

SERVANT CLASS: CASTER

Class Caster, Magus and Heroic Spirit of Spells and Sorcery, is one of the Four Cavalry Classes among the seven standard Servant classes summoned for the Holy Grail War. Servants placed within this Class are usually adept in magecraft, and the only qualifying condition is the mastery of sorceries of the highest caliber compared to the specific parameter requirements of the other classes. Due to not requiring any strong statistics, they generally have low combat abilities, and due to the majority of Servants having some form of Magic Resistance, this Class is thought to be the weakest of all seven. They make up for this with other means, using magecraft that no longer exists in the current age and, no matter which Heroic Spirit is of which Class, possessing many possible ploys to be used against enemies. Those of the Saber Class can likely challenge any Caster who uses magecraft as their main offensive ability without needing to plan due to their high Magic Resistance, while those of lesser resistance like the Rider Class may require more strategy. Their class abilities are Territory Creation, altering the surrounding lands in favor of their sorcery, and Item Construction, which allows the magus to create magical items and tools.

KEY ABILITY	HIT POINTS
INTELLIGENCE WISDOM OR CHARISMA.	6 plus your Constitution Modifier. You increase your maximum number of HP by this number at 1st level and every level thereafter.

At 1st level, your class gives you an attribute boost to your choice of intelligence, wisdom or charisma.

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

trained in perception

SAVING THROWS

Trained in Fortitude
trained in Reflex.

Increase your proficiency rank in Will by one level

SKILLS

Trained in Arcana
Trained in Crafting
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

trained in all weapons

DEFENSES

Trained in all armor
trained in unarmored defense

SPELLS

Increase your proficiency rank in spell attack modifier by one level
Increase your proficiency rank in spell DC by one level

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 'mythical,' 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.

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: CASTER CLASS ADVANCEMENT TABLE

Level	Class features
1	Ancestry and background, initial proficiencies, Swift Sneak, Item Construction (D), Territory Creation (C)
2	Caster feat
3	Personal skill (D)
4	Caster feat
5	Noble phantasm (D), Item Construction (+++)
6	
7	Cavalry weapon specialization, Evasion, Personal skill (+++)
8	
9	Personal skill (+++)
10	Caster feat, Noble phantasm (+++), Item Construction (B), Territory Creation (B)
11	
12	Caster feat, Personal skill (+++)
13	
14	Caster feat
15	Noble phantasm (+++), Personal skill (+++), Territory Creation (A)
16	Caster feat
17	
18	Caster feat, Personal skill (+++)
19	
20	Caster feat, Noble phantasm (+++),

CLASS FEATURES

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

COUNTERSPELL

COUNTERSPELL ↗

Trigger A creature Casts a Spell that you have prepared

When a foe Casts a Spell and you can see its manifestations, you can use your magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (page 431).

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, primal, or occult).

SORCERY MAKER

As a Caster, you have achieved absolute mastery over magecraft. In your time, you have discovered, created, or acquired special magecraft close to the level of True Magic, qualifying you to be part of this class.

SORCERY MAKER

You gain an extra spell at each even spell rank currently available to you. These spells are always prepared and do not consume spell slots when cast but can only be cast once per day. These spells are part of your identity as a caster, integral to your legend and past. Work together with your GM to create them as you level up in this class. These spells are generally stronger than other spells of the same level; they may be an upgraded version of an existing spell or a completely new and unprecedented spell. Here are some general guidelines for these extra spells:

SPELL DAMAGE [CRINGE]

AOE: Around 4d6 damage per spell rank for a ~20ft burst or ~30ft cone. Line spells deal around 5d6 damage per rank instead.

spell attack roll: Around 3d12 damage per spell rank.

SPELL EFFECTS [BALLING]

AOE spell : Approximately 2 spell effects on a success, 3 on a fail, 4 on a critical failure.

spell attack roll: 1 spell effect on a hit, 2 on a critical success.

UTILITY SPELLS [EYO WTF]

This category does not have any specific numbers due to its inconsistency. As a rule of thumb, utility spells that buff or debuff are weaker the longer their duration. A standard duration is 1 minute; as spell durations extend beyond that, they become increasingly weaker.

SPELL RANK VARIATIONS [HOW DO YOU EVEN BALANCE THIS?]

