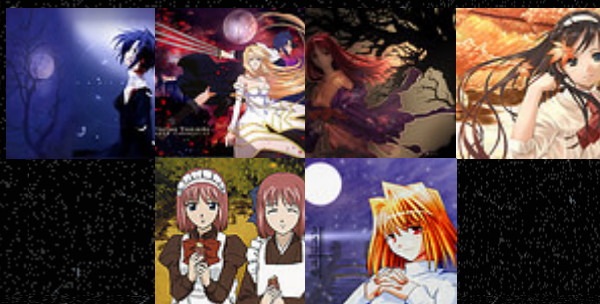


Heavens Feel

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Heavens Feel


 NPC (Fate Stay Night) Emiya Shirou

[November 24 2007] 10:01:00 AM]

[Tags|fate_nasiverse_rpg, fate_npc, fate_stay_night_npc]

Emiya Shirou, Meddling Kid

Nature Martyr
Demeanor Cavalier

*Whatever you do, make it an offering to me --
the food you eat, the sacrifices you make,
the help you give, even your suffering.*
-Bhagavad Gita

STR 4 INT 3
CON 4 PER 3
DEX 4 WILL 5Derived
Life Points 42 (+15) 57
Characteristic Luck 2,
Initiative 4 (+6)(+2) = 12

Mana 28 (+30) (+12)= 70
 Actions 1 attack and 1 defensive action
 Movement 6 (+2)= 8
 Fear Save 10 (+4) = 14

Temporary Luck 6

Perks:

Warlock, Student, Combat Reflexes 3, (Through Avalon: Unique Kill [Remove the Scabbard from His Astral Form and then do enough damage], Regeneration 1, Immortal), Hard to Kill 5, Extra Lucky 4, Extra Energy 3, Magic Circuit 4, Natural Runner 2, Conviction 4, Reinforcement and Tracing*, Attractiveness 1, Catnapper, Danger Sense 1, Focused Damage 2, Good Listener, Light Sleeper, Occult Library 3, Command Rune with 3 Charges,

Flaws:

Obsession (Become a Hero For Great Justice) 1, Honorable 2 (Always Keeps His Word, Always Protects the Weak, Does Not Lie, Never Accepts Rewards for Service), Teenager, Reckless 1, Complimentarity (After Rin transfers some of his Magic Circuits into Saber), Tragic Love

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, 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 [Bower]) 4

Weapons

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

*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 Grail War. 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.

Notes and Background

A decade ago, toward the end of the 4th Holy Grail War, Fuyuki City was consumed by a massive fire. The flames razed a large portion of the city and took countless lives, including those of Shirō's biological parents. Although he managed to survive the blaze, he was on the brink of death and would have willingly succumbed to his injuries had Emiya Kiritsugu



not stumbled upon him. Kiritsugu, motivated by his compassion and the guilt caused by being unable to prevent the tragedy, healed the boy and accepted him as an adopted son.



Kiritsugu revealed himself to be a [magus](#), and though initially unwilling, attempted to raise the boy as a successor to his sorcery; however, Shirō was unskilled and incapable of performing even the most rudimentary of sorcery (Editor's Note: His low Occultism reflects this, as does his relatively low Magic Circuit rank.) The only spell-like ability he had success in, *Reinforcement*, was a difficult and unpractical skill, of little use to any proper magi.

Furthermore, and perhaps inadvertently, Kiritsugu passed on his philosophy to Shirō. Kiritsugu was benevolent, and strived to protect the innocent from the world's many perils, even at the cost of his own humanity; however, he had come to realize that whenever he was able to spare one life, another person was fated to die. Although Kiritsugu was tormented by his inability to save everyone, Shirō always admired his efforts at attempting to do so. Kiritsugu also viewed sorcery as inherently destructive, and though he disapproved of Shirō's desire to learn his craft, he advised applying sorcery in secret, where it could only benefit people and not attract confusion or suspicion.

Several years before the 5th Holy Grail War, Kiritsugu died suddenly, leaving Shirō frustrated, depressed, and alone. However [Taiga Fujimura](#), Shirō's longtime neighbor and his English teacher, assumed Kiritsugu's role as guardian, and later on, [Sakura Matō](#) started daily visits to help him with housework.

Despite his poor aptitude for sorcery, Shirō makes use of his skills as an aid in repairing various machinery. In awe of his father's aspirations, Shirō hoped that by improving his one and only technique, he could achieve Kiritsugu's dream of being a "Hero of Justice".

Although Shirō has significant potential in certain areas, he is unskilled in most traditional forms of sorcery. At the beginning of [Fate/stay night](#), his only ability is *Reinforcement*, the power to analyze the structural composition of objects, and with an understanding of their chemical and physical makeup, increase said object's effectiveness in its given purpose, such as increasing a blade's sharpness, a shield's durability, or his body and eyes. However, he lacks mastery for even this simple spell, and his various applications of it are limited.

Shirō's true talents lie in a more advanced form of *Reinforcement*, known as *Tracing*. This skill allows him to transmute the form of existing objects through his imagination. With this ability, Shirō is able to transform ordinary objects like wooden branches into metal swords, or create them out of thin air. However, tracing demands a substantial amount of Mana and concentration, and replication is limited by the raw materials available for transmutation. Furthermore, all transmuted objects suffer a degradation in quality and have to be maintained with constant supplement of mana, making this ability almost useless in combat.

