Jump by Complex_Wolf_7322

This world is much like our own. To the untrained eye, everything is the exact same, but to those in the know, the reasons behind key events aren't what the history books say they are.

Two groups: Assassins and Templars fight to shape civilization. The Templars, who fight to control humanity as overlords for the sake of peace, and The Assassins, who fight to oppose them, believing that to be peaceful, humanity must be free.

At the start of this jump, they've been fighting for centuries, at least as far back as the Third Crusade in the 1100s (at least, that's as far back as most remember).

The year is 1476 in Renaissance Italy, and a charismatic young man's life is about to change forever as he realizes what this feud actually means. Take +1000 CP.

Origins

Either may be taken as a Drop-In (unless someone has good ideas for a complete Drop-In perk tree). Discounts are based on Origin.

Assassin: Freedom is the key to human progress. Currently has a presence in most settlements worth knowing in Italy, usually through the underground. Headquartered in Monteriggioni under Mario Auditore.

Templar: Order is the key to human progress. Also has a presence in most settlements worth knowing in Italy, usually through affiliated nobles. No official headquarters in the current year, but the Grand Master of the Italian Rite is the Spaniard Rodrigo Borgia.

Location

Roll d6 or pay 50 CP to choose.

1. Florence: Firenze, home to the Medici and most of the Auditore family (Mario doesn't have kids), as well as a young Leonardo da Vinci.
2. Tuscany: Commonly known as the Italian countryside, more of a region than a city (to my knowledge). Nothing much happens here, which makes it a good place to hide unless you're an Assassin or a Templar, as the other side has a way of finding you eventually. You also may choose to start in Monteriggioni.
3. Forli: A small county near the docks of Venice. It will one day be ruled by Caterina Sforza, daughter of the Duke of Milan and quite the firecracker.
4. Venice: Canals and Carnivale. Home to the Barbarigo family, most of whom aligned with the Templars, but there is resistance among the thieves, courtesans, and mercenaries.

5. Rome: The center of Italy. Within a lifetime, it will become the center of Borgia power, though thankfully that period doesn't last very long.
6. Constantinople: Or is it Istanbul? The city is unusually friendly to the Assassins, though still not openly so. The Byzantines, the previous lords of the city, were Templar-aligned, so most of the Sultan's men are all too happy to fight them while the Assassins lay low, ensure the lower classes aren't oppressed, and save their strength for the big fish of the Byzantine cause. Decades from now, a conspiracy will play out involving a library at Masyaf, the old Assassin fortress.

Perks

General

Animus Translation (free): If you don't speak Italian or have a universal translation perk yet, now you do. You will hear all communication, written or spoken, in your primary language.

Making Connections (-100): As AC: Syndicate taught us, killing too many prominent public figures who happen to be Templars too fast is actually bad for the people of a city. That's why previous games all took place over multiple years, as the Assassins find non-Templar alternatives to step into power after the corrupt leaders are dead. Templars also need to make connections, usually with nobles who believe in their cause or want more wealth and power.

You now have a talent for finding and befriending laymen useful to your cause.

Where is your Hookblade? (-100): The world is a big place, so not everyone is going to have the same tech or culture. Ezio learned quite a bit from the Ottoman Brotherhood. If you travel to a new, unknown place, you won't have to go it alone. Within an hour of your arrival, a character (usually an NPC but always local and capable) matching your Origin will meet you and tell you what you need to know about how things work in that place.

Incognito (-200): Becoming publicly known as part of an international conspiracy is a death knell for an Assassin or Templar. You instinctively know how much you can do before your cover is blown, and should your true face and name become known to the public, you know how to disappear or make people forget.

Bomb Maker (-200): The Ottomans really revolutionized the art and science of bomb crafting. While the Italian Brotherhood mostly stuck to smoke bombs, the Ottoman Assassins were trained in custom-making their own arsenal, and now you are too.

Bombs have three parts: the shell, which determines how the bomb detonates (on impact, fuse, sticky, or proximity); gunpowder, the quality of which determines bomb radius; and the effect ingredient, which determines what the bomb actually does when it explodes (shrapnel or poison

for lethality, caltrops, animal blood or phosphorus for tactical use, sulfur, skunk oil, or fake gold coins for distraction).

Eagle Vision (-400, Discount Isu Heritage): A sixth sense of sorts. Technically, anyone who trains their senses can unlock it with years of effort, but those whose bloodlines connect to the Isu can use it with less effort.

