

Fate

Waver Velvet, Possibly the 2nd Protagonist

Nature Analyst

Demeanor Traditionalist

STR 2 INT 4

DEX 3 PER 4

CON 4 WILL 5

Derived Statistics

Actions 1 Life Points 40 Mana 60

Movement 6 Initiative 4 Fear Save 10

Luck 3 Temporary Luck 5



Perks

Attractiveness 1, Command Seal, Conviction 4, Eidetic Memory 1, Elemental Affinity (Water), Extra Lucky 2, Extra Energy 2, Fresh Gear (Alchemy Kit), Hard to Kill 2, Warlock, Extra Energy 4, Magic Circuit 3, Occult Library 2, Student

Flaws

Adversary (Other Masters), Adversary (Kayneth El-Melloi), Misfit, Mental Problems (Inferiority Complex) 1, Mental Problems (Cowardice) 2, Teenager

Spells

Torch (One Shot Item (+1), Lengthy Ritual (-1), Minor Scope (+0), Long Duration (+1). Power Level 1, 3 MP to cast. This spell generates several lozenge-shaped items that can easily be carried in the caster's pocket. Once hit together and activated with the command word, they float into the air above the caster like balloons, shining light over the area, which can be as big as a large room. They float and glow for the spell's SL in hours before falling to the ground inert.

Magic Forensics (Ritual (+0), Minor Scope(+0), Unusual Ingredients (Alchemy Kit) (-1), Minor Effects (+0)). Power Level 1, 3 MP to cast. With this rite, Waver can analyze samples from a given area and get a general idea of what kind of magic was recently cast there as well as how powerful the magic was. Using samples taken from a river, Waver employed this spell to determine the general location of Caster's magical atelier.

Combat Notes

Due to his low count of Magic Circuits, Waver tends to use Rituals, Lengthy Rituals, and Very Lengthy Rituals to cast his spells. The alchemy he relies on also requires physical objects, which means his spells use Unusual or Rare Ingredients, including animal sacrifices. Many of his techniques rely on alchemy, creating tinctures, potions, etc. that can be carried in liquid or solid state until they are used, which consumes them. As such, each spell's effect is stored in a one-use talisman that contains the spell until it is triggered.

Skills

Alertness 1, Brawl 1, Dodge 2, Empathy 4, Influence 2, Investigation 2, Languages (Latin, English, Japanese, German), Medicine 3, Melee (Throwing) 3, Occultism 5, Research 5, Stealth (Hiding) 2, Science (Chemistry) 4

Attacks

Punch 4, 1D4 x STR Bashing
Kick 3, 1D4 x (STR+1) Bashing
Combat Knife 7, 1D4 x STR Lethal
Magic 12, damage and/or effect as per spell

FATE/ZERO

Fate

Background

Comprising the third generation of the Velvet family line, Waver represents the lineage of a family with weak magical capacity. The first generation of their mages' line was his grandmother, the lover of a certain magus whose pillow talk included discussions of magecraft. Waver's mother irregularly practiced magic out of respect for her mother. The first person in the family to seriously study magic as an art form was Waver, so he hails from a stock whose innate abilities are insufficient. This is reflected in Waver's relatively low Magic Circuit count and store of Mana.

After his parents died of illness, Waver sold his family estate in order to raise the tuition money for the Clock Tower. While there, he was the subject of ridicule and his theories were not given much respect. One revolutionary idea he proposed was that a wizard's relative lack of power could be compensated for using skill, knowledge, and technique - an idea exulting the individual instead of suggesting that magic-users should try to create more powerful children. His lecturer at the Clock Tower, a nobleman named Kayneth El-Melloi Archibald, was so disgusted by the concept that he ripped apart Waver's thesis in front of him. Waver was so incensed and humiliated by the experience that he stole the holy artifact Kayneth had procured to fight in the fourth Heavens' Feel, which Waver then used to summon the King of Conquerors, the Rider-class servant Iskandar.

As a young man, Waver is short for his age and is also short on patience and wisdom. While he uses magic competently, he suffers from a powerful inferiority complex and agonizes over decisions and overthinks things. He is also quite cowardly, a trait that slowly changes as he is influenced over the course of by his association with Iskandar, who recognizes his traits and bolsters his confidence. Iskandar praises the lad for showing the courage to ride with him into battle, comforts the lad when he is distraught upon seeing Caster's grisly work, and comments that Waver is an unusual but very talented magus. Although Waver often fights with Iskandar, over time he becomes so impressed with Iskandar that he pledges allegiance to him as one of his devoted subjects. Because of his loyalty to his fallen king, Gilgamesh spares Waver's life so that he may carry out Iskandar's last command.

Much later on after Heavens' Feel IV concluded, Waver assumed the title of Lord El-Melloi II, becoming a famous lecturer at the clock tower. Although he finally attains the success and recognition he once craved, he soon becomes interested in how far he can progress as a wizard. One of his pleasures in life is Japanese videogames, although he does not care much otherwise for the land or the culture of its people. When he became Tohsaka Rin's teacher, he attempted to engage her in conversation about popular game titles but was

disappointed to find out that that such things were not among her interests. When Waver finishes a game, he dutifully fills out the comment survey cards and then pays the international postage to send it back to Japan - after all, it's his duty as a fan. In addition to various memorabilia, he keeps a cabinet that contains the fragment of Iskandar's cloak which he used as a summoning catalyst to call him.

While Waver is initially quite cowardly, his character grows over the course of Fate/Zero to reach a point where he could be mistaken for the story's protagonist. The relationship between Iskandar and Waver is very moving, rather like the interplay between a father and his son. The *Character Materiale* describes how Waver collected the unattended and unorganized works of House El-Melloi before they were lost, allowing Kayneth's "most useless student" to become "the man who revived the Archibalds", the "new El-Melloi". While recognizing his work, the true heir of the House, Reins El-Melloi Archisorte, told him that he was now obligated to serve her as he was, in her opinion, responsible for Kayneth's death. His work is recognized, but ultimately his own limitations of a wizard prevent him from advancing further than the fourth rank. Waver was greatly disappointed by Rin's lack of interest in videogames, Akihabara, and Nihonbashi, moaning that she was the worst Japanese in the world. Perhaps because of his love of Akihabara, Waver modified Kayneth's Mystic Code, the Volumen Hydrargyrum, into a humanoid Maid Golem that was similar to the T-1000 Terminator. Sometimes it asserts that it is a killer robot from the future. A strange and troublesome bug, to be sure. Waver travels with an Alchemy Kit, which contains vials, ores, reagents, droppers, a spirit lamp, and a mortar and pestle set. While he could be a decent magical forensic investigator, as a youth he craved a true contest of magic instead of milling about.

Roleplaying Notes

Those ignorant fools laughed at your work! Kayneth humiliated you in front of everyone, but the Heavens' Feel is a pure test of talent, and you believe with strong effort that you can defeat him and return to the Clock Tower as a returning champion. As a youth, you can seem short-tempered, whiny, and rather cowardly. Your Servant Iskandar does not seem very interested in the Holy Grail and much prefers to think about conquering the world again. There's a bit of friction between the two of you, but perhaps by accommodating his interests you can help the giant stay on task. As you spend more time with Iskandar, you might learn to respect him, his dream, and try to be his friend and equal rather than his boss or subordinate.