However, Shiro's *tracing* ability is unique in the fact that he does not need raw materials to transmute an object, nor does he need to constantly supply mana to maintain the object. Shiro himself does not realize how special this ability is, for the most of the objects he *traced* before the Grail War were only the empty shells of the intended objects, missing any internal components. During the 5th Grail War, he finds out that his *tracing* ability is exclusively specialized in swords or bladed weapons. He can recreate any blade by simply observing the original.

In *Fate* scenario, Shiro *traces* Caliburn to help Saber after seeing it in his dream. This is the result of Archer's advice: "If you can't defeat it, then imagine what can."

In *Unlimited Blade Works* scenario, Shiro becomes an expert at the skill after witnessing [Archer's Reality Marble](#), *Unlimited Blade Works* (thus the name of the scenario, *Unlimited Blade Works*).

In *Heaven's Feel* scenario, with knowledge "borrowed" from Archer's mind, Shirō is able to project a variant of Archer's Reality Marble, *Unlimited Blade Works*. Shirō's *Reality Marble* provides him with a world where all the components needed to facilitate tracing exist, allowing the recreation of any object Shirō has ever seen. In contrast to normal tracing, he can create objects from nothing, without having to modify an existing element. When Archer's left arm is transplanted onto Shirō's body in the form of an Artificial Phantasm, Shirō gains the ability to utilize Archer's magic circuits. However, this power comes with a high cost: At the moment of activation, Archer's circuits will overload Shirō's body and eventually lead to his death. Before this happens though, Shirō's power increases immensely, allowing him to defeat [Black Berserker](#) nine times with a single maneuver based on Berserker's own Noble Phantasm "Nine Lives". This maneuver was fittingly named "Nine Lives Blade Works" by Shirō.

His ability of Tracing is due to Shiro's uniqueness, where he considers others to be more important to him than himself. Unlike a normal human being, who would feel happiness for others only within his or her own happiness, Shiro's happiness comes only from others' happiness, even at the cost of his own blessings. Such a characteristic comes from his trauma in the great fire 10 years ago, when he had almost died. Although he alone was saved by Kiritsugu, Shiro had already lost his self-awareness in the fire. As a consequence, he no longer values his own self and tries to find the meaning of his existence in helping others. This makes his speech to Saber about how she should live her own life for herself somewhat

hollow. Although both Rin and Saber are far more capable compared to him in the Fifth Holy Grail War, he does his best to look out for and protect both of them.

Added with his admiration of Kiritsugu's hope to be "a hero of justice", Shiro lives only to be able to help those in needs and not for himself. This total lack of his own self actually renders him free to use his own self to create weapons as a method to protect others. A normal mage would have to transmutate matters using his own mana and maintain it by again spending his mana. But Shiro needs mana only to morph the part of his own being into the objects he desires, making him a unique Tracer, and allowing him to create his own *Reality Marble*.



Editor's Notes: I'll update his file once I have *Unlimited Blade Works* completely mapped out. Be patient.

Emiya Shirou waited. The stars above him blinked and sparked out of the air. There was evil in The World. He didn't see it, but had expected it now for years. His warnings to The People were not listenend to and now it was too late. Far too late for now, anyway.

Emiya was a Hero of Justice for eleven years. When he was young he watched the fire killed his family and he said to dad "I want to be an Hero of Justice daddy."

Dad said "No! You will BE KILL BY EVIL"

There was a time when he believed him. Then as he got oldered he stopped. But now in the depopulated ruins of The World he knew there was evil.

"This is The People" the radio crackered. "You must fight the evil!" So Emiya gotted his twin blades and blew up the city.

"HE GOING TO KILL US" said the evil

"I will shoot at him" said the Gilgamesh and he shooted the Library of Babylon. Emiya slashered at him and tried to cut him up. But then the buildings fell and they were trapped and not able to kill.

"No! I must kill the evil" he shouted

*The radio said "No, Emiya. You **are** the evil"*

And then Emiya was an Archer.

-DOOM: Repercussions of Evil, Fate/Stay Night Edition

[link](#)

NPC (Fate Stay Night) Tohsaka Rin

[November 24 2007] 09:59:00 AM]

[Tags|fate_nasaverse_rpg, fate_npc]

Tohsaka Rin, Meddling Kid

*Confidence comes not from always being right
but from not fearing to be wrong.*

-Peter McIntyre

Nature Gallant
Demeanor Critic
STR 3 PER 4
CON 5 INT 5
DEX 5 WILL 7

Derived Statistics
Life Points (+15) =
57
Movement 7 (+2) =
9
Characteristic Luck 3,
Temporary Luck 7
Initiative 11
Fear Save 14 (+4) =
18
Mana 32 (+24)
(+40) = 96



Perks

Witch, Student, Hard to Kill 5, Natural Runner 2, Extra Lucky 4,
Combat Reflexes 3, Conviction 4, Attractiveness 3,
Command Rune with 1 charge, Confidence, Eiditic Memory 2,
Fresh Gear 3 (Bag o' Gem Bombs), Good Sense of Character,
Mad Skillz, Magic Circuit 8, Extra Energy 4, Light Sleeper,
Natural Toughness, Reinforcement, Quick Learner,
Resources (Wealthy), Occult Library 5, Enchanter 4

