Ever since the dawn of mankind, two groups have battled in the shadows for control of the world's destiny. Throughout history, **Assassins** and **Templars** have fought for freedom and order, across all continents and oceans. Yet even they are just pieces in the grander conflict ended by the **Precursors**, "Isu", mankind's creator race, from before written knowledge.

Time and time again will the Templars attempt to seize control, and always there behind them are the Assassins, stalwart and vigilant against their eternal foes. They do not fight in open combat, but in strict silence, behind closed doors or the shadow of an alleyway. And yet, for their entire squabble, there are rules and codes they follow, a Creed.

But remember Jumper. Nothing is True. Everything is Permitted.



A Jump by Clover

+1000CP

=Location and Time Periods=

Roll 1d8 to see where you start or pay 50CP to choose

1 The Third Crusade: Late 12th Century, 1189-1199, the Middle East. European leaders have set their sights to retake the Holy Land from Saladin for the western world. The time of King Richard the Lionheart, proud Altair and his master Al Mualim.

2 Flip a coin:
Heads, Rennaisance: Late 15th Century Italy, 1490-1499. The great rebirth, golden age of arts, culture and innovation. Venetian style politics still rule the kingdoms of Italy, and blood is spilled in the streets. The time of Machiavelli, Leonardo da Vinci, the Borgias and young Ezio.

Tails, Ezio's Twilight: Early 16th Century, Middle East and Istanbul, 1505-1515, Cesare's end and the Ottoman Empire. The end of the Borgia menace, and the beginning of Ezio's search for answers. Of Janissaries, Mercenaries, Ottomans and Turks. The time of Suleiman and an aging Ezio.

3 Golden Age of Piracy: Early 18th Century Carribean, 1715-1725. It is an age of sail, cannon, cutlass and piracy. Great profit and exploration is in the air, but not even the Carribean is safe from conspiracy. The time of Blackbeard, cocky Edward Kenway and hidden jungle temples.

4 American Independence: 18th Century America, 1772-1782. A time of change, war and revolution. Native Americans, Colonial Americans and Europeans all wrapped up in the Templar/Assassin conflict. The time of George Washington, Haytham and Connor Kenway, and Aveline de Grandpere.

5 French Revolution: Late 18th Century France, 1789-1799. The people starve, the streets run red with revolution, and the old ways will be overturned. The time of Robespierre's Reign of Terror, Arno Dorian and Mme Guillotine.

6 Industrial Revolution: Late 19th Century London, 1868-1878. The reign of Queen Vicky, of urchins in workhouses, steam locomotives, and blighters in the burroughs. Meet Darwin, the Frye twins, and ELECTRICITY!

7 Modern Day: It is the 21st Century Rome, November 13, 2007. The Abstergo Corporation has begun group testing of an exciting new entertainment system, Desmond Miles is a bartending drifter, and Clay Kaczmarek has never even heard of the word Assassin. All is well...

8 Free Choice: You make your own luck, eh? Choose from anywhere in the list, or any ten-year time period from 500BCE to 2014CE. Visit the World Wars, the Mongol War camps, the Moon Landing! The world is your apple.

=Origins=

Age is 16 + 2d8. Gender is same as last Jump's. 100CP to choose both.

Drop-In (0CP): Assassins? Templars? Eden? These are just words to you, and you fell out of the sky! You could get a lot done in ten years, maybe even write yourself into history.

Assassin (100CP): You are an initiate into the Assassin Order. You work in the dark to serve the light, fighting for freedom for humanity and from Templar control. Not limited by morality or law, unblinded by truth.

Templar (100CP): You are a sworn into the Templar Order. You are to usher the dawn of a new age, a new world. One defined by purpose, order, thought and reason. But it seems like no matter what you do, those pesky Assassins try to destroy it. May the Father of Understanding be with you.

Sage (200CP): Assassins, Templars, mortal politics hold no interest in you. You are an agent of Those Who Came Before, the First Civilisation, true masters of this world. And You must prepare the world. Prepare, for the second coming. Your eyes are distinctively two tone and anisocoric.

=Perks=

You do know how to use a knife, yes?

Field Training (Free, 50CP): A years worth of knowledge and training. Brawling, blending into a crowd, the best ways to stab someone or scale a wall. Further purchases will let you specialize in stealth, movements, combat or assassination.

Help Wanted (100CP, *Free Drop-In*): Sometimes people just have that look about them. You gain a sixth sense for when people need assistance, assistance they will reward for in particular, and an idea of how difficult the request will be.

Leap of Faith (100CP, *Free Assassin*): You now have an uncanny sixth sense for finding good places to jump off, and regardless of the height, can find good landing spots such as water, hay or loose leaves. Note: People count as landing spots.

