Assassins Creed: Black Flag Jump

By FancyFireDrake



What is humanities destiny? Freedom or Safety? What would be your choice if you had to answer that question? Deciding what humanity should become caused a lot of conflict throughout the ages, a species ultimately created by the godlike precursors, the Isu civilization, over 77.000 years ago to be slaves. After a war between creator and creation, the Great Catastrophe, a coronal mass ejection of tremendous scale, wiped out the Isu while severely reducing human population. Now free of their Masters, no longer just a docile workforce, humanity inherited the world and on the ashes of the calamity empires were build and torn down. But in the shadows of human history, two groups battled to shape the world according to their vision. The Templars who fight for Order and the Assassins who fight for Freedom. Using their cunning, skills and the mythical Remnants and left behind tools of the Isu, this conflict has raged on for countless years. Neither side truly manages to outdo the other or come to terms but the one thing that is clear for them both… what was left behind by the Precursors can change everything.

With all these things in mind, you will now embark to yet another stage of this long conflict. The Caribbean's and West Indies during the Golden Age of Piracy. It is the story of Edward Kenway, ancestor to the Assassin who would save the world many years from now. But for now the name Kenway is just that of a man who became a Privateer in hopes of finding wealth and a better life for his family, leaving behind his wife in England. However eventually, after finding himself out of a job through the Treaty of Utrecht 1713, Edward took to Piracy. 1715 in June, a battle between two ships would end in mutual destruction and Edward was left as the only survivor together with Duncan Walpole, an Assassin who betrayed the Order and turned to the Templars. After a brief conflict, Edward would kill Duncan and take up his name and identity, traveling to Havanna to profit from whatever it is the Templars seek. Their target? The Observatory, a First Civilization site which the Templars believed would allow them to monitor every person in the world and learn all their secrets. This would mark the beginning of Edward's involvement in this ancient clash, a journey which would change both him and the world.

Ten years. Ten years you shall spend in this World, starting from the day Edward kills Duncan. Here are your **1000 CP** and best of luck on these Pirate infested waters.

Origins

Many individuals try to prevail on the lawless seas. Some for their own gain, others for a greater cause. What kind of fate will you chase among the Caribbean islands?

Whatever it may be you can pick your gender freely and be any age upwards of 18 to 40. Furthermore you are free to decide whether or not you have a history in this world. Perks and Items belonging to your Origin are discounted by half, with 100 CP Perks and Items becoming free.

Pirate (Free): So you too have become enamored with the allure of piracy. The promises of freedom and gold, the only people you are beholden to being your crew on a truly democratic nation. Man of civilization don't look to fondly upon one such as you but it is worth the risk is it not? *You start the Jump on a Ship belonging to a Pirate Crew your allied with.*

Privateer (Free): You serve your King and Country. Maybe it is loyalty, maybe it is the hope of achieving a better life under the protection of the law, but in any case your with a navy of some kind. Maybe the Brits, Spanish or the Portuguese or an entirely different flag. Or hell maybe you are just a random sailor. *You start the Jump on a Ship belonging to your nations flag.*

Assassin (Free): Nothing is true. Everything is permitted. You fight for something greater than yourself, for the freedom of man from tyranny everywhere. As a member of the Assassin brotherhood, your blade is used to protect liberty. *You start the Jump on the Assassin's Headquarters of Tulum.*

Templar (Free): Humanity needs security and guidance across the World. Civilization and Order exists to bring them to a greater future, even at the expense of freedom. As you ally with the Templars, you must hold such beliefs yourself. *You start the Jump in Havana, where many other Templars are supposed to meet soon.*

Perks

General Perks

You get a stipend of **+400 CP** just for General Perks.

A Pirate's Life for Me! (Free): You need a certain set of skills to make your path on the open waters. Sink or swim never fits quite as perfectly as on a ship in such ages of naval exploration. As such you have some basic knowledge of life on the seas. This entails skills at steering and manning any components that a ship requires, navigation on open waters, various knots and of course how to swim without drowning. Alongside this comes a decent skill in gunmanship and sword fighting, enough to at least not be useless in a fight and comparable to the average sailor. Lastly you will never get seasick.

Killers Heart (Free): These waters are dangerous and it is all but guaranteed you will to fight for your life. Hesitation can mean your end. For Free you may gain a certain capability to ignore apprehension and guilt when it comes to fighting and killing. You will not find yourself hesitate just because you are a stranger to violence if the situation calls for it. This can be toggled on and off.

Goodly Anne (100): Oh who could deny the beauty of one Anne Bonny. Trained by Mary Read, she would become a fine Pirate for a while as well. At the very least you can now share her stunning looks, the kind to make anyone find you attractive and be in awe. Even hardships, suffering or being imprisoned for months on end would do nothing to lessen your beauty.

You're a nimble one I'll give you that (100): Be it on the masts of a ship or the depths of a jungle, it is rewarding to possess a certain agility. You gain great parkour and climbing skills with this Perk, knowing how to keep both your balance and momentum when climbing and jumping through and over obstacles, as well as a certain situational awareness how to get to your desired location (or perhaps fleeing target) the quickest.

BRACE! (100): Naval battles can be a most chaotic thing and you're bound to have to take a broadside one of these days. However there is a way to at least lessen the damage your man and your vehicle can suffer through collisions and bombardments. By shouting "BRACE" you can instantly compel anyone to duck for cover, which will not impede them in any way. For a few seconds, any impact on your vehicle will have a little less impact and your crew be sturdier and less prone to be injured. This Perk needs some moments to recharge however and is best used tactically just before impact. It can also only be used inside a ship, Post Jump inside any vehicle.

Sirens Song (100): Oh how melodic some can sound. And what a good Shantie can do to lift the spirits. You now possess a wonderful voice, especially well-suited to sing. Dozens of Shanties you have already memorized by heart and learning more lyrics comes to you as easily as breathing. Your singing is sure to be enjoyed and even can better the mood of the people around you somewhat. They might even want to join in and sing while they work.

Ambidextrous (100): Why only use one hand and deprive yourself of an advantage over those that only use a single weapon? You know how to use both of your hands as if they were your dominant one, alongside how to double wield weapons.

How is it you're a woman? (100/200): There are some unfortunate preconceptions about woman on sea. One Mary Read had to pretend to be a man for long times of her life because of it. At least you now have a certain skill for pretending as well. You can easily, with few preparations, pass of as another gender convincingly, no one assuming your anything else than what you pretend to be. For

an additional 100 CP on top this trick is even more impressive. Be alone for a few seconds, unwatched by anyone, and you can actually become the other gender.

Isu Heritage (200/600): There are so many mysteries inside our very DNA, memories and experiences of our ancestors waiting to be discovered and reexperienced. Your heritage has a rather interesting quirk, namely that of genes traceable all the way back to the Isu. This has given you a great number of benefits. For 200 CP your physical capabilities are a good deal greater than most humans, on the same level as the likes of Edward Kenway, or even Ezio Auditore or Desmond Miles. But perhaps even more useful is your Eagle Vision, a special sixth sense that lets you discover secrets, hiding spots but also, as Mary Reed describes it, lets you take note of the residue of life essence. You could identify enemies, allies and targets and even see them through walls and obstacles if you 'tag' them. With training you could Master this sixth sense into an even greater variation.

However for 600 Cp instead you have a quite stronger amount of genetic heritage, making you something akin to a Sage, a man who inherited the memories of Aita, an Isu scientist and husband of the Mother of Wisdom Juno. What this means for you is that you receive an additional set of memories. These memories will not affect your personality or thinking in any way unless you want them to. Who these memories belong to can be chosen at the beginning of a Jump from all across its past history. You can tap into this font of knowledge at will, knowing what they know.

The way you understand the world (200): Who knows how many puzzles and riddles are around us, hiding great treasures and valuables. When it comes to these kinds of tricky challenges you are surprisingly skilled, able to make sense of and solve all but the most difficult puzzles.

Synchronize (200): Knowledge is power and with this Perk you can know a lot about your surroundings. Simply by going to a point of high altitude, you can get a feeling for what is going on in the area. Any points of interests, people needing help, important objects, they will all be highlighted to you.

Duelist (200): It's one thing to hold a sword, another to fight with it. Your mastery of the blade rivals that of Edward Kenway himself, swordplay coming to you naturally.

Gun Slinger (200): Who needs to always go up and close with another? Flintlocks and pistols were made for a reason. You are a great shoot with a gun, able to quickly draw and aim within mere moments and do so with frightening accuracy. Reloading will happen in mere seconds at absolute worst, even with flintlocks, and your guns are protected from the environment. Rather useful when you worry about the gunpowder getting wet after swimming.

Hunts and Crafts (200): So many beasts and animals that roam the lands and waters of this world, so much to be gained by hunting them. You become a capable hunter, able to avoid being spotted by animals while also doing slightly more to damage them, be it a fierce shark or a sneaky ocelot. Any material or resources gained from slaying animals you hunt will also be more plentiful.

Sailing such shallow waters (200): Sometimes your mighty vessel needs to avoid being spotted, while trying not to crash into anything you would find in a swamp. Fortunately this Perk exists. You are good at remaining stealthy while maneuvering a vehicle, able to avoid being discovered. As long as there is a way to outmaneuver a guard post with your ship, you will find it. In addition, this comes with a good instinct for avoiding obstacles and things like too shallow water ahead of time.

Quartermaster (200): It needs more than one man to rule a country on the seas. And any Captain would be lucky to have you as their Quartermaster. Much like a certain Adéwalé was to Edward, you excel at being a second in command, able to mediate between crew and captain, impose appropriate

punishments, help your captain make certain decisions, perform ship control, navigation, be a helmsman and all the other duties that come with this responsibility.

