Jump by Complex_Wolf_7322

By now, you've probably been to Assassin's Creed before. You know the deal by now. Assassins vs. Templars, free will vs. control, etc. Take +1000 CP and choose your side.

Origins

Assassin

Templar

Perks

General

Researcher (-100): Like Evie, Henry, and Lucy Thorne, you have an aptitude for research, finding leads in a fraction of the time it would take other people.

Brawler (-100): Like Jacob, you're a top-notch bare-knuckle brawler. You can dominate just about any unarmed/melee fight; the gangs of London have nothing on you.

Carnival Days (-200): Like Robert Topping, you have skills that I can't quite explain. Despite being tied by ropes to a chair, the second he wasn't looked at, he was able to get out without making much noise and escape so fast that Evie, an Assassin, couldn't tell where he went, becoming the victim of a stealth hi/bye.

Master of Disguise (-200): Like Frederick Abberline, you are a master of disguise, allowing you to escape notice, even from Assassins like the Frye twins (Abberline's introduction).

Carriage Savant (-400): You are a master driver, and you'll need to be to navigate London's congested streets in a horse-drawn carriage. All vehicles become more durable and handle better when you drive them, in addition to the stated skill increase.

City Takeover (-400): Know what must be done to take occupied territory. See key people/strongholds responsible for holding it whose destruction will free it.

> Gang War (-200) (requires City Takeover): If the leader of a city's occupying force is inaccessible, they will challenge you to a gang war after you target their operations and subordinates via City Takeover. The terms are usually no-holds-barred and to the death, with the winner taking over the territory.

Consequences (-600): The Assassin most of the game follows, Jacob Frye, seems to have a problem. He's capable, having all the training and skills of an Assassin, but each assassination he performs seems to have unforeseen negative consequences. That is no longer the case for you.

You have a gift for foresight. Not necessarily seeing the future, but knowing what sort of consequences actions you take will have. You can't predict lottery numbers, but you won't accidentally destroy civilization by killing the right people at the wrong time. In the case of Jacob's actions, you would know the havoc killing a pillar of society would wreak, and have an idea of what to do beforehand to mitigate those consequences.

Assassin

Basic Training (-100): I wouldn't recommend starting your AC journey here, but with the nature of the Jumpchain, I can't assume you've been to Assassin's Creed before. You can now do anything an NPC Assassin can do, being a master free-runner and skilled with a variety of stealth weapons and tactics.

Auto Loot (-100): An early skill in the game is the Loot Takedown, which automatically gives the character any money and relevant items on a person when the character kills them or knocks them out. You now have this ability, automatically looting anyone you incapacitate without having to rifle through pockets.

Keep in mind, this only works on resources that are *on their person*; if the thing you want is in a drawer in their office, you have to find it yourself.

Fear Tactics (-200): The Indian Assassin Brotherhood trains in how to terrify an opponent without drawing a blade, studying human psychology and chemicals that target the fear center of the brain. You now have such an understanding.

They also (occasionally) employ extreme, brutal kills to strike terror into their enemies' hearts, which you also know how to do.

The Ghost (-200): Henry Green operated under the cover of a simple bookshop owner in a Templar-controlled London for years without being found out, despite every other Assassin either leaving or being purged. You know how to keep a low profile so that even the most stringent surveillance wouldn't catch you and how to get rid of any suspicions cast on you.

Eagle Sense (-400): You have an unusually high concentration of Isu DNA in your blood, which gives you a sixth sense called Eagle Vision, manifesting as a unique form of increased situational awareness. While standing still, ideally from a vantage point, you can see important objects and people in gold, hostiles in red, and allies in green. This sense ignores walls and other barriers, but does have a range that can be increased through training.

Vantage Point (-400): For every big Assassination mission in the game, save the tutorial, the Assassin starts from a high point on the edge of the operational area. From there, said Assassin can see opportunities to make their mission easier. You now have this benefit. Should you continue your Assassin work post-jump, this perk will activate as well.

Chameleon (-600): Like Evie, you are so good at stealth that if you stand still when not being looked at, you can literally turn invisible. While invisible, no one can see you, though you still have physical presence, so someone could theoretically walk into you. You can make sound without dropping Chameleon, but no more than a distracting whistle. Moving automatically ends it as well.

My Name is Jumper! (-600): And as of this moment, you all work for me! When you take occupied territory (like a city borough), at least 50% of the 'mooks', the faceless foot soldiers of the surviving enemy faction, will loyally join your side. If taken with Gang War, it will happen after you win that occasion.