When activated, you see the world in a unique way. People gain color depending on their relation to you: Blue for ally, Red for enemy, and Gold for a target of whatever objective you've set for yourself. If they're none of these, they show as White on a black background. Eagle Vision also finds hidden passages and secrets, as there are quite a few secret rooms in these games.

With training, it can become an Eagle Sense, allowing you to tag people or things you see and sense them through walls, up to a limit of 10 that we see.

Renaissance Man (-400): Leonardo da Vinci was an amazing mind. He was a master painter, but he was also an engineer, scientist, and so much more.

He was able to decipher Altair's encrypted Codex, which even the Assassins more familiar with Altair's work and legacy couldn't do. He understood designs made by Altair that came from a literal Apple of Eden. He made a rudimentary flying machine that allowed Ezio to fly across Venice with some assistance. He was conscripted to make war machines for the Borgia, which included a primitive machine gun and tank.

In short, Leonardo was a multi-disciplinary genius, and now you are too.

Isu Heritage (-600): Millennia ago, the Isu, who primitive humanity believed to be Gods, interbred with humans to supplement their falling population. The result was humans with Isu DNA, which ended up showing more prominently in certain bloodlines, like Altair and Ezio.

In keeping with your pseudo-divine blood, you are stronger, faster, and more durable than a baseline human, in addition to having a genetic predisposition for Eagle Vision, the sixth sense of the Isu. Your unique constitution also grants you immunity to the mind-altering properties of Isu technology, the Pieces of Eden, though you still have to deal with the physical effects. Post-jump, this extends to other mind-altering effects.

Investment (-600): In the games, it seems getting a shop to open its doors or a structure to fix itself is as simple as plopping down a chunk of change, but we in the real world know that isn't true, especially if it was boarded up or derelict the day before.

Now, when you make an investment in property, it works on video game logic. In the same moment you transfer the funds or other resources required to open or renovate something (usually shops and storefronts, but it can be other things), the change happens that instant.

Assassin

Freerunning (-100): Every Assassin, no matter how old, has one thing in common; they can *move*. Climb, fall, leap, swim, up, down, the world is your playground! Even in metal armor that should add significant weight or the restrictive women's dress of the era, every Assassin seems perfectly able to climb tall buildings and leap down from them without fail (some conditions apply).

You share this with them. You are a skilled climber, swimmer, and freerunner, and are capable of executing a Leap of Faith and low-key breaking the laws of physics. What you're wearing or whether your frame should logically have the upper body strength to pull yourself up like that is irrelevant; You're an Assassin.

Nothing is True (-100): Others blindly follow the truth, but you know better: Nothing is true until you verify it for yourself. You have a sense for when you're being lied to, whether by a person or some magic illusion. They'll still affect you, but if you have another perk (like Eagle Vision), it's likely it can help you see through it while most others fall into it entirely. You'll never follow blindly and always think critically.

Confession Time (-200): When you kill an important target, you will hear their last words in a plane beyond our own. These will usually have to do with their life philosophy, but sometimes they'll reveal new information about future targets (subtly, of course; they were probably your enemy if you killed them). This happens even if you kill them with a ranged weapon or while surrounded by other enemies.

Everything is Permitted (-200): Others are limited by morality or law, but not you. Everything is permitted, not because there are no consequences for your actions, but because you shouldn't limit yourself based on the whims of another, for then you're no longer free. If you believe in a cause or objective, you will find yourself with the willpower to do what needs to be done to further that cause. Assassination? Of course. Parlaying with someone you personally can't stand? If they can help your aims, why not? It won't make you do anything you're fully against (the maxim is about free will after all), but it will ease the burden of breaking local laws or social conventions. Why should you care if your actions are technically illegal or make you look foolish to others? You have a job to do, and you know the way to do it.

Lothario (-400): No two ways about it, Ezio slept with the most women out of any canon AC protagonist to date and never disappointed. Cristina Vespucci, Caterina Sforza, Sofia Sartor, and who knows how many others, given what he's alluded to in his lifetime.

You have the romantic and sexual skills of the closest thing to James Bond in Renaissance Italy, effortlessly charming and pleasing any romantic partner. In addition to having a general charisma increase when dealing with the opposite sex.

