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Mobile Suit Gundam: Seed



It is the Year 70 of the Cosmic Era, which is Gundam Seed's unique calendar. Your decade long stay is defined by escalating tensions between the PLANTs, home to genetically engineered 'coordinators', and the Earth Sphere dominated by so called Naturals, who don't. You arrive shortly after the events of the Bloody Valentine attack on Junius Seven, and ZAFT's deployment of the Neutron Jammers.

You have the power to make a difference, don't you? So put it to good use, and have this:

+1000 CP

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For Age roll 2d8+10 and proceed to chose your origin, and if you want to change gender, or age that will be 100cp.

Origins:

Drop-in: Huh you're whatever you are... and no body knows anything other than what you tell them. On the downside while you don't have any extra memories, you don't have any memories to help you fit in here... or friends.

Earth Alliance: You're a citizen of the Earth Alliance so you're probably a Natural. You can be a citizen of Eurasia, the Atlantic Federation, South Africa or the Republic of East Asia. You may start on Earth for free.

PLANT: Well you're a coordinator and your home is under attack by the Earth Alliance because of your people's genetic modifications. The PLANTs military ZAFT however is equipped with mobile suits. You may start in the PLANTs for free.

Orb Union: Orb is a neutral state, and economic powerhouse with its own space colonies, and mass driver. Being from Orb means your neutral. Orb is accepting of naturals, and coordinators alike.

Locations

Roll 1d8 for your start from one of these Locations, or pay 100 to choose:

1. Heliopolis: An Orb space colony. Its Neutral territory, has good schools, oh and is home to Morgenroete's program to develop the Alliance's G-Weapon programs and a warship to carry these gundams into battle.

2. Josh-A: JOSH-A is a joint military fortification by the Atlantic Federation and Eurasians located in scenic Alaska... its very well protected so you'd better have a good excuse for being there.

3. Brasil: Well thats not good, you're in Sao Paulo the Atlantic Federation is occupying the USSA which is the larger supranational organization that Brasil belonged to before the invasion. There is plenty of less than legal work here though... or you could possibly collaborate with the Atlantic Federation.

4. Australia: Where most of Oceania is neutral Australia is under ZAFT control, but its still a fairly nice place to live, watch out for attacks by the terrorist group Blue Cosmos though.

5. Middle-East Country: Ah sand, and heat during the day, and cold nights, and water is a very precious commodity. ZAFT has invaded, and the natives aren't happy, but the cities are mostly peaceful, though Blue Cosmos might attack.

6. The PLANTs: you start somewhere in the coordinator homeland, and if your apart of ZAFT your shore leave will be always relaxing.

7. Orb Union: Your start is the Orb capital of Olofat on Earth. This is the land of peace, a neutral nation uninvolved in the fighting between the Earth Alliance, and ZAFT... right see how long that lasts.

8. Free Choice: Lucky you pick wherever you want, even the Mendel Colony if you like!

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Perks:

100cp

Military Commission: Congratulations on completing OCS soldier! You're apart of your nations military, but as an officer.

Coordinator: Congratulations! Your parents decided to have your genes modded, so you're faster, and theoretically smarter than naturals. [Free PLANT, Discount Orb]

Top Gun: You're a fighter jock, a graduate of an Earth Alliance pilot program and can pilot mobile armors or jet aircraft with ease. Not necessarily going to help you pilot a mobile suit though... but if you are fighting GINNs in a Mobile Armor you're not completely fucked. [Free Earth Alliance]

Diplomatic Response: You've come to accept that some people don't get along, and that in order to make things work you understand the need to insure certain people are delegated, and a soft hand is used when dealing with people. You're a skilled negotiator, and planner getting people to cooperate and respect your neutral intercession. [Free Orb]

200cp

Technically Adept As long as you've got spare parts, and something to help you move things around you can probably fix things. This perk conveys no scientific understanding in the inner workings but allows you to repair mechanical systems like mobile suits, and supervise the replacement of armor or even whole limbs. [Discount Drop in]

Morgenreote Contractor: You've got a cushy job, great hours doing something for Morgenroete. It provides you with cash and the chance to experiment with new technology. As long as your discrete this means you can probably 'accidentally' check out the G-Weapon program. [Discount Orb]

Political Connections You know some people. This does not necessarily imply your affiliated with LOGOS or such, just that you have connections within your government to speed along requests. [Discount Earth Alliance]

Savior of the People: You're a doctor. Not just any doctor however you've got an understanding of genetics that is amazing, and with a few years of study can insure an end to the sterility plaguing third generation coordinators... you may need some samples first, and staff [you know for lab work]. This has other applications besides genetics, after all you're a doctor! [Discount PLANT]