Politically Minded (100CP, *Free Templar*): You always know the best ways to advance your personal interests. Whether it be charm, bluff, bribe or threaten, never be at a loss for words, or lost in thought.

Presence (100CP, *Free Sage*): You have a regal and wise bearing, one that lets you speak with great importance and intent, weighting your words.

World Runner (300CP, *Discount Drop-In*): Whenever you need to go from point a to point b swiftly, the crowd clears, the walls grow handholds, and empty vehicles are unattended. Never be stuck in traffic again.

Puzzle Minded (300CP, *Discount Drop-In*): These people sure do like their puzzle based security systems. Code breaking, box shifting, translating, riddling, chess, you'll see it all. Your expertise even lets you build your own contraptions.

Synchronize (300CP, *Discount Assassin*): By simply reaching high ground and looking around, you can create a mental map of the surrounding area, highlighting important objects and targets.

Marked Men (300CP, *Discount Assassin*): You possess the uncanny ability to know who you need to kill next. Whether it is to solve your problems, get revenge or uncover plots, you can finger the guilty party. When and if you can kill them is another matter.

Authority (300CP, *Discount Templar*): You now possess an aura of command, a way of moving and speaking that has people leaping to do your bidding. Summon extra guards, get spies on the streets or a runner to Paris, all without having to pay them for it.

Goldfever (300CP, *Discount Templar*): You now possess an aura of commerce, a way of knowing when to buy, sell and where to find valuables. Rise to power through your coffers, buy and sell entire communities.

Built to Last (300CP, *Discount Sage*): Whatever you personally build, be it handheld or architectural, becomes nigh-impervious to weather, rust and time. If it gets lost or buried, you can 'feel' it out too!

Anachronism (300CP, *Discount Sage*): Whatever knowledge, technology or techniques you possess, people will no longer find strange or out-of-place. Teaching these advanced sciences will have make it accepted as everyday, with difficult concepts understood by even the most simple.

Honor the Creed (600CP, *Discount Drop-In*): The Assassins are dedicated to preserving freedom in all its forms, for to live is to be free. Your ability to move and avoid obstacles is greatly increased, and should those obstacle be opponents, you cut through each one with more ease than the next. You also gain innate knowledge of how to promote freedom, growth, chaos and rebellion. Cannot take Cross.

Cross to Bear (600CP, *Discount Drop-In*): The Templars are an order born of a realization, the world is suffering and the only control is that which we impose. Your ability to control the flow of combat and society, such as by strategy or counterattack has evolved to near prescience. You also gain innate knowledge of how to promote safety, stability, control and unity. Cannot take Creed.

Confessional (600CP, *Discount Assassin*): When you kill a target, you can gain their last few words, which will always be information relevant to whatever you needed to know from them. Be careful who you use it on, only the most important of targets have anything useful to say.

Anonymous (600CP, *Discount Assassin*): Blend in with a crowd and shank someone as you walk by, this allows you become a shadow in a crowd or disappear in a desert. A mark of an ultimate assassin, this skill works best immediately after a kill.

Pseudocide (600CP, *Discount Templar*): Whether a body double or a doombot or whatever. You can fake your death, totally, convincingly, in the middle of battle or the quiet of your home, at any time. Useful for lying low or spying on your funeral. The performance is at its most convincing when used sparingly, no more than twice a year.

Turncoat (600CP, *Discount Templar*): With a father's understanding and a mother's compassion, even the most loyal of zealots would feel swayed to your cause, snerk. Your skill at making allies of enemies is so capable, that given the time and isolation, they will gladly tear into their former allies and fall on their swords, should you wish.

Enlightenment (1000CP, *Discount Sage*): You now recall some of your Precursor knowledge. Create items capable of running off nearby brainwaves, lasers that can incinerate a grown man in a second, vaults that last megaton-range damage, all with the appropriate materials.

=The Power of Blood=

That which runs deep.

Precursor Bloodline (100CP per purchase, *Sage Free One, Assassin Discount One*): You contain a greater than normal amount of First Civ genetics. Enhanced strength, agility, hand-eye coordination, speed and Piece of Eden attunement. Can be purchased up to three times.

Eagle Eyed (100CP, Require P. Blood, *Free Sage, Discount Assassin*): You now possess the sixth sense 'knowledge'. Able to sense and track allies, enemies and items of importance, even through walls. Able to detect important items or hidden messages just by sight.

Legacy Lived (100CP, Require P. Blood x2): Your blood is now concentrated enough to pass down knowledge and skills through inheritance or transfusion. You can also receive knowledge and abilities through transfusion of other blood to a lesser degree.

