

Class Card Supplement for Fate/Kaleid Liner Prisma Illya
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Abilities:

Include: Limit Expand

This allows you to summon a noble phantasm that is in the form of a weapon.

Install: Phantasm Summon

This allows you to gain the abilities of a servant and their noble phantasms.

Further Information:

Parameters: E = 10 x peak human, D = 20, C = 30, B = 40, A = 50

Parameters of skills and noble phantasms are more a ranking of how they are compared to fellow servants.

Cards can be installed for as long as your magical energy can sustain them, after being uninstalled they will require an hour before being able to be used again.

Caster (Medea)

Parameters:

Strength: E

Mana: A

Endurance: E

Luck: C

Agility: D

Class Skills

Item Construction: B

Item Construction is a Caster-class skill. It is the skill to manufacture magical items.

Territory Creation: B

Territory Creation is a Caster-class skill. It is the skill to build a special terrain that is advantageous to oneself as a magus. At rank B creation of a "Workshop" becomes possible.

Personal Skills

High-Speed Divine Words: B

High-Speed Divine Words is the power to activate Thaumaturgy without the use of Magic Circuits. The language of the Age of Gods, back when words played a heavy role in spellcasting. As such, it is power long lost by modern magi.

Noble Phantasm:

Rule Breaker: C

Rule Breaker: All Spells Must Be Broken is a weapon that materializes the divinity of the witch of betrayal. It is an iridescent and jagged dagger that is thin, brittle, and blunt. Its effectively nonexistent capacity as a weapon is that of a regular dagger at most, and it would not be suitable for even killing a single person.

Greatly differing from other Noble Phantasms, its unique ability is that it is the ultimate anti-magic Noble Phantasm capable of dispelling and destroying any kind of thaumaturgy, an effect suitable to the Noble Phantasm that is a manifestation of Caster's nature as the "Witch of Betrayal". It "transgresses" on all the magecraft of the targets it pierces, contracts made from magical energy and life born from magical energy. Once it comes into contact with the ensorcelled item or person, enchantments, connections bounded through contracts, and creatures created and maintained by magical energy will all be returned to their original components in a state "before they were made." Contracts will be wiped clean and those with life will immediately cease to exist. There is a limit to what it is able to dispel, meaning artifacts on the rank of Noble Phantasm will never be returned to their original state no matter how low their rank.

Assassin (Hassan -i-Sabbah)

Parameters:

Strength: C

Mana: D

Endurance: D

Luck: E

Agility: B

Class Skills:

Presence Concealment: A

Presence Concealment is the capacity to hide one's presence as a Servant. It is a common skill to the Assassin class. It is possible to disappear completely and become almost impossible to be detected. However, efficiency will decrease once preparations to attack are taken.

Personal Skills:

Projectile (Daggers): C

Projectile (Daggers) is the expertise for throwing projectile weapons; in this case, daggers. At rank C thrown projectile weapons are now comparable to bullets.

Protection from Wind: B

Protection from Wind is a charm (spell) originated from the Middle East, used mainly for protection against sandstorms and Jinns. It protects from all wind based attacks under rank B.

Self-Modification: D

Self-Modification is the aptitude to 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.

Noble Phantasm:

Zabaniya Delusional Illusion: C+

This noble phantasm is able to make thirty copies of yourself that only possess the capabilities of the Class Card. The copies restock after death when you uninstall the card.

Lancer (Cú Chulainn)

Parameters:

Strength: C

Mana: D

Endurance: D

Luck: E

Agility: B

Class Skills:

Magic Resistance: D

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank D Cancels *Single-Action* spells.

Personal Skills:

Battle Continuation: B

Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.

Disengage: D

Disengage is the ability to break away from combat.

Divinity: C

Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a *Monster, Demonic Beast* raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as *Protection of the Faith* and *Enlightenment of the Sacred Fig*.

Rune Magic: C

Rune Magic is knowledge about this type of Magecraft that originated in northern Europe. At rank C this is the capacity to use the 18 original runes. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, and etc. All of those are merely temporary and cannot you employ multiple of those simultaneously.

