

Fate



Emiya Kiritsugu, The Hero We Need

Nature Defender

Demeanor Loner

STR 4 INT 5

DEX 5 PER 3

CON 5 WILL 6

Derived Statistics

Actions 2 Life Points 61 Mana 70

Movement 10 Initiative 17 Fear Save 17

Characteristic Luck 3 Temporary Luck 8

Perks

Acute Sense (Vision) 1, Acute Sense (Hearing) 1, Acute Sense (Smell) 1, Can't Stop Me Now, Combat Reflexes 4, Conviction 5, Eidetic Memory 1, Extra Energy 3, Extra Lucky 5, Fresh Gear (Scabbard of Excalibur*, Origin Bullets), Hard to Kill 5, Magic Circuit 3, Natural Runner 3, Nomad, Obligation (Einzbern Family) 4, Occult Library 3, Resistance (Pain) 3, Resources (Wealthy), Trapmaster

Flaws

Adversary (Other Masters), Adversary (Kotomine Kirei), Mental Problems (Guilt), Mental Problems (Obsession - Win the Grail and Bring Peace on Earth),

Spells

Time Alter : (Double Accel, Triple Accel, Square Accel, Stagnate)

Dispel Fatigue (Witchcraft)

- See the Grimoire for full writeups of these spells

Notes

STs using Kiritsugu as a character should remember that he is smart and utilitarian - so long as it gets the job done, he'll rely on almost any method. Planted explosives with remote detonators, destroying buildings to kill a few targets inside, using technology and magic for surveillance, sniping from great distances, etc. are all things he can and will do.

Kiritsugu's Walther WA2000 has unusual optics installed instead of the standard optics. One of them is a night vision scope which acts as a light amplifier and telescopic scope. The second unit is an IR heat detector scope, which displays a target's heat pattern on the image display for the weapon. When mages cast spells, their Magic Circuits cause them to give off a lot of heat - which makes them detectable via this optic system. The range of the weapon allows Kiritsugu to snipe them from hundreds of meters away. Using the scope allows Kiritsugu to subtract -3 from any range penalties he suffers from shooting at long distances.

When he carries Avalon, he is very difficult to harm. The scabbard gives him Regeneration (Hour), raises his Hard to Kill to 10, and grants the mystical abilities Unique Kill (Steal the Scabbard), and Immortal, all for free. It only works if he is fairly close to Saber, so he entrusted Irisviel with the gift, which slowed her transformation into the vessel of the Grail.

Skills

Alertness 3, Brawl 3, Bureaucracy 1, Computers 3, Dodge 4, Drive (Cars, Trucks) 4, Firearms (Pistols, Rifles, Submachine Guns) 7, Influence 3, Investigation 4, Law 1, Medicine 2, Melee 4, Occultism 6, Research 3, Security 4, Stealth (Hiding, Moving Silently) 5, Survival 3, Wildcard (Demolitions) 6, Wildcard (Streetwise) 5, Wildcard (Heavy Weapons) 6

Attacks

Aiming, adds SLs from a PER + Firearms roll to his next Firearms attack

Contender Pistol (loaded with a .30-06 bullet) 14, 1D8 x 4 (L)

Contender Pistol (loaded with an Origin Bullet) 14, 1D8 x4* (L)

Calico SMG (loaded with 9mm ammo) 14, 1D6 x 4 (L)

Walther WA2000 14, (1D8+1) x4 (L)

Survival Knife 9, 1D4 x STR (L)

Dodge 8, evades attack

Stake Through the Heart 6, (1D4 xSTR) x 4 (L)

*- If the target is a magical being that is drawing upon its own Mana, its Magic Circuit levels are added to the multiplier for determining damage caused by the bullet, and 20 points of extra damage are added to the roll. A Magus with a Magic Circuit of 5 would take 20+(1D8 x 9)+SL points of Lethal damage. The target also loses all ranks in Magic Circuit and, even if it isn't killed instantly, is probably paralyzed for life if the damage isn't enough to kill it outright.