400cp

Noble: You belong to a noble family of Orb (or at least a very influential family in your home country if not from Orb) in practice this means your given a rather extreme amount of social leeway... and if you do anything really impressive expect to be used for propaganda purposes. You've also got a big

fancy house somewhere out in the country to live in. [Discount Orb]

Prodigy: In general Coordinators are expected to excel, but in your field your the Next George Glenn. This perk conveys an impressive understanding in aerospace physics and mechanics allowing you to utilize even a GINN to waltz through the battlefield. You are an Ace in a Mobile Suit. [Discount PLANT]

Promotion: Admiral Haliburton (Or the equivalent) has seen your vast potential and fast tracked your rise through the ranks, congratulations you're now in command of a ship if you didn't have one already, but this comes with high expectations. [Discount Earth Alliance]

Seed Mode: Do you want to be a beserker? Well this should help you survive when the chips are really down... does nothing for your suit's battery life though. [Discount Drop In]

600cp:

Ultimate Coordinator: Your genes are tinkered with far beyond the norm even for Coordinators. Ulen Hibiki hoped to perfect Coordinators so expect to have slight 'new type abilities' to show inside of your first year, and a better grasp of using bit and funnel type weapons. [Discount Drop In]

Polymath: You're a genius when it comes to... well everything in the Science of the Cosmic Era. You can build high energy beam cannons, or develop your own gundams so long as you have the resources available. [Discount Orb]

81 Mobile Battalion: Congratulations you've passed selection and are now in charge of a detachment of the Earth Alliance's Top Secret Phantom Pain unit. [This stacks with purchase ranks] [Discount Earth Alliance]

The Future: Every young coordinator is important, but you are something special indeed one day you may even be invited to join the PLANT Supreme Council. For you are blessed with a charisma that your fellow soldiers look to. Your skill at rallying the troops will surely be noticed far and wide, and in this war expect that to mean additional responsibility, but your charisma comes with the ability to make grand plans.[Discount PLANT]

Personal Items:

100cp
A Haro or other small robot pet

Gamma Glipheptim (the drug the Extended super soldiers were given to boost their capabilities) (Discount Earth Alliance)

A memento of a loved one, in the same vein as Mayu's cellphone that Shinn keeps checking. (Discount PLANT)

A cool mask that conceals any facts about your past you didn't want revealed [Free Drop in]

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200cp:
Moebius Zero: A special mobile armor equipped with gunpods, unfortunately after the battle on the moon these are kind of rare. Its way better than the Moebius, though. [Discount Earth Alliance]

8 Need some help piloting complicated mobile suits 8 is an AI, he can help you... on the other hand he's kind of mouthy and will bicker about how best to upgrade things. [Discount Drop in] You may transfer 8 to a HARO, or other similar robot body.

G Weapon Data the schematics for the Earth Alliances G-Weapon Program developed secretly through the Morgenroete conglomerate. May require some work still. [Discount Orb]

400cp George Glenn's Brain: The brain of the first coordinator has been wired into a teleprescence system which allows him to function effectively as an AI and control a ship. [Discount Drop in]

200-400cp+ Ship Purchase
- 200cp Cornelius-class tender
- 200cp + Promotion Agamemnon-class Carrier (Earth Alliance Discount)
- 200cp + Promotion Nazca-class (PLANT discount)
- 200cp + Promotion Izumo-class (Orb Discount)
- 400cp + Promotion Archangel-class
- 400cp + 81 Mobile Battalion + Promotion Girty Lue-type Assault Ship

Mobile Suit Creation:

Face it mobile armors are out of date, it takes 5-1 odds for the Moebius to take on the ZAFT GINN luckily you can invest your hard earned CP to create your own prototype Mobile Suit. It starts similar to the G-Weapons being developed by the Earth Alliance; a very bland mobile suit with no equipment of its own. Thats where you come in, purchase things to make it your own! Alternatively if you have a giant robot of your own you may invest CP to purchase upgrades for it. You also receive 500cp worth of upgrades specifically for your mobile suit creation and separate from your other CP.

50cp: These are cheap starters
Armor Schneider (1 purchase equals 2)
CIWS: 75mm Igellstellung Gatling guns (1 purchase equals 2 guns; can be mounted in head or on shoulders) [1 purchase Free ORB]
Beam coated Shield [1 Free Earth Alliance]
MA-M3 Sword [1 Free PLANT]

100cp
Beam Saber (x2) [1st purchase Free Drop In]
57mm Beam Rifle (+50cp can be upgraded with 175mm grenade launcher ala the Duel)
M7070 Composite Armed Shield (the M7070 shield-plus-28mm vulcan system)
Gleipnir or Panzer Eisen Rocket Anchor Effectively a mobile suit scale graple gun, with a crush feature integrated into the claws
M69 "Barrus" heavy ion cannon
M68 "Cattus" 500mm recoilless rifle magazine fed anti armor cannon not as effective as the Barrus against fortifications, or ships but superior rate of fire
MMI-M8A3 76mm heavy assault machine gun [Discount PLANT]

150cp
MA-M20 Lupus (+50cp upgrade MA-M221 "Judicium" beam rifle) The Lupus is effectively a more powerful beam rifle than the base boasting superior range and rate of fire. The Judicium upgrade is an even larger beam rifle boasting a significant increase in firepower, though at the cost of being bulky.