Templar

Industrious (-100): Like Rupert Ferris and Pearl Attaway, you have a mind for business and logistics. You know how to make the best of circumstances to maximize profit and productivity and take out competition.

Loveable Rogue (-100): Maxwell Roth was fun to be around, especially when he helped Jacob destroy Crawford Starrick's empire. Unfortunately, he was also cruel, willing to let children die and plotting to burn a theater full of people and himself alive because Jacob wasn't willing to let said children die.

It was fun while it lasted though. When you seek to obscure your faults, you can put up a charismatic, somewhat theatrical front. This will keep your enemies (and allies) guessing as no one knows exactly what your true aim is in this state. You could even form a temporary alliance with an enemy, until you do something they wouldn't approve of.

Ruthless and Thorough (-200): You have no emotional attachment. When looking at a potential asset, be it a person or an institution, you will see them in terms of their use to you without emotion clouding your judgement. You can do what must be done to achieve your aims.

Puppeteer (-200): On his face, Crawford Starrick was an industrial monopolist without political stakes, but those in the know knew he ran London through his connections. Should you have a desire for society, you would know which string to pull to make such a thing happen, and should you have control of that 'string', you can do so without people tracing it to you.

Pillars of Society (-400): Of course, in order to use the previous ability, you must hold the strings first. This will help you do that. Even in a society as complex as Victorian London, you know the measure of people. Judges, politicians, bank managers, industrialists, you know who can be bribed, persuaded or blackmailed into your cause as well as how best to accomplish these acts. You could infiltrate society to the gills with this perk.

Monopoly Man (-400): The prevailing economic mindset of the era was to buy up an industry (like coal) and every industry connected to it (railroad transport, factories, etc.) so that your dominance can't be challenged. In the spirit of that, there's this perk.

Should you own a business, at your direction it will naturally choke off or absorb competition. This can come as bad luck on their end or outright dirty tactics depending on your resources, and your own operations seem to be immune to similar tactics on rivals' parts. This will naturally increase your market share and even lead to a proper monopoly, with it being nearly impossible for rival businesses to compete with you.

Templar Vision (-600): This doesn't affect your actual eyes; this vision is more metaphorical. You know how to build the infrastructure that holds societies together. This extends to microcosms of such that you build, like gangs and secret conspiracies.

You know how to hold the total loyalty of subordinates and manage a conspiracy with members spanning the world without a fracture. Under your control, infrastructure seems to 'self-heal' growing more resilient under pressure, though overwhelming force to a weak point might see it break yet.

Grandmaster-mind (-600): The Templars build empires, and you now have the skills to build the best one. Any network, syndicate, or empire you build operates with chilling efficiency. It is resilient to infiltration, internal betrayal, and external dismantling, continuing to function smoothly even if individual regional leaders are removed.

Items

General

Arms and Armor (-100): Your choice of a basic starter weapon (Brass knuckles, Cane sword, or Kukri) and outfit (complete with Belt or Cape/Cloak), plus a basic firearm.

Consumables (-200): Certain Blighter leaders fight with consumable items, which makes this placement fair game. You get one of these options per purchase

1. 6 Smoke Bombs
2. 6 Voltaic Bombs
3. 15 Throwing Knives

All consumables restock daily and are at the maximum upgraded version in game.

Gang (-400): Like the Rooks or Blighters. Size scales based on territory. They are capable of watching over said territory, collecting income from any sort of racket you choose to have them run (their ethics match yours), and dealing with most mundane enemies, like the NPC Rooks/Blighters.

Shroud of Eden (-600): The POE this game centers on, or a copy at least. It is a cloth to be wrapped over a man's shoulders or draped across a body. Its effect is miraculous, allowing any wound to close almost instantly, even mortal ones, as well as giving its wearer increased vitality,

such that Crawford Starrick, someone with no verified combat training, was able to combat the Frye twins while they were assisted by Henry Green handily until the Shroud was separated from him.

Assassin

Hidden Blades (-100/200): The staple of the AC franchise. No Assassin is without their wrist-mounted hidden blades. For another 100 (undiscounted), they get the attachments found in the game. A hallucinogenic dart launcher and my personal favorite, the grappling hook!

The poison in the darts is designed to show their victims their worst fears before killing them, making them believe everyone around them is hostile and releasing the limiters on their strength. They'll likely take a couple of their friends down with them before the poison's lethality does them in. You get 5 darts' worth of poison per day. Use them well.

The grappling hook is what it says and more. Used vertically, it can take you from the street to a rooftop in three seconds, max. It can also be used horizontally between points to create a sort of zipline between gaps too wide to jump across.