Protection from Arrows: C

Protection from Arrows is an increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy.

Noble Phantasm:

Gae Bolg: Barbed Spear that pierces with Death: B

Gae Bolg: Barbed Spear that pierces with Death is an attack focused on a single target, created by Lancer to suit his own style, that strikes a fatal blow that always pierces the opponent's heart and ruins their body from within with its thousand iron thorns. It literally freezes the mana in the air, and it can easily be perceived as a sure-kill technique by all those around simply from being charged with magical energy. Once Gáe Bolg's name has been called, the cursed spear reverses the nature of causality, the meaning of "cause and effect" in the order of things, to make it so the cause of the "lance being thrust" comes from the effect of the "opponent's heart being pierced" by it. It determines the opponent's fate simply through its use, an always fatal move that pierces the heart with one thrust. It is also possible for him to activate it without actively striking the heart. It is an attack on destiny itself, and while not a surprising fact due its wielder's demi-god heritage, it is a top-notch power even with its seeming limitations in power due to being a step away from the Authority of the gods.

Gae Bolg: Soaring Spear that strikes with Death: B

Gae Bolg: Soaring Spear that strikes with Death is the true use of Gáe Bolg, is the largest and most powerful attack delivered using the spear. It is the "attack that unleashes countless darts at the enemy" that is spoken of in the legends. It is the attack that made him a hero which utilizes the full potential of the lance's curse, converting all of Lancer's magical energy into energy and releasing the accumulated power after the spear is hurled, detonating on impact with enough power to blow away a multitude of enemies. It does not carry the property or concept of "always pierces the opponent's heart", but both the power and the area of effect are increased.

Archer (Shiro Emiya)

Parameters:

Strength: E

Mana: C

Endurance: D

Luck: E

Agility: D

Class Skills:

Independent Action: C

Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer.

Magic Resistance: E

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank E it cannot cancel spells, but magic damage is reduced somewhat.

Personal Skills:

Clairvoyance: D

Clairvoyance connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this skill have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). At rank D Capable of keeping track of fast-moving object within a range of two kilometers.

Eye of the Mind (True): C

Eye of the Mind (True) is a heightened capacity for observation, refined through experience. At rank B it is capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 10% chance of a comeback, this ability greatly improves the chances of winning.

Magecraft: C

Magecraft is knowledge about modern Thaumaturgy. At rank C is capable of using orthodox Thaumaturgy. Archer's rank in using Projection Magic when the target falls under the category of "sword" is A+.

Noble Phantasm:

Unlimited Bladeworks: E~EX

Unlimited Blade Works: Infinite Creation of Swords is the Noble Phantasm of the Heroic Spirit EMIYA. Emiya does not have a true Noble Phantasm that is the crystallized embodiment of a hero's existence like many demonic or holy swords, but if a Noble Phantasm is considered to be a symbol of the Heroic Spirit, then the Reality Marble is his Noble Phantasm. It is high-class thaumaturgy that embodies their internal worlds and imprints them upon the world as a bounded field. It is their one true specialization of magecraft, the result of "Sword" being both their Origin and their Elemental Affinity, and the basis of their projection and reinforcement skills. It is the definite answer obtained by someone whose life was saved by a sword, actually merged and lived with a sword, and acted as a sword all of his life. Emiya has no penalties from the world while utilizing his version of Unlimited Blade Works.

The Reality Marble's purpose is a steel manufacturing factory that produces the countless famous swords without owners that extend into the horizon. It contains all of the raw materials and sorcery needed for the formation of the weapons, and it records and analyzes all weapons and defensive armaments encountered. The number of unique weapons encountered and recorded by Archer exceeds numerous thousands, most of which are Noble Phantasms. Their entire histories, compositions, and designs are all perfectly recorded, allowing for instant proficiency with the weapons by inheriting all combat skills and techniques utilized by their original owners. This allows for the reproduction of Noble Phantasms, which would generally be impossible for a faker.

