fewer.

PROGRESSION

- **Class Skills:** From level 1, you have access to all your Class Skills, but they all start at their lowest rank, D. To progress a particular skill, you must retake the corresponding feat, which will increase its rank by one degree. This approach provides an incredible amount of versatility in your choice of Class Skills. All servant classes begin with two Class Skills at level 1 and acquire additional skills as they level up.
- **Personal Skills:** Similar to Class Skills, Personal Skills start at rank D and progress in the same manner, requiring the retaking of the same Personal Skills. The key difference is that Personal Skills progress at a much slower rate, starting at level 3 and advancing every 3 levels (as indicated by the '+++ symbol in the advancement table on page 2). Additionally, Personal Skills are not provided by the class and must be created in collaboration with your Dungeon Master."

- **Noble phantasms:** Noble Phantasms follow the same progression rules as Personal Skills, with the difference being that they advance at an even slower rate, starting at level 5 and increasing every 5 levels. This progression allows for a maximum of four advancements in a Noble Phantasm. The classification of a Noble Phantasm also plays a significant role. It is highly unlikely for a servant to possess more than one Anti-Army or Anti-Fortress NP, whereas an Anti-Unit NP is subject to fewer restrictions.

A RANK

Your skills can only get to A Rank after reaching **level 10**. If your class provides you with a class skill advancement that would increase your rank to A before level 10, you may **substitute** that advancement with a **Saber feat** appropriate for your level.

EX RANK

It is impossible to reach an EX rank simply by retaking a Class or Personal Skill from A rank. The only way to attain EX rank is through an **in-game secret**, which you may or may not discover. (To clarify, uncovering the secret will increase your rank by one and unlock the potential to reach EX rank, but it will not grant EX rank immediately, unless you are already at A rank in that specific skill).

THE MASTER'S BLADE

2ND

With unwavering vigilance, you protect your master from harm, swiftly intercepting any attacks directed at them. You gain the Master's Blade reaction, enabling you to use your weapon to protect your Master from harm's way.

THE MASTER'S BLADE ↗

Trigger Your master is attacked by an enemy while they are within your movement + reach.

You stride towards your master, striking at the incoming attack in an attempt to deflect it. Make a strike against the attack roll targeting your master. If your strike roll exceeds the attack roll, you successfully deflect the attack, preventing it from hitting your master. Additionally, if the attacker is within your reach, you can use the same strike to target them.

This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

KNIGHT WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

GREATER KNIGHT WEAPON SPECIALIZATION 15TH

Your damage from knight weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

SABER CLASS FEATS

BATTLE CONTINUATION

Battle Continuation is a Skill that allows for the continuation of combat after sustaining mortal wounds. It will also reduce mortality rate from injury. This Skill represents the ability to survive and/or the mentality of one who doesn't know when to give up, consisting of one's strength of vitality in predicaments.

- **D Rank:** Grants the **Diehard feat**. If you already possess the Diehard feat, increase your **Dying limit by 1**.
- **C Rank:** Your **wounded value** cannot increase beyond 1. Additionally, you suffer no penalties from the **doomed condition**.
- **B Rank:** You take **no penalties** from **Dying 1, 2, and 3**, and all subsequent penalties are applied as if starting from Dying 1. Additionally, your **maximum Dying value is increased by 1**.
- **A Rank:** You do not receive **any penalties** from the dying condition; however, you will still **die instantly** if you reach your **maximum dying value**.
- **EX Rank:** Once per day, should you go **beyond your maximum dying value**, your body transcends its own limitations. You **become incapable of dying** and will continuously regenerate all limbs for a straight **hour**, if you did not regain at least half your hit points by the end of that hour your spirit core will **disintegrate into nothingness**.

INDEPENDENT ACTION (NEEDS REWORK)

Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from one's Master; the ability that allows for action even in the absence of the Master. Independent Action is the Class Skill of the Archer class.

At higher ranks, Servants can stay in this world longer without a contract, independently from the Master's Magical Energy. This allows Masters to focus on larger spells, or maintain the Servant even if they're unable to supply Magical Energy due to injury. However, these Servants are harder to control and retain, making Command Spells the only reliable method of commanding them.

