



ASSASSIN'S
CREED

ODYSSEY

The year is 431 BCE. You are in the land of Ancient Greece, during the time of the Peloponnesian War. Very shortly, a misthios, or mercenary, will be leaving the island of Kephallonia in search of answers about their past, a quest that will lead them to discovering the existence of a conspiracy that stretches across the entirety of Greece, and truths about their bloodline and heritage that will shake the very foundation of the world. Your time here will last until 422 BCE, though that may change, depending on scenarios that you may choose to face later.

As you enter this chaotic time period, you have **+1000 CP** to spend in purchasing various perks and items to aid you. So, do your best, and prepare yourself for your own personal Odyssey.

Background

You can choose one of the following backgrounds, which will grant you discounts and a place within the world itself.

Misthios (Drop-In) - You are a wandering mercenary-for-hire. This does not necessarily mean that you are a killer, just that you offer your services for the right price. Perhaps you specialize in delivering messages, or freeing prisoners, or dealing with wild beasts. You can choose to take this origin as a Drop-In, meaning that you will arrive with a name and the clothes on your back, but with no history to speak of. Fortunately, a mysterious past is nothing strange for a Misthios.

Athenian - You are a citizen of Athens, or another member-state to the Delian League. The point is that you are aligned with the owl, and are thus part of a tradition of democracy and civilization. Those who oppose you may claim that you are an heir to decadence and luxury built off of oppression of others.

Spartan - You are a Spartan, or one of their allies in the Peloponnesian League. You are a warrior, fighting valiantly for your cause, though some may paint you as a brute or thug. Even if you are not part of the army, you know how to defend yourself, which is to be expected of those who follow the Two Kings.

Cultist - Athenian, Spartan, such distinctions are meaningless to you, for you are aligned with the mysterious Cult of Kosmos. Maybe it was forced upon you due to your position, or maybe you allied yourself with them willingly. Perhaps you are actually a traitor to their cause, seeking to undermine them from within, though such a proposition would be very dangerous if you are caught.

Location

You may pick from the options below, or you can choose to roll to select your location. If you leave your starting location up to the whims of fate, you will get +100 CP. Note, that depending on your background, some of the potential locations may be unfavorable for you to begin in.

- 1) **Kephallonia** - A small island to the west of the Grecian mainland. It is considered to be a rather dull place by many who live there, including the misthios known as the Eagle-Bearer. They will soon be leaving the island to start their great adventure.
- 2) **Megaris** - A contested area that has become an endless battlefield, trampled beneath the boots of both the Spartan and Athenian armies. So long as you keep your head down, and don't fly the wrong flag at the wrong time, you should be able to survive here.
- 3) **Athens** - The center of the Delian League, and a self-proclaimed bastion of culture. It contains many wondrous buildings that will be known monuments for centuries to come. It is besieged by Spartan forces, but the elite within the walls feel little fear, though perhaps a plague might change their minds. A Spartan would best walk carefully if they should find themselves within these walls.
- 4) **Sparta** - The birthplace of many great warriors, and the beating heart of the Peloponnesian League. Despite its warrior culture, there is something rotten lurking beneath the surface, a rot that the Eagle-Bearer will eventually be returning to confront, having been a victim to it during their youth. Any Athenian would best watch their back, should they find themselves here.
- 5) **Olympic Valley** - The site of the Olympic Games, held under sacred truce which is especially enforced at the Sanctuary of Olympia within. Any illegal activity is heavily punished, meaning that it can be a safe location for those obeying the law.
- 6) **Aegean Island** - You are scattered to one of the disparate islands of the Aegean Sea. From Lesbos in the North to Krete in the South, you will start on one of the islands, and you can choose which one.
- 7) **Free Pick City** - You can freely pick to start in any city in all of Greece. This can include either Athens or Sparta, or any other significant city or town featured within the game.
- 8) **Beyond Greece** - Though the game may be confined to Greece alone, you are not. You will start beyond the borders of Greece itself. Perhaps you are in Persia, or ancient Britain, or farther abroad in Africa or China or the Americas. You will have new sights to see, though you will almost certainly miss the actual events happening in Greece if you are flung too far afield.

Perks

You can choose from the following perks to help you survive in the Ancient Grecian world. Perks that are marked as discounted are 50% off, provided you have the appropriate background. Note that taking the Isu Hybrid Perk results in the 'capstone' Perks for each background gaining additional functionality.

Special

Greek Body (FREE) - You will need to be strong to survive in this world. Your body is close to the peak of human strength, strongly muscled and toned by a lifetime of training. You are especially skilled at the so-called "Leap of Faith", allowing you to fall from great heights and roll to land with little to no injury.

Epithet Bearer (FREE) - Many know of the Eagle-Bearer and their accomplishments, and now, you can have a similarly well-known title. You can select a title or epithet that will grow in renown, with people recognizing it and your deeds, wherever you happen to travel. You will find it simple to prove that you are the bearer of your epithet. You can choose a new title at the beginning of each new Jump, and whenever you perform a truly noteworthy deed.

Profession (Variable) - All men must eat, and must earn their bread by the sweat of their brow. You have the skills and history of a specific profession. For 100 CP, this is a profession of a laborer, something along the lines of a farmer or sculptor or sailor. For 200 CP, it is something a bit more lucrative, such as a merchant or doctor or captain of a ship. For 300 CP, this is a position of influence, something like an estate owner or local politician. In future Jumps, your skills will update, and you can start with or easily gain a similar job or position.

Isu Hybrid (400) - Long, long ago, the Isu ruled as gods, using humanity as little more than slave labor. They maintained their rule due to special pieces of technology, which forced humanity to obey their every command. However, some Isu chose to interbreed with humanity, and from such unions rose hybrids, who were capable of disobeying commands and led to a rebellion that overthrew the Isu. Overtime, the Isu's DNA became diluted, but certain bloodlines possessed a higher level of Isu DNA, granting them certain benefits, and now, you gain those benefits as well. You are physically and mentally improved beyond the level of base humanity, such that those like you are often called demigods. You have a form of the energy manipulation abilities of the Isu, which can allow you to interact with Isu tech, and in future Jumps, you will be able to interface easily with other sorts of precursor technology that might ordinarily not respond to normal humans. You have access to Eagle Vision, a form of sight that allows you to see living beings and targets through solid objects. You are resistant to all forms of mind control and manipulation. And finally, you have a potent form of retrocognition, allowing you to see visions of the past connected to objects or locations, as well as potentially mentally reliving memories of your ancestors.

