Assassin’s Creed Animus Gauntlet

By Brewhaha

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After completing your last world, you wake up in a glitchy island feeling empty, almost like you were when you started this chain. No perks, items or companions are reachable unless they are a part of your bodymod. Around you is weird weather patterns and obelisks jutting out everywhere. This is the Black Room of an Animus, the backbone of its more complex programming. For now, you are penned in here.

For this gauntlet you will be within the world of Assassin’s Creed; specifically, the modern day in an unspecified time as you are trapped within the program. Now you will not be here for a decade Jumper but for the time it takes to complete the genetic memories of important figures not known to history and escape. If you die in a simulation this will not be a chain fail, shunting you to the next chosen adventure until none remain and you go to another world. You can retake this document again after failure once you go through another world.

You start with 0 CP for purchases, gaining points via choosing scenarios and drawbacks.

An archway starts to glow...



Scenarios

Now, which individuals are you living through? You can choose any number of them.

Altair Ibn-La'Ahad V1.0 (+100): Altaïr Ibn-La'Ahad (1165 – 1257) was a member of the Levantine Brotherhood of Assassins who served as their Mentor from 1191 until his death in 1257. This master assassin was put onto a path of redemption after being demoted to a novice. He had to kill nine targets and a final once to liberate the order and regain his honour. If Collectables is taken, then you must collect all the flags in each city.

Rewards:

Altair's Gear: This package includes the master assassins armour Altair was known for, his sword, a curved Syrian blade, Robert De Sable's Templar Knight suit of armour and a pair of European long and short swords to dual wield if you have the Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Apple of Eden: For fully Synchronising with Altair, you gain an Apple of Eden. This piece of First Civilisation technology can create realistic illusions strong enough to be harmful and can trick the neuroreceptors of the brain. Weak willed individuals can be easily controlled with a scale of immunity present populations with similar intelligence to humans. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Ezio Auditore V2.1 (+100): Ezio Auditore da Firenze (1459 – 1524) was a Florentine nobleman during the Renaissance unaware of his family's dark past until they were betrayed by a trusted ally. He had to weave through the conspiracy that led to the death of his father and brothers ending all the way at the Pope. If Collectables is taken then you must collect all the feathers, Truth, the flags, the paintings and the six seals.

Rewards:

Ezio V1's Gear: This package includes his classic robes that can change colour to the different dye schemes, the clothes of a Florentine noble, Borgia Guard Armour, a Carnevale armour and the Armour of Altair along with all the capes. There is also all the weapons that he can use in this time frame like Altair's Blade if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Papal Staff of Eden: For fully Synchronising with Ezio, you gain a Staff of Eden. This piece of First Civilisation technology can exert your will across large areas and give the illusion that you are flying or one of many copies; this illusion is as realistic as the Apple but is less precise. Weak willed individuals can be easily controlled with a scale of immunity present populations with similar intelligence to humans. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Ezio Auditore V2.2 (+100): Having defeated the Pope and listened to Minerva Ezio Auditore da Firenze (1459 – 1524) had completed his task of avenging his father and brothers but when Monteriggioni is sieged by the Papal army he is propelled to Rome; tasked to rebuild the Brotherhood and bring down the Borgia family. If Collectables is taken then you must collect all the flags, Scrolls of Romulus and the coins of Vlad the Impaler.

Rewards:

Ezio V2's Gear: This package includes his Rome Robes that can change colour to the different dye schemes, a Helmschmied Drachen armour set, Roman Legionary kit, Amour of Brutus, French Captain Armour and Borgia Captain Armour along with all the capes. There is also all the weapons and gear that he can use in this time frame like Brutus's Blade and a parachute if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Pigeon Coops: For fully Synchronising with Ezio, you gain pigeon Coops sprinkled around cities you exist in as a form of secret contact. When you spend time in a city and make your presence known in a district and/or have a property a wooden structure will appear. This avian communication can't be tracked, expected or seen by surveillance and there will even be ambient messages that give you jobs.

Ezio Auditore V2.3 (+100): Now in his fifties Ezio Auditore da Firenze (1459 – 1524) is in Constantinople in search of special keys that would unlock the secret library of Masyaf. This takes you through the twilight of his years. If Collectables is taken, then you must open all the treasure chests, find all ten pages of the hidden manuscript and find all seven books.

Rewards:

Ezio V3's Gear: This package includes his Constantinople Robes that can change colour to the different dye schemes, a Turkish Assassin armour, Minstrel outfit, Janissary uniform, Master Assassin Armour, Old Altair's Robes and Armor of Ishak Pasha. There is also all the weapons and gear that he can use in this time frame like Vlad Tepes' Sword if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Memory Seals: For fully Synchronising with Ezio, you gain six Memory Seals. This piece of First Civilisation technology can record a single memory that puts the reader in the person's shoes; this is the basis for the animus. Every jump these disks will upgrade to hold a culturally important figure or somebody you need information on before you can wipe it and make new information.