- **D Rank:** It is possible for a Servant to stay in the world for **eight hours without a Master**.
- **C Rank:** It is possible for a Servant to stay in the world for **one day without a Master**.
- **B Rank:** It is possible for a Servant to stay in the world for **two days without a Master**. However, this is the ideal value achieved by maximally conserving mana and avoiding battle and NP usage.
- **A Rank:** It is possible to take action even without a Master. However, to use NPs of great magical energy consumption, backup from the Master is necessary. At Rank A, it is possible for a Servant to stay in the world for about **a week without a Master**.
- **EX Rank:** At EX rank, Independent Action allows for nearly any act, whether related to combat or otherwise, to be undertaken without support from the Master.

CHARISMA

Charisma is a composite Skill consisting of a person's charm as well as the natural talent to command or unify an army or country. Increases the ability of allies during group battles.

- **D rank:** Your innate charm makes you a natural leader for small groups, enhancing their confidence and resilience.
+1 bonus to Diplomacy to influence others.
- **Mantle of Leadership:** As an action ♦, after a successful **Diplomacy or Intimidation check** in this turn or the last, you may grant **temporary hit points** equal to **your level + Charisma modifier** to allies within **30 feet** (double on a crit success). An ally can gain this benefit only once per hour.
- **C rank:** Your leadership extends to larger groups and organizations, boosting their morale and combat effectiveness.
Your bonus increases to a **+2 bonus** to Diplomacy and Intimidation to influence others. Allies within **60 feet** get **+2 bonus** against fear;
Bolstering Rally: Once per day as 2 actions ♦♦, you may grant allies within 60 feet a **+2 bonus** to attack rolls for 1 minute.

- **B rank:** Having B Rank in this Skill is sufficient to lead a nation. The morale of military forces you commands is extremely high.

Bolstering rally has no use limit anymore, and can now affect saving throws, and skill checks; **Ebbing Fatigue:** Once per day, remove **1 negative condition** for allies within 60 feet.

- **A rank:** You've achieved unparalleled popularity, making you a beloved figure capable of leading large armies and entire countries. Your bonus increases to a **+3 bonus** to all Charisma-based skill checks. You also gain the benefits of the **Command Attention** feat. If you already possess this feat, increase its range to **60 feet** instead.
- **EX rank:** Your charisma transcends normal limits, allowing you to influence not just people, but the course of events themselves. Your presence alone can change the tide of battles, rallying entire civilizations to your cause.
+5 bonus to all Charisma-based skill checks. **Bolstering Rally**'s bonus increases to **+4** instead of **+2**. **Mantle of leadership**'s temporary hit points are now equal to twice your **level + your charisma modifier**;
Action's Dawn: Once per day, as a free action ♦ grant an **extra action** ♦ to allies within 80 feet, for 1 minute.

MANA BURST

Mana Burst is the increase in performance caused by infusing one's weapons and body with Magical Energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy. Choose one element for your Mana Burst. Mana Burst lasts for 1 minute.

- **D Rank:** Once per day as an action ♦, you can activate **Mana Burst**. Infuse your weapon with magical energy, dealing an additional 1d4 elemental damage per damage die of the weapon. Additionally, your weapon gains one of these traits: Agile, Backswing, Brace, Disarm, Finesse, Free-Hand, Jousting, Razing, Reach, Sweep, Forceful.
- **C Rank: Mana Aegis** - While in Mana Burst, you gain resistance equal to your level to damage from your Mana Burst's element. You can also deal damage equal to half your level to any creature that starts its turn within 5ft of you or gets within 5ft of you during its turn.

