Blood of the Templars

Introduction

What if you took a bit of Underworld, Highlander, Indiana Jones and a lot of the DaVinci Code, mixed it all together and packaged it as an early 2000s German TV miniseries, full with bad acting, ridiculous and predictable plot, but also surprisingly good fight choreography? You've got Blood of the Templars!

Hidden in the shadows of modern society, an ancient war rages between two powerful secret orders: the Knights Templar and the Prieuré de Sion. Both factions, descendants of a millennia-old conflict, seek control over legendary relics tied to the bloodline of Christ. Chief among these relics is the Holy Grail, an artifact said to hold the key to true immortality.

The Poor Fellow-Soldiers of Jesus Christ, better known as the Knights Templar or simply the Templars were founded by true descendants of Jesus Christ you see. This royal blood, the Sang real, gave them superhuman abilities which they used to great effect protecting Pilgrims in the holy land from infidels and other dangers. Once in Jerusalem 9 of the true descendant Templars dug 9 years under the Temple, where they found the true grave of Christ along with the holy grail. The moment of triumph was followed by the beginning of the fall of the Templars. Greed took hold in the hearts of some who wanted the Grail for themselves, who would later call themselves the Prieuré de Sion. 3 Prieuré stood against Prieuré 5 and the Line and blood of true descendants of Jesus Christ was split. The Prieuré swore to gain control over all the relics of Jesus, most importantly the Grail, while the Templars hid them away and swore to protect them.

Their hidden struggle lasted until the modern day. Currently at the center of this struggle is David, a 19 year old who was raised by monks in a secluded monastery, unaware of his extraordinary heritage. When a surge of supernatural strength and healing reveals his hidden abilities, but also reveals his location to the Prieuré, David finds himself pulled into a dangerous game between the Templars and the Prieuré. David is revealed to be the biological son of Lucrezia de Saintclair, the ruthless Grandmaster of the Prieuré, and the rightful heir to the Knights Templar, led by Robert von Metz, who once stole David from his mother.

The two factions, driven by ancient grudges and a thirst for control over sacred relics, now vie for David's allegiance, as his united bloodline is believed to hold the key in unlocking the Grail. The Templars, protectors of divine secrets, seek to shield the world from the misuse of holy power. The Prieuré are bent on ruling humanity through this divine legacy.

David’s decisions will shape the outcome of this centuries-old war. He must navigate between familial bonds, betrayals, and his own destiny, as the conflict between the Knights Templar and the Prieuré de Sion reaches its boiling point. Will he embrace his role as the Templar heir? Will he fall under his mother’s manipulation? Or will he forge his own path, instead choosing to destroy the Holy Grail ending the need for this century old war?

Most importantly, Jumper, where do you fit into all of this?

You will spend 10 years in this world.

No spending just a few subjective months in a bottle and have 10 years pass on the outside

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **3d10+15** for your age or choose for free. Keep the gender from your last jump or change for free.

Location

You are free to enter at any point in Europe. Below are some locations of note for the story

Germany

Germany plays a central role in the modern-day Templar-Prieuré conflict. It is the home of David, raised in a secluded monastery, where the Templars and Prieuré agents keep close watch on him. The country is steeped in medieval history, with ancient castles, hidden crypts, and forgotten ruins that provide the perfect backdrop for secretive meetings, relic hunting, and sword duels. If you choose Germany, you’ll find yourself navigating both the bustling modern cities and the shadowy remnants of

the Holy Roman Empire, with the powerful Knights Templar and the scheming Prieuré de Sion constantly lurking in the background.

Vatican City

A city-state within the heart of Rome, the Vatican is the center of Christian faith and also holds many secrets. Beneath the towering basilicas and grand museums lies a labyrinth of catacombs, ancient relics, and forgotten chambers that hide treasures connected to the bloodline of Christ. Hidden after a labyrinthine path lies the secret true burial chamber of saint Constantine. This massive chamber is also the hiding place of the holy grail.

France

France is where the Templar story began, and it's also where their darkest hour occurred. This is the land where the Knights Templar rose to prominence and where they were nearly wiped out during King Philip IV's infamous purge in 1307. The Templar legacy still lingers in the country's medieval castles, cathedrals, and hidden underground vaults, where relics tied to the Grail and the bloodline of Christ are said to reside.