The Buster's combinable 350mm gun launcher, and 94mm high-energy rifle either weapon may be used independently of the other, but they can also be combined into a single weapon for use against heavier enemy targets.
"Trikeros" offensive/defensive system from the Blitz. This shield integrates a beam rifle, in addition to three anti armor rocket SABOTs.

200cp
Phase Shift Armor This electrically charged armor system offers improved protection from kinetic munitions (Missiles, and shells)
DRAGOON System: Connected to your suit are remote control attack pods each mounting their own energy weapons
Mirage Colloid System: Default System acts as a time limited cloaking device, can be developed into a beam dispersing, refracting, forcefield which offers significantly better protection than relying on a physical shield.
Striker Pack compatibility (+50cp for other such systems like Silhouette) Allows you to mount modular

equipment sets like the high mobility Aile Striker pack
Assault Shroud Supplement: Adds additional armor, a missile pod, and a shoulder mounted railgun to your mobile suit. The Armor can be ejected as needed, and thus is significantly easier to replace in the field.

300cp
N-Jammer Canceler This allows you to utilize nuclear power as opposed to a battery [Discount PLANT]
"Scylla" 580mm multi-phase energy cannon This massive energy gun is mounted in your mobile suit's chest, and is arguably the most powerful energy weapon a mobile suit can field at the time of the series start. Its downside is that its very energy intensive, and slow firing. [Disount Earth Alliance]

For 200cp you may also choose to important the weaponry from an existing giant robot you own for your custom robot.

Companions

You may important a [1] companion for 100cp, they receive the same origin (and discounts as you, or you may select 'drop in') in addition to 400cp to spend, and a free Mass Production Mobile suit from your faction. Drop ins may instead choose to build a custom mobile suit using the above system (With the 500cp).

Imports receive all discounts for their origin, in addition to receiving CP from your drawbacks, except those marked with '>'. They may however take the drawback 'cloning blues' for full CP to spend on their own, but this entails suffering the full drawback themselves.

As above you may choose to important a full roster of companions (8) for 300cp, though if you do that it might be a good idea to have a ship... Each individual receives the above CP and mobile suit build option.

Alt: Mobile Suit Purchases

So you don't want to design your own Gundam, whether its for one reason or another it doesn't matter because you can choose to just buy a stock Gundam. While you could purchase a GINN for a mere 100cp; we really don't advise it. You may however use this to purchase other mobile suits, if you want... as long as you've got somewhere to store them.

200cp Mass Production Suits like the GuAIZ, or Strike Dagger

400cp: Any of the original 5 G-Weapons, or the Astray Series.

http://www.mahq.net/mecha/gundam/seed/index.htm

600cp: Justice, Freedom or you can take Providence, you may also purchase Forbidden, Calamity or Raider instead.

800cp: Infinite Justice, Strike Freedom, or Legend (alternatively any Gundam from Gundam Seed

Destiny)
http://www.mahq.net/mecha/gundam/seed-destiny/index.htm

Alt: Support and Mobile Suit Rules

For people who have Waddle Dee Retainers, or have completed Platoon (or similar) these personnel may at your discretion receive each a Mass Produced mobile suit appropriate to your faction, and the training to use it.

(This training is equivalent to Basic Flight School).

Drawbacks:

100cp That Song!: At the most inopportune of times your radio will abruptly start blaring pop music. You cannot turn it off.

200cp Guilt by Association: Congratulations at least this isn't the everybody hates you, but unfortunately the public tends to associate you with your friends... Any atrocities committed even incidentally are blamed on you. Try not to be around any exploding colonies.

100cp Oh not again!: That red warning light its an incoming missile, and another one. Ordinance seems to lock on to you likes its not even funny. Better invest in some phase shift armor, or really good point defense, or hope your skilled enough to dodge.

100cp Boogeyman: If you're a natural people may assume you're with Blue Cosmos, if your a coordinator people might assume you're an evil space monster. Either way either the Earth Alliance, or ZAFT assumes your enemy agent / terrorist.