Marksman (100, Free to Misthios) - You have a steady hand and keen eye when using a bow, or other forms of ranged weaponry. You can trace out the path your projectile will take in flight, and can even manage to fire multiple projectiles at once with no drop in accuracy. Your projectiles will hit with more force, even including things like thrown torches or jugs.

Getting Paid (100, Free to Misthios) - Every misthios works for coin, and it is a sad truth that many will try to cheat a misthios out of their rightful wage. You will not suffer from such a problem. You will find it easy to get people to pay you what you are owed, and will also find it fairly simply to bump up the price. People won't pay truly outrageous amounts, but they will be far more generous than you might expect.

Plagueless (100, Free to Athenian) - Diseases are sadly common in this time and place, with plagues easily running out of control and requiring drastic measures to contain. Fortunately, your body is strengthened against such diseases, and you have no need to worry about any natural plagues or diseases. Specially engineered or mystically empowered diseases might still pose a threat, but even there, you will be at the very least highly resistant.

Mercantile (100, Free to Athenian) - A true merchant knows the worth of a coin, and you possess such knowledge. You are able to get far better deals for things you are buying or selling, and can easily pick up on rumors of rarer items you might want to acquire. You can always get those you are bartering with to haggle with their prices, wheedling out discounts and possibly even freebies. No, this doesn't work on future Jump Docs.

Melee Master (100, Free to Spartan) - You are highly skilled with all forms of melee weaponry, capable of picking up an unfamiliar weapon and using it passably within just a few minutes or practice. Your blows with melee weapons hit harder, and you find it easier to hit critical weak points or to slide your blade through gaps or weaknesses in foes' armor. This mastery extends to your own body, should find cause to fight unarmed.

Courage and Will (100, Free to Spartan) - Combat can be a terrifying thing, with many losing their will to fight when those around them are dying. Now, you are a virtual fountain of both courage and willpower, capable of pushing past your fear to continue to fight or face some great challenge. This doesn't erase your fear, simply gives you the power to push through it. What's more, your courage is somewhat contagious, with those around you gaining heart as you continue to stand firm.

Knives in the Dark (100, Free to Cultist) - The best assassin is one that no-one sees coming. You are a master of stealth, capable of hiding in shadows and undergrowth that would seem too thin or sparse to actually hide anyone. You know how to move while making no noise, and know many tricks to distract someone's attention at just the right moment to allow you to slip by them. And, of course, you know just where to stick your knife to do maximum damage when going in for the kill.

Intimidating (100, Free to Cultist) - The Cult of Kosmos has a fearsome reputation, even with how little everyone knows about them. You can benefit from the same sort of fear and awe. You are almost effortlessly intimidating, capable of cowing those you interact with, even when they may not know exactly why they find you so fearsome. Just be aware that your own actions can undercut this intimidation, so don't expect to keep someone terrified while you are telling them knock-knock jokes.

200 CP

Well-Forged (200, Discounted to Mithios) - A mithios lives and dies by the quality of their weapons, and you have a particular edge in that department. All of your weapons and armor will remain in top condition with minimal maintenance, and you instinctively know how to take care of what little maintenance they do need. What's more, your weapons and armor will improve as you do. As you train and become stronger, your weapons will become that much sharper, your armor that much harder, without you needing to do anything beyond training or fighting. This effect can extend to non-violent tools as well.

Important Missives (200, Discounted to Mithios) - It is a wide world out there, which means when someone is looking for a specific mithios, it can be weeks or months before their message crosses their mercenary's path. You, however, are lucky. When someone is trying to get your attention or send you a note, it will arrive in your possession almost immediately after it is sent, giving you plenty of time to respond. What's more, notifications about events that you would find interesting will similarly make their way into your hands extremely quickly, and on occasion, you may even end up intercepting notes or missives meant for a rival or enemy.

Alcibiadian (200, Discounted to Athenian) - You are a follower of the inimitable Alcibiades. Or perhaps a rival. Whatever the case may be, the point is that you are a simply phenomenal lover. The art of seduction is simply effortless for you, and you are easily able to satisfy those that you manage to charm into your bed. Despite all this, you'll never develop any sort of negative reputation from such exploits, and you can similarly avoid consequences for your seductions, though it may require you leaving the area for a time to allow others to calm down.

Socratic Method (200, Discounted to Athenian) - Questioning everything can be said to be the first step in gaining understanding, and you are very good at it. Your intelligence has increased, and you are better at applying said intelligence to solving problems. By breaking down a problem into questions to be answered, you will find it easier to come to an actual solution, putting together small pieces of information to assemble a more complete picture.

Burning Passion (200, Discounted to Spartan) - When most people talk about stoking the fires of war, they aren't being nearly so literal. To put it simply, you are capable of lighting your weapons on fire and still managing to fight effectively with them in that state. With just a bit of focus, you can cause the blade of your sword to burst into flame for a minute or so, or cause the tip of your arrow to ignite before loosing it from your bow. You can even take a few moments to prepare a small 'bomb' that can be thrown and will burst open to cover a decent area in burning oil. You are protected from your own flames, though if they spread, this protection won't extend to the new flames that are birthed.

Battlefield Tactician (200, Discounted to Spartan) - There is more to war than just marching forward and swinging your sword at the enemy. You now have a grasp for the strategy and tactics needed to actually conduct a successful war. From positioning of troops to effectively managing supply lines, you know how to conduct a campaign successfully, and can inspire your troops to actually follow your guidance when putting your knowledge into practice.

Venomous Snake (200, Discounted to Cultist) - Just as a serpent's fangs can kill with the barest scratch, your weapons can deal death from just the slightest prick. With just a bit of focus, you can cause your weapons to become coated in a potent venom, that will leave your foes gasping for breath and teetering over in short order after being exposed. You can package this toxin into a capsule with a few moments of work, which will burst into a poisonous mist when thrown. You, of course, are immune to this toxin, and you know how to create an antidote, should you need to do so.

By Any Means (200, Discounts to Cultist) - The path for gaining power is often fraught with actions that some may find... distasteful. Actions that may make it hard to sleep at night. But they need to be done, and so you can do them. You are able to simply set aside concerns about morality or empathy and do what you need to do, and then rest easy afterwards, secure in the knowledge that your action was needed. You are still aware of ethics and such, you can simply choose to not be bothered by it.