As the spell rank increases, the general rules loosen and become less strict.

TERRITORY CREATION

Territory Creation is the Skill needed to build a special terrain that is advantageous to oneself as a magus, such as for the purpose of collecting mana, create magic objects, or perform other tasks. At Rank B, the creation of a Workshop territory becomes possible.

At Rank A it is possible to create a superior Temple. It is a Class Skill of the Caster-class.

Territories can look different depending on the Servant, as each has their own purpose in mind for the territory they create. For example, a standard magus Servant typically creates a territory where they can experiment and practice magecraft, while an artist Servant may create a Study or Performance Venue.

TERRITORY CREATION

- **D Rank:** You can create a workshop suitable for a specific activity of your choosing, such as healing, crafting, or cooking. All **rolls by you and your allies related to that activity** are made twice, and you use the better result, as long as you are within your workshop. Creating a workshop requires **8 hours of downtime**, during which you must not wander away from the spot where the workshop will be created. The size of the workshop at this rank is fairly small, fitting around a small shack or a single room in a house.
- **C Rank:** Your workshop now provides all the tools necessary for the activity it was created for, as well as giving a **+2 bonus to those rolls**. The size of your workshop can be as big as a full house.
- **B Rank:** Your workshop now becomes a **Bounded Field** and gains the same properties and requirements. Additionally, all **downtime activities**, as well as the frequency of such activities, are **twice as fast** inside your workshop than outside. This includes resting, treating wounds, refocusing, etc. Your workshop can be the size of a castle.

After creating your workshop, you may **enhance** it into a variant capable of aiding you even further. If the location of your workshop is **on top of or within the vicinity of a Ley Line**, you may spend **8 hours each day for up to 7 days** connecting your workshop to the Ley Lines. By the end of this period, the **spell DC** of your Bounded Field **increases by 5**, and you gain the ability to **share one of your current class abilities** (whether servant or not) with all allies within

the Bounded Field **except for yourself**. This could be either giving a class feat to them or sharing a complete class skill with them.

- **A Rank:** Your workshop becomes a Temple and now **affects all activities instead of just a specific one**.

If your Temple is connected to a Ley Line, you and all allies inside it gain **an extra charge of your NPs**. You can also use the Ley Line to substitute for your own magical reserves; **all spells you and your allies cast within the workshop do not use spell slots**, and this also affects **charges for magic items**.

- **EX Rank:** If your Temple is connected to a Ley Line, instead of adding a single charge to your and your allies' NPs, **double their maximum charges or increase it by 2**, whichever is higher. You also have **absolute control over the environment and conditions within the Temple**. You can alter the internal space to imitate any sort of landscape, expand or shrink the interior space, change the time flow to be twice as fast or half as fast, and make gravity lighter or heavier.

BOUNDED FIELDS

A Bounded Field is a geographical form of Magecraft whereby one knits a boundary line of Magical Energy around a space to separate its inside from the outside, cutting off and isolating that space from the outside world and then imposing an effect on the inside (or the boundary line itself). It is primarily used to protect one's body or property.

When a Bounded Field is created, a spell slot must be expended, and several magic circles need to be spread around the area to keep it stable. At least 1 magic circle needs to be created for each 100 feet within the Bounded Field.

The Bounded Field provides several benefits:

ISOLATION AND CONCEALMENT

The Bounded Field isolates an area from the outside world, creating a separate space of its own. This creates an illusion that allows the mage to control how the inside view appears from the outside. Even creatures with abilities that let them see through illusions must **attempt a check against the mage's spell DC**. The Bounded Field is also under the effects of the **Veil of Privacy spell**, at a spell rank equal to that of the spell slot consumed when **creating the Bounded Field**.

PROTECTION

The Bounded Field also protects the area from intruders. Unless permitted by the mage, no creature can enter the Bounded Field unless they succeed at a **counteract check against the mage's spell DC**.

The check itself can be caused by anything the GM deems capable of bypassing or opening the Bounded Field, such as an Arcana check to try and disable part of the barrier, a Thievery check made by an expert in magical devices, or even an attack roll made by a magical weapon under the correct circumstances.

All these different options may **change the DC at the GM's discretion**. Even effects that cover large areas do not affect the inside of a Bounded Field if they originate from the outside.