The Liberation Has Begun (-400): When Ezio found Rome, it was full of Borgia towers that oppressed the people and reminded them not to fight back, so he started burning them down, and the Borgia just…let it happen.

From now on, when you take territory from your enemies, said enemies will find reasons not to take it back. They'll say it isn't worth it, that it took too long to set up a presence you just got rid of, never mind the potential merit of tiring you out with a tug of war over the city. They won't stop fighting you outright, but if you clear them out of a city block, they won't consider taking that block back until you're dead.

Master Assassin (-600): You have the skills of a Master Assassin. Your stealth is so good, you are as close as you can get to invisible without actually being so. You know how to go undetected with only the barest of cover. The only way a mundane guard is going to notice you is if they see you with their own eyes. This also extends to infiltration and recon of your targets, as only a fool rushes in and risks the Brotherhood.

Now the fun stuff: Assassination. Swords, daggers, guns, crossbows, knives. If you can hold a weapon, you can wield it to lethal effect. In terms of personal combat, you could slaughter scores of guards without breaking a sweat, reading their attacks and dodging or countering them with little effort. If you can see your opponent, it's likely you can kill them.

Mentor (-600): There's more to the Assassins than killing people. Being opposed to powerful institutions by definition, Brotherhood chapters live and die on leadership. Ezio found the core Roman Brotherhood in disarray, and set it right in under 10 years. He recruited oppressed citizens as Novices and taught them the Creed and how to physically execute Assassin work.

You may now recruit people to your cause after showing them in some way (usually actions) that your goals are aligned. They start as Recruits, with only a basic hidden blade and light armor, but the ability to blend into the populace and an understanding of stealth. They likely won't need to fight, as they appear from the shadows only at your signal, with blades at the ready to kill a troublesome guard.

Each time you call them, a Recruit gains experience, ascending the ranks and upgrading their weapons and armor, becoming a terror on the battlefield. With enough time, they can become full Assassins with all that entails.

Templar

Politics (-100): The business of the Templars. It seems most political figures belong to the Order, Templar-backed if they aren't Templars themselves. You may not be a member of the Order, but you have what it takes to get elected should you mount a proper campaign. As long as you don't make any grand mistakes or controversial remarks, you have a slight edge over the other candidates that others can't quite put their fingers on (it's called charisma).

Makes the World go ‘Round (-100): Money! Everyone wants it, and it seems the Templars have plenty of it. You now have the skills to use any marketable events or aspects of yourself to line your pockets and preserve your fortune.

Secret Government (-200): Templars make their goals happen by infiltrating the institutions of their day, be they government, financial, military, or even the criminal underworld. To do this, they have to make their case to rulers and high officials who likely have their own aims that may or may not align with the core Templar goal, but a good operative can convert others into agents through a variety of means.

By knowing the background of a person, you can get a sense of their personality. You know who can be persuaded, who can be bribed, who can be intimidated, and who, failing all else, must be killed. If you have the means to do so, you could convert whole governments to your cause while keeping your own hands clean.

For the Order (-200): Templars are frequently public figures who hold office and use their positions to advance the Order’s goals. Now, as a capable agent, should you hold such an office, you are capable of disguising your true aims under capable civic policy, able to siphon funds, deploy soldiers, or influence law to your own ends/faction without outright blowing your cover.

The Spaniard (-400): In spite of his faults, Rodrigo Borgia knew what he was doing. He cultivated subordinates in whole families across Italy, coordinated them flawlessly, and even became Pope despite being an atheist. You now have his skill when it comes to personal and political manipulation.

Captain General (-400): Cesare might have been a dramatic tyrant with a God complex, but the history books say he was quite a capable military leader and combatant. You now have the skills to lead armies to great effect, from a small host of guards to the entirety of the Papal forces.

No Man Can Murder Me! (-600): I mean, technically not true, but you could’ve fooled me with how fate favors you. Like Cesare Borgia, you are very lucky when it comes to avoiding assassination. Here are some examples.

1. When attacking Monteriggioni, he showed himself openly and killed Mario while Ezio watched from a nearby roof. When Ezio moved to kill him, a random gunman shot the Assassin before he left the roof.
2. Ezio broke into the Castel Sant’Angelo with the goals of killing Rodrigo, killing Cesare, and rescuing Caterina. Rodrigo wasn’t there. Cesare was, but he left for Urbino before Ezio could find an opening.
3. After returning from Urbino to find his support base destroyed, he survived a poisoning attempt by his father, followed by no less than three encounters with a pretty much prime Ezio, aged but not old, wearing the Armor of Brutus (probably) and wielding an Apple of Eden that could incapacitate or turn his men.