Jerusalem

Jerusalem is where it all began. The Holy City is where the Knights Templar first discovered the holy relics and rose to power and riches through their work in the holy land. This city is an ancient battleground of faith, filled with sacred sites, long-buried secrets, and a palpable sense of divine mystery. This is where 9 Knights dug for 9 years and found the grave of christ and the holy grail and the Knights Templar and the Prieuré de Sion split and started their war

Starting Period

While the movies take place in the early 2000s, a prequel book is set a few decades prior and there are other interesting points in the timeline that you might want to visit. Choose for free or roll.

1) 1119-1187: The kingdom of heaven

This era marks the rise of the Knights Templar from their humble beginnings. Initially established to protect Christian pilgrims in the Holy Land, the Templars quickly grow into a powerful military and religious force, amassing wealth, land, and influence across Europe and the Middle East. It is during this time that the nine founding Templars, descendants of Jesus Christ, embark on a fateful mission to uncover his tomb. Their discovery of the tomb and its relics leads to a critical split in the

bloodline, sparking the centuries-long feud between the Knights Templar and the Prieuré de Sion. By the end of this period, Jerusalem falls to Saladin, and the Crusades are thrown into chaos.
This is a time of religious fervor, secret discoveries, and the forging of eternal rivalries. You'll be thrust into the heart of this mystical era. Will you mend the split, take the prize for yourself, toss your lot with one faction or do your own thing altogether?

2) 1307: The Purge of the Templars

The beginning of the end for the Knights Templar. The once-mighty order is betrayed by King Philip IV of France and Pope Clement V, who conspire to seize their wealth and power. Templar knights are arrested en masse, tortured into confessions, and executed in brutal purges that stretch across Europe. Their Grand Master, Jacques de Molay, is burned at the stake, cursing his enemies with his dying breath.
However, not all Templars are caught, and some manage to escape with their treasures and secrets intact, forming underground networks that will keep the order alive in the shadows.
This era plunges you into a time of betrayal and survival, where you might join the ranks of the fleeing Templars, desperately trying to preserve their ancient relics and bloodline from complete destruction. On the other side, the Prieuré de Sion sees this as an opportunity to strike while the Templars are weakened, managing to steal the shroud of Jesus from the Templars, further advancing their own secret agenda.

3) 1986: Birth of David

In this pivotal year, David, the central figure of the movies, is born. He is the child of two powerful enemies: Lucrezia de Saintclair, the leader of the Prieuré de Sion, and Robert von Metz, the Grandmaster of the Knights Templar. During his baptism, David is kidnapped by his father and taken to be raised in secrecy, hidden from his mother's grasp. This event sets in motion the events that will eventually lead to the explosive conflict in the movies.
You can choose to play a role in this abduction, perhaps working for the Templars and tasked with protecting the child, or you may side with the Prieuré, hunting down David for his mother.

4) 2004: End of Cold War

This is the era where everything comes to a head. David, now 18 years old, discovers his extraordinary heritage and becomes the focal point of the ancient war between the Templars and the Prieuré de Sion.
Lucrezia de Saintclair seeks to use her son to destroy the Templars, while Robert von Metz wishes to protect David from the power-hungry ambitions of the Prieuré.
You enter this world at a crucial point, where ancient relics, long-buried secrets, and

family betrayals all come to the surface. Your actions can either help tip the balance in favor of the Templars or aid the Prieuré in seizing control of the Holy Grail. You will walk alongside David as the war for the Holy Grail intensifies, and the fate of these two powerful orders is decided once and for all.

Faction

You can choose between two factions: **The Templar** and **Prieuré de Sion.** Of course you can just not choose a faction and try to stay out of the conflict (something that might be exceedingly difficult if you purchase certain perks and items), but that way you will also not get any discounts.
By simply choosing a faction you do not automatically become a descendant of Christ as there are plenty of good old humans, be they friends, mercenaries or even slaves working for the two sides.