Connor Kenway V3.1 (+100): Ratonhnhaké:ton (born 1756), also known by the adopted name of Connor, was Kanien'kehá:ka-born Master Assassin of the Colonial Brotherhood during the period of the American Revolutionary War. Concerned by British influences he convinced the former Mentor to train him and aids the patriot movement even though his birth father is the Templar Grandmaster. If Collectables is taken, then you must find the trinkets, treasure chests, feathers and almanac pages.

Rewards:

Connor's Gear: This package includes his Assassin Robes that can change colour to the different dye schemes, an Animal Spirit outfit, Achillies' original outfit, Captain of the Aquila outfit, Captain Kidd's Robes, Kanien'kehá:ka outfit and a Colonial Assassin outfit. There is also all the weapons and gear that he can use in this time frame like Captain Kidd's Sawtooth cutlass if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Shard of Eden: For fully Synchronising with Connor, you gain a Ring Shard of Eden strung on a necklace. This piece of First Civilisation technology can create an electromagnetic field that diverts small projectiles like bullets. This protection is not infinite though. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Aveline de Grandpré V3.2 (+100): Aveline de Grandpré (born 1747) was an Assassin of French and African heritage, who lived in the area of New Orleans during the middle of the 18th century. She assassinated a series of targets in search of the Company man and the Grandmaster. If Collectables is taken, you must stockpile alligator eggs, coins, diary pages, brooches, Mayan statuettes, mushrooms, treasure chests and voodoo dolls.

Rewards:

Aveline's Gear: This package includes her Assassin, Lady and Slave outfits that can change colour to the different dye schemes, a Bayou Hunter outfit, Chichen Itza Disguise outfit, Charming Dress outfit along with five different hats. There is also all the weapons and gear that he can use in this time frame like the Duelling pistol if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Prophecy disk: For fully Synchronising with Aveline, you gain all the pieces of the Prophecy disk; two halves and a necklace key. This piece of First Civilisation technology can record audio-visual communication that will stay encoded without the final piece. Every jump it will update to an important message for this world from a culturally significant person before you can wipe it and make a new message.

Edward Kenway V4.1 (+100): Edward James Kenway (1693 – 1735) was a Welsh-born British privateer-turned-pirate and a member of the West Indies and British Brotherhoods of Assassins. In the golden age of piracy, he became embroiled in the Assassin and Templar conflict alongside a Sage. If Collectables is taken the Templar keys, Animus fragments, shanties, Mayan stelae, manuscripts, letters in the bottle, treasure chests and buried chests.

Rewards:

Edward's Gear: This package includes his Assassin Robes, Brown cloak, Pirate cloak, Crimson cloak, Privateer outfit, Pirate Captain outfit, Explorer outfit, Merchant outfit, Governor's outfit, Officer's outfit, Politician's outfit, Templar outfit, Stealth outfit, Mayan outfit, Edward the Legend

outfit, Hunter outfit, Feline Pelt outfit, Shark Hunter outfit, Whaler outfit, Haytham Kenway's overcoat, Captain Morgan's Redington, Stede Bonnet's attire, Captain Drake's outfit and Duncan Walpole's robes. There is also all the weapons and gear that he can use in this time frame like the Blades of Toledo if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Skull of Eden: For fully Synchronising with Edward, you gain a Crystal Skull. This piece of First Civilisation technology can monitor individuals if you have a sample of their blood. This gives you a first person perspective of what they are seeing at the moment. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Adewale V4.2 (+50): Adéwalé (1692 – 1758) was a former slave-turned-pirate from Trinidad, and later a member of the West Indies Brotherhood of Assassins. In 1735 he is stuck in the West-Indies Sea where a mysterious package leads to a Templar informant and the Maroon freedom fighters. If Collectables is taken then the treasure chests must be found, and the relevant number of slaves rescued (500 regular slaves and seventy maroons).

Rewards:

Adéwalé's Gear: This package includes the robes Adéwalé was known for. There is also all the weapons and gear that he can use in this time frame like the Mayan machete if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Freedom's Key: This golden skeleton key can open any lock but the higher the tech and more advanced it is, the more time it will take. It works on any kind of lock via touching the mechanism so it will go through retina scanners and padlocks alike.

Shay Cormac V5.1 (+100): Shay Patrick Cormac (born 1731) was a member of the Colonial Rite of the Templar Order during the 18th century. During the Seven-year war he originally found on the side of the French with the Assassins but after betrayal joined the British Templars. If Collectables is taken then Animus fragments, shanties, treasure chests, Native pillars, Viking swords and Templar maps must be found.