Here are the results of the counteract check:

Critical Success: You pass through the barrier or create an opening for your allies to go through **without raising any suspicion**.

Success: You pass through the barrier or create an opening for your allies to go through, but whoever is inside **the Bounded Field and its caster are made aware of the intrusion**.

Failure: You fail to break through the barrier, and whoever is inside the Bounded Field and its caster are made aware of the intrusion.

Critical Failure: As failure, **but you cannot attempt an intrusion with the same check for 1 minute**.

ITEM CONSTRUCTION

Item Construction is the Skill to manufacture magical items, from implements of war to items for daily use. Also, this Skill requires time to gather components and manufacture items.

ITEM CONSTRUCTION

- **D Rank:** You do not need a **specific feat** to craft items, such as Alchemical Crafting for alchemical items. You can complete your crafting **in 8 hours** instead of requiring **2 to 1 day of work**. After the first 8 hours, you may choose to continue working an **extra 8 hours**, instead of a day, to decrease the cost of the item before completion. Additionally, you do not need to meet **proficiency level requirements** to craft items.
- **C Rank:** You gain a **+2 bonus** to your Crafting checks. When crafting, you are always considered to be using a **formula** and may create a formula for any item you could craft. If one of the requirements for crafting the item is **casting a certain number of spells**, you do not need to do so.
- **B Rank:** You have learned to utilize all materials to their best potential; all materials you use count as **high-grade materials**. Furthermore, when you craft items, you may **add an additional benefit** to them, such as an ability or passive effect.

- **A Rank:** You can now **craft items of any level**, even if your level is lower than the item's level. Additionally, you can craft items that do not exist yet. Work with your GM and use the **Building Items rules in GM Core pg. 130** as a basis for your magic items.

- **EX Rank:** You have mastered the art of item construction to a supernatural level. **You do not need materials to craft any items**. You can now **mix and match the properties and features** of items you get a hold of, transferring abilities from one to another or removing curses etc... This can only be used after items have been created and **not before**, and it changes the item's levels accordingly. You also **automatically critically succeed** at crafting any item of your level or lower.

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, Presence Concealment 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 one or 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 3 and increasing at level 7, 10, 15 and 20. This progression allows for a maximum of six 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 **Caster 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 STAFF

2ND

You react instantly to any threat against your master. When your master is attacked by an enemy or affected by a hazard, you can immediately intervene. You gain the Master's Staff reaction, allowing you to cast a spell targeting either your master or the offender, ensuring their safety or delivering retribution, all in the blink of an eye.

THE MASTER'S STAFF

Trigger Your master is attacked by an enemy or affected by a hazard.

You may cast a spell targeting either your master or the offender as a reaction.

CAVALRY WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the means you know best. You deal 2 additional damage with attacks and spells in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary. Your minions also gain this benefit.

CASTER CLASS FEATS

MEDICINE

The Medicine skill represents the Servant's exceptional ability to heal and tend to wounds, far surpassing ordinary medical practices. This skill allows the Servant to perform miraculous feats of healing, restoring their allies to full strength even in the direst of circumstances.

- **D Rank:** Your knowledge of Medicine becomes more refined, enabling you to make a significant impact on the battlefield. You become **trained in Medicine** if you aren't already, and you **gain one Medicine skill feat** of your level (you can change this feat when you level up). Additionally, add your **Wisdom modifier as healing for each 10 HP you heal
- **C Rank:** Your healing touch becomes more potent, capable of alleviating ailments as well as injuries. When you heal a creature, you can also **remove one condition** affecting the target, **except** for the **wounded condition** and severe conditions (**petrified, cursed, doomed, and paralyzed**). Additionally, when you **stabilize a creature it heals 1 hit point**.
- **B Rank:** Your medical prowess reaches new heights, making your treatments quicker and more effective. When you roll Medicine to heal a creature, you **roll twice and take the higher result**. When using an activity that heals a creature, **you reduce the actions it takes by 1** (to a minimum of 1 action).
- **A Rank:** At this rank, You've become unparalleled, ensuring maximum recovery with every touch. When you heal a creatures, **all healing dice is maximized. Restoration** - Once per day, as three actions **♦♦♦**, you can heal a single creature within touch range to full health, **restoring all lost hit points and removing all conditions, poisons, and diseases**.
- **EX Rank:** Achieving the pinnacle of medical mastery, you now perform miracles of healing, restoring vitality and removing ailments with unmatched efficacy. You now add your Wisdom modifier as healing **for each 5 HP you heal** instead of each 10. When you heal a creature, you can now remove **any number of conditions affecting it, including severe conditions**. Your Restoration ability can now be used on **all allies within sight** of you as a single action **♦**.