Templar
Sworn to protect the grave of Jesus, the Grail and other important religious relics. Not even they know where the holy grail lies as the keys to finding it have been split between the groups after the purge of the Templars in France in 1307. For centuries the Templars main objective was to foil the plans of the Prieuré de Sion to find the holy grail

Prieuré de Sion
The Prieuré want to use the Grail and other important religious relics for their own goals of power and domination as they feel it's their birthright. For centuries they have plotted against the Templars so that they can get a hold of all the relics required to finally find the holy grail and wipe out all opposition

Perks

General
Not discounted

Sang Real -600/800
You are a true descendant of Jesus Christ and Mary Magdalene. Through you courses his divine blood, the blood of the king of kings, the sang real. This ancestry gives you incredible powers. You will be much stronger and tougher than a normal human, being able to pick up adult men with one hand and send them flying several meters through the air with one punch. You will be able to jump down several stories

and land without harm. People with the sang real are generally very smart by human standards; not to a genius degree (although some might have been), I'm just saying that there will be no idiots with the blood of Christ in their veins. You have astounding stamina, fighting in prolonged fights without breaking a sweat or breathing heavily. Most importantly your vitality is truly supernatural. You will live in perfect health for a couple of centuries. You are immune to all common poisons and diseases and the side effects of various drugs, while still being able to enjoy the upsides. You will heal deep wounds in seconds and not even damage to your vital organs will incapacitate you for long. The combination of higher toughness and your amazing healing properties let you mostly to gunfire until you get to very high calibers. Basically if you are not immediately killed you will regenerate. The best way to kill one of your kind is through decapitation or by quick exsanguination through the carotid artery, as that is the one part in the body that seems to not heal as quickly (for some reason).
You will also have quicker reflexes than normal humans as well as an instinctive and innate knack for unarmed and melee combat, as that talent is literally in your blood, passed down the generations of Templars or Prieuré.
For 800 points you, like David, will be a true heir to both ancestral lines. While this does not boost your innate abilities as described above you can now without a doubt claim to be the true heir of Jesus Christ for whatever that's worth. This will not only let you access the full functions and powers of relics linked to Jesus, but also any other rights, inheritances etc. that may come with that claim in this and future jumps.

You are free to add up to 400 years to your age.

Templar and Prieuré de Sion

You can get a 50% discount on 2 perks per tier.
Discounted 100 cp perks and abilities are free.

Treasure Hunter -100
You possess a mind as sharp as the finest blade, perfectly attuned to uncovering ancient secrets and unraveling historical mysteries. Legends, cryptic messages, and forgotten lore are your playground, and your ability to decode them rivals the greatest treasure hunters in history. Whether it's interpreting obscure texts, piecing together fragmented clues, or following forgotten trails of ancient relics, no puzzle devised by human minds seems too complex for you.

Historian -100
Your knowledge is nothing short of encyclopedic, rivaling that of a seasoned professor of medieval European and middle eastern history, and should you desire it, you even hold the title and credentials to match. You're fluent in German, English and French and know Latin, Ancient Greek, Arab, ancient Hebrew, and Aramaic, enabling you to read ancient texts and manuscripts with ease. Your expertise covers

a broad range of historical periods, but none more so than the Crusades, the life of Christ, and the biblical era. The apocryphal stories and lost Gospels? You've studied them all. Research comes naturally to you—cross-referencing texts, analyzing ancient manuscripts, and piecing together history from fragments is second nature. Whether you're uncovering lost relics or seeking forgotten truths, your knowledge gives you a significant edge over rivals.

Beauty -100
You are gifted with beauty, a striking physical appearance that turns heads wherever you go. But this is not just superficial beauty—there's a timeless elegance to your form that transcends cultural standards. Whether you prefer the refined looks of a nobleman or woman, the mysterious allure of an ancient lineage, or the rugged appeal of a warrior, you have it all. Your appearance draws people to you, granting you the ability to charm, seduce, and influence with minimal effort. Beauty, after all, is a power in itself, and you wield it effortlessly.

Memory -200
As the centuries pass, most find their memories blurring like faded parchment, with only fragments of the past remaining. But not you. Your mind is a steel vault, locking every detail away with perfect clarity. Time does not dull your recollections—whether it's the fine details of a meeting that happened a hundred years ago or the exact location of a hidden relic, you remember everything. This makes you a living archive, a historian in your own right, able to recall long-forgotten events and information at will. Your memory is so flawless that even the smallest details, overlooked by others, remain vivid, providing crucial insights and advantages in your quests. No piece of knowledge is ever truly lost to you.

Sharpshooter -200
You are a master of ranged combat, with an uncanny precision that would make even the finest marksmen envious. Whether using a modern sniper rifle, a crossbow, or even throwing knives, your aim is flawless. At several hundred meters, you can land clean headshots on two targets with ease, dispatching them before anyone else has even realized what happened. In the heat of battle, you maintain perfect calm, making split-second calculations that lead to devastatingly accurate shots.