Rewards:

Shay's Gear: This package includes his Assassin outfit, Interim outfit, Templar outfit, Explorer outfit, Raider outfit, Tracker outfit, Sharpshooter outfit, Captain outfit, Dark Assassin outfit, Versailles outfit, Native armour, Templar 11th century armour, Templar Enforcer, Viking outfit, Templar master, Admiral outfit, Hunter outfit, Arctic explorer, Whaler outfit, Frontiersman outfit, Assassins killer outfit, Officer outfit, Commander outfit, Templar stealth outfit, Sir James Gunn's armour and Gang member robes. There is also all the weapons and gear that he can use in this time frame like the Admiral's Lion Sword if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Precursor Box: For fully Synchronising with Shay, you gain a Precursor Box. This piece of First Civilisation technology is a receptacle of First Civilisation knowledge from before the Great Disaster. While able to decipher any language it can produce holograms of a query result. It could search the entire earth for a specific radiation type to find a series of secret Temples and gives you a small paragraph about them to inform you. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Jacques de Molay's Advisor V5.2 (+50): An unknown Templar knight (died 1307) was given a Sword of Eden and Codex Pater Intellectus and ordered to hide it as the organisation was arrested and an assassin ran around in the shadows. To complete this scenario, you have to survive the Friday the 13 raids as the Templars are arrested citywide. The assassin will not kill you the moment you step outside the vault. Somehow you must spread the Templar teachings, so they survive.

Rewards:

Jacques de Molay Advisor's Gear: This package includes the cloak of the grandmaster during the future Revolution that avenged them, armour of both the advisor and the Grandmaster and a medieval two handed broadsword if you have the Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Codex Pater Intellectus: For fully Synchronising with the advisor, you gain the Codex Pater Intellectus (Codex of the Father of Understanding). This could teach you to manipulate the world through money and banking and updates with each jump's economy. It also improves your charisma and power against royalty and the upper caste. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Arno Dorian V6.1 (+100): Arno Victor Dorian (born 1768) was a member of the French Brotherhood of Assassins and a Master Assassin during the French Revolution. After being framed for a murder, he didn't commit, the young man joined the Assassins and even fought alongside his crush who was a Templar. If Collectables is taken then the cockades and newspapers must be collected.

Rewards:

Arno's Gear: This package includes Arno's Assassins outfit, Prowler outfit, Sans-Culottes outfit, Napoleonic outfit, Medieval outfit, Phantom outfit, Musketeer outfit, Military outfit, Brigand outfit and Bourgeois outfit changeable to all their stages and colour schemes. Special outfits include the Foreign Regiment outfit, French Duellist outfit, Arno's Fearless outfit, McFarlane Master Assassin outfit, Pierre Bellec's outfit and Thomas de Carneillon's outfit. There is also all the weapons and gear that he can use in this time frame like the Schiavona if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Sword of Eden: For fully Synchronising with Arno, you gain a Sword of Eden. This piece of First Civilisation technology boosts your charisma, makes you immune to illusions and mind control in a latent sense. Active abilities include sonar and can emit energy blasts. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Arno Dorian V6.2 (+50): After the death of Elise Arno is drinking away his sorrows in a local tavern when he is contacted to find a Condorcet's manuscript hidden in the tomb of Louis IX inside the royal necropolis under the Basilica of Saint-Denis. He then hears about Napoleon Boneparte's subordinate searching for an artefact. If Collectables is taken then the Tricorn hats, Sugar's legacy and the stories of Franciade must be found.

Rewards:

Arno V2's Gear: This package includes Guard of Franciade outfit, Raider outfit, Iron Mask outfit and Napoleon's Artillery outfit along with the weapons and gear that he can use in this time frame like the Guillotine Gun if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Head of Saint Denis: For fully Synchronising with Arno, you gain the Head of Saint Denis. While it does not have an Apple this self-illuminating lantern does not require Ny fuel and even works without air in underwater and vacuum conditions. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Frye Twins V7.1 (+100): Evie and Jacob Frye (born 1847) were Master Assassin twins of the British Brotherhood, active in London during the Victorian era. When they came to London, they liberated the area from Templar control with their Rooks gang combating Crawford Starrick's influence. In this scenario you will shift between the twins based on the memory you take. If Collectables is taken then all the Beer bottles, Helix glitches, illustrations, pressed flowers, royal letters, secrets of London and the WW1 letters found.