Flaws

Teenager, Honorable 2, Soft-Hearted,
Obsession (Honor Her Father and Win the Grail War) 1

Skills

Alertness 3, Danger Sense, Resistance (Magickal) 1,
Animal Ken (Cats) 1, Athletics (Swimming) 2,
Brawl 2, Dodge (Firefights) 2,
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 8, 1d4 X STR Bashing
Kick 7, 1d4 x (STR+1) Bashing

Spells and Assemblages

Gand - Magic Missile Attack Spell
Power Level 5, 10 Mana to Cast
Quick Cast By Anyone with Magic Circuits (+1),
Severe Scope (+2), No Special Requirements (+0),
Causes Severe Damage (Lethal)
[Success Levels x WILL x 2] (+2),

Editor's Note: If the Storyteller would prefer for her to have this as an Ability, it's Quality Cost would be 7 and it'd still cost 10 mana.

Magic Gem Bomb ,
Level 2 Assemblage,

Requires expensive gemstone and a blood blessing with a specially-blessed knife. Small Size (+1), Max Range 10 yards (+1), Effects 1 Target (+0), One Use
Doodad [Assemblage]

Rin must throw the gem at her target (DEX + Melee -2 to hit them). If she connects, the gem explodes, doing 1D6 x her WILL in Lethal damage to her target.



Making a charged gem takes Rin about 20 minutes. She must sacrifice the gem when she throws it, as it blows up real good (hopefully along with the target).

It is worth noting that the damage caused is not Epic -- and certain Epic Heroes may be able to shrug off the damage. In the *Fate* scenario, Rin dropped an entire bag of explosive gems on Berserker's head, and blew it off - only to reveal that his *God Hand* Noble Phantasm gave him a set number of extra lives.

Notes and Background

A model student and idol of Shirō's school, Rin is secretly a sorceress and Master in the Holy Grail War. She is descended from a long line of sorcerers, and though lacking a formal magic education, is extremely powerful in her own right. Her father was killed in the 4th Holy Grail War, and she has trained since his death to succeed him. She is perceptive, resourceful and avidly competitive. Although she tried to summon a Saber-class Servant, she accidentally called Archer instead.

Two centuries ago, the Tōsaka House, in collaboration with the estates of Makiri and Einzbern, helped found the Fuyuki Holy Grail Wars. The land of Fuyuki City, which possessed the second greatest spiritual power in all Japan, was owned by Rin's ancestor, Nagato Tōsaka; at the behest of the Einzberns, he provided his property as battleground for present and future wars. Nagato was a *kirishitan*, as well as a pupil of *Zelretch*; these titles gave him considerable influence on both the Mage's Association and the *Church*, allowing the Tōsaka's to participate in the Holy Grail Wars, free from harassment by either organization. Rin was reared as the successor to her family's magecraft, and was instructed by her father, *Tokiomi Tōsaka*, to prioritize sorcery over her own interests. Ten years ago, Tokiomi was selected as a Master in the 4th Holy Grail War, and Rin was entrusted to take care of the Tōsaka estate until his return. After her father was killed, Rin continued to perfect her sorcery, with some guidance from her guardian, *Kirei Kotomine*. To divert attention from her private life, Rin has diligently strived to earn the admiration of her peers, even though she is secretly stingy, tomboyish, and a slacker.

Although Rin resents the sacrifices she has endured for the sake of tradition, she is fiercely competitive and eager to prove herself as a skilled and capable sorcerer. She was immensely disappointed at summoning *Archer* and ended up in a quarrel with him; however, the duo soon reconciled their differences and quickly got along.

As the Tōsaka's successor, Rin excels in transformation of energy, which includes storage of Mana in objects. Because the amount of energy a magus can release at

one time is restricted by bodily limitations, Rin has been able to accumulate all of the Mana generated by her body during her lifetime through jewel crystallization. As with practicing of sorcery, charging these jewels has become a daily process for her. When Rin's stored power is needed, she can detonate her jewels on contact with an object, resulting in a release of energy equivalent to an attack rank of "A".

Her most common offensive spell is a Finnish technique known as Gand, which concentrates Mana into Rin's forefinger, resulting in a hazy black orb subsequently fired like a bullet. Originally intended to a curse, Rin's variation on Gand takes on an unusual, corporeal form. Additionally, Rin has bypassed any need for a verbal component to initiate this spell, and she can fire many Gand shots in an instant.

Rin is also proficient with reinforcement sorcery; although not her specialty, she begins *Fate/stay night* with far more skill than Shirō Emiya has in the discipline. This spell is employed only once, when Rin uses reinforcement on her legs in the *Fate/stay night* prologue in an attempt to give herself enough speed to distance herself from Lancer. This displays her talent in the field, as the application of reinforcement to enhance parts of a living being is considered the pinnacle of difficulty.

