

Setting.

A world where Britain rules 1/3 of the world and controls most of the remaining world. Currently they are attacking Japan for its extremely volatile fuel source, Sakuradite. The naturally born "Brittanians" are racist to anyone who is not them and actively discriminates the "lesser" races. Also because of a mostly unified government in Europe somehow advanced mechas (called knightmares) were developed. Beings called "witches" exist which can grant someone the ability to alter themselves, or others mental state. These beings are not known to the public, and any attempt to shed light on them would likely be your downfall.

You begin in the beginning of the series where a young noble Lelouch obtains his Geass from a witch called C.C.. His goal is world domination.

Your goal is to survive for 10 years

You get 1000cp to purchase items

Roll 1d8+10 for age

Locations roll 1d8

1. Britain: Home of the Brittanian Empire and Geass this place is a major economic place.
2. North America: The second "homeland" of Brittanians, a larger country with everything spread apart. You will need a vehicle to get anywhere timely.
3. Japan: Also called Area Eleven, this is the home of the Japanese (elevens). The Elevens are the least liked group by the Brittanian Empire and is currently warring with them under several resistance groups. Japanese people are as racist as the Brittanians, only they do not always show it.
4. China: A large country that is currently at peace with the other nations. They openly accept anyone who proves themselves useful.
5. Middle East: While these people are being attacked by Britannia they are only able to put up a mild resistance. They will accept anyone who tries to help them.
6. South America: A region South of North America. Same as the real world's except that Brittanians rule here.
7. France: While ruled by the Brittanian Empire they are accepted into the Brittanian community. Will try to assist anyone who flees their homeland from persecution.

Free Choice

Backgrounds

- Drop in (free): Self Explanatory I hope.
- Noble (200cp): You are the Child of an influential industrial family of your country (Japan would have the Sakuradite dealers, Middle East would have oil, etc.). You have great political power;

enough to blackmail lesser nobles, and as a way to gain connections you currently attend one of the most prestigious colleges in the setting, Ashford Academy.

- Soldier (50cp): You were orphaned at a young age and were taken into the military as a soldier. You are now a High ranking officer in the Britannian military.
- Nobody (50cp): While a resident of your country you are not important. You currently attend an average school for your age.

Skills and powers

- Theatrics (50cp) (Free Drop-In): Every action you do can now be very dramatic. You can make a paper cut seem fatal and you are pretty much Hollywood's wet dream it terms of getting public notice.
- Strong (100cp)(Free Nobody): You can lift 100lbs more above your head
- Fighter (100cp): Mastery in any 4 earthly forms of martial arts. Krav Maga is like riding a bike to you and fighting seems seamless. Bruce Lee is a beginner in your eyes.
- Endurance (100cp)(Free Soldier): You can run 5 miles (or whatever equivalent) longer without stopping
- Fluent (200cp): You can now speak and write in 5 languages as if you were raised only knowing that language.
- Techy (250): From Knightmares to guns, you know how to build and improve Geass tech.
- Tactical Genius (300cp) (discount Drop-In): You are great at making tactics. Though right now only in chess games eventually you can apply what you know to entire battlefields.
- Charisma (250cp): Something about you makes people compelled to listen and follow you. Making allies out of people is a fairly easy feat for you, and if you were in the right position, you could even entice your allies to go to war.
- Pilot (300cp) (Discount Soldier): You know the basics about how Knightmares work and are able to pilot one without falling over.
- Smart (400cp) (Discount Noble): Boosts your ability to think quickly and boosts your IQ by 20 points. While this does not grant any innate knowledge, you can potentially learn at three-times the speed as normal humans.
- Geass: You can only get one Geass total.
 - Pay 800cp to roll.
 - Pay 1200cp to choose.

(1) Order: Your Geass can instill a single order on people. Requires the target to have direct eye contact and hearing ability to work.	(2) Mind Reading: You can read the minds of others. In time you can even hear multiple people at once.	(3) The Mind Wiper: You can alter and remove others memories at will. This can be used to seal other Geass powers.
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(4) Time Stop: You can “freeze” the experience of time of other people. Your heart stops beating while in use. Range can be expanded, but is very taxing on the mind and body.	(5) Love: You can force others to love you. Be wary, as if you turn it off after using it on someone, they may not be too happy	(6) Precognition: You know what your opponent will do next in battle and can see up to 5 minutes into the future.
(7) Possession: This Geass can only be activated while you are about to die. It allows your spirit to possess another being. You can transfer back to your original body if it still exists as well.	(8) Puppeteer: Upon Eye contact, you can control a single person like a puppet. This requires you to use your hands to make gestures that will control said “puppet”.	(9) Transformation: You can trick everyone within eyesight in believing that you are someone else (looks, voice, movement, and apparel). Deactivates without warning sometime after 5 minutes.
(10) Commander: By calling out someone’s true name while looking at them (in person) you can make said person obey your every command.	(11) Repressor: By direct eye contact you can erase the memories of others.	(12) Death: By direct eye contact you can make a person commit suicide. Sometimes has the opposite effect and make the target very capable of killing others.
(13) Image Breaker: Allows the user to undo any illusion.	(14) Change of Heart: Makes someone feel the opposite way about something and reverses the target’s priorities (last thing they want to do would be the first, etc.)	(15) Hyper Think: Your perception of time accelerates, to the point where the world around you seems to be frozen. You can only move as fast as your body permits.