- **B Rank: Mana Surge** - While in Mana Burst, once per round as an action ♦, you can propel yourself with your element up to **twice** your speed. You can move through creatures during this movement, and you don't trigger reactions that are triggered by movement. Each creature you move through takes elemental damage equal to half your level of d6 plus half your level on top (rounded up), with a basic Reflex save against your class DC. Using this ability consumes 1 round of Mana Burst. If you're in the air, you fall unless you have a fly speed.
- **A Rank: Mana Resilience** - Whenever you are hit by an attack or are making a saving throw against an effect, you may, as a free action ♦, gain a +2 bonus to AC against the triggering attack or to your saving throw. Using this consumes 1 round of Mana Burst. You can choose to double this bonus, increasing it to +4, by consuming 3 rounds of Mana Burst in total.
- **EX Rank: Mana Dominion** - The duration of Mana Burst increases to **3 minutes**. While in Mana Burst, you are immune to damage from your element, and when you take damage of your element, you may consume 1 round of Mana Burst to heal an equal amount of hit points. Mana Surge lets you move up to **three times** your speed, and can be used more than once per round. Whenever you use Mana Resilience, you may expend as many rounds of Mana Burst as you wish to increase the bonus further (+1 for each round expended after the first).
- **C Rank: Your intuition and observational skills are sharp, helping you to effortlessly see through deceptive visual obstructions and react swiftly to threats. You gain the Deny Advantage against creatures of your level or lower. You also gain the Nimble Roll feat.** The flat check DC in order to target hidden, undetected or concealed creatures is reduced by 4.
- **B Rank: Your mind's eye allows you to analyze your surroundings and predict threats with incredible precision. You apply the effects of Deny Advantage against creatures of up to one level higher than yours. You also don't roll a flat check against concealed creatures. Your bonus to seek also applies to all perception checks. Additionally, you double the distance moved with the Nimble Roll feat.**
- **A Rank: Your senses and intuition are so refined that you can predict enemies' movements and react with supernatural speed. You apply the effects of Deny Advantage against **creatures of any level**. You gain an additional reaction ♡ that you can use only for your Mind's Eye features. Additionally, you gain a +4 bonus to Perception checks instead of the +2.**
- **EX Rank: Your senses and intuition have reached their pinnacle, granting you unparalleled awareness and reflexes. You are constantly under the effects of the True Seeing spell (using your perception for the counteract check) and gain a +5 bonus to all Perception checks instead of the +4 and it also applies to all your Saving Throws.**

MIND'S EYE

Mind's Eye is a natural talent to foresee/sense and avoid danger on the basis of an innate 6th sense, intuition, or prescience. The accuracy of this instinct can be augmented by experience. Mind's Eye can also be a heightened capacity for observation, refined through training, discipline and experience. A danger-avoidance ability that utilizes the intelligence collected up to the current time as the basis in order to predict the opponent's activity and change the current situation. The ability also grants an effect of offering resistance against penalties caused by visual obstructions.

- **D Rank:** Your senses are constantly alert, allowing you to respond quickly to threats. You gain the Nimble Dodge reaction. If you already possess this the bonus increases to +3 instead. You also gain a +2 bonus to Perception checks to seek undetected creatures. The flat check DC in order to target hidden, undetected or concealed creatures is reduced by 2.

- **C Rank:** Your intuition and observational skills are sharp, helping you to effortlessly see through deceptive visual obstructions and react swiftly to threats. You gain the Deny Advantage against creatures of your level or lower. You also gain the Nimble Roll feat. The flat check DC in order to target hidden, undetected or concealed creatures is reduced by 4.
- **B Rank:** Your mind's eye allows you to analyze your surroundings and predict threats with incredible precision. You apply the effects of Deny Advantage against creatures of up to one level higher than yours. You also don't roll a flat check against concealed creatures. Your bonus to seek also applies to all perception checks. Additionally, you double the distance moved with the Nimble Roll feat.
- **A Rank:** Your senses and intuition are so refined that you can predict enemies' movements and react with supernatural speed. You apply the effects of Deny Advantage against **creatures of any level**. You gain an additional reaction ♡ that you can use only for your Mind's Eye features. Additionally, you gain a +4 bonus to Perception checks instead of the +2.
- **EX Rank:** Your senses and intuition have reached their pinnacle, granting you unparalleled awareness and reflexes. You are constantly under the effects of the True Seeing spell (using your perception for the counteract check) and gain a +5 bonus to all Perception checks instead of the +4 and it also applies to all your Saving Throws.