Swordmaster -200
The sword is an extension of your body, a tool as familiar to you as your own hand. You are a true artist in the art of melee combat, a Swordmaster whose skill in wielding blades is unmatched. Whether it's a two-handed broadsword, a nimble rapier, or even dual-wielding weapons, you are equally proficient. Ambidextrous by nature, you can fight with either hand, adapting your style as the situation demands. Your movements are graceful and precise, making every strike count. You've trained to the point where every parry, every slash, and every thrust flows naturally, and no

opponent can match your mastery of close-quarters melee combat. Whether against a single foe or many, you stand at the pinnacle of swordsmanship.

Assassin -400
You come out of a long line of famed assassins reaching all the way back to those days when the old man on the mountain used to command his men to die without hesitation, just to sow fear in the hearts of others. Stealth, patience, agility, discipline and precision are your greatest weapons.You're an extremely skilled master in unarmed combat, knife fighting, stealth and guerilla tactics. What use are all these supernatural powers and that superior swordsmanship, when you can easily hide in plain sight or wait unmoving for hours in shadows and quickly slice the throat or chop off the heads of these half gods as they unwittingly pass by? Even a normal human with this perk could be a deadly foe for the descendants of Jesus.

Manipulator -400
You are a master puppeteer, skilled in the delicate art of emotional and psychological manipulation. People are your pawns, and you know exactly how to play them. With your charm, wit, beauty, and status, you can subtly nudge people in the direction you desire without them even realizing it. Your ability to read and understand people's emotions, desires, and weaknesses is unparalleled, and you exploit these to perfection. Whether you're acting the part of a trusted friend, a concerned ally, a lover, a boss or even a loving mother, you always have your true goal in sight, bending others to your will with ease. Your talent for manipulation ensures that even the most strong-willed individuals will see their resolve weaken with every interaction with you until they finally dance to your tune, without ever realizing you were pulling the strings.

Natural -400
Combat flows in your veins like an ancient heritage, something as instinctual as breathing. You are a prodigy, a natural-born fighter with an innate talent that eclipses the hard-earned skills of even the most seasoned warriors. Whether it's swordplay, hand-to-hand combat, or any other martial discipline, you pick up techniques with terrifying speed. What would take others years of training to master, you can grasp in mere days. Even in a duel against the greatest Swordmaster of the Templars or Prieuré with centuries of combat experience, you would be able to hold your own—perhaps even surpass them with just a few months of intense training. This raw talent sets you apart, making you a combat genius capable of quickly rising to the top in any battle or conflict, no matter how formidable your foes.

It wasn't meant for me -600
You know that common situation, where you are an actual descendant of Jesus Christ, but not a rightful heir, as the bloodline was split some time ago and you

activate the holy grail with the blood of your son, who combines the bloodlines and is thus a rightful heir, and then you drink from it and believe to have gained immortality only to find out that you weren't pure, destined to or worthy enough and you start sweating blood and die? Well awkward situations like this will not be an issue in the future. If you get hold of an item or power or magic or something else that has very specific requirements to be used or wielded or gain power from etc. you will be able to do so and do so without negative or unwanted consequences to you or others you don't wish to harm.

Genetic memory -600
You pass down any skills you have gained throughout your life or lives to your descendants. You won't directly transfer knowledge but more like a deeply ingrained instinct. If you have amassed a lifetime of experience as a medieval knight in a holy war then all your descendants will be incredibly talented with the sword and other forms of medieval combat and fight like a master in a short time.
You will also benefit from this as you will retroactively receive the potential skills and talent of all the prominent ancestors of whatever family you insert yourself or have inserted yourself into in other jumps.
Again this doesn't mean that if your ancestor was a master of something with several secret techniques that you will inherit the knowledge of how to perform those techniques, merely the talent and natural skill to do so. Transferred skills will also only be available until the moment of conception by your ancestor to your later ancestors obviously.

Hybrid vigor -600
Whenever you are the descendant of two or more distinct lineages, races, species etc. you will always get the best of both worlds and none of the negatives. You will gain all the innate potential powers and abilities with none of the weaknesses, if the other side of your ancestry doesn't share those weaknesses. In addition you will always be at the very top of the genetic potential of either line and in combination that may often result in more than just the sum of its parts.