400 CP

World Traveler (400, Discounted to Misthios) - Many of the jobs that you will have to perform will be time-sensitive, and you can't be wasting time actually travelling between separate points. Now, you are able to establish 'fast travel' points, by finding a location that has a good view of the surrounding area, and taking a minute or so to examine the view. Once such a point has been established, you can mentally focus on it to quickly transport yourself to that location. This process is not quite instantaneous, taking a few minutes to half-an-hour, at most, but so long as you are not actively engaged in combat or in 'dangerous territory' (i.e. an area that is actively patrolled by enemy forces), you can activate it anywhere.

A Job is a Job (400, Discounted to Misthios) - It may seem odd to be fighting alongside Spartans one day, and then fighting for the Athenians the next, but such is the way of the misthios, and those around you respect that. Now, your relationship with people and factions will solely rely on how you interacted with said person or faction directly, and won't be affected by things like you hanging around with their sworn enemies. When performing a job or task that would bring you in conflict with a faction, they will understand that it was 'just business', and won't hold it against you personally.

Hippocratic Oath (400 CP, Discounted to Athenian) - Hippokrates is one of the greatest physicians to ever live, capable of performing miracles of medicine thanks to his study of the human body. And now, you are even better than him. You have an encyclopedic knowledge of medicine, and can devise cures to illnesses and diseases in record time, crafting cures from herbs and animal parts that would take dedicated labs in modern times. Even just being in your care will encourage healing in your patients where they might otherwise have ended up fading and dying.

Man of the People (400 CP, Discounted to Athenian) - The voice of the people must support one for them to truly rule, and you excel at presenting just the face needed to gather the people's support. You are a master of public relations and presentation, capable of presenting just the right impression to get people to see in you in a way that they will support. Even better, you can be for everyone the image of their exact ideal. If someone wishes for you to be a warmonger, and another wishes to see you as a pacifist, you can simultaneously provide both impressions without detracting or appearing to contradict yourself. You also have insight into how to balance the actual deeds required to support your various personas, to juggle them while not letting the needed support for one or the other lag.

Might is Right (400 CP, Discounted to Spartan) - Sparta is ruled by two kings, who each must agree on which actions to take. When they disagree, they settle the disagreement with a duel. Now, you have the capacity to apply this to any disagreements or arguments that you are a part of. If you defeat someone in physical combat, whether a friendly duel or a more serious battle, they will come to agree with or at least accept your point of view on whatever situation you might disagree with. This isn't a perfect guarantee, and it may take several victories to break through to them, but now you can truly knock some sense into someone.

Adrenaline Surge (400 CP, Discounted to Spartan) - By breaking free and taking a moment to breathe in battle, you can call upon a surge of adrenaline and energy, refreshing your stamina and causing some of your wounds to close, restoring roughly a third of your 'health' in the process. What is more, this process can be used again and again, requiring only fifteen minutes or so of calm or one or two minutes of battle between uses. Note that repeated uses can't truly substitute for true rest, so sleep will be required eventually.

Puppeteer of Nations (400 CP, Discounted to Cultist) - You can view the tides and fates of nations as if it were a game of chess, with the various pieces on the board moving to your whims. And you are playing both sides at once. You know exactly how to set up circumstances to undermine a group or nation or twist them to your whims, and you are also an expert at psychological manipulation, knowing exactly what mental 'pressure points' to press to get someone to do what you want them to do.

False Oracle (400 CP, Discounted to Cultist) - The Oracle of Delphi may have a true gift for foresight, but it is the Cult that decides the words that she will speak. Now, you have gained a gift that represents both sides of this coin. Like the oracle, you can receive visions of what is to come, and you can recognize people who will be influential in the fate of the world. However, you are also able to twist the visions of others who have the gift of prophecy, giving them false or misleading visions to distort their ability to reveal your plans.

Blessing of Artemis (600, Discounted to Misthios) - As a misthios, hunting down those with bounties on their heads is one of your most common jobs, and so it makes sense for the blessing of the Goddess of the Hunt to rest upon you. Many of the best misthios will fight with an animal companion at their side, and now, all of nature is potentially your ally. All animals will be instinctively friendly towards you, unless you attack them, and they may aid you in battle if others should attack you. By engaging in some test, such as a brief wrestle or a game of tag, you can bond with an animal, which will allow you to share their sight and allow them to share a portion of your strength. They can fight in unison with you, and you can communicate with them mentally to guide their actions. You can bond with three or four animals at once, and you can bring bonded animals along with you, though they do not count as Companions. Even in death, nature's blessings rest with you. You will gain a portion of the power and abilities of those you kill. Hunt hawks, and your vision will increase. Hunt bears and your strength will grow. This can even extend to the targets that you hunt for their bounties, granting you a portion of their skills when they are slain.

In addition, your skill at hunting and tracking will increase massively, allowing you to follow a week-old trail across hard ground as if it was a painted line. You can even guide your arrows in mid-flight. If you are an Isu Hybrid, you will gain the ability to call upon Artemis' Ghost Arrows, allowing you to fire projectiles through solid objects to strike targets on the far side, and benefits you will gain from slain prey will be much larger.

Blessing of Athena (600, Discounted to Athenian) - The blessings of wisdom come not just in an improvement of your capacity to think, but also in an improvement in how you think. You gain several boosts to your mental capacity, including a photographic and encyclopedic memory, as well as large increases in processing power and speed. You also gain a boost in creativity and lateral thinking, improving your ability to come up with inventive solutions for problems. Your mental abilities are approaching those possessed by the Isu themselves, allowing for the calculation and mental simulation of potential futures stretching out for decades, if not centuries.

For an Isu Hybrid, this blessing will boost the power of their Eagle Vision, pushing it to the realm of Eagle Sense, which can allow them to determine the path an enemy will take or release a pulse that grants them temporary perfect awareness of the contents of their surroundings.

Blessing of Ares (600, Discounted to Spartan) - Truly, you are a warrior without peer. You are capable of fighting a dozen warriors at once, and walking away without a scratch while leaving them lying in the dirt. The strength and speed of all of your actions in combat are amplified, to the point where it can occasionally feel like everyone else is simply moving in slow motion. Armor and shields crumple before your blows, and men are knocked flying through the air from the force of your swings. You have a strong instinct for how to move and when to parry or dodge blows and open your foe up for counter-attacks.