MONSTROUS STRENGTH

Monstrous Strength is a Skill that temporarily grants a rank-up to one's Strength parameter for a time limit determined by the ranking of this Skill. This skill is limited to Servants whose nature aligns with that of a monster (literally or figuratively) or a Demonic Beast.

- **D Rank:** Once per day, you can increase your strength modifier by 3 for 1d4 turns. However, you take 5 damage at the end of each of your turns.
- **C Rank:** You take no damage while Monstrous Strength is active. You are immune to both the slowed and stunned condition for the duration. Additionally, when attempting to use the Escape action ♦, you may use a free action ♦ for the same purpose instead.

- **B Rank:** The duration increases to 1 minute. After grabbing a creature or object up to large size, you can use it as a weapon. Attack using your highest weapon proficiency, dealing damage equal to your level (x1 for medium or smaller sizes and x2 for large) plus Strength modifier plus weapon specialization damage. Objects are destroyed after one hit, while creatures take half damage if used to attack another creature, or full damage if directly struck. However, you are fatigued 2 after the effect ends.
- **A Rank:** The duration increases to 1 hour. While Monstrous Strength is active, you can lift (action to grapple and lift) and throw (action to throw) objects (or creatures) up to **huge size** (Titan Wrestler overrides this if you are legendary or higher in athletics). Throwing objects in this manner counts as a siege weapon launch, and each time you launch something you take damage depending on the size. You can also drag any creature up to your speed no matter its size or strength.
- **EX Rank:** The duration increases to 8 hours. You can lift and throw objects (or creatures) of any size and up to 10 times bulk (with **Titan Wrestler** you double the bulk limitation). In addition, you gain the following ability:

TITANIC RETRIBUTION

Three times per day, when you take damage from an attack or effect, you can use your reaction  to grab and throw an object (or creature) as a siege weapon launch (you take no damage from this launch).

After Monstrous Strength ends, you are fatigued 3, as your body recuperates from the extreme exertion.

TABLE 2-1: THROWING MECHANICS

Size	range(ft)	DC	damage dice	area	damage taken
Tiny	str mod * 20	strike	d4	single target	0
Small	str mod * 15	Class DC -2	d6	single target	0
Medium	str mod * 10	Class DC	d8	single target	0
Large	str mod * 10	Class DC +2	d10	Burst	5
Huge	str mod * 5	Class DC +4	d12	Burst	10
Gargantuan	str mod * 5	Class DC +5	d20	Burst	20

PRIVILEGE

Privilege is a skill that, due to the insistence of the owner, Skills that are essentially impossible to possess can be obtained for a short period of time.

- **D Rank:** Allows you to use any D Rank Class Skill of your class for 1d4 rounds as a free action , after which you will be locked from using the same Class Skill (can't have more than one active at a time).
- **C Rank:** Resets used Class Skills and allows you to use any C Rank Class Skill of your class for 1d4 rounds, after which you will be locked from using the same Class Skill.
- **B Rank:** Resets used Class Skills and allows you to use the same class skill up to 2 times before locking them.
- **A Rank:** Resets used Class Skills and allows you to use any B Rank Class Skill of your class for 1d4 rounds (you can activate up to 2 at a time).
- **EX Rank:** Allows you to use any A Rank Class Skill of your class for 1d4 rounds. Class Skill will not be locked. (allows up to 3 at a time)

SWORDSMANSHIP

Swordsmanship is a skill that transcends ordinary combat techniques, and through rigorous training and discipline, you have honed this martial practice into a lethal craft. Your blade, guided by precision and tactical acumen, becomes a tool for both offense and control on the battlefield.

- **D Rank:** Your Reactive Strikes impose a **-20-foot status penalty** to the target's Speed until the start of your next turn. Additionally, you can make an Reactive Strike when a creature within your reach makes an attack against someone other than you.
- **C Rank:** Upon critically hitting a target with a Strike, you can immediately attempt to use any skill feat or skill check that requires no more than 1 action  as a free action  instead. For Disarm, Trip, Shove, or Grapple you use the same multiple attack penalty as the Strike.
- **B Rank:** You've honed your ability to disrupt magic with your attacks. You can make a **reactive strike** as a free action  when a creature **within your reach casts a spell**. If your attack hits, you can attempt to **counteract** the spell using the same roll against the **spell's DC plus half the spell's level**. Your counteract level is equal to half your character level, rounded up. Your counteract result is one degree of success higher.
- **A Rank:** At the start of each of your turns, you gain an additional reaction  that you can use only for Reactive Strike. Once per round, if you hit and deal damage with a Reactive Strike, you can immediately make a Strike against that creature at a -5 penalty. If this Strike critically