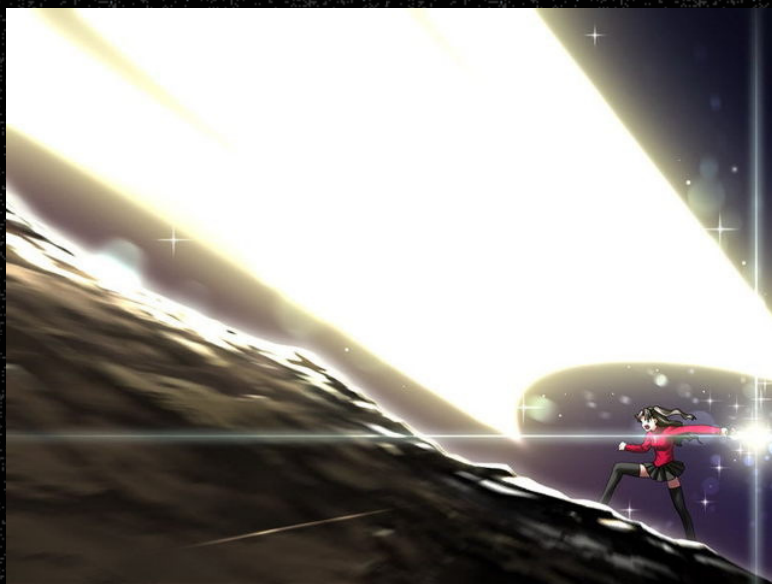
Rin narrates the prologue of *Fate/stay night*, detailing her first three days involved in the 5th Holy Grail War. In her dialogues, she reveals to her Servant Archer that she is only participating in the war out of her own competitive desire to become the winner. She also expresses dissatisfaction with Archer, for she was attempting to summon a Saber-class Servant, though she quickly grows accustomed to him. After scouting out Fuyuki City, Rin is caught off-guard at Homurabara Gakuen by Lancer, who then engages in battle with Archer. This fight is interrupted, however, when Shirō Emiya is discovered and fatally wounded by Lancer; Rin, who has sympathy for Shirō, uses her family's treasured pendant, which possessed a strong concentration of Mana, to repair his heart. After she returns home, she realizes Lancer will continue to hunt Shirō when he realizes Shirō is not dead, prompting her to sprint toward Shirō's neighborhood. It is here that she first encounters Saber, and the three *Fate/stay night* scenarios branch off. By the conclusion of the prologue, Rin would have used two *Command Mantra* on Archer; the first is to force him into submission after he acts insubordinate to her briefly after he is summoned, and the second is to force him into ethereal form before he is killed by Saber. In all scenarios, her position as narrator is replaced by Shirō.

In *Fate*, Rin acts as an advisor to Shirō, dutifully attempting to school him in traditional sorcery in light of his powerful Servant, Saber. Although Shirō's recklessness results in the death of Archer, she bears Shirō no ill-will, though she hides bitterness at her loss of both her Servant and her chance at winning the war. Rin is later stabbed by Kirei Kotomine in Shirō's home, though she survives and ultimately leaves for London at the war's end to become a true magus.

Rin is the heroine in [Unlimited Blade Works](#), and has a romantic relationship with Shirō. In [Heaven's Feel](#), she uses the [Jeweled Sword Zelretch](#) to fight [Sakura Matō](#).

Rin and Shirō become partners in every scenario. In fact, Rin does care for Shirō. However, aside from in her heroine scenario, *UBW*, she does not end up the romantic interest of Shirō after the 5th Holy Grail War. In *Fate* scenario, she becomes only an observer of Shirō's life and continues her friendship with Shirō after Saber's departure. In *Heaven's Feel*, she does not pursue her feelings further because of [Sakura Matō](#), her biological sister, who is in love with Shirō. Some believe that her interaction with Saber in one scene in the *Fate* scenario implies that Rin is [bisexual](#), but girls having crushes on other girls is, while not common, nothing that raises eyebrows in Japanese culture.

Editor's Note: Below is an image of Rin using the Jewelled Sword Zelretch.



[link](#)



[November 19 2007] **01:35:00 AM**

[**Tags**|[fate_nasaverse_rpg](#), [fate_npc](#), [fate_stay_night_npc](#)]

Illyasviel Von Einzbern, Meddling Homonculus
Nature Rebel
Demeanor Child

STR 1 WILL 7
CON 4 INT 3
DEX 4 PER 3

Life Points (+12) 42
Mana 35 (+100) = 135
Movement 3 (halved from Child) + 2 = 5
Luck 2 (+3) = 5
Initiative 7
Fear Save 14 (+3) = 17

Perks:

Homonculus, Witch, Magic Circuit 7 (6 from other Perks), Extra Lucky 2, Natural Runner 2, Hard to Kill 4, Extra Energy 10 (2 from Homonculus), Old Soul, Extra Lucky 3, Conviction 3, Command Seal with 2 Charges, Occult Library 4, Altered Body: Increased Mana Regeneration (Illya recovers Mana at 3x the normal speed), Attractive (Cute) 2

Flaws:

Doomed, Child, Covetous (Lechery) 1, Obsessed (Win the Grail War) 1, Adversary (Masters and Servants)

Skills

Alertness (Noises) 3, Athletics 3, Brawl 2, Dodge 4, Melee 2, Etiquette (Upper Class) 2, Occultism (Rituals, White Magic) 7, Leadership 4, Influence 3, Empathy (Affairs of the Heart) 2, Stealth (Hiding) 2, Research (Rare Book Collections) 4,

Past Background (Freely lifted from Wikipedia)

Illya initially appears as an enemy to Shirō Emiya. The reason she is after him is because his step father, Kiritsugu Emiya, was a Master working for her family in the



previous War, but betrayed them by destroying the Holy Grail. After her Epic Spirit (Servant) Berserker is defeated, she has no desire to continue fighting and stays at Shirō's house. She had been very proud of Berserker because she had been able to summon a demigod born of the union between Zeus and a mortal woman, Heracles (Hercules), to serve as a Berserker Servant. She was also powerful enough to keep supplying energy to the Servant despite the incredible amount of Mana it needed daily to keep going.