As an Isu Hybrid, your physique is pushed even further, leaving humanity behind. you are capable of entering a temporary Wrath state, which turns all forms of damage into non-lethal wounds. This state will only last for a minute or so, and you will have to wait for several minutes afterwards before you can retake it, but while it lasts, you will not fall.

Hidden Kosmos (600, Discounted to Cultist) - The power of the Cult lies within the absolute secrecy with which the identity of its members is held. They can proceed about their business in the daylight, with those around them never knowing what plots they undertake once they put on their mask. For you, this secrecy is nigh-absolute. When you are seeking to hide a portion of your actions or an aspect of your life, no-one will be able to uncover that connection unless you deliberately leave them clues to discover it. Logical deductions, divinations, all will fail to uncover your secrets. When you write something you do not wish others to read, it will appear indecipherable and illegible. When you are whispering to someone, those nearby will not be able to make out your words.

If you are an Isu Hybrid, this concealment can even extend to your physical form. With mental effort, you can render yourself invisible, concealing yourself from all forms of sight. This concealment does place strain on your ability to move, but such movements will be concealed unless you make actual physical contact with someone.

Items

Items purchased here will reappear if lost or broken. This will generally take a week, unless otherwise specified. Items that are marked as discounted are 50% off, provided you have the appropriate background.

Blade and Bow (Free) - Almost no-one travels unarmed in this day and age. You can choose a melee weapon, such as a sword, spear, club, or dagger, and you will gain a sturdy and serviceable version of that weapon, along with a bow and a quiver of arrows. The quiver can hold twenty arrows, and refills each dawn.

Drachmae Pouch (Free) - Money makes the world go round. You have a pouch filled with thirty drachma, which will refill to full each month. A single drachma is roughly equal to a day's wages for a skilled laborer, so this is enough to subsist on, though not very comfortably.

Building Supplies (100) - A decent amount of olive wood, iron, leather, and a few precious gemstones, enough to do quite a bit of crafting. These supplies will restock each month.

Ainigmata Ostraka (100) - A set of three strange stone tablets, with riddles etched upon them. The riddles provide clues leading to specific locations, where some form of treasure can be found. The riddle shown will change one month after being solved, and will update to lead to new locations in future Jumps.

Shield (100, Free to Misthios) - A sturdy metal and leather shield, it is surprisingly light without losing any durability. While using it, you will find that it doesn't impede your movements, allowing you to freerun or perform acrobatics while carrying it without slowing down.

Toga (100, Free to Athenian) - A fancy set of robes, dyed a color of your choice. You will find it easier to think logically while wearing these, and your emotions will also be calmed and soothed somewhat.

Armor (100, Free to Spartan) - A set of well-made armor, including a helmet. It is very durable, and even the areas that would traditionally be weak-points are sturdier and more difficult to damage.

Cloak (100, Free to Cultist) - A thick cloak with an accompanying mask, you will be more stealthy while you are wearing this. When you are in shadows or in a crowd, people's attention will slide away from you, though this can be resisted if they know you are there.

Horse (200) - A well-trained horse, complete with a saddle. By simply giving a whistle, this horse will appear nearby and approach you to be mounted. It will vanish when not attended, and should it be injured or killed, it will reappear within a few days. Also comes with the capacity to whistle, if you could not already.

Forge (200) - A blacksmith's forge and anvil. It comes with a few patterns for making weapons, but its primary purpose is the improvement of existing weapons. By using this forge, you can enhance the capabilities of existing weapons and armor, and can even add engravings using ground-up gemstones and other materials, which provide different effects such as increased damage. This can be attached to your Warehouse in future Jumps.

Job Board (200, Discounted to Misthios) - A central column or statue where local job requests are posted. Your personal version can shrink down to a small hand-sized version, and will automatically update with local job postings when deployed. In future Jumps, an unshrinkable copy of this will appear in the center of every city and town in the Jump, which can be used as targets for any 'fast-travel' abilities once they have been visited.

Agora Stall (200, Discounted to Athenian) - A market stall for selling goods you have acquired. It comes with some basic goods like pottery or basic foods which restock every two weeks, and also comes with a shopkeeper to run it. This shopkeeper doesn't qualify as a Companion, and isn't really 'alive', just a construct that can sell your goods for you. You can place this stand in future Jumps, with the shape updating to match the current time period.

Training Ring (200, Discounted to Spartan) - A wooden platform with a few racks of wooden training weapons and a few other training supplies, such as practice target dummies. Anyone who trains in combat within the ring will find themselves improving much faster than normal, with this boost improving when direct sparring or partnered practice is involved.

Dossier (200, Discounted to Cultist) - A set of notes about key local figures, featuring information about schedules, habits, relationships, blackmail, etc. This can either be a broad overview of many figures, including public leaders, local criminals, merchants or businessmen, etc., or it can be a much more in-depth look at a singular individual. Once per month, you can choose to 'update' the dossier to focus on a new target / targets in your current locale.

Orichalcum Merchant (300) - A merchant who is obsessed with the mysterious metal known as orichalcum. Along with the merchant itself, this includes a map leading to a few deposits of this rare metal, as well as the promise that more deposits will appear in remote locations, in this and future Jumps. If presented with pieces of this metal, the merchant will sell you a variety of rare weapons, armor, or other artifacts, which will match the current Jump. Note: This orichalcum may not be the same as metals of the same name found in other worlds.

Arena (400, Discounted to Misthios) - A hidden arena, dedicated to the art of combat. Battles will take place within, which can range from teams facing each other, to combatants facing wild beasts, to true one-on-one combat against champions. If you wish, you can set things so that combat within the arena is ultimately non-lethal, meaning that regardless of how vicious and bloody a fight may be, the participants will end up healed and ready to fight again the next day. Crowds will come to watch and bet on the matches, and a portion of all of the profits will make its way into your pockets. In future Jumps, this can be attached to your Warehouse, with challengers and combatants simply appearing as needed, or it can be inserted into the world, with fighters from the world at large finding their way to it.

Estate (400, Discounted to Athenian) - A large open house with an attached farm or vineyard. Numerous non-sentient workers come with the estate, taking care of whatever needs are associated with it. This can include a few guards that can patrol and watch for intruders. You can choose to hire real employees if you wish, causing the workers and guards that come with it to vanish until needed. In future Jumps, this can be attached as a small pocket space to your Warehouse, or can be imported with updated architecture into each new Jump.