- **EX Rank: Grandmaster's Mark** - You have reached the zenith of martial prowess. Once per round, when you hit with an attack, you may choose to forgo dealing damage to apply a Grandmaster's Mark to the target until the end of your next turn. A marked creature that provokes a Reactive Strike from you allows you to make that attack as a free action ♦ (this does not consume the additional reaction from A Rank). If you hit a marked creature with a Reactive Strike, the Strike automatically becomes a critical hit.

TACTICS

Tactics is tactical knowledge used not for one-on-one combat situations, but for battles where many are mobilized.

- **D Rank: Strategic Withdrawal** - You have learned how to provide better cover for yourself and your allies. Once per day, as a single action ♦, You can swiftly direct **either yourself or an ally within 30 feet** to stride up to their speed towards **cover** and then use the **Take Cover action** if they are within reach of it. If they do, they receive an additional **+2 bonus to AC** from the Take Cover action.
- **C Rank: Formation** - Your understanding of battlefield dynamics allows you to arrange your allies into a tactical formation. As two actions ♦♦ You can order up to three allies within 60 feet to immediately **Stride once** as a free action ♦. During this movement, they each receive a **+4 bonus to AC**, enhancing their defensive positioning.
- **B Rank:** As a two-action activity ♦♦, you can adapt your allies' strategy to the evolving battlefield. Designate **two allies within sight**. They each can use their reaction ♦ to either make an immediate **Strike or attempt a skill check to Disarm, Trip, Shove or Grapple**, each ally **must choose a different action** from these options. If the first ally's action is a **critical success**, the second ally's action **automatically escalates** to a critical success. If the first ally's action is a **failure**, the second ally's action is **automatically a failure**.
- **A Rank: Strategic Withdrawal** is not limited to once per day anymore. Disruptive Command - Once per encounter As a two-action activity ♦♦, you issue a command that confuses your enemies. Choose up to **three enemies within 60 feet**. They must each attempt a **Will save** against your class or save DC whichever is higher.

Critical Success : The enemy is not affected and gains a +2 circumstance bonus to its next attack roll or skill check.

Success: The enemy is clumsy 1 for 1 round.

Failure: The enemy is slowed 1 for 1 minute.

Critical Failure: The enemy is slowed 2 for 1 minute.

- **EX Rank: Grand Stratagem** - Once per **round**. You direct an intricate battle strategy that maximizes your allies' potential. As an action ♦ all allies **within a mile** can reduce the action **cost of their next action by 1** (including you). This represents your unparalleled ability to see the battlefield as a whole and manipulate it to your allies' advantage.

ARTS

The Arts skill amplifies a servant's magical prowess, seamlessly blending physical strikes with spellcasting. It elevates their ability to weave spells into combat, creating a harmonious dance of martial and arcane power.

- **D Rank:** You can perform a special Arts Chain once per encounter, allowing you to cast a 1 action 2nd level spell as a free action ♦ immediately after hitting a creature with a Strike.
- **C Rank:** Arts chain can now be used twice per encounter and includes 3rd level spells, and includes spells that require 2 actions. Arts chain may also affect magic item activations either casting a spell after activating one, or activating one after striking (same action limit).
- **B Rank:** Once per day. After performing an Arts Chain, you can choose to forego the free action spell to instead empower your next spell within 1 minute, the spell is treated as one level higher, and you can apply a compatible shapechange effect up to your level.
- **A Rank:** Arts Chain can now be used three times per encounter, up to 3rd level. Arts Empowerment - Once per day, before making a strike with a weapon, you can declare Arts Empowerment to enhance the attack. If the attack hits, the target is subjected to one of your spells (as high as Arts chain allows) immediately after the attack and gets one degree of success lower on its save (if the spell requires a save).
- **EX Rank:** Your Arts Chain can now be used an unlimited number of times and includes spells up to 5th level. Grand Arcanum - Once per day, after performing an Arts Chain, you may cast any spell in your repertoire as a free action ♦ as if using the highest-level spell slot available to you. This does not consume a spell slot.