Rewards:

Frye's Gear: This package includes their simple outfits, Master Assassin outfit, Gunslinger outfit, Outdoorsman outfit, Blackguard's suit outfit, Baron Jordane outfit, Maximum Dracula outfit, Huntsman outfit, Suave outfit, Dr Daniel's garment outfit, The Creature's Rags outfit, Military suit outfit, Defender's garb outfit, Aegis outfit, Lady Melyne's gown, Nightshade cloak outfit, Nighthawk outfit, Steampunk outfit, and Bloofer lady outfit. There is also all the weapons and gear that they can use in this time frame like the World's Greatest Cane-Sword if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Shroud of Eden: For fully Synchronising with the Frye twins, you gain a Shroud of Eden; although there is no imprinted consciousness removing the bleeding effect hallucinations. This piece of First Civilisation technology can heal wounds of all kinds from stab wounds to

more fatal injuries using your internal energy. While a large cut may require a hearty meal, once a jump the cloth will resurrect yourself from certain death in any state. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Jack V7.2 (+50): Set twenty years after V7.1 'Jack the Ripper' has embarked on a brutal reign of terror that shocks London to its core and threatens the very existence of the Brotherhood of Assassins. In this scenario, you will shift between the twins and Jack based on the memory you take. If Collectables is taken then all the Helix glitches, Illustrations and locked chests found.

Rewards:

Jack's Gear: This package includes the 1888 outfits of Jacob Frye, Evie Frye and Jack along with all the weapons and gear they can use in this time frame like the Seam Buster and Fear bombs if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Dagger of Fear: For fully Synchronising with the multiple people in this scenario, you gain the Dagger of Fear. This weapon is perfectly sharp and balanced, gives you minor hallucinatory text in relation to your goals and allows you to do brutal takedowns and death screams that frighten enemies into running; weak willed individuals will be easier to frighten but nobody will be unscathed. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Bayek V8.1 (+100): Bayek of Siwa (born c. 85 BCE) also known by the alias Amun, was one of the last Medjay of Egypt and the founder of the Hidden Ones alongside his wife, Aya. an early form of the Templar Order, murdered his son, Khemu, because the two refused to cooperate in unlocking the Siwa Vault for them. The grief-stricken Medjay and his wife then embarked on a quest to avenge their son. If Collectables is taken the papyrus puzzles, Hermit locations and Stone circles must be completed.

Rewards:

Bayek's Gear: This package includes his default outfit, a bathhouse towel, Black Hood outfit, Celestial Raiment, Centurion's Armour, Collector outfit, Confident Attire, Dark Side of the Moon outfit, Desert Cobra outfit, Dress of the Coastal Realm, Dress of the Foreign Realm, Dress of the Northern Realm, Egyptian Hedj, Egyptian Irtyu, Egyptian Wahid, Engai Nanyoki, Engai Narok, Gasp of the Plains outfit, Gracious Attire, Heliopolis Marauder, Hidden One outfit, Hunter's Furs, Maasai Leader outfit, Maasai Warrior outfit, Marauder Chief outfit, Marauder's Garb, Mummy outfit, Mythical Warrior outfit, Persian Commander, Persian Guard, Persian Leader, Persian Legend, Persian Prince, Pharaoh Armour, Pharaoh's Regalia, Protector outfit, Radiance of Anubis outfit, Red Sea marauder outfit, Revenge of Anubis outfit, Roman Legionary, Roman, Marinus, Roman Vanator, Savannah Marauder, Scarab Soldier, Sekhment Costume, Serqet's Carapace, Servant of Amun, Shadow warrior outfit, Shaman outfit, Spaniard's Armour and the Vestment of Horus. There is also all the weaponry he uses in this time frame like the Sword of Ptah if you have the Crafting Perk, Melee and Ranged Items. If you

are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Armour of Eden: For fully Synchronising with Bayek, you gain an Armour of Eden. This piece of First Civilisation technology is made from adamant plate and absorbs kinetic energy to a certain extent. While a war hammer strike may force you on the back foot it would not bruise your ribs, an explosion right on top of you may send you unconscious. Weapons, fangs and claws may even break on the armour if they are of a weaker material. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Amunet V8.2 (+50): After Cleopatra and Julius Caesar joined the Order of the Ancients and protected the killers of her son, Aya of Alexandria was betrayed. She travelled to Rome to deal with the senator. To complete this scenario, you must found the Hidden Ones organisation and manipulate events to assassinate Caesar, rescue Bayek from execution and confront Cleopatra; time will skip after you complete each mission.

Rewards:

Aya's Gear: This package includes the Hidden Ones outfit and the Gasp of the Plains outfit. There is also all the weaponry he uses in this time frame like the Bow of Ra if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] The Asp Fangs: For fully Synchronising with Aya, you gain two short swords called the Asp Fangs. These blades secrete a unique poison that does not harm you or your companions due to your interdimensional nature. The poison is fast acting and painless in the smallest amounts and slow and painful with large amounts. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Kassandra V9 (+100): Kassandra (458 BCE – 2018 CE) renowned as the Eagle Bearer, nicknamed the West Wind, and bestowed the title of Keeper, was a Spartan mercenary who operated in Greece during the Peloponnesian War. Due to their ancestry linking back to King Leonidas she came into conflict with the secretive Cult of Kosmos and the Order of the Ancients. If Collectables is taken then all tomb steles, Ainigmata Ostraka Riddles and loot must be found.