They can also be modified to the user's taste with reinforcement as shown by Archer's Caladbolg II and Kanshou and Bakuya. Close combat weapons such as swords, spears, and halberds are the main focus of the Reality Marble in accordance with Emiya's Origin of "Sword", which also makes it impossible to record or reproduce modern weaponry like guns and other mobile weapons. Shields and defensive armaments can be reproduced with a much greater struggle, as the cost in magical energy is high, two or three times greater than a sword, and the effects are merely transient compared to the originals.

Weapons encountered are immediately analyzed with a single glance, enabling them to be projected immediately afterward, and once projected, they are stored within the Reality Marble for later use. Shiro is able to instantly recognize dozens of weapons being fired from the Gate of Babylon at an extremely high rate and instantly counter with projections of the same weapons before they can strike.

The analysis of weapons is limited only to the direct use of human senses, meaning that blueprints and materials will be unable to provide the necessary information for a proper analysis. Shared memories, such as dreams shared with a Servant, can allow for weapons to be analyzed and projected, even if they have been lost like Caliburn. The quality of projected weapons will always be degraded by one rank due to humans being unable to fully conceptualize the existence of an object through only one sense, and they will never equal the originals without a technique such as detonating them as Broken Phantasms. The Reality Marble allows for projection and reinforcement in the real world. Weapons are produced within Unlimited Blade Works and then brought into the world, greatly lowering the cost of reproducing them and allowing for numerous weapons to be prepared at once to be projected. Weapons can be summoned directly to the user's hands, or they can be summoned to levitate within the air and fire upon the enemy as arrows much like the Gate of Babylon. Once the Reality Marble is deployed, all of the weapons are available for use, and any weapon can immediately be called to the user's hands or levitated even while the user is in direct combat. The weapons reproduced once the Reality Marble is first activated will not consume magical energy, but those used or destroyed within it will add to the cost of maintaining the bounded field. The amount of energy used to reproduce weapons that did not exist after the bounded field was expanded and the amount of energy used to recreate weapons destroyed while it is activated is extremely costly.

Berserker (Heracles)

Parameters:

Strength: A

Mana: B

Endurance: B

Luck: C

Agility: B

Class Skills:

Mad Enhancement: B

Mad Enhancement is a rank up for all parameters, but takes away most of your sanity. While active the user will have to rely on brute force rather than any technique. Toggleable.

Personal Skills:

Battle Continuation: B

Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.

Bravery: A

Bravery is the ability to negate mental interference such as pressure, confusion and fascination. Not usable under the effects of Mad Enhancement.

Divinity: B

Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a *Monster, Demonic Beast* raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as *Protection of the Faith* and *Enlightenment of the Sacred Fig*.

Eye of the mind False: C

Eye of the Mind (False) is a natural talent to avoid danger on the basis of an innate 6th sense, intuition, or prescience, where accuracy of instinct has been augmented by experience—somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between Eye of the Mind (True) and Eye of the Mind (False) lies in that the former is an ability that humans can obtain through accumulation of experience. The 'False' version is superficially similar, but in fact represents a natural instinct that cannot be obtained regardless of effort or experience—even though experience can refine its accuracy. Calm analysis of battle conditions, by which competent grasp of the status of the self and the opponent are obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. (Even though Heracles's sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Artoria, he would not fall for half-hearted feints.

Noble Phantasm:

God Hand: C

God Hand is a blessing of the gods representing immortality, as well as being a curse, that was granted to him for completing his Twelve Labors in life. It is the ability that required attacks of the highest grade to harm him and prevented him from even being scratched by anyone during the Age of Gods, described as "nearly foul play" even by acquaintances at the time. It lacks an overt external manifestation such as a weapon or armor, but, in attributing a shape to it, can be said to be the body of the user itself. It transforms the body into a tough suit of armor that acts similar to a conceptual weapon in practice, coloring his body like lead and covering it with strange protrusions. It provides three effects of resurrection, attack-nullification, and the ability of "immunity against an attack he has experienced previously." This ability nullifies attacks under C-rank and gives an extra life. This extra life restocks once per jump.