DISENGAGE

Disengage is the ability to withdraw from the battlefield in the midst of combat or reset the battle conditions.

- **D Rank:** Once per day, as a Free Action **♦, you and your allies** can Disengage, teleporting back to a position **you occupied** within the **last minute**. This position must not be more than **five times your speed away**.
- **C Rank:** When you Disengage, **all allies and enemies that are alive** are transported back to the positions **they occupied** at the time when you were at the location you return to. Additionally, their **hit points are reset to the values** they had at that moment. **Allies** gain the **Fleeing 3** condition.
- **B Rank:** Upon Disengaging, the **conditions** of your allies (including cooldowns, status effects, etc.) are **reset** to what they were at the moment of Disengagement, with the **exception of this ability and Noble Phantasms**. There is no longer any **restriction on distance**.
- **A Rank:** When you Disengage, you gain the ability to selectively **choose which creatures** are affected by this ability and which are not.

PRIVILEGE

Privilege is an 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**, after which you will be locked from using the same Class Skill.
- **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..
- **EX Rank:** Allows you to use any **A Rank Class Skill** of your class for 1d4 rounds. Class Skill will not be locked.

PRESENCE DETECTION

Presence Detection is the ability to detect other Servants and local mana sources.

- **D Rank:** You gain a detection range of **60ft.** Whenever a creature tries to **hide or sneaks within your detection range**, you **automatically detect their location**, but they **remain hidden** to you. Once a creature **becomes observed** to you within your range, their presence continues to be detectable to you, regardless of subsequent attempts to hide **until they leave your range.** (Creatures with **Presence Concealment** would only be **undetected** instead of becoming **hidden**)
- **C Rank:** Creatures that try to hide from you get **one level of success lower against you.** You can discern the type of creature (e.g., humanoid, beast, undead) when they attempt to hide within your **detection range.** Additionally as an action ♦ you can **detect** the location of **all creatures** within your detection range.
- **B Rank:** Your detection range increases to **120ft.** When you use your action to detect, **an equal or lower rank of Presence Concealment can be nullified.** This extends to magical illusions, invisibility and transformations, as long as **their level is equal to or lower than half your level.** This enables you to perceive the true nature of altered or disguised beings and **nullifies any impediment** illusions and such would cause you (e.g., mirror image...).
- **A Rank:** You can now detect not just the presence but also the magical potency of any creature within this range. Gauging the relative strength of their abilities compared to yours, allowing you to **know their AC, saves and DCs.** Additionally, **once per day** you gain the ability to **suppress** one magical effect within your detection range as a reaction ♀. The suppression lasts for **1 minute** or until you choose to end it.
- **EX Rank:** Your sensory abilities reach their zenith. **Your detection range increases to 1-mile,** allowing you to detect all forms of concealment and illusions within it. This includes magical and non-magical means, as well as **unbounded fields.** Additionally you can temporarily **see through the eyes of any creature within your radius**, giving you their point of view on demand for 1 minute, creatures **aware of your presence** can try to resist this effect by succeeding a **Will Save against your Class DC.**

HIGH-SPEED INCANTATION

High-Speed Incantation is the ability to speak or perform magical incantations at an accelerated speed.

- **D Rank:** You gain the **Quicken Spell** activity:

QUICKEN SPELL ◊

CONCENTRATE

Frequency once per day

duration 1 round

Reduce the number of actions to cast a **cantrip** or a spell that is at **least 2 ranks lower** than the highest-rank spell rank you have by 1 (**minimum 1 action**). This would cause effects and abilities that only work on lower action cost spells to also work on this one for the duration, such as with spellstrike or readying an action etc.

- **C Rank:** Whenever you gain the **quickened condition**, regardless of the source, you can use the extra action to cast one of your spells or use one of your spellshapes. You also gain the **Quicken Shape** activity.