4. After being arrested by the Pope after his father, he confidently declared he'd get out, and Ezio believed it enough to risk using the Apple's power and found out he was right. He then stalked Cesare across Europe for years before finding him on a battlefield in Spain and ending it.

Like an AC main antagonist, you aren't unkillable, but you'd have to go through the wringer and be left completely without support before life can deliver the killing blow.

Long Live the Jumper! (-600): It seems the Assassins are the only effective enemy of the Templars, as all the others seem to either fall in line or fall easily to the Templars' resources. When you control a territory like the Borgia-controlled Rome, only those willing to be called terrorists would even dare rise against you, and getting help from the average person under your rule would be a herculean endeavor for them, as the population stays quiet out of loyalty, fear, or complacency.

Items

General

Viewpoints (-100): In each city, or even a substantial patch of wilderness you operate in, there will be tall structures (buildings, trees, etc.) dotted throughout the area. Climbing one and taking in a solid view will provide you with a bearing of the nearby area, with relevant details, even minor ones, sticking out in your memory.

How many there are will depend on the size and complexity of the city, though you will always know how many you have and haven't climbed. Climbing them all will allow you to know the city (or wilderness area) like the back of your hand. There will always be a safe way down.

Mementos (-100): Let's face it, you're in an Assassin's Creed jump. You're gonna kill some people. Now, you can show it off. For every important person you kill (Named characters only), you get a small token, be it an article of clothing, a ceremonial weapon, or something else distinctive about them. If nothing like that exists, you get a feather stained in their blood. In the event of multiple feathers, you always remember which is for whom, and anyone you show the feathers to will know it's the target's blood.

Crossbow (-200): A crossbow. A silent, long-range weapon used by Ezio to great effect from Rome onward. It is lightweight, completely silent, and seems to ignore armor, allowing it to kill most people with a single shot. The range is decent, but not infinite. It is always loaded when drawn.

Da Vinci Parachute (-200): A unique thing, developed by Leonardo da Vinci for his friend Ezio as thanks for destroying his Borgia war machines. It allows the user, while airborne, to deploy a cloth parachute designed to slow descent, all but guaranteeing a safe landing from any height.

Once its use is fulfilled, it simply disappears, leaving no evidence of use. Parachutes are provided as needed by fiat, so no need to carry a pouch of extras like Ezio.

Shroud of Eden (-400): A Piece of Eden taking after Christ's burial shroud. Its power is to heal. Whoever wears the Shroud will heal from wounds that would be fatal almost instantly, as well as possessing increased vitality enough that one man was able to overpower three Assassins until the Shroud was taken from him.

Staff of Eden (-400): A piece of Eden similar to the Apple, bearing similar abilities such as mind control and creating hyper-realistic illusions. The only reason this isn't in the 600 tier is that the Staff can't give revelations or view possible futures and is harder to hide on one's person. If used in conjunction with an Apple, the Apple's power will be boosted.

Apple of Eden (-600): The first Piece of Eden introduced in the franchise. It is a piece of technology, both ancient and well beyond human understanding. Its primary use is to turn thought into reality, which you, as its wielder, can do. It can project illusions so real that they fool human senses even when physically interacted with and grant advanced knowledge of inventions and potential futures. Only those who look upon the Apple are subject to its influence, so one can't warp the planet unless one has a means for having the whole planet view the Apple at once.

There's also the matter of those with Isu genes. The Apples were made by the Isu to control humanity, so those whose family lines present a higher concentration of Isu genes are resistant, if not immune, to the effects of the Apple. Post-jump, this applies to those with divine heritage, as the Apple wasn't made to control Gods.

While not technically unbreakable, it's pretty much immune to any earthly weapon. If destroyed, it will respawn in a safe place under your control in a week. The Apple has limited sentience and can show you the consequences of what you might have it do, and will rebel against any attempts at being stolen.

Masyaf Vault (-600): In your care is a hidden vault designed to be hard to find and even harder to breach. It has stone walls that are harder than steel, an ornate locking mechanism that only you know how to use, and since you're paying premium CP, the protection of jumpchain fiat.