Rewards:

Kassandra's Gear: This package includes the Aegean Pirate Set, Agamemnon Set, Amazon Set, Arena Fighter's Set, Armor of Kronos, Artemis Set, Athena's Blessing Set, Athenian War Hero Set, Celestial Suit Set, Demigod Set, Dionysos Set, Greek Heroes Set, Herald of Dusk Set, Immortal Set, Magnificent Mycenaean Set, Master Assassin's Set, Mercenary Set, Northern Traveler Set, Pilgrim Set, Pirate Set, Shark Armor Set, Snake Set, Spartan Renegade Set, Spartan War Hero Set and the Sphinx Mane Set. There is also all the weapons she uses in this time like the Minotaur's Labrys; apart from the Staff of Hermes if you have the Crafting Perk,

Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Spear of Eden: For fully Synchronising with Kassandra, you gain a Spear of Eden. This piece of First Civilisation technology can extend from spear and blade form and is fully powered compared to the broken version. When thrown it never misses the target you focus on, uses adrenaline for powerful attacks, harnessing elements and briefly enhancing your speed. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Kassandra V9.2 (+50): After pledging themselves to the Heir of Memories the Eagle Bearer must go through Aletheia's simulations to steel themselves against the Staff of Hermes Trismegistus corrupting influence. To complete this Scenario, you have to go through Elysium, the Underworld and Atlantis to find out the fate of the final. If Collectables is taken, then all the Ainigmata Ostraka must be found.

Rewards:

Kassandra's V9.2 Gear: This package includes all the armour sets found in the Fate of Atlantis like the armour of the Fallen, the First Civilisation Set and the Armor of the Dikastes among other items. There are also all the weapons she uses in this time like the Caduceus blade if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Staff of Hermes of Trismegistus: For fully Synchronising with Kassandra, you gain the Staff of Hermes Trismegistus. The staff offers biological immortality to its wielder while also enhancing their strength, speed and reflexes. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Eivor V10.1 (+100): Eivor Varinsdottir (born 847) renowned as the Wolf-Kissed, was a Viking shield maiden and jarlskona from Norway who raided what would later become England during the late 9th century. Eivor and her clan settled in Ledecestrescire, establishing the settlement of Ravensthorpe and spent the next few years building her settlement and securing alliances with their kingdoms within England. If Collectables is taken then all the wealth, artefacts and mysteries must be completed.

Rewards:

Eivor's Gear: This package includes the Raven Clan set, Huntsman set, Wayland's armour set, Hidden Ones set, Magisters set, Galloglach set, Mentor's set, Brigandine set, Thegn set, Thor's set, Arenhare'ko:wa set, Saint George's set, Lugh armour Set, Celtic armour set, The Ealdorman's armour set, Fallen Hero armour set, Druidic armour set, Dublin Champion armour set, Iberian armour set, Egyptian armour set, Rus armour set, Byzantine armour set, Paladin armour set, Reaper's armour set, Mentor of Alamut Set and the Jarl of the Raven Clan armour set in all their stages. The special outfit of Basim's outfit is also included. There are also all the weapons she uses in this time frame like Excalibur if you have the Crafting Perk, Melee and

Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Yggdrasil Seed: For fully Synchronising with Eivor, you gain the beginnings of an Yggdrasil tree. This piece of First Civilisation technology is a massive computer program able to create simulations that are scarily realistic. It can calculate, generate and explore any situation no matter how unrealistic. Death within it is not the end and it can keep consciousness stable, and bodies preserved even after hundreds of years as long as the person is pierced by one of the branches. Once a jump the collected DNA will lead to the growth of a clone with all your memories practically resurrecting yourself. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Odin V10.2 (+50): Also known as Havi was an Asgardian Isu who became a widely revered god in both Norse and Germanic mythology. With the Great Catastrophe close he became obsessed with not dying with the rest of the Isu leading to the death of his son. The leader must travel to Helheim and confront Hel for his son.