QUICKEN SHAPE ◊

CONCENTRATE

Frequency once per day

duration 1 round

Reduce the number of actions required to use a **spellshape** by 1.

- **B Rank:** The frequency of **Quicken Spell** and **Quicken Shape** increases to once per round. Additionally, you can now use **Quicken Spell** on any spell you cast. If you use **Quicken Spell** or **Quicken Shape** on a reaction ♀, it becomes a free action ♦ instead.
- **A Rank: Delay:** You cast your spells with an unordinary pace. When you **cast a spell**, you may choose to delay its effects until **the start of your next turn.** The spell slot is **consumed upon casting**, and slight manifestations of the spell appear, but the nature of the spell remains **unrecognizable** to other creatures. **Flash Casting:** Once per day, you can cast a spell with an action cost of 3 ♢ or fewer actions outside of time, taking all actions simultaneously and effectively casting the spell as a **free action** ♦. After using this ability, you are **slowed 1** until the end of your next turn.

- **EX Rank:** All spells and spellshapes you cast have their action costs **reduced by 1**, to a minimum of 1 action ♦♦. **Overdrive:** Once per day, you can take 3 actions ♦♦ to cast any 3 spells simultaneously. Afterwards, make a **DC 10** check using your **spell attack bonus** as a modifier. On a **success**, you may cast another spell. On a **failure**, the activity ends. On a **critical failure**, you cannot cast spells until the end of your next turn. **Each time** you succeed on the check, **the DC increases by 5**.

MAGECRAFT

A skill that represents the ability and knowledge of how to use the magic of the Modern Era or is simply the natural talent of a servant when it comes to wielding magic allowing them to easily use magecraft.

- **D Rank: Automatic Spell Progression** – Your magical talents develop naturally, granting you spellcasting versatility from the start. You gain a **spellcasting dedication** of your choice and gain **twice as many cantrips** as normal. Instead of requiring the basic, expert, or master spellcasting archetype feats to gain spells, you **gain spells automatically**. You receive one **spell slot of each spell level every two levels** (e.g., at 2nd level, you gain one 1st-level spell slot; at 4th level, you gain one 2nd-level spell slot, and so on). You may still take spellcasting archetype feats to increase your number of spells.
- **C Rank:** Your connection to magic strengthens. You gain **twice as many spell slots** from your dedication or other sources, including those gained from automatic spell progression.
- **B Rank: Spell Creation** – Once per day, you can **create a temporary spell slot** of any level you are capable of casting. This temporary slot **lasts until the end of your turn** and can be used to **cast any spell you know**, even if it is not prepared.
- **A Rank: Circuit Transfer** – You may spend a single action ♦ to **transfer spell slots** between yourself and a willing creature within **30 feet**. If the **creature has spellcasting abilities**, you may either **give them a spell slot or take one from them**, allowing either of you to cast an already prepared spell or to prepare a new one with the transferred slot. The transferred spell slot **cannot be of a level higher** than what the recipient can normally cast. If the **creature does not have spellcasting abilities**, you may give them a single spell slot, allowing them to **cast a spell** using your spellcasting modifier

and DC. A creature without spellcasting can **only hold one transferred spell slot at a time**, and the slot lasts until the creature **takes a rest**.

- **EX Rank:** Your magical reserves are unparalleled allowing you to **cast any spell you know** without needing to prepare it, including focus spells. Spells you cast **do not consume spell slots unless they are heightened**.

SELF MODIFICATION

Self-Modification is the aptitude to remodel the body or merge one's own flesh with body parts of others. The higher the ranking in this Skill, the further away one is from being a proper hero.