Anything you put in there is safe from robbers, the elements, and even the passage of time (save living beings, who die without food and water). While not of infinite size, it's large enough to store just about anything within reason, and its main selling point is security anyway.

Assassin

Altair's Codex (-100): These pages were written by Altair himself, possibly the greatest Assassin to ever live. They detail his wisdom and understanding of the Creed, allowing any who study it

to learn the Assassin way. They also detail how to construct and repair the hidden blade and several additions to it Altair learned from an Apple of Eden.

Hidden Blade (-100): The most iconic Assassin weapon. A small blade mounted in a gauntlet on the wrist, it's designed to be used as a stealth weapon, easily escaping notice from guards, but the addition of armor plating allows it to be used in open combat. You also get the modifications fashioned by Leonardo (mostly) throughout Ezio's life.

The poison blade allows for the delivery of poison through a hollow needle, allowing one to stab someone without killing them, walk away, and watch their target go insane, creating a distraction before succumbing.

The hidden gun allows one to kill at range, though with some noise, as typical of guns at the time.

Eventually, Leo combined the two to create the poison dart attachment, allowing Ezio to deliver berserker at range, and silently as well.

And finally, during his travels in Istanbul, he received the Hookblade, which allows the user to slide on ziplines, trip enemies in combat, and even nonlethally tumble over people without breaking stride in a chase.

The blade and all its attachments can be bought twice (second purchase undiscounted).

Villa (-200): The first headquarters of the Italian Assassins was the Auditore Villa at Monteriggioni. It's a nice place attached to a small town with the fixings required for life in Renaissance Italy (Doctor, Tailor, Bank, etc.). Since you're paying CP, you get the fully upgraded version from after Ezio heavily invested in the town's humble foundation. The NPC townspeople know and respect you, and as landlord of the most prominent shops, they pay you a percentage of their earnings every month.

Guild (-200): Choose from Courtesans, Mercenaries, and Thieves. Whatever your pick, you are now the priority client of that section of the underground.

Courtesans will bring you information from wealthy elites who use their services (and pleasure, should you desire) and help you blend with the populace; Mercenaries will fight for your causes, finding their ideology aligns with yours, and Thieves can act as distractions to guards and help in stealth missions. All of them bring in a decent amount of money, which you are welcome to as well.

This item will follow you to be accessible if you change cities and may change form based on what sort of reality or time period you're in. Fanwank responsibly. Can be bought more than once.

Pigeon Coops (-400): In any city you're in, this network of pigeon coops will act as a link between you and other like-minded souls across the world. As an Assassin, using this will connect you to every Brotherhood in Europe. It won't give you as much information as being present in the city itself, but you will know of certain tasks that could be done to further your cause in that city.

If taken with the Mentor perk, you can send your Recruits to do those tasks. Doing so will either strengthen your influence or weaken your enemies in the area if they succeed, and give the Recruits called experience depending on the difficulty of the task.

End Game Kit (-400): In all three games, Ezio canonically obtains a new suit of amazing armor. Whether it be the Armor of Altair, the Armor of Brutus, the Armor of Ishak Pasha, or the Master Assassin Armor, they all convey massive bonuses to defense and endurance. Additionally, they are all unbreakable and give a slight intimidation aura that will make some among the 'mooks' of your enemies run from combat.

If lost, stolen, or broken through some turn of fate (there's some damage no conventional armor can tank), the armor will respawn near you the next time you sleep, good as new. You may change between the aesthetics of the armor as you wish between the four given options, with the change happening next time you sleep.

You also get the Sword of Altair and the Dagger of Brutus, the best weapons of their kind in the Assassin's Creed universe (that I know of).

The Brotherhood (-600): Not just one chapter, the whole Assassin Order worldwide as of the Renaissance. This doesn't cover named characters, but there are Assassin chapters in most major cities in Europe and Asia filled with capable Novices and fully trained Assassins. They see you as the Grand Mentor, the Mentor of all Assassins, even bureau Mentors.

They will work toward your aims using whatever means you are comfortable with, though they're most comfortable with assassination, espionage, and other cloak-and-dagger tactics. Since it's fiat-backed, if the local government gets wise and roots out a chapter, it will be rebuilt in time, as at least one Assassin capable of acting as Mentor survives the purge.