UNYIELDING WILL

Unyielding Will is the epitome of mental resilience and steadfast determination, symbolizing a servant's capacity to endure and transcend the harshest of trials with their pure will. This skill not only fortifies the servant's own mental defenses but also serves as a beacon of hope and strength for their allies.

- **D Rank: Mind Over Matter** - Once per day, you can **ignore all negative effects** for $1d4+1$ turns, demonstrating your ability to overcome anything with sheer willpower. **Mental Fortress** - Once per day, you can **reroll a failed Will save** and take the higher result.
- **C Rank: Contagious Heart** - Once per day, as a free action ♦ to allow **any number of allies** within 60 feet to **reroll a failed Will save** (they take the higher result). You also **gain resistance to mental damage** equal to half your level.
- **B Rank: Resolute Focus** - Once per day, you can improve your success level on a **will save by one degree**. **Mental Vanguard** - Once per day, for 1 round, you may **add your Wisdom modifier** to all **attack rolls, damage rolls and skill checks**. "I shall gallop ever-onward, unbroken, unrelenting to the end!"
- **A Rank: If you will it** - Up to 4 times per day, you can **substitute any type of save for a Will save**. Additionally, **once per day** when affected by a mind-affecting spell or ability, you can **reflect the effect** back onto the caster or origin **if you critically succeed on the save** "Nuh, uh".
- **EX Rank:** Gain a permanent **+5 bonus** to all Will saves. **It is no dream** - Once per day, When you are reduced to 0 hit points or affected by a death effect, you can choose to instead drop to **1 hit point** or negate the effect. **all enemies that have sight** on you must succeed at a **Will save against your Will DC** or become **stunned 2** for 1 minute (stunned 3 and double the duration on a critical failure. "Damn... Aura"), as their reality is momentarily shaken by your unyielding spirit. **Resolute Focus** becomes a passive ability and **Mental Vanguard** lasts for a minute.

VALOR

Valor is the ability to grow in strength in the face of danger. Not usable under the effects of **Mad Enhancement**.

- **D Rank:** If you have a **negative condition**, once per round, when you make a **successful attack**, you **regain hit points** equal to your level. Additionally, you gain a **+2 bonus** to your next saving throw following a **critical hit**.
- **C Rank:** You become **quickened** whenever you are **below half of your maximum HP**.
- **B Rank:** Whenever you are affected by **negative conditions**, you gain a bonus to **AC and attack rolls**. This bonus is equal to **1 plus either the number of negative conditions** affecting you **or the highest value** among these conditions, whichever is higher. This bonus goes **up to a maximum of 4**.
- **A Rank:** Three times per day, upon **being hit by an attack**, you may use **your reaction** to use any **skill feat** or **skill check** that requires no more than **1 action** ♦, with a **+2 bonus** to the check. If this counterattack is a **critical success**, you impose a **-2 penalty** on the attacker's next attack roll or skill check. Additionally, your B Rank ability now can provide **either HP or temporary HP**.
- **EX Rank:** The **B rank bonus** has no limit anymore. When you are **critically hit** or when your hit points drop **below a quarter**, you gain the following benefits **for a round**:
 A **+2 bonus** to all saving throws.
 Each **successful attack** against an enemy imposes a **-1 penalty** on that enemy's **attack rolls or AC** (your choice) until the end of **its next turn**. If you hit them again while this effect is active, **the ability's duration is extended by 1 round**, and the penalty value is **increased by 1**, up to a **maximum of 4**.

NATURAL BODY

You have an objectively hot bod, and no matter how many calories you ingest, your body shape will not change.

- **D Rank:** You gain 1 extra HP per level and receive a +1 bonus to Diplomacy when you are at least half-naked (figuratively, not literally).
- **C Rank: Last Stand** - Your muscles condense, reaching the pinnacle of defense. Once per day, as an action ♦, you may reduce your HP to 1 and gain temporary HP equal to twice the HP you lost for $1d4$ rounds.