Odin's Gear: This package includes armours the All-father finds like the Fire Giant armour Set, Jotun Mantle armour Set, Dwarven Blacksmith armour Set, Odin the All-Father armour Set, Twilight armour set, Raven's Flight armour set, Einherjar's Valour armour set, Death-speaker Trapping armour set, Dwarven Defender armour set, Draugr's Toll armour set, Hel's Narjarl armour set and the Death Jarl armour set. There is also all the weaponry he uses in this time frame like Gunngnir if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Hugr-Rip: For fully Synchronising with Odin you gain the Hugr-Rip bracer. This piece of First Civilisation technology gives you minor temporary powers based off human sized enemies you kill by drawing on life essence. If you kill a fire giant, you could shift yourself into one and walk across lava or turn into a raven if you kill a man sized one. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Basim Ibn Ishaq V10.3 (+50): Born in the Abbasid Caliphate during the 9th century, Basim was inspired to fight injustice after the exile of his father. He grew up on the streets of Baghdad as a thief but was forced out as a fugitive. You must live through those events, investigating and assassinating the main five Order of the Ancients leaders. If Collectables is taken then all the contracts must be completed (including the Forty Thieves), mysterious shards, Dervis' artefact, enigmas, Tales of Baghdad and lost books must be found.

Rewards:

Basim's Gear: This package includes the Initiate outfit, Zanj Uprising outfit, Hidden One outfit, Abbasid Knight outfit, Rostam outfit, Milad outfit, King of Thieves outfit, Far East Merchant outfit, White Patient Robe, Master Assassin Outfit, Eunuch Tunic, Desert Traveller outfit, Scholar outfit and Treasure Hunter outfit. There is also all the weaponry he uses in this time frame like

Shamshir-e Zomorrodnegar if you have the Crafting Perk, Melee and Ranged Items. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.

[Full Sync] Djinn: Deep within your subconscious a genie rests. This entity has the appearance of a mummy and is your mental defence against mental impairment or probing.



Perks

What positive bleeding effects have you picked up?

Basic Combat (Free): Sometimes you can't stay in the shadows, and you have to fight your way out of the situation. While this is not a normal preferred part of the assassins game it can happen, so you have basic combat training to attack, block, dodge and parry. You have an instinct to know when to dodge or parry a blow and are skilled enough to do finisher moves. This updates with any scenarios taken.

Free Running (Free): Why walk through busy streets when you can run through empty roofs? It is a fluid and transcendent way of parkour that propels you around urban and natural landscapes. If there is a way for you to climb something you will grab it and pull yourself up as you can do a wide range of vertical and horizontal movements.

Stealth Skills (Free): Social stealth, or how inconspicuous one could remain in public environments, is a key ability to master for a member of the Assassin Order. Now you are a natural in covert movements without catching attention. This includes moving in crowds, hiding in bushes and sitting at benches to name a few.

Leap of Faith (100): This gives you the ability to do a control fall into a soft landing. This can be either a vertical leap with a completely straight stature, followed by a head-over-heels roll in mid-air to allow the one performing it to land on their back or hanging from the ledge and falling backwards. Through the power of faith and fate backing there will always be a landing point for you to fall onto.

Swordplay (100): You are a master of melee fighting whether it is with your fist, blade or blunt weapon. You can even dual wield heavy weaponry like a broadsword in each hand. Your strikes are a little stronger than normal, your parries a little faster and your blocking more solid. This improves with each scenario.

Marksmanship (100): You are a master of ranged fighting whether it is with thrown items or shot projectiles. You can strike any target with eagle-eyed precision humanly possible, can quickly reload without looking and handle any kickback from firearms.

Database (100): When you interact with important people in a jump's setting you gain a small biography based on what is publicly known and what you find out about them. This will not reveal a traitor beforehand, but it will update in a moment.

Horse Riding (200): You are a master horseman able to ride in most conditions. You can swing and fire weapons from the saddle, jump from the animal safely to freerun or kill and calm a startled mount with muttered affirmation.

Seafaring (200): You are a master maritime captain that could be a terror on the high seas. Any ships you control can change sails, stop and dock without you shouting into the wind. You can tell the most opportune winds for the sails.

Crafter (200): Some weapons have to be made on the job for different situations. With this perk you can craft the different ammunition like arrows, rope darts, grenades and darts if you have bone that you can collect from animal and enemy bodies. For every kill you get one bone that can make an arrow or dark and bigger items like the grenades take five bones.

Eagle Eyes (300): This gives you the specialised literal form of Eagle Vision allowing you to see through the eyes of birds. It works best if you use a beloved pet that trusts you rather than a violent beast as it will allow you to stay in longer and smoothen the transition. You start with a small separation range of 300 metres but will improve with time.

Isu hybrid (300): Humans were once nothing more than servants to the whims of Isu but when one of these gods interbred with a human, the offspring had negated control neurotransmitters, had a sixth sense [Eagle Vision] and could use Pieces of Eden with skill. When in Eagle Vision enemies and blood is red, blue is allies, white is information and hiding points and gold is targets and objects of interest.