Merchant (200): You are skilled when it comes to trading and commerce. You could get yourself a good deal with any kind of wares, make decent profits and know instinctively who to approach when it comes to selling things.

My most treasured find (200): Sailing across the world might be a lonely existence, but the few bonds that are made are all the stronger for it. Gaining friends comes surprisingly easy to you, even one common passion being enough to spark a friendship. These bonds prevail against the passages of time without faltering and neither of you will ever forget the other. In fact, you can even inspire each other to greater heights and to follow each other's wishes. I just hope you can bear the pain of losing them one day…

Join us or die (300): Todays Privateers could be tomorrows Pirate's. Or perhaps even the other way around, at the very least Edward made a good many soldiers part of his own fleet. When you have bested someone utterly, them having no way left to fight you, bound and on their knees as their ship crumbles, that is where you can make an offer for them to join you. The offer will be particularly enticing and only someone who has a very personal grudge against you would turn it down. Treat them as one of your men and you find that in record time they can become so in full, there being no resentment for the way they ended up employed under you. For this to work you really must have BESTED them however. As long as they have even a single other out this Perk will be useless.

Born with it (300): The remnants of Isu DNA is within all, even if only a select few ever learn to utilize it through long training. Some are more talented however, much like Edward, who was able to employ the Eagle Vision since he was a child. You have a similar inborn talent now. Any ability you have and will gain feels like something you were already born with, giving you from the get-go a good amount of experience in using them. You might not be best but even as a supposed 'beginner' you can rival those with years of training and maybe even put some to shame. Just imagine if you applied yourself.

In the Blood (300): Heritage can bring forth power, the enhanced capabilities and the third eye which serve the Assassins so greatly, ultimately being traced back to Isu-Human Hybrids like the first Assassin's Adam and Eve. If you don't want your ideals or powers dying with you this Perk might be just what you need. Any biology related abilities and powers you possess can be passed down to your children. Which powers in particular and at which potency can be decided by you, as long as they are biological in nature.

One Man Navy (400): No matter what it is you fight for, you need to have the skills to back it up, the kind of capability to singlehandedly steal a ship and beat its crew. That is how Edward once escaped an Island actually. If you wish to replicate such a feat take this Perk. When you fight a group of opponents their numbers mean nothing to you. As long as you could defeat them individually, their supposed strength in numbers might as well not be there. This also comes along with excellent reaction time and a sense for your surroundings, when someone fires at you, when you will have to dodge and when the perfect moment is to break a block or parry an attack.

Pirate



A Short life and a Merry one (100): That is what being a Pirate should be about. Who can say what happens tomorrow? And what can you do when you were born too soon but to enjoy the life you have in the now? At its core you can always simply enjoy yourself, the world around you and the role you end up playing in it. This is how Black Bart found himself fully delighting in his life of piracy. Should your life ever be cut short, at least you can say you lived it to the fullest.

Pick Pocket (100): Who hasn't felt the urge to commit some piracy, when the pockets of the people around you are bursting at the seams with wealth? Fortunately, you possess a nice amount of thievery skill for such situations. You are a capable pick pocket, able to steal from someone else's own pockets and belts without them ever realizing you had something to do with it.

Elusive Fortune (200): You want to eat food that doesn't make you sick, sleep in a house that doesn't let the wind in. A life worth living. And for that you need money. How fortunate than it is, that the seas are filled with treasures. Opportunities to gather riches and treasure just naturally come to you. If you go looking you could easily find a chest filled with loot on a deserted island. Curiously this Perk is even more effective when others already are wealthy. As long as empires generate wealth and riches, you will be there to bleed them dry, the Perk allowing you to sap away some of the profit of another. Freshly acquired fortune generated by another, will become news to you as it happens.

Collective Madness (200): The will of the people is only ever in true effect on the seas, where the ship is the only country anyone belongs to. Collective madness for all by all. Such a democratic process is remarkably effective and honest whenever you are involved. A decision or plan that the majority of your group agrees in a vote on even shows a remarkably success rate, as if boosted and enhanced by your united decision. People will accept such democratic processes happily as well and not be tempted by dictatorial thinking. You're all in this together after all.

The Pirate Code (400): Just because you are without laws you need not be lawless. A paradoxical idea it may be, but there is such a thing as honor among thieves. You excel at making codes that man will feel compelled to obey and align themselves with. Not because it is law but because it appeals to a certain kind of honor and virtue, which the people following it will defend. There can in fact be peace with anarchy and freedom and following it even provides benefits in the coordination and effectiveness of your groups in combat and everyday life.

A Pirates Reputation (400): So many pirates of all shapes and sizes, genders and ideologies have taken to the seas and some are remembered until today. Like the infamous devil Blackbeard to name

one example, you too can have a reputation made around you. What exact shape this takes is entirely up to you, maybe it is that of a naval terror or a noble gentleman thief. Nevertheless, your every appearance just oozes this kind of charisma and atmosphere, working to charm, intimidate or both depending on what reputation you devote yourself to keeping up.

In a World without Gold (600): We could have been Heroes. The last words of Blackbeard. And really he has a point. A man like Edward proved it. Once desires of riches stop mattering, the true worth of a man shows itself. When you forsake selfishness, let go of your desires and solely fight for something else, someone else… that is when you show how great you truly are. Fighting with selflessness and without gain to yourself will see you be stronger, faster, tougher, smarter. When it concerns making up for the mistakes of your own making even more so, giving you the slightest boon in luck to be put in a situation to start making amends. What will your legacy be?

The Eagle and the Jackdaw (600): Once there was a Jackdaw that saw an Eagle carry a lamb away with his talons. Driven with envy and thinking he could do the same, the Jackdaws claws became entangled with the fleece. The farmer amused by the display, clipped its wings and gave him to his children. Delusions of grandeur can be fatal, ask the pirate who'd have you believe he's an Assassin. But just maybe he can be an eagle still.

When you try to imitate someone or try and copy another you gain a certain boost to your training benefits and have an affinity for any specializations of theirs. For example at worst you would be able to copy the standard Assassination techniques if you pretended to be an Assassin, skills which will not just degrade with time. However the more you are willing to follow the ideals of whoever or whatever it is you copy, the better you will be at learning their skills, gaining a proportionate training boost. Within a few years you may even rival or surpass whoever it is you tried to imitate. This also goes along with an additional boost to your training through intense situations and struggles.

Privateer



Man of Quality (100): You can imagine it, yourself on the seas but who will take someone like you? Well more than you think as you just have this certain… quality. Maybe not quite a diamond in the rough or a man who will advance the world but someone worthy of taking along. Joining a military and organization you want to be a part of will no longer be such an arduous task, as those in charge of deciding just see you have that certain spark. Granted you will start as a rookie and will have to work your way up but hey at least you won't stand out.

Mer-man (100): You might as well be a fish considering how well you take to the seas. Your lungs can hold an astounding amount of air, making it so you can stay under water for several minutes on end even under strenuous physical performance. You swim fast as well, enough to roughly keep pace with a shark. Water pressure also no longer troubles you, as would be minor ills like getting water in the nose or your eyes burning from salt water.

Orders of a Single Madman (200): Get to work soldier your superiors demand it of you. But oh how fickle your bosses of the navy can be if their orders aren't followed to the letter. Fortunate than, that you know exactly what it is someone else wants to see done when you hear an order. This also comes with the boon of being able to phrase your own orders accurately.

Let's outrun this hurricane! (200): Any crew would be lucky to have you be among them with this Perk. Your very presence just seems to soothe the waves and calm the weather. When on a voyage the environment and weather just seems to favor you, meaning you practically never will have to deal with such things unless they are blatantly commandeered by someone or something. And even if you do end up in say a hurricane? You have the uncanny skill and luck to get out of such unscathed and your crew unharmed.

Parlay (400): Not everything needs to be solved with violence. Sometimes a show of force and enticing offer can put an end to criminals and rebellions. When you voice a Parlay and mean it, people will see the honesty in the offer. Those that already have doubts will be all but guaranteed to take you up on your offer, though you must stick to your end of the bargain. Still only the most foolish, determent or stubborn would deny your parlay. This Perk even works in reverse, making it so people only offer you these kinds of deals when they are honest about them and will stick to their end of the bargain.

Health to the King (400): Sailing so far away from home, whatever reason you may have, you ultimately fight for another. For your King and Country and oh will they ever prosper through your deeds. Any operation you are involved in, is guaranteed to benefit those you answer to. A success in a battle will become a resounding victory for your commanding officers and will always yield them a lot more than they expected, be it material things or fame. Of course they will quickly know who to thank for and act appropriately.

Survivor (600): Life at sea can be treacherous and often you need to make do with what is there, even as your superiors might stuff their bellies and earn a fortune for every coin you make. And who knows the horrors you could face when stranded on an island. However with this Perk survival comes a lot easier. Your body can make do with a lot less food and water and given the circumstances you will see this Perk working to aid in your survival and even improve upon it. An island your marooned on could be crawling with food as long as you bother to look for it, a job in the city would cover your necessary expanses with a nice bonus to actually life off of, a pirate that just bested your crew might consider you a fine ally etc. It will by no means guarantee your survival but if you actually work for it? You will at least get opportunities.

A Soldier out of a Scoundrel (600): Who said a fool of a man cannot be the one calling the shots one day? With a cause to fight for and sheer determination, who knows what can be done with a good man. Blackbeard is not the only good teacher of the seas. Teaching others comes natural to you, the progress of your trainees being noticeable faster than it would be with any other. The best progress comes from direct spars and battling, though toggleable unless you want your enemies to profit as well. And of course battles are a great source of training for you as well. Should you face foes even more skilled than yourself, you find an engagement with them usually teaching you something and enhance your progress. If taken with **The Eagle and the Jackdaw** the effects will stack on one another.