FATE/ZERO

Fate

Background

Emiya Kiritsugu was the son of Emiya Norikata, the fourth family head of the Emiya mage family. His mother died shortly after he was born. As his father Norikata had received a Sealing Designation from the Mages' Association, the two of them spent many years on the run.

They finally settled down on Alimango Island in the Phillipines. Emiya Norikata resumed his research, which was focused on attaining immortality. He also took on an assistant, a young woman named Shirley who excelled in her studies. Norikata's son, Kiritsugu, developed a strong affection for Shirley and it is not an exaggeration to say that she was his first love.

Shirley wanted to prove that Norikata's ideas were correct, and decided to drink a potion in development that Norikata had been brewing. Norikata's research included Dead Apostles (vampires) as a focus of study, and the potion had been created as one of the fruits of that research. Unfortunately Shirley was transformed into a Dead Apostle.

Shirley then sought out Kiritsugu and begged him to kill her. He couldn't. As Shirley gave in to her vampire instincts, her victims became a rising tide of the Dead, rapidly killing off the other inhabitants of the island. The Church sent in Executors and the Mages Association sent in its agents to clean up the mess, which included dealing with the evil magus responsible for it. One Association agent on the ground, Natalia Kaminski, found Kiritsugu and asked him to catch up to the wizard and stop him. Kiritsugu remembered how his reluctance to take a life resulted in the deaths of many other people - and vowed never again to make that mistake. He killed his own father and studied under Natalia.

She taught him how to deal with heretical magi and other monsters. The training included tracking, the study of the occult, magecraft, types of weaponry, even assassination. Natalia worked with Kiritsugu to create Origin Bullets. These bullets contain ground bone from Kiritsugu's ribs and have his Origin of 'Severing and Binding' - and their effect upon wizards is both dramatic and horrific. Their last mission together was focused on the assassination of a terrible wizard known as the Demonic Bee User, Odd Borzak. Borzak had planned to travel via plane, and Natalia arranged to be on the same plane to directly deal with him. In

case their plot did not go as planned, Kiritsugu was on the ground, ready to shoot down the plane. Unfortunately Borzak released all his Demon Bees, transforming the other passengers into cannibalistic zombies. There was no way the plane could be allowed to land, and there was also no way for Natalia to

escape from the plane. Kiritsugu told her goodbye over their radio link and then shot down the plane. There were no survivors. He continued his work and earned a sobriquet: the Magus Killer.

Eleven years before the events of Fate/Zero, he took on an apprentice, who he named Maiya Hisau, giving her training in the same manner that Natalia had trained him. She became his assistant on the battlefield (a spotter for sniping tasks, etc.) as well as his lover in a purely sexual context.

The Einzbern family of mages had suffered successive losses in the Grail Wars, and decided to try a different strategy. As Kiritsugu was a freelancer, they hired him to be their representative. He also became involved with Irisviel Von Einzbern at this time, and they married and had a child.

Roleplaying Notes

As a child, your reluctance to kill one person caused the deaths of everyone on the island you lived on. You will kill some to save many. Hunting and killing heretical magi and vampires will be how you can prevent worse calamities from ever occurring. You worry that your feelings and sentimentality for your family has made you weak. Kindness and sentimentality will get you killed - there is no place for these on the battlefield. Though you kill your emotions and work tirelessly like a machine to get your work done, there are times when the emotion comes through. You've been given the Saber Servant - someone who believes in honor, chivalry, and nobility. Her way of living and fighting is incompatible with the way you wage war. The work in Fuyuki is your final job - once you get the Grail, you will use it to wish for peace on Earth. No more killing, no more wars. You'll be out of a job, but humanity will finally inherit the future it has always deserved.

The one thing that truly terrifies you is Kotomine Kirei - he is the only one who can kill you, and it's horrifying to imagine what the result would be if that psychotic, evil man used the Grail.

STs using Kiritsugu as an NPC should remember that he is smart - he'll use diversions and has no qualms about blowing up buildings or bases his targets are in. He is adept with military technology and has ready access to plastique and powerful firearms. He is a substantial threat even without using his magic or ensorcelled bullets.