If you use it enough it can evolve to Eagle Sense. This stage heightens all the senses of its user, allowing them to detect the heartbeat of a target in the area, foresee a target's path, target a person to see them through walls, warn of an ambusher’s location or allowing its wielder to peer into the memories of their target upon killing them

Confessional (300): Whenever you kill an important target both of you will be transported to a white void for them to say a final message to you. The message will be the complete truth and validate you killing them with more information. This can be replayed by inspecting a memento blood-stained feather you get with every kill.

Viewpoints (300): Spread around cities you visit there will be an eagle resting at high points; if you climb to meet them you have found a viewpoint. Once you take in the view of the city that point will be considered complete, and you then have a fast travel location available. These points are on famous buildings, any of your properties or the tallest points in a city. This teleportation has no distance limit but won’t work while you are in combat, in a restricted area or being searched for.



Items

Due to your adventures what artefacts have you found?

Hidden blade (Free/100/200/300/400): For Free you have an assassin hidden blade on your forearm. This is a retractable blade extendable at a purposeful flick of the wrist. The blade will not break under pressure but is weaker in combat compared to actual blades. The bracer on your forearm can also block strikes. You also don't have to lose a finger to use it. All upgrades are interchangeable, and positioning can be switched up from either hand if you bought both. The below upgrades can be bought in any order.

For **another 100 points** you have a second bracer equal to the first. Also, as an addition the primary blade can pivoted 90 degrees and be used as an optional dagger.

For **another 100 points** you have the hook blade upgrade made infamous by the Ottoman assassins adding a curved part to the secondary blade while keeping the point for slicing. It can be used to zipline, pull things down, spin over enemies and so much more.

For **another 100 points** you can have the Phantom blade made infamous by the French assassins adding a crossbow over the primary hidden blade to the gauntlet for ranged assassinations. Although it does not have the range of a regular firearm it is perfectly silent and straight tracked. Good aim could instantly kill an enemy while keeping you incognito.

For **another 100 points** you can have the grapple upgrade made infamous by the British assassins adding a rope launcher to the side of the secondary blade. This allows for swift movement that would defy the laws of physics and added features to parkour like a controlled ascent or swinging to gain momentum. The rope is unlimited, and you can pull it back at any moment but very selective on what it can attach to; the point has to be in your eyeline, can't be blocked by anything and requires space for yourself to slightly drop.

Free Runners' Gloves (Free): Assassins have to climb a lot of structures, so this is protecting from your grip hurting you. No splinters because you decided to climb a tree or cuts because you pulled yourself onto a chipped tile roof. This also stops your fingerprints appearing at scenes for the more criminally inclined.

Lockpicks (Free): Sometimes to get doors or chests are locked requiring some purposeful unlocking. This handful of five lockpicks sits in a dimensional holding space that only you can access. One lockpick regenerates after every hour.

Melee Weapon (100): This is a shapeshifting melee object that passively changes based on the social allowances of the time. While it would be a broadsword in medieval times due to the nature of war, in the more peaceful façade of Victorian England it would be a cane sword. If you have a weapon that you want to use, you can change it at any of your properties as the shape shifting nature only keeps you safe from being the odd one in a crowd. You also can't lose the weapon while free running.

Ranged Weapon (100): This is a shapeshifting ranged object that passively changes based on the social allowances of the time. While it would be a crossbow in renaissance times due to the nature of being armed, in the more technologically advanced American Revolution it would be a rifle. If you have a weapon that you want to use, you can change it at any of your properties as the shape shifting nature only keeps you safe from being the odd one in a crowd. You also can't lose the weapon while free running.

Transportation (200): There will always be a horse at any stable you visit to ride; any garages will give you a free ride. These modes of transportation seem to be slightly more durable than normal and are less likely to break down.

Ship (200): You can call this historical vessel to any dock by imagining it at an empty berth and nobody will think of its sudden appearance. It can either be a sloop of war like the Morrigan or a brig like the Jackdaw and Aquila. It has all the technological advancements the Templars put into the first and the size of the second making it the best of both worlds; all upgrades from the ships are implemented in this vessel. This includes puckle guns, carronades, and burning oil. She also possesses the standard armaments including 46 broadside cannons, mortars, and an ice-breaker ram and fast double fire before reloading. It is considered a mobile property that has a captain room for you to change outfits and weapons, plan attacks, and rest.

Materials (200): This is a regular shipment of crafting and building materials like bone, pelts, metal, wood, cloth, rum, tobacco and many other things every month. You would get a lot more much faster by not leaving the gain passive, but it will always be there.

Bird (300): An Aves class animal – preferably an eagle – is now your lifelong companion in the Jumpchain. This bird won't die of old age and will heal supernaturally quickly if hurt. It will always watch over you, crossing dimensions to stay with you. If you don't have the relevant perk, it will still warn you of danger. If you do have Eagle Eyes they will always lend you their sight without a fuss.