Constantinople (-600): The capital of the Ottoman Empire and one of the most diverse cities of its time. The opposite faction to yours has been successfully purged and will remain so. The populace is happy, safe, and supports you wholeheartedly. It ought to make a great staging ground for international operations. You also have the same arrangement as Monteriggioni with most of the shops, likely giving you incredible wealth

Templar

Personal Money (-100): Templars are often rich, and if one isn't, their connections will see them that way soon. Your personal fortune amounts to $1,000,000 USD/year. Can be purchased multiple times.

Templar Ring (-100): The Templar badge of office. It is a subtle indicator of high status that lets others know, even if you're in disguise, that you aren't to be messed with. Cannot be stolen. Doesn't identify you or your faction outright, just a feeling of status that should dissuade any regular malcontents or cutthroats.

Privilege (-200): The Templars are well-connected, if secretly so. By counting yourself among their number, the institutions civilization relies on avail themselves to you more than usual, bending the rules, so to speak. A police connection ensures a misdemeanor is resolved quietly in your favor, a needed appointment is conveniently pre-booked before the day itself, that sort of thing. Fanwank responsibly.

Aide (-200): A personal assistant. NPC, purely human and below average in a fight, but organized, loyal, and intelligent enough to interpret your wishes. They will stand by you even when you have nothing and keep you apprised of any pertinent events in your life, your city, or your chosen faction. If taken with Privilege, it might explain all the pre-booked appointments.

Powerful Family (-400): There's bending the rules, and then there's writing them. You belong to a powerful family like the Borgia. Your family holds immense influence and wealth across the country and possibly the continent, and is quite fond of you. If you were to get into trouble, your family would happily deploy their resources to help you, and if they aren't around, a more local faction may step up in hopes of gaining favor with your relatives.

Elite Mercenary Army (-400): Some mercenaries may fight for a cause they believe in, but most fight for money, which the Templars have plenty of. At your beck and call is a private army of the best soldiers money can buy. They are as capable as human soldiers can be, and while they aren't superhuman, they are so loyal that they'd die to such a foe so you could escape. Dead mercenaries respawn the next day.

Illuminati (-600): That's basically what the Templars are, in my understanding. A secret group with agents in every hall of power across the world, working toward the aims of a secret council.

You now control said council. In future jumps, there will be a small group of people who together have influence in any industry worth naming, whether the industry knows it or not. Not everyone works for them directly, but if the order comes from them, it will be done. Be it banking, politics, entertainment, or some other cornerstone of society, you are likely one phone call away from having your will done.

If taken with Powerful Family, your family head (or whoever you designate) is at the head of the council, conveying your wishes to their subordinates.

New Rome (-600): The center of Borgia power. Renaissance Rome was a center of trade and culture, and whoever controlled it likely held sway over Italy. Though this is listed under the Templar origin, you get access to the fully renovated version, but without the Assassins, as your assets (Templar or not) invested in them instead. As Rogue showed, the Borgia were terrible Templars given what their goals are *supposed* to be. The people know and respect you for reigning in the tyrant family's influence. Since you invested in the shops, you are their landlord, having the same arrangement Ezio had when he invested in Monteriggioni; giving you great wealth.

Companions

Import/Create (50 each/300 for 8): Imported Companions get an Origin matching yours, 800 CP plus whatever Drawbacks they take.

Canon Export (free*): Seeing as this world explores the nature of free will, I'm going to do something special. You may take anyone from this universe with you when you leave for free, on the condition they agree to come with you of their own will. No Pieces of Eden clouding their judgement, no lying about who you really are, just them making a choice on whether or not to join you for future adventures or pass on to whatever afterlife this universe has.

There's a case to be made for both sides: An Assassin might want to fight oppression across the multiverse with you, while a Templar might enjoy manipulating and scheming toward bringing order and peace to a chaotic multiverse one world at a time.

Drawbacks

Supplement Toggle (0): Want a crossover? Okay. The Assassins and Templars now exist in whatever world you attach this jump to. If used as a supplement, CP from this document can't be used outside of this doc. Fanwank responsibly as I'm not sure what the Assassin/Templar war would look like if either side got supernatural powers.

History Toggle (0): The war between Assassins and Templars in one form or another spans pretty much all of human history. There are other jumps for this fandom, and if you've been to this world before, you can choose to have your past actions be 'canon' to this timeline.

Protagonist Toggle (0): If you'd rather replace Ezio in the story.

Extra Time (0/+100): Ezio began his journey at 17 and was still going in his 50s despite being in one of the most dangerous lines of work ever. If he can do all of that in one lifetime, I don't see why you can't.