Nine Lives: The Shooting Hundred Heads: C~A

Nine Lives: The Shooting Hundred Heads is the most trusted of all of Heracles's Noble Phantasms. It originally had the form of the bow and arrows used to simultaneously exterminate the one hundred heads of the Hydra, an immortal nine-headed serpent that would grow back no matter how many times they were cut down. Upon slaying the Hydra, he became able to utilize techniques that emulate the ability of the Noble Phantasm with other weapons, transforming it into Style: Shooting the Hundred Heads, an all-purpose Noble Phantasm capable of adapting and changing how it appears depending on the target and circumstances of its use. Regardless of whether this technique is delivered with a bow, large sword, shield, spear, axe, or possibly even unarmed, the technique boasts power on the level of Noble Phantasms by drawing out the maximum power of the weapon. It can display power from Anti-Unit to Anti-Army, even up to fortress sieging all depending on the circumstances. In essence, it is "a high speed attack consisting of nine consecutive strikes, as swift as if the attacks are overlapping."

Rider (Medusa)

Parameters:

Strength: C

Mana: C

Endurance: E

Luck: E

Agility: B

Class Skills:

Magic Resistance: C

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank C it cancel spells with a chant below two verses. Cannot defend against Magecraft on the level of *High-Thaumaturgy* and *Greater Rituals*.

Riding: A

Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. Rider-class Servants will typically possess a high rank, and A-rank can allow for Phantasmal Beasts and Divine Beasts to be mounted.

Personal Skills:

Divinity: E

Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a *Monster*, *Demonic Beast* raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as *Protection of the Faith* and *Enlightenment of the Sacred Fig*.

Independent Action: D

Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer.

Monstrous Strength: C

Monstrous Strength is an ability possessed by monsters and beasts, temporary boost of the *Strength* parameter by one rank for a time limit determined by the ranking of this skill.

Mystic Eyes: A

Mystic Eyes is the possession of Mystic Eyes that are capable of interfering with the outside world. The Mystic Eyes of Petrification are Rider's Mystic Eyes, said to be a "curse of the gods sealed by the powers of shrines." Though petrification sorcery is no strange thing for modern Thaumaturgy, even if its users are rare and few in numbers, Mystic Eyes capable of petrifying others are something that nobody, human or not, possesses in the present era. They are designated as *Jewel* under the Noble Colors system, which surpasses the *Gold*-ranked Eyes of the Dead Apostles and are exclusively possessed by Holy Spirits and Magical Beasts from the Age of Gods. Those who possess Rank D or lower in *Mana* will be immediately petrified, while those with Rank C may or may not be affected depending of the conditions. Those with Rank B or higher won't be petrified, but will sustain "pressure" from the Eyes and receive a one rank-down to all parameters. The entire body of the target will be affected, including clothing and weaponry, "killing them while alive" as they are turned to stone. The ability is viable in petrifying a group of enemies, but it would not be useful against an infinite number like the horde of shades spawned by Avenger. The amount of energy it uses is comparable to also fighting them off with her Noble Phantasms, so it would quickly drain her faster than simply fighting them off in melee combat.

Noble Phantasm:**Bellerophon: Bridle of Chivalry: A**

Bellerophon is a shining golden bridle and whip paired as a set that is capable of fully controlling a Divine Beast. It is an oddity even among Noble Phantasms, having no effect without a mount. Its power is great, providing extraordinary offensive and defensive capabilities of the highest level. You also gain the ability to bring forth the Pegasus given to Medusa by Poseidon

Breaker Gorgon: Self Seal, Temple of Darkness: D-

Breaker Gorgon is a powerful Bounded Field on the scale of another world used by Medusa. It was a complement to the temple of blood that "enveloped the world" on the Shapeless Isle, having "sealed the world" instead. It only requires a steady supply of energy from the user to affect a target, unlike Mystic Eyes that require a direct line of sight. It has the ability to "seal all magical properties", catching its targets inside to become trapped within the mind of the user and removing any abilities they possessed in the outside world. Those trapped within are said to see a nightmare mixed with both delight and taboo.