- **D Rank:** You gain the ability to **implant grafts**. By spending 1 hour of downtime, you can implant any graft of a **level equal to or lower than yours** into yourself or a willing or unconscious creature. To create a graft, you require **a body part from a creature that possesses the desired ability** (for example, implanting compound eyes requires the eyes of an insect with them). Work with your GM to determine the body part needed for each graft. You may also **invent new types of grafts** through this process. Only **3 grafts created** by you can exist at any one time.
- **C Rank:** You may **upgrade your grafts** when you reach character levels **5, 10, 15, and 20**. Upgrading takes the **same amount of time** as creating a graft but **does not** require a new body part. Each upgrade either strengthens an existing ability or adds a new function to the graft. Implanting grafts now requires **only 1 minute**. The maximum number of grafts you can maintain increases to **5**.
- **B Rank: Parasitize** – You gain the ability to **merge** with other creatures. As a 2-action ♦♦ activity, you may merge your body with a **willing or unconscious creature**. Outwardly, the creature **appears unchanged** and remains **unaware of your presence** unless you choose to reveal yourself. You can see through its senses and **may manifest parts of your body** (such as a mouth to speak, hands to cast spells, or legs to move) on its form to take actions. **While merged**, you may choose **who takes damage**, but both you and the creature take **damage from aoe attacks**. **Spirit damage** and similar effects can **target you directly without harming the host**. This merging can last **until dismissed**.

- **A Rank:** Your grafts gain **semi-autonomy**, assisting their wielder in using their abilities. When **using an action-based ability** granted by a graft, **once per round** you may use one of these abilities as a **free action** ♦, with the graft acting independently. Implanting and upgrading grafts now require only **1 action**. The maximum number of grafts you can maintain increases to **8**.
- **EX Rank:** The number of grafts you can create and maintain is **unlimited**, though a **single normal body can only sustain up to 10** grafts at once. When recreating grafts you have previously made, **you no longer need the original body part**. You also gain the ability to **merge other creatures together**. You may merge **two willing or unconscious creatures**, designating one as **the host** and the other as **the parasite**. When merged, you may choose who takes damage **even from aoe attacks**. Spirit damage and similar effects **cannot target you directly** unless you allow it (except for special abilities such as Noble Phantasms).

CIRCUIT OVERDRIVE

Circuit Overdrive is a skill that amplifies a Servant's magical circuits, core, or overall magical prowess, enabling them to cast significantly more potent and effective spells in battle.

- **D Rank:** When you heighten a spell, it generates a surge of energy. **If the spell deals damage, add an extra damage die for each rank above its original level**. Additionally, **you gain temporary hit points equal to double the spell's heightened rank**, reflecting the empowering feedback from your magical circuits.
- **C Rank:** Your spells automatically benefit from the **Overwhelming Energy Spellshape effect**, allowing them to **bypass damage Resistance**. However, such spells deal **only half damage against Immunities**. Additionally, **your spells deal double damage when they trigger a creature's weakness**, exploiting vulnerabilities with unparalleled precision.
- **B Rank:** You are a master of leveraging heightened magic. **All spells you cast** are automatically **heightened to half your highest spell level**, without requiring additional spell slots. This ensures your magic is always cast at formidable potency.

- **A Rank:** Your magical precision and power peak. **Your spell save DC and spell attack rolls both increase by +2. Maximum Output** - Once per day, as a free action ♦ you supercharge your magical energy. Until the end of your next turn, **all your spells deal maximum possible damage or healing**.
- **EX Rank:** All spells you cast are **automatically heightened to their maximum possible level**, regardless of your ability to cast spells of that rank. Your spells also persist even under the effects of **anti-magic fields**, though they can still be counterspelled.

ENDURING MANA

Enduring Mana is a skill that demonstrates one's mastery over the effects of their spells, allowing them to prolong durations and sustain multiple spells simultaneously.

- **D Rank: Reset Magics** - You gain the ability to manipulate sustained effects with precision. **Once per minute**, when you **sustain an effect**, you can **revert it** to its original state as if it had just been cast. **Targets remain the same**, and the original effects (such as summoned creatures, condition severities, or temporary hit points) are restored. **This does not alter the effect's remaining duration**.
- **C Rank:** Whenever you impose **a condition or apply an effect** with a spell, you **increase its severity by 1 and double its duration**, unless the duration is tied to its severity. **This applies to both positive and negative effects**.
- **B Rank:** You gain heightened control over magic. **Your spell save DC and spell attack rolls both increase by +2**. Additionally, when you use **the Sustain action**, you can sustain up to **two different effects simultaneously**.
- **A Rank:** You can **end a condition or effect affecting you or a creature within 5 feet** as an action ♦, showcasing your ability to manipulate magical states at will. Furthermore, **Reset Magics** becomes **once per round** instead of once per minute.
- **EX Rank:** Your mastery over magical endurance reaches its peak. **All your spell effects and conditions remain active until dispelled by you or another caster**. Otherwise, they are **permanent**. Additionally, **you can sustain up to three effects at once with a single Sustain action**. Your spells and effects become an unbreakable foundation of magical power.