You may now stay in this jump until your natural end, or 100 years if your jumper is immortal. For +100, you must remain an active Assassin/Templar operative for at least 75% of your adult life (Ezio formally began at 19 after training for 2 years, then settled down with Sofia around 1512 and died at 65 in 1524)

Glitchy Translation (+100): It was charming in the game, but it can get annoying after a while. For your tenure in this jump, it seems every sentence has at least one Italian word slipped in. It won't interfere with your understanding, but it may grate on you.

Pecho de Mierda! (+100): You're quite angry when you feel you've been wronged. Like Ezio with his first couple of kills, you're quite focused on revenge when someone harms you or someone you love.

At my age? Bah, rude! (+200/400): Hate to break it to you, but you're old. For 200, you are simply middle-aged. You heal a tad slower and feel injuries more than you should, but you're still in top shape and likely an amazing Assassin.

For 400, you're a full graybeard (not the Skyrim kind, just a visible sign of aging). Taking enough damage can seriously affect your physical abilities (and in a jump whose selling points include parkour too), and medicine can only do so much. I hope by now you've perfected your stealth abilities.

Throw me Bianca! (+200): Like Bartolomeo D'Alviano, you like your fights straightforward and honest. You don't like deception in word or deed, and the only way you'd consider subterfuge is if someone you loved was in danger and it was the only way to save them.

I AM THE PROPHET! (+400): Like Rodrigo (and Cesare) Borgia, you believe you must be in control; that only you are fit to truly rule. The Templars stated main goal is peace through order (mostly through holding positions of power), but Rodrigo is more concerned with his own personal position. Is there some kind of prophecy at play in your schemes that tells of a chosen one? Bring on the delusions of grandeur!

Basically, you are so transparently selfish and arrogant that the Templars would go on to call your leadership a 'dark age' in their Order, if you rose to such a position.

Notorious (+400): Good luck getting any covert work done in civilization. All city guards and enemies seem to be suspicious of you, even if you're a perfect citizen. You can run and hide, as these people aren't superhuman, but you'll never be able to simply walk the streets.

Power Loss (+600): Standard stuff. You have no perks or items save for your Bodymod and whatever you buy here.

Blown Cover (+600/300): Well, you're fucked. In a world of secrets, lies, and conspiracies, it seems your every detail is public knowledge to the Templars and Assassins. Worse is that they've been given a reason to hunt you relentlessly. Whether it be a promise of power from your Benefactor should they succeed (Borgia) or knowledge of a crime you committed in a past life (Assassins), they are after you, and they know enough about you to learn your favorite tricks and adapt to them.

The Templars control most of the government, financial, and military institutions in Italy and beyond, with the Italian master even on track to become Pope.

The Assassins are more covert, but they also seem more capable, as with stealth, distractions, and superior training, they pretty much destroy the Templars every game. They have their own share of connections with thieves, courtesans, and mercenaries, so don't think you're any safer being hunted by them.

If you evade them long enough, they may even team up against you (9 years minimum until that happens, though), viewing your existence as a bigger threat than each other for the time being.

For 300, it's only one of them that knows you, the opposite of the origin you pick.

Notes

Assassin Recruits are NPCs. You can't make a fiat-backed recruit out of a named character.

I don't know if viewing the Apple through a TV screen would count as looking at it for the mind control effect. Fanwank responsibly.

Isu Heritage gives your natural conditioning a buff, slightly beyond peak human, while Master Assassin gives one the training needed to pull off the feats most AC protagonists are seen doing without Eagle Vision. It's debatable which is the bigger buff.

For reference, start of Black Flag Edward Kenway, a guy with Isu Heritage and no Assassin training but who probably had some combat experience, was able to defeat Duncan Walpole, a fully-trained Assassin without Isu Heritage. A Master Assassin in the same situation would've also won.

For a general scale, in open combat: Normal human < Combat trained human < Average NPC Assassin < Combat trained + Isu Heritage or Master Assassin < Master Assassin + Isu Heritage (canon AC protagonist AKA the guys who destroy whole Templar chapters every game)

Taking Isu Heritage with Master Assassin puts you on par with just about any canon AC protagonist. Add in Mentor and you're on par with any AC protagonist who's done their own recruiting (Ezio, Connor, Edward and Shay with their fleets).