Talkin' to YOU (100CP, Require P. Blood x3): You now possess enough uncanny estimates about future events to leave recordings and messages to instruct in your absence. You can also answer questions or respond to them well in advance.

The Human Condition (100CP per purchase, *Templar and Drop-in Discount One*): Through your studies of people and society, your charm, planning, intelligence gathering, foresight and manipulation of desired events has increased. Can be purchased up to three times.

Micro-movements (100CP, Require H. Con, *Templar and Drop-In Discount*): After studying subtle muscle movement, you now possess foreknowledge of threats, lies and secrets. A strong voice and stern glance will give you their life story.

Elevati (100CP, Require H. Con x2): You possess a wide variety of control mechanisms, and can be easily ranked as one of the more important people behind the scenes. Your teachings can be passed down, and easily incorporate changes to the plan to accomodate societal shifts.

Self-Regulating (100CP, Require H. Con x3): Your wheels now spin themselves, and any involved in your plans become perfectly content trying to keep your status quo. No longer have to micromanage, you can turn yourself to other pursuits.

=Items and Equipment=

Iconic Item (Mandatory): Whether it is the Templar Ring, the Assassins Insignia, the Jumper's Jump-thing, or a sign of the Before Times, you must choose a symbol as your emblem and display it everywhere! On your hand, your hood, wherever! Oddly enough it never acts as a giveaway.

Contacts (25CP per purchase): Gain contacts wherever you go. Drop-Ins get merchants, explorers, travellers. Assassins get thieves, smugglers, beggars. Templars get law enforcers, politicians, celebrities. Sages get inventors, scientists, priests. First purchase is for your own background.

Sharp Dressed (50CP): A set of stylish and fitting clothing for the time. Be sure to turn heads and hear compliments. With the right words and attitude, you could get into restricted areas.

Resources (50CP, *First Free Templar*): Whether it's seed money, rare spices or slaves, this is enough capital to get you started. Equivalent to modern $50k USD. Templars get three times this amount for each purchase.

Armoured Vestments (100CP, *Discount Templar, All Discounts Templar*): A set of clothing, tailored to your size and preference, which is discreetly armoured and protective. Protects against small arms and calibers. Free import.

Medical Coat (50CP): Specially woven fibres that harden in response to physical injury, which clot blood, splint bones and a variety of other battle scars. Not enough to heal, but enough to stifle.

Proof Materials (50CP): Snug as a bug in summer or winter. The clothes are now fireproof, frostproof, water worthy, shock resistant and easier to clean than ever.

Hidden Pockets (50CP): You always have another place to hide nibbles, notes, air, keys, knives and so on. Only a complete stripping will take them away from you.

Heavy Upgrade (50CP): Some conferring with leading armourers and tailors later, your clothes may now block heavy weapons blows, sustained gunfire, and small explosions.

Hidden Blade Bracer (100CP, *Free Assassin, All Discounts Assassin*): A sturdy weapon that goes around your wrist, concealable and deadly, with a retractable blade of your choice. Can be purchased twice. Upgrades purchased for all bracers.

Dispensary (50CP): Now the blade is capable of dispensing a wide variety of poison that kills, confuse or tranquilise. May double as medical syringe.

Hook Blade (50CP): A hook like attachment that lets you reach longer, zipline, pick locks, snatch weapons and remove armour.

Grapnel Launcher (50CP): Good for scaling walls, crossing gorges, picking off pigeons and pulling people off balance. Hundreds of meters of rope available!

Phantom Blade (50CP): The power of a cannon as small as a hummingbird. A silent dart that slays without trace. A regular crossbow in your wrist. Any manner of projectile may now be mounted discreetly and securely.

Fine Weapon (100CP): A well made melee or ranged weapon for your time period, this easily trumps its counterparts in combat, only finding equal in the most elite weaponry of your opponents. As a bonus, it will never rust or jam.

Explosives Kit (100CP): A satchel containing parts and designs for bombs for any time and place: smoke bombs, frag bombs, tear gas, tazer, tar slick, fire or plain demolition. Additional ingredients sold separately.

Codex (200CP, *Discount Assassin*): A manual that instructs on proper assassination techniques, stealth techniques and brotherhood recruitment. Applicable in any time and place.

Book of Names (200CP, *Discount Templar*): It's not blackmail, it's extortion! Well, a guide to extortion. And conspiracy. It even has a helpful index to update itself for future endeavours!

Mysterious Tablet (200CP, *Discount Sage*): While gibberish to the world, this document lets you recreate first age miracles, such as unbreakable ciphers, instantaneous communications (quantum is involved) and life saving medicines that can heal from the brink and add years to the elderly.