Battlefield (400, Discounted to Spartan) - Sometimes, progress must be forced via combat. This is a fairly large field, littered with a few weapons here or there. You can shape the terrain somewhat, though it must still be 'possible' terrain, but the true value of this battle field comes when you raise the Campaign banners found in camps at either end of the field. You can do this once every three months, and when you do so, you can declare a local issue that you want to have resolved. For example, you may wish to replace a local leader with a different individual, or maybe you want to tear down a local statue. Once you declare the issue, two armies will appear in either camp, one 'for' your solution to the issue and one 'against'. The size and power of the armies will be determined by public sentiment, and when one army or the other wins, the result will be accepted by the local population, and whatever solution won will be enacted. You can choose to fight alongside your chosen army, or simply let them fight by themselves. In future Jumps, you must import the Battlefield somewhere to use its abilities, though you have an assurance that people won't find the existence of the battlefield or armies spontaneously fighting on it strange.

Hideaway (400, Discounts to Cultist) - A secret underground meeting chamber, along with some side rooms for sleeping or smaller meetings. It is linked to the 'surface' via several twisting passageways, with the entrances to each of them being very cleverly hidden and inaccessible without the proper key or password. This hideout can't be broken into via tunnelling or other means aside from the entrances, and while most of the entrances will be located within a single city, longer 'escape routes' can reach to neighboring cities or towns, and can be used for fast travel between those locations. In the future, this hideout can be linked to the Warehouse and can also have entrances imported into a city / group of neighboring cities in future Jumps.

Isu Artifacts

The Isu Artifacts are special tools made with engineering that borders on magic, that have extremely potent abilities. If you have purchased Isu Hybrid, you can discount one of the items shown here, cutting the price by 50%.

Broken Spear (200) - A spear head and a small shaft, modelled after the broken Spear of Leonidas. When wielded, this artifact alters the users perception of time, allowing them to speed up their perceptions to make the world seem like it is moving in slow-motion. They can also gain a bit of precognition, gaining flashes of events that will be happening in the near future or impressions about the actions someone is about to take. This weapon possesses a small pool of energy that can be drawn on to enhance the user's abilities and reactions, and it is possible that one could figure out how to repair and improve this artifact, and could potentially unlock greater powers.

Olympos Project Orb (400) - The Olympos Project was a project by the Isu to transform humans into hybrid beasts with energy based abilities. These orbs were the mechanism by which the transformation occurred, fusing with the target's body and altering their shape. There are six different potential forms, and each of these orbs can be linked to two transformations. Additional orbs can be purchased multiple times to gain different transformation types. These particular orbs can be freely activated and deactivated by the user, and won't leave the user trapped in a monstrous form.

- **Cyclops:** This transformation turns the user into a massive humanoid, with the orb replacing the user's eyes and taking the form of a large singular eye on their face. The user gains a massive increase to both strength and toughness, and their eye allows them to 'scan' the structure of objects or buildings and identify weakpoints.
- **Minotaur:** This transformation turns the user into a large human-bull hybrid, with the orb itself forming into one of the two horns on top of the user's head. This form comes with a tremendous increase in strength, as well as the ability to generate powerful shockwaves while charging or stomping on the ground.
- **Gorgon:** This transformation increases the users size and turns their hair into a nest of snakes, concealing the orb within the snakes. It grants the ability to project a beam of petrifying light from the user's eyes, which will turn targets to stone. Petrified targets can be remotely controlled by the user when nearby.
- **Sphinx:** This transformation turns the user into a hybrid created by mixing parts of a human, eagle, lion, and snake. It also greatly boosts their intelligence and their ability to interface with various ancient artifacts.
- **Cerberus:** This transformation turns the user into a three-headed dog, and grants them the ability to breath flames. Despite having three heads, the user is ability to still perfectly coordinate their thoughts and actions between the heads.
- **Hekatonchires:** This transformation turns the user into a multi-armed giant, giving them a large bonus to body coordination to allow them to use all of their limbs effectively.

Pyramid (400) - A device used for computing possible futures and observing memories of the past. When a future is calculated by the relic, it provides information about the steps that need to be taken and the events that need to happen for the future to be realized. Lesser minds can end up overwhelmed by the information provided from this. The various triangles that make up its surface can be removed and held by individuals. With this version, the memories of those holding or in close contact with a triangle can be read by someone using the 'base' of the pyramid, even from a great distance, and future calculations can still be performed, even when a triangle is missing, though the more triangles are missing, the less precise the calculated future is. All triangles can be summoned back to the base instantly if desired.

Sword of Damokles (400) - One of the powerful Swords of Eden, identical to the one wielded by Deimos. It grants a large boost to leadership and charisma when wielded, and also allows for a few forms of energy manipulation, allowing the user to fire energy blasts, as well as create energy barriers. Finally, it provides a large boost to the physical attributes of the wielder.

Staff of Hermes Trismegistus (600) - An extremely powerful artifact that grants numerous benefits. First, the one accepted as the 'wielder' of the Staff, whether carrying it or not, gains biological immortality, ceasing to age and becoming immune to almost all diseases or other biological requirements. It also allows the wielder to manipulate energy on a very fine level, which can include general energy blasts or barriers, and also manipulations of other people to allow for effects like healing. The user can also teleport themselves short distances, and the staff can function as a form of computer, aiding the user's mental capacity and processing. Finally, the shape of the staff itself can be changed into other objects, such as spears, lanterns, rings, etc. As an important note, this Staff lacks the corrupting properties of the canon staff, but it also cannot grant the boosts that come from mastery of it unless a specific Scenario is taken.

Companions

You do not need to make this journey alone. You can bring a variety of companions along with you for the journey. Note: Companions can only make purchases in the Perks, Items, or Isu Artifacts sections. They cannot purchase Companions themselves, or take Scenarios. They can take certain marked Drawbacks for extra CP.

Argonauts (100/500) - You need not be alone in your journey. You can spend 100 CP to import or create a companion, or you can spend 500 CP to import or create a full set of eight. Each Companion imported or created this way will gain a background and 600 CP to spend on Perks and Items. Companions can gain additional CP by taking certain personal Drawbacks.

Lieutenants (100) - There may be those who you meet during your journey that you wish to have accompany you. By spending 100 CP, you gain the ability to take up to four people that you manage to convince to accompany you along as a set of Lieutenants. They take up a single combined Companion slot and will share any future purchases made. They don't gain a background or any CP to spend here, only bringing whatever personality or skills they naturally have. Those mentioned in Key Figures below can't be taken as part of this purchase. This can be taken multiple times for multiple 'sets' of lieutenants.