Assassin



Brotherhood Training (100): If you want to be an Assassin you best be able to act like them. Fight like them. Disappear into the shadows after a successful kill. This Perk grants you the kind of training the Brotherhood provides to its Assassins, making you an equal to Mary Read. Stealth, following a target without being seen, listening in on conversations around you with absolute clarity, the Leap of Faith and the usage of the hidden blade as well as various assassination techniques are yours to utilize as you wish.

We Kill People (100): At its core that is what Assassins do. Kill to protect human liberty and there is no shortage of targets. Though at least now you know where to start. You are like a blood hound when it comes to knowing who you need to kill next to advance your goals. While this will not help in doing the deed or getting there, you at least know whose blood needs to be spilled. This also comes with the additional bonus of getting some information out of your targets, including letting you find your way to the next target. Higher ranking targets will yield better information.

Live by the Creed (200): The ideas of the Assassins seem perplexing. After all when nothing is true and everything is permitted why not simply indulge in every vice there is? But with time and your belief there can be joy found in the creed. Living by your ideals, fighting for a cause you support, seems strangely appealing to those you wish to be allies. Even the rougher sorts that look as if they were wasting their life, can be convinced to turn themselves towards a better purpose if you have faith in them long enough.

I need aid (200): Getting someone to let down their guard is the most important part during an infiltration. You are able to easily give off an appearance of a wounded and helpless person, in dire need of support. This kind of trick can fool even more skeptical guards and individuals. Better make quick use of the opening though.

Jailbreak (400): When you are in a battle against Order and Law, chances are you can lose. And losing means bracing the horrors of the hardest and most torturous prisons. An experience that could make man and woman alike break down. But not you. When in captivity, you find yourself able to endure even the most extreme conditions, pain, hunger and sickness becoming bearable. But you are not meant to die and rot here. Escaping these prisons is an art you know and soon enough, as long as you hold out, an opportunity will present itself to escape. Maybe it is the ally of a friend deciding to aid you as well or a mix up in schedules you are aware of but there WILL always be an opportunity. Who knows maybe you can take some of your fellow inmates with you, sharing the hardiness you possess with any you call a friend behind bars.

Unfindable (400): As an Assassin you serve the light by working in the dark, killing those that hinder man's natural freedoms. That means you must be untraceable, even to the keenest mind and sharpest eye. Fortunately, you are essentially a blank for any kind of observation device. Be they cameras, mystical locations like the observatory or more esoteric things like scrying, it is impossible to spy on you or see you with everything that isn't a person's own eyes.

Mind to Revolt (600): Some may wish to enslave your mind to break your body, but your ideals are immune to being chained down. Your conscience will not falter no matter what your supposed slaver or Tyrant may do to you. Within you is a well of willpower, allowing you to take any punishment but never forsake your ideals. You remain unbroken even to more esoteric means like brainwashing or the usage of ancient technology, but also the subtle things like gaslighting and mere manipulation. As a final bonus, you know how to bring a lesser version, but eventually equal, resistance to others.

Freedom Cry (600): No man is meant to live in shackles. The Assassins exist to safeguard humanity from abuses of power, tyranny, coercive rule and injustice. Working in the dark to serve the light. One day all of humanity will be free and you will play a part in that. You know how to promote ideas of freedom, choice and rebellion, actions you take to liberate someone or something being far more effective. The effect is also lasting, an island once freed from the shackles of slavery in full never having to fear it again. May one day every man be free.

Templar



Order Training (100): The Templars are one of the oldest organizations in the world and they could never have survived so long if they did not have their own tricks and lessons to bring to bear against their shadowy adversaries. You gain training on par with the average active Templar, making you a capable combatant. Even more impressive is your acumen in the field of politics however, allowing you to serve as a more than passable Governor for example.

Men of Vision (100): Some man desire more of life. They have ideas and imagine a way the world should be. You just need the drive to see it through. What this gives you is a certain conviction and drive to see your goal through, able to focus all your attention on one single vision without being deterred or tempted to slack of. I just hope your goal is a noble one.

Built to Serve (200): The people never have the power. Only the illusion of it. And here's the real secret: they don't want it. The responsibility is too great to bear. It's why they're so quick to fall in line as soon as someone takes charge. Said someone being the Templars. People under your command find a certain joy in obeying you. Betrayal or rebellion against you becomes harder to consider the longer they work for you. That is as long as you don't actively mistreat them.

A Body Enslaved (200): Slavery is a common thing in these times and it seems to be a hot topic of debate among Templars, even if they practiced it in the past. Though some may prefer to break a man's mind rather than the body, Rogers insisted on its merits and would eventually become expelled from the Order over this. In any case maybe you need the kind of skills that make someone submit by force. You have the skills of a highly experienced slaver, able to tell how to restrain someone properly and what is needed to do so. Pain you inflict on someone you consider a slave is more lasting and is sure to leave traumatizing marks on them, without truly 'damaging the goods' beyond repair. With some time you could also create a flourishing slave business.

A (not quite) broken Man (400): Woodes Rooger's is made of sturdier stuff than most man, one of the few to survive being assassinated with a hidden blade. A pity the fool was expelled from the Order for continuing to trade in slaves even after his survival. Such tenacity is your own as well. Even if your most vulnerable spots are attacked and you ought to bleed out like a dying dog, once per Jump you can pull yourself back from deaths door. Just let your killers think they got you (which they will) drag yourself to a safer space and you can eventually make a full recovery too. This even applies to what should have been a perfect assassination.

Tainted Blood (400): Some may say that it is necessary, a sign of trust, to give yourself up to the means of global observation. It may even be done simply for safety. And yet the Grand Master of the Templars around these parts, Laureano de Torres y Ayala, made sure he could not be found by the observatory, switching his donated blood with a decoy. Hypocritical maybe but useful. You may purchase a similar trick. Parts of your body simply cannot be used against you. If someone were to try and use a vial of your blood to find you it would lead them nowhere for example.

Enslave a Mans Mind (600): And his body will follow on naturally. Efficiently. Keep them docile and subservient and a bright future can await humanity. Torres believes this to be a much better alternative to slavery and you might just prove him right. You know how to manipulate, coerce and use everything in your power to make someone's mind obedient. Pliable like clay to be shaped. Whatever means or powers you gain, like say an ancient civilization side, you will instinctively know how to use it to improve your control over someone's mind, till they by themselves can simply not break out from your grasp. This also comes with the additional bonus of such enslavement not hindering your puppets skills or abilities in any way.

To Guide (600): To guide all wayward souls till they reach a quiet road. All wayward desire till impassionate hearts are cooled. All wayward minds to safe and sober thought. The world needs Order, Safety, Unity. How good it is than, that you know just how to promote these ideals and ensure they spread with time. Locations you have control over will in time only become more peaceful, secure and obedient.

Items

General Items

Where applicable you may Import Items. You get a Stipend of **+400 CP** just for Items.

Rags (Free): Sometimes the only treasure a man has are the clothes on his back. You get the standard outfit of whatever faction it is you are a part of in a style of your choosing, be it the hood of an Assassin, the wild attire of a Pirate or the more dignified uniforms of a Privateer or Templar. They dry in seconds and never get dirty and are also self-repairing.

Swords (Free): It is best to not end up unarmed in these parts. For free you may take an ordinary sword with you on your travels, never dulling and just the perfect weight and size for you. Should you possess the Perk **Ambidextrous** you may also get a second copy for free.

Pistols (Free/50): Of course sometimes it is best to stay at a distance. For these occasions I recommend getting yourself one of these. Flintlock pistols with a replenishing supply of ammunition and gunpowder. They require no maintenance, are immune to the environments (like say the gunpowder inside them getting wet) and will let you intuitively aim towards your targets head. You get one for free alongside a holster to carry it and may purchase additional ones for 50 CP a piece. If you like this can also be a different type of gun of these times like a Blunderbuss.

Plunder (100/200/300): A ship is, to certain individuals, just a floating treasure chest. And so many valuables and useful materials can be found here. Namely Wood, Metals, Cloth, Rum and Sugar. You now get a weekly shipment of each of these materials, be it for crafting purposes, personal enjoyment or selling. At 100 CP it is equivalent to a gunboat load, at 200 CP equivalent to what a Brig would carry and for a full 300 CP you get the amount a Man of War can hold.

Pistol Swords (200): But why not combine the power of a pistol and the grace of a blade? This item takes the shape of a pair of swords, finely crafted and as if made for you. However they hide a rather explosive finish, firearms attached to them which can be used with the pull of the trigger at the handle. This strange design is sure to take any opponent by surprise and do noticeably more damage than any other sword to be found here.

Golden Flintlock Pistols (200): These legendary guns were used by Edward himself, especially useful in battle against El Tiburón, the toughest Templar in the Caribbeans and Torres personal bodyguard. Thankfully these pistols provided a good way to win. They can with one shoot kill any unarmored man and even the toughest of armor can only endure a few shots of these guns.

Slave Shipment (200): An unethical and sick practice but shockingly legal in many a country right now. A lot of people make good money of selling their fellow human beings. Distasteful but if you want to join in the trade take this. A few dozen of broken in slaves, guaranteed to never rebel unlike those of Maroon. The specifics like nationality are up to your tastes and should you sell, damage or kill one of them a new one will be provided within a month. Do not let the Assassin's find out you have this.

Edward Kenway's journal (300): A Book that is not yet meant to exist but whose value cannot be overstated. After putting an end to his pirate career, Edward became a researcher of Isu Civilizations, discovering many a valuable site and location. All his findings are recorded here and surely to be useful. In future Jumps it will become an equally valuable recording of ancient sides, bygone people or similar.