She is in reality a Homunculus, an artificial human given life by applying sorcery to sperm cells, originally created and raised by the Einzbern family. She is actually slightly older than Shirō, her childlike appearance being a result of a distorted growth rate. During the Heaven's Feel scenario, it is hinted that the sperm used to create her was donated by Kiritsugu Emiya (it is confirmed in the novel Fate/zero), making her his biological daughter and Shirō's adoptive sister. Her personal interest in Shiro seems conflicted, due to the fact that Kiritsugu, whom she had loved as her father, remained in Japan as Shiro's guardian after betraying her family by destroying the long-sought Grail. Einzbern then trained Ilya harshly in order to groom her as the next vessel for the Grail, and a Master who would finally bring the Grail to the Einzbern family. Ilya, with her mother dying during the Grail War and her father abandoning her shortly after, became angry with Kiritsugu, and consequently, Shiro. She feels that Kiritsugu abandoned her for Shiro, and is jealous of Shiro for that. However at the same time, she also feels very close to Shiro for his relationship with Kiritsugu.

The Einzbern, one of three families of sorcerers involved in the Holy Grail War (the others being the Tōsaka and the Makiri/Matō), were responsible for creation of the vessel which the souls of the defeated Servants would go into, while the Makiri created the system of Masters and Servants and the Tōsaka supplied the land which became Fuyuki City. As such, Ilya was prepared by her family to act as a living vessel for the Grail.

In Fate/Zero, the process of the Grail's creation was detailed. As each servant dies, its energy would flow into her artificial body. When six servants die, her body would be destroyed, creating the current Holy Grail. Thus, by having Homunculi participate in the war, the Einzbern master would never be able to make a wish even when they win; The Einzbern family is fixated on victory alone because they're the family that came up with the Holy Grail War historically, the Einzberns have lost every Holy Grail War. In desperation, they drew upon a powerful curse during the 3rd Holy Grail War and conjured up Avenger, which became trapped in the Grail. Thus they were responsible for polluting its contents during the 3rd Holy Grail War and despoiling all future incarnations of the Grail. The presence of the corrupted Grail is also why the Fourth and Fifth Wars are not following the Rules of War (fictional heroes can be summoned, deities can be summoned, Epic Heroes can summon other Epic Heroes, Evil-Aligned Epic Heroes can be Summoned, etc.)

In Fate, Ilya serves as the initial Big Bad for Shirō and Saber, and eventually ends up living peacefully with Taiga after her defeat. Notably, she is somewhat attached to Shiro, and believing Taiga to be an annoyance, she is often at odds with her, for example where she says that she will smother her with a pillow while she is asleep. She has her heart torn out by Gilgamesh in Unlimited Blade Works and during Heaven's Feel, she aids Shirō throughout his fight and eventually gives up her body to become the Holy Grail.

Ilya is the main character of an alternate universe spin-off manga entitled Fate/Kaleid Liner Prisma Ilya. This manga centers around Ilya, living as a normal girl with Shiro (who is depicted as her brother) until she suddenly gains possession of Tohsaka Rin's Kaleidostick, thus granting her the powers of a magical girl.



link

 NPC - Saber from *Fate Stay Night* [November 11 2007] **10:02:00 AM**

[Tags|fate_nasiverse_rpg, fate_npc, fate_stay_night_npc]

Saber (Arturia), Epic Hero

A hero is someone who has given his life to something bigger than himself.

-Joseph Campbell

Nature: Guardian
Demeanor: Survivor

She is Shirou's Servant, an agile but powerful Epic Hero. Saber is loyal, independent, and reserved; she appears cold, but is actually suppressing her emotions to focus on her goals. Her class is considered the "Most Outstanding", with excellent ratings in all categories. Because her master cannot effectively provide her with Mana, she minimizes her activity to preserve what she has. Saber is bewildered by Shirō's "protective" tendencies, and believes his erratic and reckless behavior jeopardize her chances of winning the Holy Grail War. Saber is very serious - and speaks like the soldier and king she was raised to be. Like all Epic Heroes, she is composed of raw Mana/*Maryoku* - if her Mana ever hits zero or negative, she'll have to pass a Survival Test or pass out of existence. In this case, negative amounts of Mana provide a penalty to her Test in the same manner as negative Life Points do to regular Survival Tests.