Saber (Artoria Pendragon)

Parameters:

Strength: B

Mana: B

Endurance: C

Luck: A

Agility: C

Class Skills:

Magic Resistance: B

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank B it cancels spells with a chant below three verses. Even if targeted by *High-Thaumaturgy* and *Greater Rituals*, it is difficult for them to be affected.

Riding: C

Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. At rank C one can flawlessly ride animals and vehicles that received a proper training and adjustment.

Personal Skills:

Charisma: C

Charisma is the natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saver class. It is said that a rank of B in this skill is sufficient to lead a nation as its King.

Instinct: B

Instinct is the power to "feel" the most favourable developments for oneself during battle.

Mana Burst: B

Mana Burst is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy.

Noble Phantasm:

Excalibur: A++

Excalibur is a Divine Construct, the pinnacle of holy swords, and the strongest holy sword; one of the ultimate god-forged weapons, a Last Phantasm, forged by the planet as the crystallization of the wishes of mankind stored and tempered within the planet. While there are many other Noble Phantasms crafted more splendidly and with better skill, Excalibur is an illusion far superior to them. It cannot be called beautiful because of its appearance, for the description of "beautiful" will only dirty it. It is instead sacred, made from people's conception, legends weaved only out of hope. It is not a myth or inhuman work, but a "crystal trained by the heart alone", making it reign as the strongest fantasy. It is the crystallization of the prayer named "glory" and everything etched in the hearts of those who are scattered at the sword's radiance; the nostalgic, sorrowful, and hallowed dream of those who were placed on the bloody hell called a battlefield, of all warriors past, present, and future fully exposed to the fear of death and despair, and who still cling to a desire: "to be exalted.". Excalibur is a "sword that amplifies", converting its user's magical energy into offensive power and releasing it. It is a weapon of directive energy that converts the magical energy of the wielder into light by accelerating it with her factor of the dragon, intensifying the kinetic energy by convergence and acceleration, allowing for the use of Divine Spirit-level thaumaturgy. It is an "ultimate killing technique" that releases light holding energy equaling Artoria's total amount of magical energy from the tip of the blade once the sword is swung. While the result is what looks like a large beam of light, only the tip of the attack, which is a wave of light that can mow through the surface of the Earth, is capable of doing damage, as the beam is the result of the "dislocation" of everything the attack destroys in its path.

Invisible Air: Bounded Field of the Wind King: C

Invisible Air is a sheath of wind that covers Excalibur and conceals it so that it cannot be easily recognized as the famous holy sword of King Arthur and expose her identity. It is a bounded field closer to magecraft than a Noble Phantasm that is made up of multiple layers of wind compressed into super-high pressure air with a massive amount of magical energy, which distorts the refraction of light and renders what is inside completely invisible. Upon Excalibur, it takes on the shape of the blade and renders it as an invisible sword that doesn't appear even as sparks fly off of it. It lacks the capacity to annihilate the enemy like Excalibur, being more suited as a "sharp tool" in battle. It isn't used for any particular strength, but it is easier to use in battle than Excalibur and it is a trump card that can bring about victory if used well. It is also possible to implement the barrier on something other than the sword. She can form the barrier in the area around her or as a quick defensive wall of wind, which she can keep active for a number of minutes with her magical energy. Once the barrier is released so that Excalibur can be used, the previously compressed wind surges around her chaotically, creating a vacuum as it diffuses into the air with enough force to knock over normal people and shake heavy, firm trees like a typhoon. The compressed wind can also instead be released as a single use projectile weapon called **Strike Air: Hammer of the Wind King**. Acting like a hammer made out of wind, it creates a gale made out of super high pressure condensed air that is powerful enough to easily crush and blow away armies and fling a stone slab weighing several tons into the air as if it were nothing.