Brothel (300): So many at sea find themselves yearning for the pleasures of the flesh. Some have the privilege of knowing a loved one to return too at land. Other man might have to make do with such

an establishment. You are now the proud owner of your own Brothel. A couple dozen of beautiful and willing woman are here to make a living out of providing a certain kind of services. The exact specifics are up to you but no matter what the Brothel will always fetch you a decent profit. Those employing its services not just find normal relief here but mental relief. Furthermore, you are off course always able to hire your woman… see sneaking up on someone in a crowd or appearing unassuming is always easier with a crowd of your own and your employees happen to be particularly excellent at helping there.

Gallows (300): These pirates need to learn a few lessons. Learning just what consequences awaits at the end of this path. This Gallows is the perfect means to do an execution, the rope immune to being shot or cut by a bystander in the crowd. The victim to be hanged will find themselves filled with fear, the same way one Stede Bonnet at the end of his life. Finally an execution on here will spread a sense of fear and dread to those who witness and hear of it, just what consequences they can expect if they keep up whatever behavior made you hang them.

Treasure Map (300): Just a hint of where to look. That is enough for one with drive and curiosity to find a price of great wealth. You can summon a Bottle with a Treasure Map to give you a location of exactly what you seek. It will show you which land to find it on while also marking the spot with an X. You can summon a new map once a year.

An Island of your Own (400): With so many Islands scattered across, maybe you'd like one of these for yourself? A remote little spot of land, with golden beaches and green trees. Does that not sound appealing? If yes than this is the option for you. However just what shape this Island takes depends on who you personally are and what Origin you selected. It should be noted that no matter what you pick, your Island will not replace the already existing equivalent. Any individuals living on the island or working for you as described in the option count as followers. You can also import other properties into this Island.

A **Pirate** receives Nassau, the capital of the self-declared Republic of Pirates. A safe haven away from laws and the rule of Kings and coming with a Spanish galleon in terms of defenses, this island will be automatically very attractive to any criminals and outlaws who will come to set up shop. However they are all mysteriously bound by a certain code of anarchic honor which ensures never letting the island suffer from their work and indeed it seems the 'capital' prospers from the criminals exploits. As you are the owner and perhaps 'founder' you get a certain level of respect and the criminals are happy to work with you. This includes a group of capable pirates is also to be found here and in your direct employee. And don't worry about ideals of anarchy causing a shortage of supplies in your republic, as it will always be able to provide basic sanitation, supplies, food, rum and even standard medicine. Finally, unless extraordinary circumstances happen, law makers and enforcers will turn a blind eye to the happenings on the island.

A **Privateer** gets access to Conttoyor. Loaded with cannon broadsides and mortars it is easy to defend and comes with enough soldiers to do so, each equal to some of the greatest soldiers of the Spanish Navy. More than that however, it seems to be protected by the sea itself. If under attack by enemy ship, in an instant a storm will hinder them and two waterspouts will circle the fort to protect it, never harming your own troops in the process. Any military or nation you are a part of will consider this Island particularly valuable and give the word and your superiors or allies will be happy to provide aid and support to add to its defenses, within reason.

An **Assassin** can lay claim to Tulum. The Home of the Assassin's in this area comes with many opportunities to hone and pass on your skills. Teaching and training of any kind will be about double as effective as it would be anywhere else. On it at home are a group of well-trained Assassin's working under you for the goals of freedom and choice. While it by itself has no noticeable defenses

it has an even greater boon fitting for an Assassin… secrecy. Unlike the real Tulum you need not fear a pirate pretending to be an Assassin to drag your enemies here, as it is impossible to find by anyone you do not wish to find it.

Finally A **Templar** shall gain Great Inagua, as their own. The settlement on the island provides a flourishing sugar plantation, sure to provide great profits. More civilized aims like creating a city would be vastly boosted on this Island and the result more successful, peaceful and homely, be it the city and its governing itself or any businesses drawn to it. And trust me many businesses and law-abiding citizens will be drawn to it, eager to support the island. For your own enjoyment there is even an opulent manor overseeing the cove. Furthermore it serves as a great base for fleets and any ships you own, such vessels being slightly more capable when they call these docks their home. Repairing and improving them is also a lot more successful on here. The docks themselves are manned by a group of well-trained templars that would be very valuable in the governance of whatever city you do end up creating on here.

Of course I understand if the options are simply all too enticing. And it would be a shame if you were locked out of an Island more suited to your tastes just because you are not the proper Origin. For a surcharge of another 400 CP on top of the 400 CP to buy the Island, you may choose an additional option to enhance the Island. The followers will be changed accordingly. For example, if an Assassin were to spend 800 CP to have their Island also have the boons of Great Inagua, the dock will be manned by more Assassins and the Island will boost training efforts and be impossible to find, while also being a great base for fleets and a good location for a city. If you want your own Island to have the benefits of ALL possible options pay a full 1600 CP.



Pirate

Blackbeards Hat (100): Ah Blackbeard, that Devil of the Sea. What is there not iconic about him? The beard, the forty cannons on the Queen Anne and of course this hat. You receive a nice hat that is always shielding your head from the sun and never impeding you in any way. Furthermore, it grants a certain boost to your reputation, letting you be a bit more fearful and imposing whenever you try.

Spyglass (200): With this spyglass plundering will be all the more profitable. Looking through it enhances your eyesight twenty times over, allowing you to see even far away ships clearly. However even better than that is that every time you look at a ship through this spyglass you will get a small hud of information. Mainly its allegiance, size, strength and what it carries on board.

The Black Flag (400): Let the black flag signal nothing but your allegiance to man's natural freedom. This piece of black fabric is touched by the ideals of piracy and freedom and the rebellion against law and civilization. If you display it, any who gaze upon it know you are of the rebellious sort and your lawful enemies will feel fear creep up on their spines and help your efforts in being terrifying. Furthermore, it gives you a boon to your luck regarding treasures, ensuring you can always find vast wealth. Any other piracy related capabilities and schemes also seem to gain a notable boost as long as you fly this flag.

The Royal Phoenix (600): Sometimes these fools need to learn the hard way that you can't just have your freedom taken from you. Once per Jump you may summon this Fireship, taking an appropriate form depending on the nature of the Jump and what you want to break through. In this Jump it would be a schooner sized ship with loads of explosives or maybe a Truck with a lot of TNT in a more urban setting. What is important about this Item is that it can break ANY obstacle and blockade, breaking a hole in it allowing you to pass through. This is however a onetime thing so better move quickly, unless you want a whole navy to come down on you.

Privateer

Treasure Chest (100): When you are away and trying to earn a fortune, you might as well try and preserve it. This chest is infinite in size as long as it is related to treasure and wealth, able to store an infinite amount of it. Any profits you make will automatically be send to it, while you yourself can simply reach into your own pocket to access your treasure chest, the chest itself will remain secure and closed to anyone you don't allow access. Finally, you can gain a nice amount of pocket change, the chest generating 100 Reales per week by itself.

Sea Map (200): You don't want to get lost at sea, do you? This map of the Caribbean Sea tells you exactly where you are and what kind of locations you are surrounded by. It even displays any enemy ships once looked at. The map will update in future worlds to wherever it is you travel.

Privateer Contract (400): As a privateer you are essentially a pirate with papers, allowed to carry out quasi-military activities. For this Jump this kind of employment is guaranteed as per your origin but maybe you'd like to continue such behavior in the future. This is a blank contract letting you work under the legal protection of a country or kingdom. You will be asked to carry out certain activities but as long as you do not harm them, you may plunder other countries and merchants to your hearts content and enjoy a certain political immunity and even favor by your superiors.

Blockade (600): Sometimes these fools need to learn the hard way that you can't just disobey the law and prosper. Once per Jump you may call upon a blockade, taking an appropriate form depending on the nature of the Jump and what you intend to blockade. In this Jump it would take the shape of several armed ships circling an island that wronged you for example. In a different setting it could take the shape of armed vehicles circling a town or a space blockade for a space themed setting. What is particularly noteworthy is, this blockade is 100% fool proofed. Escaping without being noticed is impossible and even brute forcing a way out would require much preparation and firepower, in this Jump something like a large fireship. The blockade can remain active for up to half a year without any issue and even beyond.

Assassin

Hidden Blades (100): You could not well be an Assassin without these. The iconic weapon of the Brotherhood is as the name suggests a bracer or sometimes gauntlet, holding within a small but lethal blade. It can be deployed nigh instantaneously for quick and lethal assassinations but also makes for decent weapon otherwise. You get a twin set, one for each arm and interestingly yours will accompany you even if you shouldn't have them or lost any other equipment. Anything short of drawbacks or Gauntlets cannot part you from your constant companion. You also do not need to remove your ring finger to wield it.

Blowpipe and Rope Dart (200): Maybe not quite as iconic a weapon as the Hidden Blades, but the Assassins of Tulum swear to its utility. This Blowpipe comes with a set of both Sleeping and Berserk darts. Sleeping darts are coated with a fast-acting potion, making any hit by it nigh instantly pass out for hours. The Berserk darts meanwhile cause any hit by it to be driven mad for a small period, attacking their immediate allies. In addition to this you get a Rope Dart, which you can throw as easily as firing a bullet. Once the dart is swung at someone it anchors to the target, letting you pull them towards you or even hang them if you are in the proper position. Both weapons work incredibly well as a ranged/medium range and melee weapon respectively for any skills or perks you may have concerning such things.

Pigeon Coops (400): Information can mean the difference between riches and rags, life and death. And with an organization as vast and far reaching as the Assassins, in an environment like this, it pays to have a good way to remain in contact with your allies. These pigeons are well trained to deliver messages and can bring them to your target's location within the span of a day no matter where they need to fly to. They never get lost, have no need to fear being shot or preyed on, will never be intercepted or discovered by someone you don't wish them to be found by and your network spans the entire Caribbean, past this Jump even all the important locations of the local setting.