Base (300): In every district you have a small nondescript safehouse that you own – nothing too grandiose – and in a location you choose, there will be a main base to the level of the Tiber Island headquarters. This building will have an entrance on the street level, a rooftop entry way and even a sewer entrance connecting to other tunnel systems. Within it there is a trophy room, personal sleeping quarters for yourself and a training section. If you have a mission, random people that have different training will converge on the place looking for work. If you use it for a business the public will never find out about its other features. It takes in the architecture of your time periods and grows based on how many of the scenarios you take; taking all of them may bring it to the small town size of Monteriggioni.

A Brotherhood (300): Many blades make easy work. None of these assassins or templars worked alone and it was through community that these two groups have survived for so long. Whether it was Altair's Dais, the courtesans of Florence or the Rooks of London, people back the groups of Order and Chaos. These people shift based on the society and occupation type but will always work for you. Roaming your city of residence are trios of thieves, fighters and courtesans waiting for orders.

Drawbacks

Hand holds (+100): Now you do have the ability to climb most structures but there has to be specific hand holds for you to climb; you can only jump a specific distance. The animus will generate a path for you to climb and that will be the only way for you to climb. You can't just climb a rock face willy nilly.

Watcher (+100): Somebody else is going through this genetic material giving the feeling of somebody watching you in your peripherals.

Commitment (+100/+100): You have phantom pain in your ring finger due to corrupted data believing you are a Levantine Assassin. This does not impact combat but can be quite annoying when your finger glitches. For an extra 100 CP you will have episodes where you believe you need to cut your finger off so you can use your hidden blade[s].

History Noob (+200): You don't have any history knowledge for any of the time periods and will have to work with what the ancestor knows; a native American man could work with the government unaware of future atrocities. This may lead to problems further down the line.

Video Game Mechanics (+200): The Animus is running a little bit slower with you limiting your actions. There seems to be invisible barriers around cities, people have very similar dialogue when you pass them on the street and there are moments where you run around a void when travelling or entering buildings. Important characters may just stand there waiting for you and their walking speed is faster than your walk but slower than you run.

Sage Hunter (+300): A hunter with dual-coloured eyes is following you across scenarios. They are a skilled fighter, charismatic enough to pull in henchmen and will face you in different ways each time with different professions under their belt. Once you kill them, they won't turn up again unless you have another scenario.

Detrimental Bleeding Effect (+300): The Animus has mixed up which simulation you are in and is feeding you conflicting stimulus creating the Bleeding Effect. This occurs as shadowy figures, auditory hallucinations and even blacking out at the worst as another personality takes over. This can be limited if you solidify when and who you are but that can't happen all the time.

Collectables (+400): Within you is a hoarder Jumper that won't rest before you collect every trinket of half importance and open every chest. In your pocket there is a list that updates at the beginning of each scenario to tell you what items you need to collect. To move on you will have to get everything.

True Synchronisation (+400): To complete the scenarios you must fully become the ancestor fully synchronising with them. This makes scenarios much harder as you will feel the person's emotions more than your own and box you into story lines. Enemies will also be much harder like the animus is on hard mode. Each mission will have a set of objectives that you will be forced to complete.

Juno sees you (+400): And thinks of you like a pawn in her plans. She will appear in all of your scenarios tempting you to do a series of innocuous tasks that would lead to her possessing you. If this occurs, you will fail the scenario.

Final Choice

For completing this gauntlet, you gain the whole design line of **Animi**. From the bell-like Die Glocke designed by Tesla to the portable Animus HR-8.5 along with any other model and their design specs. The machines will pass along no Bleeding Effect, and in future jumps you can collect DNA samples from people and read the lives of their ancestors.

If you complete **Full Sync** for every scenario, you gain a **Grand Temple**. This underground structure is a high-tech lab that has multiple capabilities including the capabilities to imprison consciousness and allows you to test inventions in a safe environment. There also seems to be a large stockpile of Adamite and schematics for different pieces of Eden.

If you complete **Collectables** for every scenario you gain a **Collectable Map**. This chart can give you a passive one hundred metre radius, a city or a much larger area. It gives you the location of unique items and the broad location of important figures. If you have fast travel by any means, holding the fixed point will move you there.

Stay: You awaken from the animus in the world of Assassin's Creed to stay

Return: Having completed your journey you return to your home world with all the perks and items from your adventures

Continue: History is still to be written and found. You continue on your adventure.

Notes

The item weapons just give the jumper fiat backed weapons in each scenario. Basically, the equip mechanics of the video games.

If you don’t get the two perks you just get the outfits when you complete scenarios

Video Game Mechanics drawback is the idiosyncrasies found in the games while True Sync is hard mode forcing you to play a specific way

History Noob means you failed history class and don’t remember any information