STR 12 INT 5
DEX 8⁺¹ PER 5
CON 8 WILL 8

Life Points: 90 (+30 from HTK 10) (+20 from 2 Levels of Damn Healthy) = 140
Mana: 31 (+200 from 20 levels of Energy Bonus) (+15 from Magic Circuit 5) = 246
Movement 9 (+2) = 11
Initiative 19⁺¹
Fear Save 22
Luck 3 (Temporary Luck 10)

Perks: Noble, Epic Hero, Attractiveness (Beautiful) +3,

Resistance (Mystical) 8 connected to Epic Resistance Magical 1 (Epic Resistance automatically adds 1 success to Saber's total resistance roll).
Epic Piloting Level 1 (Saber automatically accrues 1 success whenever she pilots any modern vehicle).
Epic Initiative Level 1 (Saber automatically receives one extra success when she rolls for initiative.)
Epic Dexterity Level 1 (Saber automatically accrues one extra success when she rolls anything using DEX).
Acute Senses (Vision) Level 2, Acute Senses (Hearing) Level 2, Mad Skillz Level 1, Natural Runner 2, Combat Reflexes 6, Conviction 6, Immortal, Catlike Balance, Dematerialize/Materialize* (Emiya is an incompetent Master - so she cannot use this while he is running things. Too bad.), Dimensional Portal 6 (can pull Caliburn out of thin air),



Extra Lucky 7, Eidetic Memory 1, Magic Circuit 5, Focused Damage 3, Fresh Gear 6 (Caliburn), Hard to Kill 10, Hollow Leg, Internal Clock, Immune to Falling, Megajump 5, Rejuvenation 3, Tireless 2,

Flaws: No Natural Mana Recovery 3, Honorable 3 (Must Fight With Honor and Will Not Attack Weaker Opponents, Always Keeps Her Word, Must Finish the Mission or Die Trying, Never Turns Her Back on an Ally, Accepts Any Challenge to Single Combat) Gaikokujin, Icy 1, Complimentarity (Emiya sees her dreams) 2, Ward (Emiya),

Skills:

Academics (Ancient British History) 2, Alertness (Bodyguarding) 4, Animal Ken (Horses) 4, Arts and Crafts (Shuji) 4, Athletics (Acrobatics) 5, Brawl (Boxing, Blocking) 7, Dodge (Leap, Swordfighting) 6, Domesitic (Gardening) 5, Drive (Car, Motorcycle) 6±¹, Empathy (Truth) 3, Etiquette (Noble Obligesse, Upper Class) 5, Influence (Air of Authority, Persuasion) 5, Pilot (Helicopter) 6±¹, Melee (Broadwords 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



Noble Phantasms:

Invisible Air (インビジブル・エア, Inbijiburu Ea?): Barrier of the Wind King (風王結界, Fuu-ō no kekkai?)
A sorcery, rather than a Noble Phantasm, which compresses and gyrates the air around Saber's blade. The circulation of wind distorts the refraction of light, inducing an illusion of ethereality. This property makes it difficult for opponents to parry lunges and thrusts from Saber, for they cannot discern the length or width of the blade. Furthermore, the pressurized air can be offensively expelled once in the form of an intense gust. Although quite useful in combat, the primary purpose of Invisible Air is to conceal Saber's identity, for her true Noble Phantasm is very famous and easily recognizable .

Storyteller Notes: Invisible Air is rank C, which means it costs 4 Mana to sustain per round. This power cloaks her sword from view, which is important because recognizing Excalibur is doable with a Very Easy Occultism task and she wants to hide her identity. 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, Ekusukaribā?): Sword of Promised Victory (約束された勝利の剣, Yakusoku sareta shōri no ken?)

A celestial sword, constructed by the world from the collective wishes of mankind and fueled through a conversion of Mana into photoelectric energy. The area of expulsion appears as a colossal beacon of incandescence, though the vast majority of light is concentrated at the vertex of initial release. Kinetic entropy is intensified by the acceleration and convergence of momentum at this vertex, with only trace calidity in the dissipating tail. The concentric area of impact is broad enough to incinerate an entire military cohort. This Noble Phantasm is named after the legendary sword of King Arthur, bestowed onto the king by Viviane.

It is an Anti-Fortress Noble Phantasm.

Storyteller Notes: Excalibur is ranked A++, meaning it does 200 points of damage for 100 points of Mana. The beam of the attack creates a concentric area of impact powerful to wipe out a military cohort. Players hit by this can roll DEX + Athletics to ride the explosion for half damage. This isn't a sword thrust, it's a gigantic discharge of energy in a beam. It uses DEX + Firearms to hit. Firing off a shot also requires Saber to expend a Luck point.

Avalon (アヴァロン, Avaron?): The Everdistant Utopia (全て遠き理想郷, Subete tōki risōkyō?)

The hallow scabbard of Excalibur, originally stolen from King Arthur shortly before the Battle of Camlann. Mere possession of this Noble Phantasm bequeaths limited immortality through regenerative stimulation, as well as preventing physical deterioration due to aging. When initiated as a Noble Phantasm, Avalon dissipates into countless particles and immerses its user into a tranquil domain, virtually a "portable fortress". While bounded in this manner, an individual is shielded from all destructive interference in the physical realm, from parallel worlds, and dimensional planes. Avalon transcends even the most advanced sorceries, and is comparable only to "true" magic. The name Avalon alludes to a legendary isle in English folklore, best known as the final resting place of King Arthur.

Storyteller Notes: Avalon is an EX rank Noble Phantasm, which means it blocks 220 points of damage from all sources and bestows Immortality upon anyone inside (+2) as long as it is maintained. Anyone within Avalon also regains their CON x 3 in Life Points per round. It costs 110 points of Mana to activate.