Memoriae Machinae (600CP, *Discount Drop-In*): Whether it's a hypnotic technique, a series of exotic chemical compounds, or a state of the art hat, you have a portable means of accessing the thoughts and memories of your forefathers (forefathers sold separately). Trips down memory lane will be weird for Jumpers, as it tends to configure to backgrounds. Recording devices attached for each session. No user restrictions with settings from guided tour to training simulator.

=Pieces of Eden=

Tools, weapons and toys of a distant age.

Piece of Eden (600CP, *Discount Sage*): Enjoy your unlicensed hypertech artifact. Just be warned that any improper tampering or destroying it will result in a mile-wide sphere of megatonic explosive energy. The piece will be fine. Nearby objects, not so much. Limit of one per Jump, very distinctive. Tends to run on health.

Shard of Eden: An easily concealed platinum ring. Contains deflector shields for any attack, actively scans surroundings, releases ear piercing shrieks and prevents your wounds bleeding.

Sword of Eden: Nigh indestructible cruciform longsword. Never dulls, records and replays swordsmanship of previous wielders, grants martial prowess and leadership aura on par with royalty. Occasionally redirects lightning.

Scepter of Eden: An arms length of electrum and electrics. Grants charisma and fear enhancement. Graviton accelerator in bulb allows you to bring crowds to their knees or levitate helplessly.

Crystal of Eden: A polished sphere of incomparable reflection. Used for investigation and illumination, it scans surrounding environment to reconstruct events as old as a year perfectly, and turns the holder invisible.

Amulet of Eden (*Discount Drop-In*): A well worn copper locket, passed down for generations. Grants the strength of ten men, enhanced senses and ten second foresight. Recharges by body heat.

Apple of Eden (*Discount Assassin*): Fits into the palm of your hand but inedible. Mind control humanlike brains, create hard light constructs, and access wikipedia. Also contains event prediction simulators to answer what if.

Skull of Eden (*Discount Assassin*): A crystal skull for your crystal Hamlet. With a drop of fluid you can untraceably communicate telepathically and monitor anyone globally. Good for spying or driving them mad. Supports networking, computer compatible.

Staff of Eden (*Discount Templar*): Two metres tall and gold circuitry. Grants immunity to instant kills, illusion powers on par with holographics, and mind control of thinking beings.

Shroud of Eden (*Discount Templar*): Drab cloth with a wire underlay the size of a bedsheet. Recover from mortal injury and illness, speak with dead men's bodies or record their genes.

=Companions and Imports=

Templar Acolyte (100/200/300): A Templar Acolyte, of preferred gender, age and ethnicity. They gain 300CP per 100CP spent to use on Templar perks and items. Can be bought multiple times, free import.

Assassin Initiate (100/200/300): An Assassin Initiate, of preferred gender, age and ethnicity. They gain 300CP per 100CP spent to use on Assassin perks and items. Can be bought multiple times, free import.

Precursor Descendant (100/200/300): A Precursor Descendant, of preferred gender, age and ethnicity. They gain 300CP per 100CP spent to use on Precursor perks and items. Can be bought multiple times, free import.

Brotherhood (300CP): You can import as many companions as you want into the roles of Templar or Assassin, and they each benefit from 300CP to spend on alignment specific perks.

=Drawbacks=

Pick up to 600CP of drawbacks.

+0CP Highlight Reel: Did someone step on the remote? Ignore your time and location roll, because you're going where it all began, the Third Crusade, but not for long. If you wish, you may jump to the beginning of the next time period in the sequence, only stopping at Modern Day. All crazy time and space powers are locked out. You must still spend a total of ten years in jump total.

+0CP Mission Control is Lonely: Any inactive companions are free to speak about current events around you, though not with the most accurate information possible.

+100CP Fumbles: Let's just say even your companions offer to carry fragile packages. You trip over your own feet in hot pursuit, tend to stab yourself in combat and misjudge those jumps just enough. Let's not even try rock-climbing.

+100CP Zealotry: No matter what your compatriots say, you are a firm and strict believer to the letter and spirit of your creed, and no manner of persuasion or violence will change your mind. Drop-Ins cannot take this.

+100CP Hooked: Wherever and whenever you go, you will not be rid of these spats between Assassins and Templars. The protagonists and antagonists seem to flock to you, and any regional historical celebrities will have your name as a footnote somewhere.

+200CP Dilemma: What's the point of controlling anything when the Assassins undo your hard work? Why do you only kill people who act up? Why bother ruling the world? Why do clouds even? Lost in thought often, you are.

