

Beat: Vips

MICHAEL FASSBENDER IS READY FOR ASSASSIN CREED MOVIE

MOVIE BASED ON VIDEO GAME

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USPA NEWS - The film adaptation of the popular video game series, Assassin's Creed has been circling development for nearly four years at this point. With Michael Fassbender attached to the project for most of that time, updates have been relatively scarce for such an auspicious undertaking...

Fassbender's character is named Callum Lynch, who hasn't appeared in the "Assassin's Creed" videogames but was created just for the film. Lynch learns he has family ties to a secret assassin society, and his connection lets him experience the story of his ancestor, Aguilar, who lived in Spain in the 15th century. His experiences with Aguilar help him battle the Knights Templar in the present day, according to Yahoo News.

The Assassin's Creed film is written by Adam Cooper and Bill Collage, who have plenty of experience writing for different times periods. Directed by Justin Kurzel, Assassin's Creed also stars Michael Kenneth Williams and Ariane Labed and starts filming on Monday. The sprawling film is set to shoot on location in Malta, London, and Spain and will swan dive into theaters on December 21, 2016.

Fassbender's Callum is a descendant of the secret Assassins society who relives the adventures of his ancestor in 15th-century Spain through the power of genetic memories before bringing all his newly acquired stabbing skills to his own timeline. The movie won't retell any of the stories already covered in the games, and will instead add new characters to the universe, which sounds like a promising approach to video-game-to-film adaptation.

Fassbender can next be seen in the Steve Jobs biopic "Jobs," which hits theaters on Oct. 9, and a new adaptation of "Macbeth," also starring Marion Cotillard, which will be released sometime this fall.

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