Items

You can get a 50% discount on 1 item per tier up to the 600 cp tier. Discounted 100 cp items are free.
You may freely import any items as long as they are relatively similar in form and/or function.

Coat -free
A stylish, ankle-length coat tailored to your personal taste, in the color of your choice. This coat not only makes you look effortlessly cool, but it also has practical uses. It's

perfect for hiding swords, daggers, guns, and other weapons without raising suspicion. The fabric is sturdy, allowing you to move freely in combat without the coat being a hindrance. As a bonus, you'll receive a pair of sleek sunglasses that amplify your "cool factor," giving you the iconic look of a mysterious warrior or modern treasure hunter.

Gun and Knife -100
Sometimes, simplicity is key. This basic yet highly reliable set includes a well-crafted handgun and a durable combat knife, the perfect companions for quick, effective defense. The gun is accurate and well-balanced, suited for close-quarters combat or taking down enemies from a distance. The knife, sharp and deadly, is ideal for silent takedowns or as a backup in a desperate fight. While those may not be the most reliable weapons against a foe with the Sang Real, you might still slow them down or even manage to cut their carotid artery.

Car -100
A dependable car, tailored to your personal taste and preference. Whether you envision a classic, vintage vehicle with style or a modern (up to 2005 models), high-performance machine, this car is more than just transportation—it's your gateway to adventure. Perfect for high-speed chases or quietly cruising the countryside on the trail of ancient mysteries, it handles like a dream. Equipped with a roomy trunk for storing gear or weapons and reinforced to endure long journeys, it's the perfect partner for getting from point A to point B in style and comfort.

Sword of the Grandmaster -200
This is an exceptionally strong and sharp sword that apparently needs no maintenance or care and still stays sharp as ever. With it you could slice off the top of a Car without it taking any damage. Hidden in its handle is the speartip of the spear of Longinus. It doesn't seem to have any supernatural abilities, but in tandem with the shroud of Jesus it would lead you to the holy grail.

Shroud of Jesus -200
At first glance, this simple piece of cloth might seem like nothing more than a relic of ancient times. But this is no ordinary cloth—it is the Shroud of Jesus, used to wrap his body after the crucifixion. Though worn with age, the faint outline of Christ's body and face can still be seen upon its surface. More than just a sacred relic, the Shroud is embedded with hidden symbols and cryptic messages. When used in conjunction with the Spear of Longinus, these symbols form a map that leads directly to one of the most sought-after treasures in history—the Holy Grail. While the Shroud itself doesn't have any supernatural powers, it is an essential piece in solving the mystery of the Grail's location, making it invaluable to any true treasure hunter. It also will be immediately recognized by people of the true faith as the real deal, making it an invaluable treasure for them.

Helicopter -400
When subtlety is off the table and raw firepower is what you need, this heavily armed helicopter will get the job done. Equipped with powerful machine guns and reinforced armor, this aircraft is capable of tearing through enemy strongholds with ease. Whether you need to storm a Templar fortress or take out the heavily guarded base of the Prieuré de Sion, this helicopter is a devastating tool of destruction. Fast, agile, and loaded with firepower, it's perfect for hit-and-run operations or full-scale assaults. With this in your arsenal, you hold the skies—and the battlefield—at your command.

Castle -400
A grand medieval fortress, perched on the shores of a tranquil lake, this castle is the epitome of both luxury and defense. Dating back to the late Middle Ages, it's been meticulously maintained, blending ancient stone walls with modern conveniences. Inside, you'll find every modern comfort you could imagine—plumbing, electricity, high-speed internet (for early 2000s Europe standards), and a fully functional telephone line. The castle is vast, with countless rooms and hidden passages, and serves as both a stronghold and a treasure trove. Within its armories are weapons both modern and medieval, ranging from firearms to swords. Surveillance equipment and cutting-edge security systems ensure that no one can breach your defenses without you knowing. But perhaps most valuable of all, the castle houses an impressive collection of religious relics, some of which hold untold power or significance. This is more than just a home—it is your fortress, a command center from which you can wage war or safeguard priceless artifacts.

Funds -600
You really don't have to worry about money anymore. Most important people in this setting, which is to say extremely long lived superhuman noblemen, are rich. You can rely on a cushy inheritance carefully cultivated and invested by rich noblemen centuries prior. This will allow you to live in luxury and fuel your baser vices or alternatively fund an extensive gang war with tons of weaponry, vehicles, surveillance, mercenaries and bribe money against another shadowy organization.