Fear Bombs (-200): These bombs contain a chemical agent that targets the fear center of the brain, making them hallucinate their worst fears and flee in terror. They also make a terrifying sound like a scream, which furthers the manipulation. There are few normal humans who can avoid running away if caught in this bomb's AOE. You get a pouch of 6, refills daily.

Train (-400): Mobile hideout perfect for an industrial city. Decor scales based on your resources, starting at modest and potentially growing into a mobile mansion. Mobility makes it much harder to breach.

Sanctuary (-600): In case you get tired of constantly moving. This mansion resembles the Kenway estate and is a secure, fully stocked HQ. In addition to having comfortable living arrangements for a dozen people, it also comes with underground training facilities and an armory, archives for Assassin and Precursor lore, and hidden rooms for keeping sensitive information from other factions.

Templar

Templar Signet (-100): Basic attire branded with the Templar Cross emblem. It subtly signals that you aren't to be messed with. Those who see it on your person will get a feeling that antagonizing you will yield consequences. All courtesies will be extended by legitimate authorities.

Carriage (-200): A richly detailed carriage. Fitted for luxury, armored to avoid damage, it comes with a loyal driver and a door that locks. No Assassin will be dropping in on you in transit.

Propaganda Machine (-400): You now have a major news outlet that will spread whatever news you want them to. If you think someone is evil, they will slant any story involving them slightly

(so as to not trigger slander lawsuits), and should any evidence against them surface, they will pounce on it immediately.

Because their slant is usually subtle and they only make big accusations with evidence, most people will believe they're fair and will change their opinion over time to match yours on the subject.

City of London (-600): It is said, in this era at least, that whoever controls London controls the world. The Templars controlled London for 100 years until the Assassins dismantled them, but this era's Assassins don't really 'control' things like Altair and Ezio might have.

Now the honor belongs to you, whether you're a Templar or not. You have a small stake in just about every business in the city, and should you wish to replace Crawford Starrick (lethally or not), you also wholly own every business that has his name on it, which is quite a lot.

Companions

Import (50/300): You may import Companions at 50 per, or 300 for a full party of 8. They each get 600 CP, drawbacks possible.

Export: While this game is much less philosophical than the others, I'm going to make a house rule in the interest of free will. If you can convince a character to come with you of their own will (no mind control, etc.), you may take them as a Companion for free. Otherwise, you're SOL.

Drawbacks

Short Jump Toggle (0): The events of this game takes place within 1 year, so if you want to cut your time short, you can have your jump end after Crawford Starrick's canonical death date.

Extender (+0/100): The main game takes place within one year, for better or worse. 20 years later, Jack the Ripper comes to infamy, only to be stopped by Evie. With this option, you can stay until the killings are done and experience that much more content.

For +100, you instead live until the time of Lydia Frye, Jacob's granddaughter, who helped Winston Churchill during WW2. I wouldn't recommend this option unless you are ageless or immortal.

Jacob (+200): Fools rush in, and by golly, you are a fool. You have no patience for what you think must be done. Are there Templars in London? Well then, they must be killed ASAP. There's a gang to fight? Well, let's meet them in the street. You are capable of stealth and discretion, but you find preparation and research tedious, preferring to just do the tasks needed of you.

Evie (+200): There is such a thing as too thoughtful, though. Like Evie, you insist that you can't just kill Templars because figures such as these require detailed plans to take down. In the meantime, you'll study these Pieces of Eden. You only act when you're sure such a path will

succeed, which may cause opportunities to pass you by. The twins were never complete without each other anyway.

Rival (+400): You have a rival like Lucy Thorne was to Evie. They'll be opposed to you and never more than a half-step behind you in the field (seriously, I don't know how Lucy got to the St. Paul's puzzle room a half-step after Evie, considering what Evie had to do to get there)

Fieldwork Isn't My Specialty (+400): Like Henry Green, you're somewhat clumsy…in an Assassin's Creed jump.

Do you know why Henry Green lives in London? Because when he was in India, he bungled a mission so badly the Assassins wanted to kill him for 'Compromising the Brotherhood'. Ethan Frye, the twins' father, stepped in and asked him to be sent to London. You're not incompetent, but if you do the physical work typically associated with Assassins, you will eventually fail hard.

Madness (+600): Your mental state is like that of a man who would be known as Jack the Ripper. You have a fascination with fear and death, using whatever skills you have to terrorize the city (and possibly the world) with brutal murders and psychological horror. I wouldn't wish this on anyone, which is why it gives so much. Good luck getting anything productive done during your stay here, as you now have the thought process of one of history's most prolific murder-hobos.