Stealth Outfit (600): If there is one attire that seems to be made for your profession, it is this. Sporting the iconic hood of the Brotherhood, this outfit is seemingly imbued with the very ideas of the Assassins methods. Specifically designed to improve the chances of its wearer to remain hidden, it will significantly boost all your capabilities related to stealth and assassination, no matter the environment or who is looking for you with what means.

Templar

Souvenirs (100): Maybe you have slain more than a few Assassins over time but who will believe you if you haven't gotten any souvenirs out of it? This crate gets a new addition for every enemy you personally kill. By default it will be a mundane but iconic weapon of theirs but it could also be a piece of their clothing or something else iconic to them.

Templar Ring (200): A ring worn by the members of the Order, of which the Caribbean Grand Master would give three to new recruits, one of them Edward before his was taken from him after he was revealed to impersonate Duncan. When showing this ring to an ally, your loyalties will not be questioned and it identifies you as a member of said group, in this Jump the Templars though it can be switched to affect any group you are a part of. Furthermore, the ring will give you a boost when it concerns finding pretenders and traitors, giving you an inherent feeling about such an imposter.

Templar Key (400): Five keys distributed to various Templars stationed in these waters and islands. Together they, for Edward at least, unlock a desirable armor but for a Templar like yourself the benefit is different. These keys can 'lock' something absolutely, making it unopenable by absolutely anything. It could be a simple door to a treasure or a prison cell or literally any other lock. No means can bypass the locking mechanism, no lock picking or supernatural abilities, other than gathering all five keys. When distributed to another person, they become slightly more aware of any attempts made to Assassinate them as long as they possess their own key.

Templar Armor (600): A worthy tool to defend your body, as you defend the ideas of safety and unity. Worthy of being worn by the greatest Templars, this armor is light and flexible while remaining very sturdy and offers you great resistance to any type of enemy attack.

A Ship (400)



There is too much water around here. Unless you want to be stuck on one single Island for your entire time here and actually feel like seeing the wonders of the Caribbeans, you will need a ship of your own to be proud of. Fortunately for you, unlike Edward you don't need to steal your own Jackdaw. Instead you may design your own naval vessel in this section.

You receive **1000 SP (Ship Points)** for this section and can turn CP to SP at a rate of 1:1 but not the other way around. This counts as an Item so you can use your Item Stipend on this option.

Aesthetics (Free): A Ship reflects its Captain and Crew. Sometimes more than simply sailing under specific flags. This option is for any design choices you may wish to have your Ship be affected by. Certain colors? Designs on the sails? Form of the steering wheel? The way the ship is shaped? What the figurehead looks like? Your free to design your vessels exterior and interior however you like.

Import (Free): Perhaps this isn't the first time you ventured across the far away horizons. You may Import a Naval Vessel you already own into this option. What this means for the final product is your decision.

Size (Free/100 SP/200 SP/400 SP/600 SP): Size is not everything, with the humble Jackdaw proving to match even the greatest Titans of the Seas. However it does give a lot of obvious options and benefits to have a larger ship. You may pick the exact category and size of your vessel, it affected storage space (unrelated to other options) and the number of cannons you can bring to a conflict.

For Free your ship is the size of a Gunboat, small and nimble and usually a support vessel for larger fleets, with up to two cannons. For 100 it is the size of a Schooner with nearly six to eight cannons on board. For 200 you get a Brig, usually used for flanking attacks and sporting 24 cannons. For 400 you can call a Frigate your own, combining good speed and agility with impressive offence, defence and anywhere from 24 to 46 cannons. Should you wish to be recognized as a true terror on the seas you may pay 600 CP and get a Man of War instead, incredibly large, well-armed and with up to 50 cannons on board.

Rammer (100 SP/Free with Brig): Sometimes the best solution is to simply charge head on against your enemies. Your Ship is fitted with a Rammer at the front, allowing it to damage others simply by

sailing into your opponents ship. This also guarantees your Ship will not receive any damage from such frontal attacks.

Fire Barrels (100 SP/Free with Schooner): Sometimes it is best to make chasing you as unappealing as possible. Your ship now sports an hourly regenerating supply of fire barrels, which can be dropped from your ships back. Any enemy ships ramming into them is sure to suffer noticeable damage.

Heavy Shot (100 SP/Free with Frigate): A broadside is good and all but when you are up and close to an enemy that is when these heavy shots come in. They may not have as much range as the normal cannons but they deal a lot more damage.

Storage (100 SP): So much to plunder and so little space to store it all. You don't want to constantly be forced to unload your spoils do you? A portion of your ship is now purely reserved for storing any plunder, be it materials like wood, metal and cloth or stuff like sugar, rum and luxuries.

Food (100 SP/200 SP): Can't rob a ship on an empty stomach. Your ship now provides a replenishing supply of rations for a healthy and balanced diet, from fruits and vegetables to bread and meat. Comes along with a supply of water. For another 100 CP this includes even finer food, confections, already prepared meals and rum of course.

Quarters (100 SP): Your crew needs to sleep somewhere. A portion of your ship now consists purely of Quarters, always providing just enough space for anyone on your ship. It is rather comfortable too despite the looks of it.

Swivel Gun (200 SP): What about a more precise shot to take advantage of any weaknesses you just blew into the hull? Your ship comes with a set of swivel guns, which can be used to attack the crew and ship just before and during boarding. However when on the seas they, provided you fired a broadside before and revealed any, automatically lock on to any weak spots of your opponents, just requiring you to fire again to deal a nice amount of additional damage.

Chain Shot (100 SP): It is one thing to fire at an enemy but another to cripple their movement. These chain shots can slow an enemy vessel speed significantly, making it a good way to line them up for a ramming attack. They are fired from the front of your ship and when they are the first thing you use during an engagement, they can even stop the enemy ships movements entirely. For a few seconds.

Naval Mortar (100 SP/Free with Man Of War): Sailors know too be worried about the cannons they can see on the broadside but what about death from above? Your ship is fitted with a mortar, an excellent long-distance cannon against ships and forts alike.

Prison (200 SP): Slavery is a common thing, condoned by many a ruler and seen as just by far too many. On slave ships countless souls lost their freedom or life. Your ship is fitted with a large number of restraints. When someone is put inside them, they cannot escape on their own and need someone else to break the restraints, which are however only as durable as heavy metal chains usually are.

Hunting Rowboat and Harpoons (200 SP): The sea is filled with fascinating but dangerous creatures. Maybe hunting them to put food on the table or because of the resources they can give you is something you'd be interested in. Your ship has a Rowboat added to it, as durable as the ship itself and having dozens of renewing Harpoons inside. When the rowboat is on water it automatically acts as bait for the local sea creatures and the Harpoons can be thrown with great precision and strength, even if you lack such qualities. Finally any creatures slain while using these harpoons and standing on this boat gives you more to loot from its corpse, be it meat, bones or something else.

Diving Bell (100 SP): Treasure sleeps next to Davy Jones Locker. Inside the wrecks of a ship, bounty can be found, be it gold or medicine. This Diving Bell can help you reach these riches. It provides a

constant supply of fresh and breathable air and even comes alongside a dozen barrels that provide fresh air one time when inside. Any diving and swimming related abilities are noticeably easier once you taken a breath from the Bell, as long as you remain underwater and don't dive up again, which can be as simple as hammering on the bell when inside. Water pressure will also not be a problem.

Steering Wheel (100 SP): Now what is there possibly special about a mere steering wheel? You would be surprised. After all with how chaotic a battle or really just traveling can be, you need to ensure your orders are heard and followed. The steering wheel is perfect for that, there barely being any delay between where you want to steer and actually doing so with the wheel. Furthermore your commands are always clearly and quickly followed as long as you give them from here, being heard no matter what situation you and your crew find yourselves in.

Sails (100 SP): In times before electricity and fuel, this was how you moved a vessel of such size. Your sails have the curious attribute of just being more effective, there always being a breeze to be caught in them and in general allowing you to go much faster than you should be able to.

Improving (100 SP): It would be a shame if your ship would one day fall behind and not be worth sailing anymore wouldn't it? Or maybe you just feel a creative urge and wish to work on it and alter it. With this any improvements made on the ship are retained and protected by fiat as usual.

Ship in a Bottle (100 SP): Not exactly a useful feature but perhaps entertaining. You receive a perfect replica of your ship but inside of a bottle. Any changes made onto the real ship will be reflected by this decoration. Might as well display your nautical passion on land as well.

Fragment of Eden (300 SP): This is most curious. It seems your ship has been blessed with something first created civilizations ago. Inside of a Box on your ship is the Fragment of Eden, one similar in nature to the one wielded by the French Pirate Alonzo Batilla. As long as your ship possesses this Fragment, it is notable enhanced in both speed and firepower and just generally better.

Companions

Import (Free/50): It is only natural if you prefer having some allies of your own from the get-go. Maybe a trustworthy quartermaster or fellow Pirate Captain. You may import one companion per 50 CP you spend here, getting one purchase of this for free for your Quartermaster. Everyone Imported this way receives 600 CP to spend as they wish as well as any Stipends that apply to them.

Export (Free/100): Maybe someone catches your eye around here. Someone you would like to take with you on a journey far beyond the seas of this world. If you can convince them, you may take them with you for free, or alternatively pay 100 CP to guarantee that a certain character will want to join you.

OC Companions

None of these companions will exist unless purchased here.

Voyager of the Storm (100): This woman claims to be a renowned explorer who successfully became the second person alive who circumnavigated the globe, the one who served as the foundation for the East India Company and who is credited with the virtual destruction of Spain's invincible Armada. Quite the bold claim given said legendary captain should be long dead… and was believed to be male. Nevertheless, on board of the Golden Hind and with a loyal crew at her side, this woman is a true devil on the seas and always on the lookout for another hedonistic pursuit.