Order of the Templar/Prieuré the Sion -600
You are now the official Grandmaster of one of the two orders. This order will follow you into the future world and entrench itself seamlessly in the shadows just as it did with this world. With this purchase also come a couple of knights, up to 7, of the respective order that are centuries old veterans with the sang real flowing in their veins, as well as several adjuvants and mercenaries as well as possible also some slaves and people in your general payroll. May be purchased twice for both. If you picked a starting period before the split you may also just make up a new order.

Holy Grail -1000
This is the vessel used to catch the blood of Jesus Christ after his side was pierced as he died on the cross. This is generally considered to be the most holy of all relics in all of christendom. You might be surprised at how strange looking this vessel is in this world. It isn't a cup, but more like a shallow bathtub of smooth stone engraved with weird symbols of unknown origin and meaning. By dropping a few drops of blood of a true heir of Jesus in the grail it will start magically filling itself with even more blood until it is full and covered with blood. Whoever drinks from it is said to gain eternal life. As you purchase this here with your own CP, the Grail will fill itself whenever you want, without the need of adding just the right blood and the effect of the Grails blood will apply to anyone who partakes of it, without any ill effects. You or whoever you give some of the blood to to drink will cease to age all together and always remain youthful and at the prime of their life. You will also gain a regenerative healing factor similar to that of the sang real, so you won't have to worry about being covered in scars and your body generally being ground up by the ages. If you drink from the Grails blood while also having the Sang Real your regenerative factor will be boosted even further.

Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own.

Canon companion -variable:

You may freely take any canon companion of human level power with you. You may take those with the Sang Real with you for -100cp.

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 800 cp to spend however they want.

Drawbacks

Unbeliever +100
Despite all the evidence of divine power around you, you remain stubbornly skeptical. Miracles, holy relics, or the legends of the Grail—none of it convinces you. It's all just mumbo-jumbo, right? Your disbelief, however, has real consequences. You may overlook vital clues or fail to recognize the significance of sacred objects, causing you to miss key opportunities. The Holy Grail itself could be within your grasp, but if you don't believe in its power, it may just slip through your fingers.

TV Movie +100
Your entire experience feels like a low-budget TV production. Everything around you suffers from cheesy acting, bad dialogue, and laughable special effects. Explosions look fake, sword fights are awkwardly choreographed, and dramatic moments are laden with clichés. You'll find it harder to take things seriously, and those around you may feel similarly ridiculous. But, unfortunately, the danger is very real.

Oath of Silence +100 CP
Whether through personal choice, a vow, or magical compulsion, you can no longer speak. All communication must be done non-verbally, which can be especially challenging when time is of the essence. Negotiations, conversations, and warnings will be much harder to convey, and you may be misunderstood often. But this is your path, and you must walk it in silence.

Oath of Celibacy +100
You've taken an oath of celibacy, swearing off all romantic or sexual relationships. This could be due to personal belief, religious devotion, or a vow imposed on you. It might not seem like much of a hindrance at first, but it will limit your interactions and may cause tension with potential allies or even enemies who try to seduce or manipulate you.

Slave +200
You are not your own master. Whether recently captured or descended from generations of servitude, you are now bound to a European noble. Your actions are not your own, and you must carry out the duties and orders given to you, regardless of how you feel about them. Your freedom is severely restricted, and escaping or rebelling will be met with harsh punishment. Even if you rise above, your status as a former slave will color how others see you.

Love the Monster +200 CP
You've fallen for someone who is truly evil, manipulative, and heartless. You're deeply infatuated or in love with them, but their feelings are nothing but a tool to control you. They will use your affection to manipulate you into doing their dirty work or acting against your best interests, all while giving you just enough to keep you devoted. The more you love them, the harder it will be to break free.

Throughout the Ages +200
Your time here is extended far beyond the norm—you'll be stuck in this world for 400 years. You will witness the rise and fall of kingdoms, the evolution of technology, and the slow march of history. But that doesn't mean you'll be unaffected by time. Watching generations pass, seeing friends and enemies die, and enduring the centuries will weigh on you in ways you can't yet imagine.