+200CP Pacifist: The sight of blood disgusts you. You prefer to have it kept on the insides of their owners. More to the point, you pale of the thought of having others kill for you, or dirtying your own hands.

+200CP Massive Ego: You are difficult to work with. If it wasn't interrupting fights to compare hats, shouting about how great it is to be part of a secret society, or belittling everything that walks on two legs, you are blind to your own faults.

+300CP CBSD: You have a reputation for back-stabbing. And a habit of back-stabbing. And a collection of knives for stabbing backs. These things make it hard for anyback- I mean, anybody to trust you. How dare they! You should stab them. Some say this makes you predictable, but what do those pincushions know?

+300CP The Bleed Affect: The voices in your head are not your own. Not just those screaming from past backgrounds and jumps, but the memories and feelings of complete strangers. Anything could trigger your next fit. Even your companions are not safe from you.

+300CP Too Old for This: While the mind and spirit may be willing, the body is frail and bruised. Add 30 years to your rolled age to much your newfound frailty. You'd think you could delegate the heavy lifting, but the important stuff always needs your personal touch.

+600CP Precursor's Plaything: Remember those Precursors we spoke about earlier? Well, there's a nasty one out there. No, not Juno. Nemesis. A long dead mad science sage, she has somehow stripped you of your other abilities, companions and Warehouse key to produce tides of Eden artifacts and regenerate. To recover even a scrap of your power requires the resources and manpower only secret conspiracies could muster, and to finish the fight you must unearth the forgotten Nemesis Vault and slay her in combat. The ten year cap is lifted, this might take a while. Failure by old age is unacceptable.

=Epilogue=

Down the Rabbit Hole
Templars, Assassins, Precursors... good thing Earth doesn't have those running around, right?

Should I Stay...
Oright, it's time to clean house. History will go on as you see fit.

... or Should I Go?
Well, that was a thing. Time to move on to greener Jumpchains.

=Notes and Errata=

Drop-Ins are immune to PoE based mind control! Can't mess with what's not there. Sages and Precursor blooded are more resistant to mind based attacks.

The canon games Modern Day period starts in early December 2012, with the great disaster to occur in late December, which is a massive Solar Flare that would wipe out the modern world by way of super EMP and natural disaster escalation.

Juno will be freed by 2013. Precursor Clones fielded by 2015.

As always, previous perks, items and companions can only dull the edge of a Drawback, not fully remove it. The best you can hope for is 'annoyance'.

Broken or lost items will reappear in Warehouse after a week.

Pieces of Eden. You only buy one. Not per customer. One.

You can attempt to acquire Pieces of Eden on your own, but they are always in high security hidden away locations, in temple complexes or in Assassin/Templar vaults, their purpose will be a mystery, and they will attempt to mind control their wielders. No Jumpchain warranty on those.

Templars and Assassins, barring extraordinary circumstances or events, hate each others' guts. Getting them to work together, even as individuals, will take massive time, effort and care. Both have drifted from their founding goals of peace, to A New World Order and Freedom, respectively.

Companions must spend their CP on background options first. If at least half their CP has gone into their background perks, items or Pieces, they can spend the rest elsewhere.

THEY BURNED JOAN. SHE SCREAMED.

Taking down or foiling the plans of the Precursors will require the efforts and resources of both Assassins and Templars working together. Bear in mind that the Precursors have the only plan in motion to prevent the Second Disaster.

No guarantee on whether history will unfold originally if certain events are postponed or made in advance. No guarantee on if your stay will be easier should you remove all canon threats. New events might unfold, and new enemies might react.

Attempts to recreate Precursor genetics on your own will go badly. Purchasing the entire bloodline gives you the good bits, any further leaves you open to possession and Failure conditions. All of common humanity have Precursor genetics, but only one in ten million have a high enough concentration to use Eagle Vision, and even less than those can become Sages.

Skills obtained through blood transfusion include supernatural ones if the target's physiology supports it. Skills are activated through training. Skills may be specified through genetic engineering. Otherwise, they are a less potent generalisation.

Piece of Eden Attunement makes you learn how to use the artifact more quickly, as well as being able to 'boost' its abilities beyond an unattuned user. Assume a multiplier of x1/x2/x3.

The Memoriae Machinae (AKA Animus) works on genetic memory. This means you need brainmeats from the specific family line... at first. Near the end of the jump (or break into Abstergo) and it will become refined enough to only require donor samples, without relation to whoever uses it. Bear in mind that human brains are accustomed to human thoughts, so don't go reliving a bug's life or anything.

...Yes, you can technically use it to read the minds of the still living, just by searching their lives up to the point of sampling.

Juno lies. Even that is a lie.