The Sparrow (100): Some might call this Pirate the worst one they had ever heard off. He would only reply that they had still heard of him. And indeed it is hard to deny him his fame. Many an adventure is behind and in front of him and those that attempt to hunt him down would always remember the day they almost caught him.

Restless Pirate Lass (100): Wealth buys not everyone happiness. This woman is proof of that. As the daughter of a wealthy family, she found her luxurious life tedious and instead ran away from home to form her own Pirate Crew. Commandeering the Lillien Knights, she is an incredibly talented fighter and while not exactly a good person, isn't necessarily a bad one either.

The Ravager (100): A strange man who fights with an arrow of all things as his preferred weapon. Playing like he is the meanest and the hardest when he really is the most scared of them all. A man who was sold by his own parents into slavery in the past. He used to be a member of a great and close-knit organization of criminals and outlaws. That is until he broke one of their few rules… dealing in children. The circumstances behind it all were complicated and he didn't know what was going on but it left him an outcast all the same. Maybe he can find a new duty and even redemption at your side?

Aspiring Treasure hunter (100): This young girl isn't the first to dream of piracy but she is one that stands out. Coming from a foreign land, she has come all the way to the Caribbean's to follow her dreams. However let's just say there was an incident and now she is trying to raise enough money to buy her own ship. If you take her along for now or help her with her dream, she is sure to be thankful.

Lost Swordsman (100): Someone desperately needs to give this man his personal navigator. He tends to get lost so much and so badly, he might as well have simply showed up on your ship or in your room one day on accident. That being said he does have incredible strengths in other categories. For one his unwavering loyalty to his friends and to whoever he would recognize as Captain. For another his sheer skill with blades, even able to wield three swords at once. He is or perhaps was a Pirate Hunter, going after every bounty he can find but his true desire is to one day be the greatest swordsman in the world.

Drawbacks

A few years too late (Free): For being picked up again that is. Maybe 10 years isn't enough to enjoy all this world has to offer. Using this option, you may extend your stay here by another 10 years every time you take it. Maybe join Adéwalé on his missions as an Assassin or with the Maroon Rebellion years from now or with enough time see what the American continent has in store for Edwards descendants. I would be careful about taking this too often though if you aren't ageless however.

Rookie (+100): You start a few years before you were supposed to. Not by much just two. However in that time you will only have what you purchased here and are a disregarded newbie, having to answer to your superiors on the crew, which is basically everyone among the more experienced sailors. Come your actual starting date, you find this changing however, released of duty or at the very least all your powers and items being returned and able to do as you please.

Optionally you can, by taking this option, move your starting date to January of 1713, the same day Edward started his time as a privateer and get to know him before the events of the game proper.

He DRINKS Gunpowder? (+100): Anything you drink now has the unfortunate taste of gunpowder mixed in with it. Not exactly a tasty thing but hey Blackbeard seems to like it.

Stuck in the Caribbean's (+100): What a beautiful and wonderous world it is, full with treasure and wonders. Who wouldn't want to go out and explore a little? Well you can… but only in the Caribbean's. Until the end of your jumps duration you may not leave this area. Don't worry with all these islands and all these important players, you won't get bored anytime soon.

Filthy Pirate Life (+100): Ah yes the beauty of modernity. Showers. Toilets. Disinfectants. Anything you could want to feel clean. You picked the wrong setting if you wanted to remain so however. You will have to deal with all the filth that is to be expected of these times and even having something like Evercleansed will refuse to work. This is not to say you can't bathe or shower but don't expect to be the pinnacle of hygiene after days at sea or when stranded on an island.

Rum, Plunder and Woman (+100): Every man has their vices. It's only natural to want to enjoy yourself, want to eat food that doesn't make you sick for example. But some take it too far. Pick a vice, be it the liquor, the riches or the more sensual things. You Jump at any chance that involves fulfilling your vice. You might always want to keep up a buzz and get itchy when you don't have a drink routinely, will want to gain more and more wealth and start some truly risky exploits, or simply are too horny to think and easily lead astray by dancers. These vices can be fought and suppressed at least but doing so will require either a very worthy cause or iron clad will. You can take this up to three times, once for each vice.

SHUT! YOUR! GOB! (+100): Is something you are most likely going to hear a lot from now. Oh excuse me… Be somethin' ye be most likely goin' to 'earrr a lot from now. Ye can no longer speak in a way that there be not like a stereotypical 'ollywood gentleman o' fortune. This here be guaranteed to annoy the people around ye an' even yerself occasionally. Not even other gentlemen o' fortune will 'ave any patience fer the way ye speak.

No Mods Allowed (+100): Who knows from where exactly you are entering this place. You could have been from times where buildings touched the sky or space faring civilizations employed their own brand of piracy. Now we can't have all that technology in an era of piracy. Any technology and items you have will be weakened and regress into the average of this time. A spaceship might become a simple Galleon and a Machine Gun a mere Musket. You can have your items and technological toys keep these forms as altforms though once this Jump is over.

Denied Teachings (+100): Oddly enough despite fighting alongside the likes of Mary Read and Anne Bonny, Edward refused to train his own daughter as he did Haytham and even sought to marry her off. Perhaps this stems from his trauma over Mary, an equal he respected even after finding out her gender, dying in his arms. In any case this caused Jenny to lack a lot of skills she could have needed later in life. In a similar vein, no one seems inclined to try and teach you or even bother to pass something they know on to you. Whatever it is, from steering a ship to fighting techniques, you will need to figure out yourself.

Nearing Retirement (+100/+200): Much like Blackbeard you have been in this business too long. You're lucky to make another decade. Your body is old and your mind is weary of all the constant fighting. But an opportunity for retirement won't really be possible until at least the fifth year of your stay. For an additional +100 CP you may retire at that point… but not without having to fight your way out of a final climactic ambush. Think you can do what Blackbeard couldn't?

Eye of the Storm (+200): The sea is a fickle Mistress. Cruel and cold, it is in her nature. She simply cannot be contained. And yet it appears she has it out for you in particular. The waves and the weather will be your enemy. Powerful storms will follow any ship you sail upon and tidal waves will wish to bring you down to a watery grave.

Clipped Wings (+200): With all the legendary feats attributed to the Jackdaw, it could have been the unsinkable ship long before the Titanic was conceived. And yet somehow, it too sank, the figurehead salvaged by Adéwalé many years later. To be blunt, any ship you are traveling on is running on borrowed time. At most it will take only half a year for it to sink, be it through a storm or through a battle amidst the waves. If you are particularly unlucky it might even be within a few weeks. With some luck or constant ship swapping you could avoid burning through ships by the dozen but don't count on it.

A Million Pits of Hell (+200): Once every few weeks you will be forced to participate in a strange ritual to harden a crew. There is no weaseling out of it unfortunately. What it exactly entails is the burning of Sulfur and other sickening materials in an enclosed space, just to see who is the toughest. It is unpleasant in the moment but at least there won't be any long-term consequences.

Marked (+200): It seems your reputation precedes you. Some faction around here has it out for you, one for every time you pick this drawback. The options you can select from include the Assassins, the Templars, Pirates (which in this case will consider you always a worthwhile target) and the Navy (in which case all ships from the various Kingdoms trying to lay claim here will want your head).

Mutiny (+200): Democracy on the seas means the will of the crew trumps the will of the captain. A Captain that is not deserving of their crews trust will be disposed of. At some point in your time here, the people who work for you will betray you, no longer satisfied with you for one reason or another. Maybe they were bought or you treated them to harshly or they just can't stand chasing your whims anymore when real profit could be found elsewhere. You can also consider any Fiat loyalty, charisma or mind manipulation Perks or abilities to be rendered void and null.

Marooned (+200/+300): Did you end up wrecking your ship or the victim of a mutiny? In any case you will at some point in your Jump end up on a deserted Island, fully alone for several months. While on it your Perks and Items from outside this Jump are unavailable as well as any Items that would guarantee you food or any means of getting away on your own. An opportunity to escape wont present itself until a couple months have passed at least, like say a ship nearby, If you miss the chance you will have to wait another couple months. For another +100 CP you will not be alone however. Someone else will be on the Island and slowly be driven insane by the isolation and perhaps a

personal grudge towards you. They will keep on stealing your food and eventually be guaranteed to find a valuable weapon Stache and try to hunt you with it.

The Kraken (+200/+400): Some beasts sleep in the seas which should never be woken. Now there are plenty rumors surrounding tentacled behemoths. Some may even think they spotted it. But you? You will have to say you survived it. No giant squid, an actual behemoth of a Kraken will cross your path in this Jump, having it out for you anytime you are at sea. It will treat you like prey but at least only be a monster that could drag your ship into the abyss. For an additional +200 CP however it will scale to your powers, being as strong as you and very resistant if not immune to any abilities you have. Also no matter what option you pick you cant move on unless you killed or otherwise defeated it for good. Don't worry you will have PLENTY of chances…

Just a Man (+400/Incompatible with No Mods Allowed): The beings that could be considered the Gods of this World, the Isu, have long since left the mortal plane. The Assassins and Templars alike make do with their skills, ingenuity and the occasional artifact. So why should you be different? Any powers, perks or abilities not from this Jump are taken from you, same with your items and warehouse. You will only have whatever you plundered here and your Bodymod.

Cursed by the Sea (+400): Did you eat a fruit you shouldn't have? Well while those kinds of fruits don't exist here in this world, you do mirror an effect they have. You simply cannot swim. Like at all. Even just being in the seawater makes you unable to move and you become weak and helpless when submerged. Given you are in the Caribbean's it goes without saying this can be deadly for you. Also if you think you are save on land or in the air guess again. Should you possess the ability of flight it will be robbed of you and circumstances will see to it that you will have to go on a voyage on the waters around once a year at least.

