

Intro-

Assassins. You've heard of them, I'm sure. Men and Women selling murder to the highest bidders, willing to kill anyone so long as the price is high enough.

But what if I told you that not all Assassins kill for monetary or political gain?

Indeed, in one of an infinite number of realities the term "Assassin" is synonymous with the word "Savior", for these dealers of death kill not for coin, but to safeguard humanity against those who would enslave them, the Knights Templar of legend, although in the modern era they have a much different, much more inconspicuous name. Abstergo Industries.

That world of which I speak... is not the world you are going to.

Instead, I have chosen to give you the opportunity to take the philosophy, training, and organization of the Assassins with you to another world.

Instead of using this document to Jump to the world of Assassins and Templars, instead you shall use it to add these protectors of Free Will to another world, whatever that world may be.

Of course, it would be remiss of me to deprive you of the abilities of these legendary dealers of death, so as a form of, let's say, encouragement, here's 1,000 Assassin Points(AP), and remember

Nothing is True, Everything is Permitted

Age, Gender, Sexuality etc etc are up to your discretion, although expect to be faced with confusion and concern if you choose to be a 9 year old Master Assassin

Specialization-

First things first, what type of combatant are you? While many Assassins tend to go the "Jack of All Trades, Master of All" route, most instead prefer simply to master a specific style of assassination.

Brute-

Marksman-

Ghost-

Perks-

Now that that's out of the way, let's move on to more pressing matters, such as the abilities you shall be acquiring before your foray into another world. As always, Perks are half off for the corresponding origin and 100 AP Perks are free

General Perks-

The Basics(Free)-

Well we can't just send you off on your way without at least the baseline knowledge needed to be an Assassin now can we? Your skills as an Assassin are now on the same level Ezio Auditore Da Firenze had by the time of his initiation into the Brotherhood. Double Assassinations, Double Air Assassinations, proficiency in one and two handed melee weapons etc. If Ezio had the skill to do it by Sequence 11, so can you, and just as well as he could.

Florentine Charm(Free)-

Maybe it's the way you walk, or the way you speak, or even just the look in your eyes that says you understand what they're going through and will do everything in your power to help them help themselves. Whatever the case may be, you find yourself making friends and allies with just about everyone from the downtrodden prostitute to the future ruler of the country.

You've a level of compassion and love for your fellow man that's easy to see, and those around you can tell that it's genuine, not just pity or disgust disguised as such. Also comes with a superb sense of both normal and black humor, as well as a sense for when such brevity is wanted or appropriate.

Tools of The Trade(Free)-

As an Assassin, you'll be expected to know how to maintain your equipment, such as the Hidden Blades and any weapons you specialize in, such as Bows or Maces. This Perks gives you all that knowledge plus the ability to craft every piece of gear used by the Assassins, such as Connor Kenways Pivot Blade or Shao Jun's Boot Blade.

This also includes gear created by a 3rd party for the Assassins, such as the Grapple Launcher created for the Frye twins, or the various bomb schematics Ezio gained during his time in Constantinople.

Blooming Flowers and Marbled Glory(Free)-

One thing that you'll very quickly notice about the Brotherhood is that, for some strange reason almost every member is extraordinarily attractive. Not just for their time period either, even in the modern era these men and women would be considered quite above average in terms of physical appearance. Just like these men and women of legend, you too have acquired a level of attractiveness that crosses time and space. If I were to give you a rating you'd be a 9, bare

minimum. As a bonus any scars you gain will be guaranteed to be aesthetically pleasing, only adding a roughness to you that is sure to be pleasing to the eye.

(Free)-

Isu Heritage(Free/200/400/600 AP)-

Hephaestus(600 AP/Discount for Isu Heritage)-

You now have a mental blueprint of every Piece of Eden shown in the Assassin's Creed series, including supplementary material such as comics and movies. If it's been confirmed as a canonical PoE, you know how to make it.

Brute Perks-

(100 AP/Free for Brute)-

(200 AP/Discount for Brute)-

(400 AP/Discount for Brute)-

(600 AP/Discount for Brute)-

Marksman Perks-

(100 AP/Free for Marksman)-

(200 AP/Discount for Marksman)-

(400 AP/Discount for Marksman)-

(600 AP/Discount for Marksman)-

Ghost Perks

(100 AP/Free for Ghost)-

(200 AP/Discount for Ghost)-

(400 AP/Discount for Ghost)-

(600 AP/Discount for Ghost)-

Gear-

With your abilities and skills now chosen, let's see to getting you kitted out. You do wish to acquire some equipment before heading out, don't you? You can import any items of a similar nature for free.

General Gear-

The Horror and Beauty of History(Free)-

The entire Assassin's Creed Franchise, plus the latest and greatest modern gaming PC so you can play them all. If any game hasn't been given an official PC Port then you get a free copy of whatever platform that game is trapped on as well. Comes with all supplementary material, as well as offline versions of all mobile titles. If you've previously been to the world of Assassin's Creed then you can turn your adventures there into whatever form of media you wish to.

Iconic Outfit(Free)-

Ah, I see you appreciate the classics. This outfit, coming in whatever color scheme you desire, is the outfit of one of the main protagonists of Assassin's Creed. Alternatively you may choose to procure an outfit that didn't make it past the drawing board, or craft an entirely unique outfit all your own. Whichever option you choose, know that you'll be looking quite impressive while out in the field. Modded outfits are also allowed, within reason.

The Hidden Blade(Free)-

There can be no Assassins without their most iconic weapons. Any variation of the Hidden Blades can be purchased here, from the original design all the way up to the Shock Blade of the modern day. Alternatively you can instead choose to make your blade(s) setting appropriate.

Gear Set(Free/200 AP)-

You'll need some weapons and armor I'm sure, so take these. A set of armor(which can be hidden by "Iconic Outfit" or simply combined with it if so desired) and your choice of melee and ranged weaponry. Not exactly the best in terms of offense and defense, but better than nothing.

For 200 AP though, what you get is comparable to the best of the best, Altair's Sword, Ishak Pasha's Armor, so long as it's not comparable to say, a Sword of Eden or the Mayan Armor then it's fair game.