Fight As One (FREE/200) - Even the greatest warrior will fall if he fights alone. Fortunately, you never have to. For 200 CP, you can let out a shout or make a silent signal, to instantly call any Companion or ally to your side. They will remain to help you with a task or help fight a battle, and then they can either stay here, or return to where they were called from. Those purchased as Lieutenants or Key Figures here gain this effect for free, while the 200 CP cost extends this effect to all Companions.

A Ship And Its Crew (100) - To fully explore this world, it would be easiest if you had your own ship. This covers that. You now have a Greek trireme, complete with a captain and a loyal crew. All together, they take up a single Companion Slot and will accompany you in future Jumps, collectively sharing any future purchases. They don't gain a background or CP, only the skills needed to operate a ship.

Key Figures (300) - There are certain figures upon whom history seems to bend, those within whom the bloodlines of the Isu run strong. Cassandra, Alexios, Pythagoras, Myrinne... If you wish to bring any of them along on your quest, you will need to purchase them separately. Each of them comes with an appropriate background, 400 CP worth of perks, and the Isu Hybrid perk for free. This covers any 'demigods' or similar figures that fall under the category of an Isu Hybrid.

Scenarios

You may choose to complete one of the following scenarios, provided you meet any prerequisites it has. If you complete a scenario, you will gain the listed reward. Failing to complete a scenario, so long as it does not kill you, will have no negative outcome on your Jump or Chain. For all except Heir of Leonidas, you can choose to attempt them at any time, and when you do, the scenario will begin. However, once you've completed one scenario, you won't gain a reward from completing any others.

Heir of Leonidas

Prerequisites: Starting Location of Kephallonia. Can't take the Just Memories Drawback. Ordinarily, you would begin your journey at the same time as the misthios who would come to be known as the Eagle Bearer was setting forth on their journey from Kephallonia and out into the wider world. Now, you will be walking in their shoes. You will take the place of either Cassandra or Alexios on the island of Kephallonia. Your goal will be to defeat the Cult of Kosmos, seal Atlantis, and make it through the Trials of the Keeper to fully master the Staff of Hermes Trismegistus. Doing so will enhance all of the abilities and powers granted by your Isu Bloodline, and perks based on them. Once you've fully mastered the powers of the Staff, this scenario will be considered complete. Even if you didn't purchase it, you will gain the benefits of the Isu Hybrid perk during this jump. However, if you didn't purchase it and didn't succeed in the scenario, it will vanish at the end of the Jump, regardless of any power-saver perks you might have. To take this scenario, you must select it at the very beginning, and you can choose to abandon the scenario at any time, forfeiting the reward. If you forfeit the scenario after ten years have passed, your Jump will simply end there.

Reward: Keeper of History: Free Staff of Hermes Trismegistus + (Isu Hybrid Perk OR 400 extra CP to spend upon completion if you already had the perk). This extra CP doesn't count against drawback limits, but is only given once the scenario and Jump have ended. You also gain a soft uncapper that can allow you to improve other perks and abilities the way that mastery of the staff improved your Isu abilities, and you can choose to remain in this Jump for up to 2000+ years, up to the point when the Eagle-Bearer would normally have turned over the Staff to Layla Hassan.

Beasts of Legend

Prerequisites: None

Upon starting this scenario, you will receive word of twelve beasts roaming around in the distant wilds of Greece. Seven of these (the Hind of Keryneia, the Nemean Lion, the Lykaon Wolf, Kallisto the Bear, the Erymanthian Boar, the Krokottas Hyena, and Kretan Bull) are simply larger and tougher versions of beasts that the Eagle-Bearer might face / have faced during their journey. The remaining five are even more dangerous, with deadly abilities. The Stymphalian Bird's feathers are metallic, and it can fling them like spears. The Mare of Diomedes is gigantic and fire-breathing. Teumessian Fox is blindingly fast. The Goat of Amalthea can electrify its horns and call lightning from the sky. And finally, the Lernaean Hydra is extremely venomous, with seven heads that will regrow if they are not all killed fast enough. It will be your task to face each of these beasts, alone, and defeat them in combat. Once all twelve have submitted to your might, you will gain your reward.

Reward: Heir to Orion: You are the greatest hunter the world has ever seen. There is literally nothing that you cannot kill, including deathless entities or beings that should properly be immortal.

In the Footsteps of Odysseus

Prerequisites: A Ship And Its Crew, or some other access to a sea-going vessel

A massive and terrible storm is raging across the Aegean. You must board your vessel, and sail into the heart of the storm. As the wind, rain, and waves reach their peak, you will suddenly find yourself emerging by the shores of an unknown island. You are now following in the footsteps of Odysseus, and other Grecian sea-farers. A variety of mythical islands lay before you, and you must complete some task on each island before the next will be revealed. The rest of the world is inaccessible, shrouded by mysterious fog. You will face many dangers, both on land and sea during this journey, which may seem to take years, and which will culminate in a massive naval battle against Scylla and Charybdis. Once you have won victory there, you will find yourself back in the Aegean, the storm dying away, and no time at all having passed during the Jump at large, though you may be much changed by the experience.

Reward: Blessing of Poseidon: You are completely at home, both on the waves and beneath them. When you are at sea, you can manipulate the weather, causing a storm to stir up or die away or shifting the direction of the winds and the waves. You are able to breath underwater and can cut through the waves like the fastest fish.

Downfall of Greece

Prerequisites: Cultist Background, or join the Cult of Kosmos.

In the ordinary course of events, the Cult of Kosmos would fall before the might of the Eagle Bearer, their machinations to control the Greek world dying with them. For this scenario, you will be averting that fate. You must rise to a position of prominence within the Cult, attaining at least the level of a Sage over a branch of the cult as a whole. From there, you must help ensure that every goal of the Cult is met, with members forming the leadership of every major power or organization within Greece, while eliminating those who would oppose the fulfillment of the cult's vision, such as the Eagle-Bearer or their mother, Myrrine. You will be considered to have succeeded when there is no major opposition to the Cult left in the Greek World.

Reward: Cult of Jumpmos: In all future Jumps, there will exist some sort of secret cult, modelled after the Cult of Kosmos and seeking to place their members in positions of power and control. You will be able to start as a high-ranking member of said cult, capable of directing their goals and actions. If such an organization already exists in a Jump, you can choose to fuse this cult with the existing one.

Elysium Rising

Prerequisites: Isu Hybrid Perk purchased.