To suffer without dying (+400): Do you think being stranded on an island is torture? Then you haven't truly suffered. For one reason or another, you will be imprisoned at some point in this Jump, after a truly gut-wrenching defeat and loss as well. All your Perks and Items are taken while you are a Prisoner as well. But will you die? No. No you will starve, grow sick and suffer humiliation and pain. Someone might want you alive but that does NOT mean they want you to enjoy that fact. At the very least four months will be robbed from you, until an opportunity to escape presents itself. An opportunity NOT a guarantee and you will have to get out without your Perks and Items, even what you got from this Jump. But even than it won't end. Someone you have grown close to, even as you try and take them with you to freedom, will die. They will die in your arms and no matter what kind of person you may be it will break your heart.

Forsaken (+600): After all his achievements, Edward at the end of his life faced nothing but misery. Losing his wife and many friends, to find out he accidentally abandoned a daughter is one thing. But after he settled down with her and aided the Assassins for good? Reginald Birch, a man he trusted betrays him many years later, Edward is killed by two nameless thugs, his own son Haytham was trained to be a Templar that worked to undo all his achievements, the Assassins losing control over London for a century, the American Assassins being nearly wiped out and his daughter sold into slavery. The only ray of hope in all this is that his daughter was freed, his death avenged and his grandson Connor put an end to Haytham. And of course his descendant Desmond who would go on to save the World. Still so much suffering after all he wanted was to make a better life for his family. And if you take this drawback you will become familiar with this fate. No matter what you try to achieve, what plans you make, you will always fail and suffer for it. Don't expect a happy ending while you are in this Jump.

Scenarios

Take as many as you think you can handle.

The Race for the Observatory (+200):



There is a treasure hidden in the Caribbeans. One left behind by a long-gone civilization. The Observatory, a first civilization side which can allow someone, with just a drop of blood, to spy on anyone in the world. Using the Sage, a man born with memories of another life, the Templars hope to gain access and use it for their goals. The Assassins of course are there to join, trying to stop their old enemies from achieving their goals. And now there is your as well as part of this race. Whatever the outcome of this is, you and whoever it is you support must be the one in charge of the Observatory by the end of this Jump. That means finding the Sage (if you are one yourself this won't let you use the Observatory), getting them to open the whole thing (preferably without being backstabbed) and actually using it. Things will align in such a way that without your help and support, whoever side you are on will lose.

Of course than there is the final question of what to do with the Observatory. Destroy it so no one can abuse its power or uses its strange mechanisms? For anyone who knows even a thing of these factions it should be obvious which side the Assassin's and Templars are on.

Reward: Your Reward depends on your actions entirely.

If you sided with the Templars or merely wished to take this site for yourself you gain what you sought, **the Observatory**. Within its complex powerful energy-based defense mechanisms protect its treasure to any you don't authorize to be here, that of a Crystal Skull. With a drop of blood inside of a glass cube, you can see through the eyes of the blood donor and know their exact location. You receive a dozen of Blood 'donations' per Jump already from notably individuals for exactly that purpose and there are plenty more glass cubes to add more blood for surveillance.

If you go with the Assassin's and wish to ensure this site cannot be misused or just don't want this thing spying on anyone you gain the Perk **Discard the Key**. This Perk allows you to leave something beyond recovery. Be it a location like the Observatory or perhaps a mystical artifact. If you want it destroyed, unable to ever be used again, you know just what to do and find yourself in a position to do so pretty much the moment you decide so.

Welcome to Abstergo (+200):



In many years from now, the Legend of Edward Kenway and the adventures of Pirates and Seaman would be nothing but fairy tales exploited for profits. All taken from the genetic legacy of Desmond Miles. Or I suppose Sample 17 now. Of course, all highly confidential information a new employee should not be privy too. And that is what you are now.

At the end of the Jump you find yourself, instead of moving on, in the year 2013 as a newly hired researcher by Abstergo. You are tasked with researching the genetic material of Edward Kenway. For simplicities sake the pirate you must study will not be the one you may have encountered. In fact this world is entirely separated from the Jump you had spend all your time in, meaning they are untampered by you. It might raise a few eyebrows if some researcher would find a perfect copy of you sailing a ship from centuries ago wouldn't it?

In any case your task is simple, complete your studies into Edward Kenways life and give Abstergo Entertainment's Montreal facility enough data to make the movie Devils of the Caribbean. That being said someone by the name of John Standish will reach out to you with a few requests, asking you to hack into certain computers and giving you the appropriate security clearance while guiding you through the processes.

The rewards you get at the end of this scenario largely depend on just what you choose to do here. Will you simply do your normal job? Go above and beyond to try and get 100% synchronization with Edward's memories? Help John and remain in contact with a certain different organization?

Reward: Simply doing your job rewards you with the item **Devils of Jumpchain**. What you have here is a movie collection, detailing all your adventures in past and current Jumps, updating appropriately every time you complete a Jump. Unlike the movie this is based on, I am pretty sure no one will describe this as "a frightful mess of clichés, dime-store moralizing, and pandering stereotypes".

100% synchronization with Edward's memories meanwhile grants you the Item **Animus Project**. All the notes on the device, from Dr. Warren Vidic to Sofia Rikkin, are ours to obtain and study as well as the Animus itself. With it you have a never before seen chance of research. A bit of genetic samples is enough to show you the memories of the subjects ancestors, even experience them as yourself. To go

along with it you receive **Sample 17**. Once per Jump this corpse takes the form of a descendant of some real-life figure in your Jumps history and using the Animus and this sample, you can see for yourself what this figure did, untampered and uncut.

Finally, should you play along with John's requests to the end you receive the Perk Happy Hacking. Your experiences left you with some very useful skills, allowing you to condense the most complicated hacking procedures into simple 'minigames'. Bypassing firewalls and passwords and all that is hidden by technical means is but childsplay to you. For an undercover spy this will prove especially useful combined with the Item **Security Clearance 3**. You can assign this Security Clearance to one company, organization or similar. It will match to give you clearance akin to the highest of officials inside of the group and even fool everyone but said highest officials into thinking you deserve to be here.

Vault Raider (+200):



The Maya were a fascinating folk, hailing from Central America and southern Mexico. Their civilization spanned across most of the region and several islands and though not as grand as the Isu, they still are lost to time. Still they managed to leave a mark on these Islands, various temples scattered across the West indies and various stelae stone columns. However known to only a few, if any, there is a secret treasure to be gained. A treasure which could only be found by finding several keys, 16 in full, in the form of Mayan Stones. By the time your jump ends you must have travelled to each of these stelae and must have found their Mayan Stone. Once you have all seek out the Island of Tulum. There in the ruins will be your reward.

Reward: For unearthing this mystery you gain the **Mayan Armor**. Forged from scavenged Isu materials, the armor possesses magnetic properties, allowing it to deflect metal projectiles away from the wearer, rendering them essentially bulletproof and impossible to harm by any firearm of this world.

Devil of the Caribbean (+200/Requires A Ship):



Among the Seas there are Five ships that no sane man or woman dares to cross in battle. Five mighty Men O' War, three of which flying under the Royal Flag and two of them fighting for the Spanish Navy. Well armed, faster and more durable than anything else that can be found here, they are notorious throughout the seas and feared by servicemen and pirates alike.

But imagine the infamy and loot that could be gained from defeating these Titans of the Ocean.

Your task is to face all these Legendary Ships in Naval Combat. Take note that I specified Naval Combat. The only things you are allowed to use in Battle against them are your skills at seafaring and issuing orders to your man, and your own Ship. Anything surpassing the technological level of these times or blatant supernatural abilities are also forbidden. Quite the imposing limits but one Edward Kenway managed to sink all these fearsome Vessels without such things as well.

But who exactly are your opponents?

For one there would be the sister ships the HMS Fearless and the Royal Sovereign. Only together can these two be fought and they default to trying to trap some poor pirate ship between them before unleashing a barrage of cannon fire. Should one meet its premature demise, its sister will go mad in avenging them, setting itself on fire and become suddenly vastly more agile and trying to ram into your ship.

Next there is the HMS Prince who you would not be blamed for mistaken for a Ghost Ship, manned by vengeful spirits. The black and tattered sails can make any sailor feel dread, especially considering the strange fog that surrounds it at all times, making aiming even harder. As if that wasn't enough its mortars can gradually wear down the opposition.

Then there is the La Dama Negra. If a Fortress could swim it would still pale in comparison to this vessels defense. It is immune to broadside fire while sporting powerful cannons and double mortars. It's only weakness is the stern, bow, sails and deck but good luck getting in range to take advantage of these spots.

Finally your last opponent is the El Impoluto is despite its gigantic size the fastest and most maneuverable vessel in the Spanish Navy, easily outpacing most competition. It sports powerful broadside cannons and chase guns but even more impressive is the naval ram which it is happy to introduce any opponent too. Even a single hit can cause massive damage to your ship.

Do you have what it takes to crown your own vessel as Queen of the Caribbean when your rivals are so great?

Reward: As the final legendary ship sinks into the depths, you and your own ship have proven to be greater than them in any capacity. The reward for such a feat is numerous.

To begin with you gain the **Loot** from all Legendary ships. Every battle you win grants you 20.000 Reales, leaving you with 80.000 by the time this is all over. Quite the riches, which will replenish every year and past this Jump as the most stable currency in the Jump.