Oath of Non-Violence +200 CP
You have sworn an oath to never take another life or cause physical harm, no matter the situation. Only in self-defense or to directly protect others, you can use violence to resolve conflict, however only killing when impossible to do otherwise. You will need to rely on diplomacy, cunning, and creativity to get out of dangerous situations, and your enemies will show no such restraint.

Confusing Weak spot +400
I get that chopping off the head would kill someone with a high regenerative healing factor, but why also cutting their throat? No matter what other powers or abilities or altforms you possess, you will still be vulnerable to your carotid artery being cut (or being decapitated) with a mundane blade.

Cursed Bloodline +400
Your bloodline is cursed, at least it seems that way, but maybe that's just a result of the stigma of your ancestry and the way of life you all chose. Anyone connected to your family is doomed to a tragic and violent fate. Friends, allies, and even innocent bystanders who get close to you will find themselves entangled in your misfortune, often suffering death or misfortune through seemingly unrelated accidents or incidents. The curse draws out enemies and disasters at the worst possible moments, ensuring that peace and happiness are always short-lived.

Betrayal +400
Someone in your inner circle, a trusted ally, or a loyal companion is secretly betraying you. They've allied themselves with your enemies, feeding them vital information and sabotaging your efforts from within. The worst part? You don't know who they are. Paranoia and mistrust will make it harder for you to lead, plan, and protect yourself as the traitor's subtle actions continue to undermine your work. Unmasking them will be a slow, grueling process, and they may strike a fatal blow before you ever figure out their identity. If you are too slow your enemies might already have the upper hand or the rat will have turned others to his cause, maybe resulting in another split in the order.

Heretic +600
The Catholic Church considers your involvement with the Grail and your claim of heritage heretical and has excommunicated you. If they get ahold of you they will burn you at the stake. In modern eras, several governments and various three letter organizations will be made aware of your existence and try to hunt you and your organization down.

Lost quest +600
The quest for the holy grail was lost and the other side has won. You can't purchase of find the grail taking this drawback and the other side has obtained it, took the power for themselves and subsequently hidden the grail away again. You will now face an enemy organization full with immortals with heightened powers and a desire to end your line.

No Jumper-junior, I am your father +800
A beautiful enemy of the opposite gender has tricked you and seduced you resulting in you two creating a child. This child was stolen by the other and raised with opposing ideals and nothing but hate and rage in his heart towards you. This Child is well trained by the opposite faction, will get all the funds and manpower available to them and will have both the Hybrid Vigor and Genetic Memory perk, meaning you will likely face a foe that might be your equal.

Notes
This jump is based on the 2004 German TV movie Blood of the Templars

The Grail
Everything I wrote regarding how it looks and activates is true for the movies, however we don't know what it would actually do if the blood was consumed by someone it was meant for (David presumably?). The only one who drinks from it is Lucrezia de Saintclair of the Prieure de Sion and she dies shortly after because it "wasn't meant for her". In the movies characters often refer to the boons of gaining the grail to be: "immortality" "unlimited power" and "the unlimited power of immortality" (whatever that means). From that I believe it was most likely to just give you eternal youth, basically boosting whatever those of the Sang Real already had.

If someone with the Sang Real consumed the blood from the grail they'd get eternal youth as well as even better regeneration, likely regenerating limbs quickly, closing the carotid artery as they did other wounds before and maybe even survive decapitation? How far you are willing to wank that i leave up to you as i can't go by any example. Your other boons of the Sang Real will also be slightly boosted, making you even stronger, tougher and quicker than before.

>Are the movies good?
No. But they at least might be fun for you. Good luck finding them, however, if you're not a german speaker and happen to see it in a library I wouldn't recommend actually buying the DVDs.
(The books are horrible; just like all books by Wolfgang Hohlbein)

>Can people with the Sang Real regenerate limbs?
We never actually see it happen or it being stated anywhere. As all of these centuries old guys who constantly engage in sword fights with each other aren't missing an eye, limb or even a finger, I'd wager that it is very likely. Fanwank responsibly

>is that Sang Real stuff genetics or magic?
Bit of both. We know that there's a genetic component to it and descendants can be identified via their unique genes and until the grail shows up, certain Characters with the blood just believe that Jesus was some sort of mutant. The Grail is straight up magic though,

The Shroud of Jesus and the Grandmasters sword will lead you to potential holy grails in later jumps.

v1.2
-fixed typos
-fixed not finished sentences
-fixed Perk discounts
-added explanation about the shroud and sword in future jumps

-HDManon