Within one month of you deciding to start this Scenario, gates to the Underworld will begin to appear around Greece, with strange ghosts charging out of them and attacking the living. These are gates to the Realm of Hades, a parallel dimension created by the Isu and overseen by Hades to act as a repository for the mindforms of beings after the death of their mortal body. It is a combination of an afterlife and a supercomputer, and it has become rampant after Hades has slowly gone insane given his millenia of isolation while overseeing it. Your task will be to beat back the armies of thought-wraiths that have escaped and venture into the Underworld itself, tracking down and impressing the spirits of mighty heroes on the other side to get them to assist you in sealing closed the various gates that have opened. Once all gates are sealed, you can venture into the innermost sanctum and confront Hades himself. Defeat him or convince him to give up his position to claim victory.

Reward: Afterlife Realm: The Realm of the Underworld will now follow you to future Jumps, functioning as a form of digital afterlife. The minds of those that die can be recorded within, allowing them to effectively live on after death. You can travel to and from this realm at will, though the minds of those recorded can't do the same. If you so desire, the 'look' of your realm can be changed to be patterned on Elysium, or Atlantis, or something else entirely.

Drawbacks

You may take up to **800 CP** worth of drawbacks from the following list. Some of the drawbacks may disable the effects of certain perks or prevent you from taking certain scenarios. Any drawbacks will end when the Jump ends, meaning that purchased perks will be restored to full functionality. Drawbacks that are labeled as Personal only affect you, not your companions or the world in general, and they can thus be taken by Companions who want extra CP. Companions can gain up to **400 CP** from these drawbacks.

Jump of Faith (+0) - The timeline of Assassin's Creed stretches across long periods of time, and it is too much to be contained within a single Jump. Now, you can have the events of this Jump lead into a Jump into future periods using the original Assassin's Creed jump document, or using other jump documents for separate games. If you take the Just Memories drawback, you can have the events of this Jump follow on from the events in a prior Jump. You can't use this to retroactively change the events that occurred during a prior visit to this world, however.

Bloodline Continuity (+0) - The Eagle-Bearer is, canonically, supposed to be the ancestor to future generations of assassins, including Aya, who would be one of the original founders of the proto-Assassins, the Hidden Ones. However, your actions here, such as taking the Heir of Leonidas Scenario, can lead to this being butterflyed away entirely, completely altering the future history of this world. So, if you so choose, you can select this toggle to guarantee that important figures that might have been butterflyed away by your actions are guaranteed to be born, with the correct genes, just from some different source. This only ensures they will be born, regardless of your actions in this Jump, it doesn't affect any of the other changes your presence can have on future events. If you take this, one change you can choose to guarantee is whether Natakas or Neema survived to be the other ancestor of Aya.

Just Memories (+200/+400) - Within the game, the conceit is that you are someone who is merely reliving the memories of a historic individual. Now, that is true. Your real body exists in the present, in the year 2018, along with all of your perks and powers from prior Jumps. You can only visit the past and the events of the actual Jump via the use of an Animus, transporting your consciousness back to relive their memories. While you are using the Animus in this Jump, you will only have the perks, items, and powers purchased within this Jump Document. All other powers can only be used in the present day, and any time travel abilities are completely locked-out for the duration of this Jump. Taking this drawback can prevent you from taking certain other drawbacks, or can alter the nature of certain other drawbacks. See the end notes for more details. Ordinarily, dying or 'desynchronizing' in a simulation in the Animus will simply kick you out with a splitting headache that will last for a couple of days, preventing you from using the Animus until it fades. If you take this for **+400 CP**, dying or desynchronizing will cause you to fail the Jump instead.

Fatigue (+100) - Personal. You have very little stamina and find yourself tiring quite quickly. Exerting yourself, especially in combat, will quickly leave you feeling drained, sharply reducing your strength, speed, and skill until you manage to find several minutes to simply rest.

Seasick (+100) - Personal. Just standing on the deck of a ship while it is docked will leave you swaying and feeling queasy. Actually riding one that is sailing at sea will have you emptying your guts over the railing constantly. No matter what, you simply can't gain your sea legs during this Jump. Even land vehicles or horses will cause your stomach to twist while riding, so you best get used to walking.

Clumsy (+100) - Personal. Why are there so many twigs to step on and rocks to trip over? You just can't help making noise when you move, and will frequently find yourself tripping over nothing at all, forcing you to catch yourself against walls and doorways and, of course, ending up making even more noise. Attempts at being stealthy are almost always going to end in failure.

Something Stinks (+100) - A lack of concepts about hygiene and such mean that the time period you are visiting is always going to stink. But now, it is even worse than it should be. All manner of foul odors spring up everywhere, and while natives may not really seem to notice or care, you certainly will. Best get used to breathing through your mouth while you are here, though it won't help much.

Stingy Cheats (+100) - Personal. You have a problem with thieves and cheats. Everytime you turn around, it seems that someone has pickpocketed you of your hard-earned drachma, and when you do a job for someone, they will always be finding ways to wiggle out of actually paying you. And trying to 'force' them to pay up will always get spotted by a guard and probably get you chased out of town.

Beast Attacks (+200) - Personal. It seems that animals really, really don't like you. From goats charging you rather than running away, to packs of wolves just suddenly hunting you through town, to whales breaching around your ship trying to capsize it, you will face constant attacks by wild animals throughout your stay.

Constant Bounty (+200) - Personal. It seems people are inclined to be incredibly petty around you, putting bounties on your head for things like walking too close to them or looking suspicious. You will always have at least a low level bounty out for you, and actually doing something wrong will see it skyrocket and misthios swooping in to try and claim it.

Bleeding Effect (+200) - You have lost the memories of your past lives, remembering them only as vague dreams that vanish when you try to focus on them. Any powers, perks, or items you possess will still exist, though you won't remember them, but it is possible for you to stumble across them or rediscover them

Bondage (+200/+400) - Personal. *Incompatible with Just Memories.* You have been made into a slave, owned by some random individual. While you are enslaved, you are required to obey any commands that your master will give you, protect them from harm, and you cannot take any direct or indirect action to kill your master or otherwise 'remove' them from control over you. For **+200 CP**, your master is fairly sympathetic, and won't ask for anything too strenuous or distasteful, and if you can manage to convince them to free you, you will be free of the drawback, though it is guaranteed to be at least two or three years before you could manage to convince them to do that. For **+400 CP**, your master is much crueller, taking pleasure in causing you discomfort or pain, though they won't try to kill you or order you to die, and even if you do get free, you will wind up re-enslaved within no more than a month.