Secondly you gain just what made each vessel so great for your own ship. Every enemy ship slain enhances your own. Besting the sister ships HMS Fearless and Royal Sovereign grants you a perfect copy of your own ship, just a bit different in colorization. The HMS Prince gifts you the strange fog that always surrounded it, making it difficult for your enemies to aim much less see you when it is up, though you can dispel the fog just as easily. From the La Dama Negra you inherit the defenses, making your ships sides virtually impossible to damage. And finally the El Impoluto leaves you with a naval ram far beyond what the standard purchase option could give you, even allowing your ship to briefly speed up for a charge attack, doing catastrophic damage to whoever it collides with while remaining unharmed itself.

Finally you and your ship gain the title **Devil of the Caribbean**. From now on and forever, your ship will be recognized as one if not the most fearsome vessel in the Jump and you as the Captain will gain the respect such a reputation warrants.

Enjoy the Sea Captain, for alongside your Queen of a ship it is your new Kingdom.

The Legend of the Flying Dutchman (+200):



The Legends, Myths and Beliefs of Man are vast and varied. The parting of the Red Sea, the plagues that haunted Egypt and so many more events could be traced back to being real. Made possible by the relics of a long-gone civilization. The Isu, precursors, came before humanity, before even the most ancient of human civilizations. It is the tools and weapons they crafted that paved the way for the legends that are known nowadays.

From Apples that grant knowledge, hammers that harness electricity or powerful swords that could belong to a true King of England, so much potential is within these Pieces of Eden. The kind that sends both Assassin and Templar alike on a wild goose chase, every time something about the precursors is rumored to be around.

Currently a piece of this ancient race, the Observatory, is looked for by the Templars, the Assassin's in hot pursuit. But what if I were to tell you it is far from the only way the precursors have touched the Caribbean?

Say have you ever heard the tale of the Flying Dutchman? A ghost ship never able to make port and doomed to sail the seven seas forever? Supposedly the myth first appeared around these times, that of Captain Van der Decken lost in a storm, trying to make it to Cape of Good Hope. As the ship plunged downwards Van der Decken knew that death was approaching. He was not ready to die and screamed out a curse: "I will round this Cape even if I have to keep sailing until doomsday!"

A superstition it is said to be, akin to Davy Jones being a synonym for the oceanic abyss and not a literal devil of the sea. Or perhaps simply an illusion of man too long on sea.

But you know how it is. Every story can hold a grain of truth.

The Flying Dutchman, at least now, does indeed exist. An artifact used by the Isu themselves in times long gone. Though the first civilization had some means of teleportation, the ship was built and sailed. Rumors say it is still out there, traversing the seas for a destination it will never reach.

But pieces of a Steering Wheel have been found. Seven in full. Each one of them can make you see the illusion that is the Flying Dutchman and yearn to be reunited. When all are together, perhaps a way to the Legendary Ship could be found. All you would have to do is replace the steering wheel of an inferior ship with this once the full wheel is put back together.

You will start this scenario by receiving one of these seven parts but beware. The Assassin's and Templars each have one two and perhaps a certain pirate seeking glory ends up with the fourth. And perhaps the various Kings and Queens have heard of the treasure and send their own forces to lay claim. The hunt for the others and to steal those that have owner is on. As the pieces seek to reunite, conflict is inevitable and even if you were to team up with one faction, the others are sure to hunt you even harsher. It is inevitable that you will go through battle after battle, be it a duel per blade or per ship, to claim your reward. If you also took **Devil of the Caribbean** you will have to face each Legendary Ship as well on the Hunt for the treasure. A final confrontation on board of the Dutchman seems inevitable as well. One way or another this race for the Dutchman will pose a challenge to you no matter your capabilities.

Perhaps on your journey you would come to discover the story of the Flying Dutchman. The pride and joy of an Isu and even in its own time a relic.

The designs for planes and cars came from the knowledge of an Apple of Eden and so many beautiful vehicles were created, some perhaps even mistaken for godly chariots. However one day the wonder of teleportation was developed. The only means of transportation that mattered now and all other were simply discarded as pointless.

But there was one Isu that saw it differently. The journey itself had beauty all in its own and so they began to tinker and craft and forge. Coming from a civilization that can craft godlike tools the same way we would simply hammers and use them as such, they gave their all in building the Flying Dutchman. But as their pride and joy was finished, they were ridiculed by their peers, deemed a fool for clinging to such silly ideas and tools. Their heart bleed knowing no one shared their devotion and so they took to the sea, the laughter of their kin ringing in their ears.

All they wanted was someone to enjoy the journey with. But with nothing but their greatest creation they died at sea… alone. As they drew their last breath, they uploaded their mind into the servers of the ship. Now an Artificial Intelligence, they cannot leave the ship itself and destined to sail forever. Though… there was an incident. The steering wheel broke in seven parts. Perhaps a 'joke' from a Isu that had ridiculed the Captain, a solar storm or a simple malfunction, but one way or another the ship lies at the bottom of the sea, forgotten and its Captain forever alone. All they ever wanted was a companion and they waited so long for someone to share their heart with.

It could be that the AI sensed your nature as a traveler. Communicated with you. A part of their wishes is embedded into each of the pieces of the steering wheel. Unless each piece has recognized one of the seekers as the winner, as the sole Captain, they each will want to aid their own wielder. When you and your opposition are all finally on the Dutchman, the wheel will shatter once more, and everyone who holds a piece will be able to control the Dutchman partially. Reassemble the wheel again, make your foes kneel, join you or rest forever in Davy Jones locker… and you will be the victor and only captain the Dutchman could ever want.

Reward: What else could you gain but the treasure itself? The Flying Dutchman in all her beauty is your reward. Its cannons are beyond anything even the greatest of ships can sport, able to sink even the greatest of naval vessels of these times with a few well-placed shoots of ever replenishable energy.

But how does this ship move actually? Well, it never needs to fear sinking OR needs to worry about docking on a port. Its sails are in truth a medium for exceptional anti-gravity technology. It creates a vacuum sphere supporting life around the ship no matter the environment, allowing it to function as a submarine, sail faster than any manmade ship or even fly like a bird. Perhaps you can even take it to the stars, sailing on solar winds.

The ships interior is filled with luxurious cabins, filled with modern and more than modern amenities that always sport more room than is necessary and can generate food and water with ease. Its hull and all parts are incredible durable as well, requiring something on the level of another Piece of Eden to destroy. Every part of the ship can be controlled with a thought by you, from the cannons to the sails to even a stray piece of rope.

And then there is someone else that comes along with this ship. The AI, the specter of an ISU that longed for someone to respect their wish and see the wonder that is their ship. The friend you made through your piece of the steering wheel. They are overjoyed to finally have someone that shares their love of travel. Though they still cannot leave the ship (yet) they are able to make a life like hard light construct of themselves on it and have taken quite the liking to you, their control of the ship only rivalling you're own. How nice it is to have someone to sail the world with isn't that right?

Finally the ship is further able to adapt and improve, retaining any modifications made to it, even able to insert itself into other Vessels you own, even automatically inserting itself into your own Vessel, boons stacking appropriately. Even whatever you plundered from the Legendary Ships if you were victorious in the **Devil of the Caribbean Scenario**.

The fog of the HMS Prince surrounds your ship but can also be activated on a location on the other end of the world, making people see illusions when they see or are inside the fog. The fog itself is still only the size of a large ship. The sister ship you would have gotten from the HMS Fearless and Royal Sovereign, takes the form of a perfect Hardlight replica of the Dutchman, summonable at will but just as much under your or the AI's control. The La Dama Negra inspired it for even more impenetrable armor, making it difficult to damage even with other Isu artifacts. Lastly, the El Impoluto and the charging attack is further increased in potency, able to simply sail through any ship without the slightest loss in speed or the tiniest scratch on your own vessel.

Truly a ship worthy of you Captain. Now… all aboard on deck and set sail!

Choice



Your time here has come to an end. Now where will you go now?

Stay: Have you fallen in love with the Caribbeans? With the taste of freedom and treasure? Very well than. You shall stay here with all you have gained, your affairs being put in order. Also here take another +1000 CP to use just here on this Jumpdoc and my personal thanks for the journey.

Go Home: If Edward can go back home to settle down why not you? You shall return home with all you gained. May your days be peaceful. I know you can become whoever you want to be when you learn to stay in one place.

Move on: As usual than. To new frontiers and even greater bounties. Move on to the next Jump.

Notes:

-The OC Companions are inspired from Francis Drake (Fate), Jack Sparrow (Pirates of the Caribbean), B. Jenet (King of Fighters) Yondu (MCU), Houshou Marine (Hololive) and Roronoa Zoro (One Piece). The companions are the characters but reworked to fit in the Assassin's creed world so no Zoro does not have Haki for example.

-**The Kraken** drawback is inspired by an easter egg in the series which shows a Giant Squid. It is often mistaken for a Kraken… so here have a way to find a real one instead! By the way for any Beastmaster Jumpers wanting a pet Kraken go ahead and try it but it will be immune to any powers concerning such things and taming it is guaranteed to be at LEAST as difficult as killing it would be.

-The Scenarios are all based on the plot or activities present and available in the game. **The Legend of the Flying Dutchman** Scenario however is ENTIRELY OC content. I adore Black Flag, it was my first Assassin's Creed Game and I had a lot of fun playing through Edwards story. However nowadays I am surprised that the Observatory was the only bit of Isu treasure in the game and that they never did something with the myths surrounding Davy Jones Locker or the Flying Dutchman, especially considering the status of Pieces of Eden as myth enablers. So I ended up working on an idea for a way to have a more unique Isu artifact be presented. I tried to make it fit in with the lore and rules of the world the same way you might find it in a proper Assassin's Creed plot, as well as trying give an interesting companion option with storytelling potential. Your free to ignore the entire option though, it is fully optional and will not happen unless you take it.

-The Art from the Vault Raider scenario is not my own and can be found here: https://www.pinterest.de/pin/429741989425286873/