Items

- Portable Comm (50cp): A wristband and headphone set that can connect to any device that you have linked to it. 10 hour battery life. Recharges in 30 minutes afterwards.
- Geass canceling implant (50cp): A implant that replaces your eye with a Geass canceler. Implant sees better than old eye. Range of 1 mile.
- Flak Jacket (50cp): It is really an outfitted EOD suit that can take a sniper round to the head without a scratch, anything larger might be fatal though...
- Sword (50cp) (Free Drop-In): Any melee weapon. It can be great to show your power or leadership, not so much against guns.
- Heavy Sidearm (50cp) (Discount Nobody): A heavy pistol or smg.
- Heavy Assault (100cp): A heavy assault rifle, shotgun, or other infantry weapon.
- Heavy Weapon (150cp) (Discount Soldier): Any big weapon that you can carry on your own. No warheads or artillery pieces.
- Safe house (200cp) (Free Noble) Fortified to withstand even a nuke. Roughly 20x20x20 ft. Can be miniaturized after the jump is complete to fit in your pocket. Only you know where it is in the beginning.
- Costume (200cp): You gain a badass costume that is highly resistant to damage and can modify your voice.
- Artillery piece (250cp): An energy weapon system of your choice for manned use (mounted laser machinegun, Railgun, etc.). Cooldown is relevant to size (Laser gun would be a few minutes while a Railgun would be a few hours).
- Knightmare (350cp): A mech. Without the piloting skills this mech is a liability on the battlefield. All come with communication links, internet, Grappling hooks and a targeting system. Can range in size from a Semi sized one to 6 stories tall. While Larger Knightmares have better stats, they also use 10% more fuel each story in height after the second story. Fuel and ammo restores itself nightly, and if broken, the mech will repair itself in 5 days. Can be upgraded with the following options. Any option with * in it uses energy as well.
 - No Ejection (+100cp): Normally all mechs have an escape pod to flee from danger. Yours does not.
 - Inefficient (+100cp): Your mech runs out of fuel 10% faster than normal.
 - Big Battery (300cp): Doubles battery life. Cannot be taken twice.
 - Guns (50cp): Any small ballistic weapon (assault rifle is considered small) of your choice that scales to the size of your mech. Can be mounted anywhere on it. Maximum range of 1.7 miles. The ammo size is from 20mm-30mm
 - Big Guns (100cp). Any large Ballistic weapon (yes even missiles) with a smaller range and damage output than a nuke. Max range of 10 miles. No FLEIJA. Nothing larger than a Tomahawk missile.
 - Shield (50cp): A riot shield for your Knightmare.
 - Energy shielding *(150cp): Covers the entire Knightmare and shields it from more damage.
 - Blade *(100cp): A Energy Melee weapon scaled to the size of your mech.
 - Hover (50cp): Your mech can hover above the ground. Not very fast, but useful for going over rough terrain.

- Flight (100cp): Thrusters that allow flight on your mech. 200mph max.
 - Wings *(50cp): uses energy to fly. Much faster and maneuverable to use. Can take any form. Drains power twice as fast as thrusters. 500mph max.
 - Energy Weapons *(200cp): Choice of any energy weapon. Mounted on Knightmare.
 - Alternate (200cp): Your Knightmare can transform into a vehicle or something that resembles a type of life-form (spiderlike, etc).
 - Geass Canceled *(100 cp): Able to cancel any Geass based ability in a mile radius.
- Portable Geass canceler (100cp): Cancels all Geass powers in the radius of a city block.
- Code (400cp): An immortal human who once had a Geass but gave it to someone else to obtain immortality. If Geass is taken the witch gave its Geass to you. You cannot become a Code. Codes can help you control your powers and will do everything in their powers to help you achieve your goals. Will try to protect you from danger. Will not give you Geass no matter what you do.

Drawbacks. Max of 600 extra points. You can still take all (still gaining only 600 points max) if you want to.

- Arrogant 100cp: You are extremely proud of your abilities so far and will only concoct single plans for action “because you totally outsmart the enemy”. You will be extremely confused if you are defeated.
- Blind 100cp: Due to an incident when you were young you can no longer see.
- Lame 100cp: Something crippled you and as a result, you can no longer walk.
- Bounty 150cp: You have somehow wronged the main group of the area you currently occupy. Your bounty is 2 million USD.
- Lame family 200cp: A sibling of yours is disabled in some way that makes integration into society neigh impossible. You will do ANYTHING to protect their smile.
- Insane 200cp: You have a mad obsession over something. Whatever it is will cause you to lose all reason to pursue it if the opportunity seems too great.
- Dim 250cp: You have a slower reaction time and are less intelligent.
- Public Enemy #1 400cp: Britannia believes that you somehow wronged them in a very bad way. Expect them to pursue you with all of their presence in the area.
- You Suck 500cp: You can only use powers from this world
- Amnesia 500cp: You forget about previous jumps.

Notes.

- Geass is mentally draining, even though you cannot injure or kill yourself with it does not mean that it can be used with impunity. Overuse of the Geass makes the user become more arrogant and egotistical, going from finishing the fight quickly to trying to toy with the opponent.
- You gain a stash of Sakuradite in the Warehouse that adds 20lbs weekly.
- You can become a code, but dying will still count as disqualification.
- Geass will only work on life, machines of any sort are unaffected.
- If used too much, the Geass will activate against your will and will be harder to turn off.

- Using the possession ability counts as a death unless you already have a spiritual form which is yours.
- If an item/power is under another on (see shielding) then the power on top must be purchased before the lower one can.