- **B Rank: Rebound** - Your physique becomes a paragon of resilience. Twice per day, as a reaction ↘ when you take damage, you can negate that damage and gain temporary hit points equal to the damage for 1d4 rounds. Afterwards, half the damage will recoil onto your actual HP. Your Last Stand also lasts for 1d4+1 turns.
- **A Rank: Metamorphosis** - Once per day, you can, as an action ♦, change your physical form to gain 2 benefits either a +3 bonus to AC, a +20-foot bonus to speed, or a +2 bonus to Strength mod and Dexterity mod for 1d4+1 rounds. Afterward, you incur a penalty equal to what you gained for an equal duration. Whenever you use your B Rank reaction ↘, you reflect the entire damage back to the enemy instead of being merely negated if they are in melee. Additionally, the bonus to Diplomacy when half-naked increases to +2.
- **EX Rank: Eternal Rebirth** - Once per week, as a reaction ↘ to reaching 0 hit points, you may eject your spirit core into a part of your body. As long as a single cell of your body remains intact, you can initiate a miraculous regeneration. After at least 24 hours since your "death," you completely regenerate from any physical injury, restoring you to full health and cleansing all negative conditions and effects. You also no longer suffer recoil damage. Your hit points increase by an additional 2 per level. You now can use **Last Stand** up to 3 times, additionally after your **Last Stand** ends, you will revert to 40 HP instead of 1. This amount halves with each subsequent use of **Last Stand** and resets after a rest.

SHIELDER

The Shielder skill elevates the use of a shield into a focal point of martial strategy. With this skill, a shield becomes a versatile tool that influences the entire battlefield. It harmonizes defense with offense.

- **D Rank:** You gain the **Shield Block** feat. If you already have the **Shield Block** feat, increase your shield's Hardness by half your level. Additionally, you gain a shield-related feat appropriate for your level, which you may swap each time you level up.
- **C Rank:** While your shield is raised, all creatures of your choice within your reach gain the circumstance bonus to AC. Furthermore, you can use **Shield Block** and similar features for attacks on creatures benefiting from your raised shield.

- **B Rank:** You can use a shield with at least 1 HP remaining as though it were unbroken. Whenever you use the **Shield Block** reaction, you may recall knowledge about the attacker or use any skill feat or skill check that requires no more than 1 action ♦ as a free action ♦ instead, with a +2 circumstance bonus to the check.
- **A Rank:** At the start of each of your turns, you gain an additional reaction ↘ that you can use only to **Shield Block**. When using the **Raise Shield** action, you may reduce the action cost of your next action by 1 ♦ to a minimum of 1. You can also attempt to repair shields that are destroyed as an action ♦, but this only restores them to 1 HP if you succeed.
- **EX Rank:** When you use the **Shield Block** feat, the shield's Hardness is doubled against that attack. Additionally, you may reflect the damage you blocked back at any enemy within reach. You can raise your shield as a free action ♦.

BEACH FLOWER

Beach Flower is a skill that determines the amount of attention one can attract from interested individuals at the beach. Upon acquiring this class skill, you officially become a Summer Servant.

- **D Rank:** Whether intended or not, your presence at the beach inevitably draws glances.
- **C Rank:** The passionate adoration of those seeking the essence of summer becomes a means to fulfill your desires.
- **B Rank:** A charisma unique to summer. However, at the beach, it falls just short of the destructive allure of other Servants.
- **A Rank:** You have attained the status akin to that of a celebrity. **Versatile Entertainer** - A voice. A thousand voices. The stage is your domain, the crowd your adoring subjects. Under the spotlight or in the shadows, you are the chameleon of charisma. A voice so fluid, it mimics anyone's timbre and tone. **(you perfectly mimic anyone's voice)**
- **EX Rank:** A deity of summer has arrived. "No, no, I am indeed a deity." The beach, or under a parasol, presents an opportunity to showcase your elegance. It's a strategy of displaying extra charm during the summer, ensuring that by the time others return to their routine lives, they are already hopelessly enamored.