INHERENT WISDOM

Inherent Wisdom is a Skill that shows one who has unparalleled natural knowledge.

- **D Rank:** You gain the **Assurance** feat for every skill you are trained in. Additionally, you gain the **Automatic Knowledge** feat, enabling effortless access to information.
- **C Rank: Blinding Expertise - Once per round**, you can perform **any skill check, skill action, or skill feat action** as a free action ♦, even if it would normally require an **activity**. When using Assurance, **you also apply bonuses** to the result, further improving its effectiveness.
- **B Rank:** You gain the **Know-It-All** feat as well as the **Incredible Recollection** feat. Additionally, if you have any **special abilities or free actions** triggered when you Recall Knowledge, **you can use them with these actions**. This includes similar abilities such as **Reason Rapidly** or **True Hypercognition**.
- **A Rank:** When you use **Assurance**, you treat the result as **15 instead of 10**. Additionally, **Blinding Expertise** can now be used **three times per round instead of once**, further amplifying your ability to act with skill-based precision.
- **EX Rank:** All skill checks to **Recall Knowledge** are treated as **critical successes, regardless of the roll**. Furthermore, when you use **Assurance**, you treat the result as **20 instead of 15**, representing the peak of natural understanding and skill mastery.

CURSE ARTS

Curse Arts is a Skill that signifies one as a practitioner of Curse Arts. This magecraft has roots in both the eastern and western worlds.

- **D Rank: Hex Cast** - Harnessing the fundamental techniques of Curse Arts, you can imbue your magic with malice. **Three times per day** as a free action ♦, when you cast a spell, you may **infuse it with a curse or a disease** from the curses and diseases lists (Core Rulebook pg. 86-88). The curse or disease must be of a level **equal to or lower than your character level**. Targets of your spells must make an additional saving throw against your **spell save DC** or be afflicted by the curse or disease. Additionally, with **an hour of work**, you can imbue physical items such as talismans or straw dolls with a curse or disease and specify the conditions under which it is triggered. Only **one item at a time** can carry an imbued curse or disease, which ceases to influence the item after being **triggered once or**

being dispelled (some curses and diseases have rules tied to their setting change them at the GM's discretion).

- **C Rank:** You gain the ability to **create new curses and diseases** by performing rituals that require **specific materials**. The materials needed depend on the nature of the curse or disease you are creating, as determined with GM guidance. Once you create a curse or disease for the first time, you can **imbue it without needing to gather the materials again**. Additionally, all your curses and diseases gain an **increased counteract level**, making them harder to remove.
- **B Rank:** Your curses grow in potency and become harder to escape. All curses and diseases you imbue gain the **virulent** trait, making them **more resistant to removal**, and on a **failed initial save**, the target **progresses directly to stage 2** of the affliction. You also gain the ability to **alter existing curses and diseases on the fly**. **Malediction** - As a **free action ♦, once per round**, you can either **increase the stage of a curse or disease by 1**, or **trigger their effect again** (if the effect is a condition that is still in affect **increase the severity** of it by the number the curse applies. These alterations require the use of **1 Focus Point**. per round.
- **A Rank:** You may **imbue spells and items with a second curse or disease simultaneously**, allowing **layered effects**. Each curse or disease **triggers separately** but are both imbued with only **one use of Hex Cast**. Curses and diseases imbued within physical items may now **trigger as many times as you want**, no longer limited to a single use. Additionally, your curses and diseases **create a metaphysical tether** between you and the target, allowing you to **sense their location and general health** as well as **see through their eyes**, while the curse or disease persists.
- **EX Rank:** You reach the pinnacle of Curse Arts, gaining complete control over your afflictions. You can use Hex Cast an **unlimited number of times per day**. You can also imbue **up to three curses or diseases simultaneously** into a spell or item, with each triggering **independently**. Your mastery over Curse Arts makes your afflictions **immutable**; they **cannot be counteracted, dispelled, or removed** unless you **willingly allow it** (With the exception of NPs).