Tainted Mark (+300) - You have been marked as one of the "Tainted Ones" by the Order of the Ancients. Even if you have not taken the Isu Hybrid perk, they believe you to be one of the so-called 'demigods', which they have made a mission of tracking down and wiping out. They will be sending orders of hunters and assassins after you, operating both openly to flush you out and in secret to try and ambush you or take you unawares. Their reach is vast, and the resources they have to call on seem innumerable, and they will not rest in seeking to take you down.

Eye of Deimos (+300) - Your coming was, in fact, foreseen by the Cult of Kosmos. The only thing they do not know is the exact time and location where you will arrive, but they are aware of the powers that you wield, and of the changes that you will try to make to the world. And they view you to be a threat to their plans. Deimos, specifically, views you as a threat to be eliminated at all costs, and they will be hunting you without mercy and will have been empowered by every artifact the Cult could get their hands on. Every asset and resource they can bring to bear will be bent towards hunting you down, and once you have arrived, nothing will be blocking them from seeking to divine your future.

Plague Bearer (+300/+600) - Incompatible with Just Memories. You are sick, and you don't seem like you are getting any better. A wracking cough, chills and pains, fevers and delusions. The plague you suffer from is, at least, not immediately fatal, nor is it overly contagious, though it can spread to those who spend a lot of time in close contact with you. For **+300 CP**, you will start with this plague, and you will have notes about a potential cure, which will require you to personally collect ingredients from across the Greek world. You can't purchase them or have someone else travel to collect them, you must make the journey yourself. For **+600 CP**, the notes that you have are incomplete and somewhat cryptic, forcing you to consult with experts to discover the full cure. Oh, and the plague itself is now much more contagious, afflicts all of your Companions as well, and is guaranteed to kill you before your Jump hits the three-quarters mark unless you are cured.

Ending and Notes

Congratulations! You have reached the end of your Jump here, and now you have a choice. You can choose to **Stay Here -or- Go Home -or- Move On**.

Notes

Who is the Eagle-Bearer?

The Eagle-Bearer is a misthios (mercenary) who was the grandchild of Leonidas I via his daughter Myrrine, and the child of Pythagoras. Canonically, the Eagle-Bearer would be a woman named Cassandra, with her brother Alexios being kidnapped as a baby by the Cult of Kosmos and brainwashed into being their enforcer, Deimos. However, I will leave it up to you whether your Eagle-Bearer is Cassandra or Alexios, and thus which of them became Deimos. Note that, if you didn't take the Bloodline Continuity toggle, then the surviving child of Darius (Natakas or Neera) will be the opposite gender of the Eagle-Bearer.

Scenario: If I don't buy "Isu Hybrid" but I decide to take "Heir of Leonidas", do I get the Artifact Discount?

No.

Scenario: If I take the "Heir of Leonidas" Scenario, can I choose to purchase Cassandra/Alexios as my companion with my reward?

If you spared / redeemed whichever sibling became Deimos during your scenario, you could take them, but you won't be able to take whichever sibling you replaced.

Scenario: If I take "Heir of Leonidas" and the "Jump of Faith" toggle, what happens?

Once you've passed the Keeper's Trials, and the scenario is considered complete, you can then choose to start the later Jump as yourself, aka the Eagle-Bearer, in Atlantis using the Free Choice for Time and Place in that Jump. This will effectively forfeit your reward of sticking around for 2000 years past the point when you decide to start the other Jump, for the benefit of gaining more powers from the second Jump.

Scenario: I took "Beasts of Legend", and I have "Blessings of Artemis", what happens?

The beasts you are hunting would still be hostile, though any lesser 'ally' creatures they have would be less willing to attack you. However, if you should manage to subdue the creature or force it to submit without killing it, it would still count towards completion of the quest, but would leave the beast open to a bond. Hint, hint.

Drawbacks: Do I have my purchases from this document when I am in the present due to Just Memories?

Yes.

Drawbacks: How does taking Just Memories affect other drawbacks?

If you take the Just Memories drawback, the nature of certain other drawbacks will change, and some drawbacks can't be taken.

- Bondage and Plague Bearer can't be taken, at either level, with Just Memories.
- For Fatigue, Clumsy, Something Stinks, Stingy Cheats, and Beast Attacks, they simply affect you both in the simulation and in modern times, with the only guarantee being that animals won't attack you while you are loaded into the Animus.
- For Seasick, this shifts to include all modern vehicles, such as cars and planes. Being in them makes you nauseous, and you will be throwing up when they are in motion.
- For Constant Bounty, you'll have a bounty in the simulation, and there will be warrants out for your arrest in modern times.
- For Bleeding Effect, you won't remember you are in the Animus most of the time, and you will suffer from the actual Bleeding Effect in the modern world, with sharp mood swings and mental instability.
- For Tainted Mark, this shifts to have you be an assassination target by the modern Assassins, who are convinced that you are a key to a Templar plot, and nothing can dissuade them otherwise.
- For Eye of Deimos, this shifts to the Templar wanting to capture you and dissect you to see how you tick. They have prepared for you, and have countermeasures for your various abilities made via Isu tech and other technology.

Drawbacks: A drawback seems to contradict one of my perks. How does this work?

Some of the drawbacks will 'disable' all or a portion of perks that you can purchase here. You will get the perks back to 'normal' after the Jump ends. Some examples:

- Fatigue neutralizes part of Greek Body or Isu Hybrid, and disables the stamina boost from Adrenaline Surge.
- Clumsy disables Knives in the Dark and the effects of the Cloak.
- Stingy Cheats disables Getting Paid.
- Beast Attacks disables the animal friendship of Blessing of Artemis, though you can still bond with animals if you manage to subdue them.
- Eye of Deimos ignores the effects of False Oracle and Hidden Kosmos.
- Plague Bearer disables Plagueless and Hippocratic Oath.
- There can be other examples. In general, the rule is "Drawbacks trump Perks".

Changelog

v1.1 - Add In The Footsteps of Odysseus Scenario. Epithet Bearer moved to a special perk, Markman moved to be a 100 CP Misthios Perk, and replaced with Courage and Will as a 100 CP Spartan Perk. Fight As One moved to the Companion area as a Companion-centric Perk. Replaced with Might is Right as 400 CP Spartan Perk.

v1.0 - Created