Once up and operational, it is stable for a number of minutes equal to Saber's WILL. After that, she must spend 55 Mana points to maintain it for the same amount of time, or it will fade, leaving her and any guests she has vulnerable once more. Activating Avalon costs Saber a Willpower point.

Storyteller Notes: Her Armor Dress is summonable for the cost of 12 mana. It costs 2 mana to maintain every 8 rounds. If she is knocked unconscious, it disappears. She can also dismiss it if she does not need it or wants to save on mana. Her Armor Dress provides 24 points of armor.

Weapons:

Caliburn Sword 22(+3 when invisible), 1D8xSTR +12(magic damage) L. [2H]
 Off With His Head, 17, ([1D8 xSTR] +12) x5. If that puts the guy's Life Points at -10 or worse, his head comes off. otherwise, normal damage.
 Disarm 13 vs opponent's Brawl + Dex if she is trying barehanded,
 Disarm 18 vs opponent's Brawl/Melee + Dex if she is fighting with her sword.
 Catch Weapon 13
 Double Jump Kick 11, d4 x STR Bashing (can target two opponents)
 Punch 22, 1D4 x STR Bashing
 Roll with the Blow (DEX + Dodge), success levels soak 5 damage each from a Bashing attack

True Identity (Freely lifed from Wikipedia)

Her full name is **Arturia Pendragon**, and her creation as a character was inspired by the legends of **King Arthur**. Arturia is the daughter of British King **Uther Pendragon** and **Igraine**, a former Duchess of **Cornwall**. At her nativity, Uther realizes his subjects will never accept a female as a legitimate ruler, and decides to not publicly announce Arturia's birth or gender. She is entrusted by **Merlin** to a loyal knight, **Sir Ector**, who raises her as a surrogate son. When Arturia is fifteen, King Uther dies, and with no known eligible heir to the throne, Britain enters a period of turmoil following the growing threat of invasion by the **Saxons**. Merlin soon approaches her, explaining that the British people will recognize her as a destined ruler if she withdraws Caliburn, a ceremonial sword embedded in a large slab of stone. However, pulling this sword is symbolic of accepting the hardships of a monarch, and Arturia will be responsible for preserving the welfare of her people.

Without hesitation, and despite her gender, she draws Caliburn and shoulders Britain's mantle of leadership.

Arturia rules Britain from her stronghold in [Camelot](#), and earns the reputation of a just, yet distant king. Under the guidance of Merlin and with the aid of her [Knights of the Round Table](#), she guides Britain into an era of prosperity and tranquillity. Caliburn is destroyed, but Arturia soon acquires her holy sword, [Excalibur](#), and Avalon, Excalibur's blessed sheath, from [Vivian](#). While Avalon is in her possession, Arturia never ages and is [immortal](#) in battle.

Throughout her reign, Arturia is plagued by feelings of guilt and inferiority; she sacrifices her emotions for the good of Britain, yet many of her subjects become critical of her lack of humanity. Excalibur's scabbard is stolen while she repels an assault along her country's borders; when Arturia returns inland, she discovers Britain is being torn asunder by [civil unrest](#). Despite her valiant efforts to placate the dissent, Arturia is mortally wounded by a traitorous knight, a [homunculus](#) born of her blood named [Mordred](#), during the [Battle of Camlann](#). Her dying body is escorted to a [holy isle](#) by [Morgan le Fay](#) and [Sir Bedivere](#). Arturia orders a grieving Bedivere to dispose of Excalibur by throwing it back to Vivian; in her absence, she reflects on her personal failures, regretting her life as king. Before her last breath, she appeals to the world; in exchange for services as a Heroic Spirit, she asks to be given an opportunity to relive her life, where someone more suitable and effective would lead Britain in her stead.

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Recurring Characters in *Fate Stay Night*

These are the characters who appear in a few scenes but don't really need their own full writeup. To simplify writing them up, I have used Shorthand Scores. Muscle stands in for any athletic skill (Athletics). Combat is used in place of Brawl, Dodge, Melee, etc. Brains stands in for intellectual skills such as Arts and Crafts, Academics, etc. When it comes time for you as the Storyteller to roll for them in a situation, use the appropriate Shorthand Score + 1D10. If you want to kick it *Buffy* or *Angel* diceroll free-style, then just add 6 to these Shorthand Scores and don't bother rolling the D10. If you want them to become regular characters, then you will need to figure out what each of their skills will be rated at.

Ryuudou Issei, Student Council President (Human)

Motivation: Live Honorably, Help His Teachers Run the School

Nature/Demeanor: Jobsworth/Director

Attributes: STR 3, DEX 2, CON 3, INT 4, PER 3, WILL 5

Life Points: 30 (+6) = 36 Luck Points: 2 (+1) = 3 Mana: 24

Movement: 5

Perks: Hard to Kill 2, Conviction 3, Extra Lucky, Attractive (Handsome), Student

Flaws: Honorable (Code of the Buddhist Monk), Obligation (Student Council)

Actions: 1

Shorthand Scores: Muscle 10, Combat 11, Brains 13

Attacks:

Dodge 11, evades

Punch 11, 1D4 x STR.

Kick 10, 1D4 x (STR+1)



Notes (lifted from Wikipedia):

Issei is the Student Body President of Shirō's school, and another close friend of Shirō. Issei often asks Shirō to fix broken equipment for the Student Body to try and reduce save money on the school's bill.

Issei and Shirō often have lunch together in the Student Body's office where they talk about what ever comes to mind. His father is the head priest of Ryūdōji Temple, and his brother was a classmate of Taiga and Neko-san. Shirou thinks that after Issei graduates, Issei will shave his head and become a monk. He dislikes Rin and seems

to have some sort of fear of females, although he seems to be unusually at ease around Saber.

Issei unknowingly tells Shirō that Caster is at the Temple.

Fujimura Taiga, English Teacher (Human)

Motivation: Live an Easy Life

Nature/Demeanor: Pedagogue/Bon Vivant

Attributes: STR 4, DEX 4, CON 3, INT 3, PER 2, WILL 3

Life Points: (+3), Luck Points 2, Mana 18

Perks: Hard to Kill, Combat Reflexes 3,

Focused Damage 1, Teacher

Flaws: Lazy 1, Murphy's Law

Shorthand Scores: Muscle 14, Combat 15,

Brains 13*

Attacks:

Shinai or Boken 14, 1D6 x (STR+1 [2H])

Katana 14, 1D10 x STR (L)

Dodge 14, evades

Punch 14, 2 + (1D4 x STR)

Kick 13, 2 + (1D4 x [STR+1])

*- She has Domestic at zero.

She is an English teacher at Shirō's school, homeroom instructor of Shirō's class and the supervising teacher for the archery dojo. She is widely called "Tiger" (タイガー, Taigā?), a nickname she dislikes ("Taiga" and "Tiger" sound similar in Japanese), though Shirō refers to her as "Fuji-nee" (older sister Fuji). After Kiritsugu died, Taiga became Shirō's guardian and has been living with him for several years. Taiga and Shirō are very close, and she regards him as a younger brother. Taiga agreed to help raise Shirou in Kiritsugu's place; what ended up happening instead is Taiga regularly coming over for some tasty (free) home-cooked meals. Shirou genuinely likes Fujimura, but she does things that annoy him, and her lazy attitude is hard for him to take. Fujimura is also not above playing tricks on Shirou, and intentionally switched the labels on his bottles of soy and oyster sauce after he called her "Tiger" (タイガー, Taigā) in class the previous day.



History (again lifted)

Taiga's grandfather, Raiga Fujimura, is the Oyabun (親分 family head) of a yakuza group that operates in Fuyuki City. Like Shirō, she attended Homurabara Gakuen for her education, and is from the same graduating class as Reikan Ryūdō, the older brother of Shirō's friend Issei, and Otoko Hotaruzuka, Shirō's employer. Taiga was idolized as the star of the kendō club, and was soon known as the "Tiger of Fuyuki" due to her prowess; if not for the tiger strap on her shinai, which was considered bad manners, resulting in her disqualification from official tournaments, it is thought that her name would have become famous across all Japan. While in school, she developed a crush on Kiritsugu Emiya, and frequently stopped by his home to see him; the two eventually became friends, and Taiga would often babysit Shirō when he was younger in Kiritsugu's absence. Taiga is largely a comic relief character; she is irresponsible, clumsy, and prone to sporadic bouts of extreme lethargy or zest. She lives with Shirō under the pretenses of being his caretaker, although she cannot cook and lacks many other domestic skills, relying on Shirō to maintain her welfare. Shirō, however, appreciates Taiga's company, and is more than happy to care for her. When Shirō is in any need of advice, Taiga can be depended on to be a confidante for his worries.

Mitsuzuri Ayako, Student and Archery Dojo Captain (Human)

Motivation: Compete with Rin

Nature/Demeanor: Soldier/Critic

Attributes: STR 3, DEX 5, CON 4, INT 3, PER 3, WILL 2

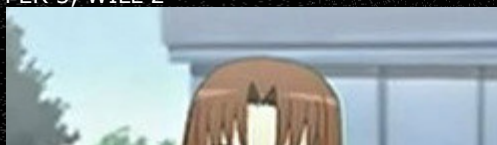
Life Points: 42 (+3) = 45 Luck Points: 2

Mana: 16

Perks: Hard to Kill, Combat Reflexes 2,

Student, Confidence, Conviction 1,

Focused Damage 1,



Flaws: Adversary (Shinji), Honorable (Keeps Word, Will Not Attack Weaker Foes)
Shorthand Scores: Muscle 12, Combat 14, Brains 13
Attacks:
Dodge 14, evades
Punch 14, 2 + (1D4 x STR)
Kick 13, 2 + (1D4 x [STR+1])
Archery 14, 1D8 X STR (L).



Notes:

Ayako is a stellar athlete, and captain of the archery dojo. Ayako and Rin are actively competing to see who will be the first to snag a boyfriend.

She's a strong willed person who can act roughly but has a gentle heart. She is victimized by either Rider or Caster early in the story and later found unconscious in an alleyway. In the anime, Ayako is seen with Shinji after her disappearance, although Shinji denies it when asked by Shiro. Ayako often asks Shiro to come to the archery dojo and watch them practice. After she is attacked, Ayako is not seen again. The game indicates that Shinji is the culprit behind her attack. During the attack, she is assaulted and drained of Mana, and falls into a comatose state.

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