200cp The Endless Battlefield: Congratulations suddenly the Cosmic Era is suddenly much more serious, expect actual military regulations, and more dangerous fights. Rather than posing and beam spamming combat is much more dangerous, just thank god your not a poor bloody infantryman.

200cp For our Blue and Pure World: Whether or not you're actually a coordinator doesn't matter to Blue Cosmos you're a filthy abomination. (and if you happen to be a natural a race traitor) Expect Blue Cosmos to make your life miserable because your on their most hated list, and everyone knows it. While this might win you points with ZAFT people who think Blue Cosmos has the right idea won't like you either.

>200cp Cloning Blues: Hmm you suffer from shortened telomeres, it doesn't stop you from being a badass but your prone to extreme migraines, tremors in your hands, and the occasional seizure. Good thing you've got health insurance to pay for your meds, right?
>He Was Fifteen! (200 CP): Whether accidentally or intentionally, you caused Nicol Amalfi to suffer a horrible death. Not only have you earned the hatred of his father Councillor Amalfi, you've also guaranteed that Athrun will never shut up about it. He will guilt trip you for the rest of your time in this universe.

>Luke and Leia (200 CP): Looks like someone's voice actor angered the writing staff. Be careful not to

get in any romantic relationships, because inevitably your partner will turn out to be a long-lost relative that you never knew about. If you try to stay involved with them despite the incest taboo, fate will conspire to make both your lives utterly horrible until you break it off.

>Her Boyfriend is a Pilot (600CP): Oh, joy. You've attracted the interest of one Lacus Clyne. Despite the fact that she is wealthy, beautiful, and in command of a major military faction, this is not nearly as good as it sounds. Lacus is incredibly manipulative, and WILL coerce you into carrying out her interventionist political policies. Expect to become the enemy of the entire world while working for her. Additionally, fate considers you and Lacus to be the One True Pairing, and it will be impossible to start a romantic relationship with anyone else. Given that Lacus herself has little interest in romance, you'll effectively be lovelorn for your whole stay here. On the plus side, you're guaranteed for the story to revolve around you and your adventures, anyone else who tries to take the spotlight will rapidly find their characterization sabotaged into a mockery of who they once were. So that's good, right?

The World of the Cosmic Era
[Incomplete Section]

Gundam Seed is a diverse setting with two major power blocs on the surface, but in reality is even more complicated than that. This Section is two parts, fluff, and an optional choice for factions.

The Earth Alliance

The Earth Alliance is the grouping together of the Earth's four major power blocs (the Atlantic Federation, the Eurasian Federation, the Republic of East Asia and the South African Union) established via the Alaska Declaration in February CE70. Each of the four blocs are independent of one another but cooperate in operations via OMNI Enforcer which serves as a NATO esque unified command between members.

Of the four nations the Atlantic and Eurasian Federation are the most important. The Atlantic Federation is very socially conservative and rife with anti-coordinator sentiment. By comparison coordinators are permitted within the ranks of the Eurasian Federation even though like the rest of the EA the nation is at war with the PLANTs.

ORB

The Orb Union is the primary Neutral power on earth though not the only one. In addition to Orb the Equatorial Union, and Kingdom of Scandinavia are also neutral. Orb however is politically divided within through several highly influential noble families.

The PLANTs

Whilst Earth is politically divided between several nations the PLANTs are much more politically coherent... in this case though there are two broad factions that can be labelled as either 'hawks' or 'doves'. Eventually this will lead to a general split into the Clyne Faction and Zala faction after their respective leaders. The PLANTs military is called ZAFT, which was not originally intended as a military force... ZAFT is presently instituting the creation of an indigenous military force, and is responsible for the development of the Mobile Suit.

NGOs

DSSD
Serpent Tail
Terminal

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Ending

Its been a decade here, giant robots and space shenanigans and you've got your three options.

Go Home: Okay so the Idol drama, and herp a derp was too much? Take your shit, and wake up in your own bed back home!

Stay here: Okay so you want to stay, there is still lots of stuff to do, and peace might actually stick... or whatever... the case might be your jumping comes to an end.

Move On: Well then on to the next jump! Take your stuff and go forth!

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Notes:

As a note you have all of your abilities and items in this jump, that means if you want you can utilize a mecha in place of purchasing or building your own... or you can do that and use anything you happen to have brought with you anyway. Take a Veritech if you want and missile spam your way through the mooks!

Military Commission represents a legitimate military background and a grounding in basic military procedure, but also comes with some leeway. People see you as a 'green lieutenant' so they will expect you to occasionally screw up, and if you do exceptionally well they'll think much more highly of you than if you start at a higher rank.

If you take the Promotion Perk you most likely begin with command of a Laurasia-class (for the PLANTs) or a Nelson-class for the Earth Alliance. If you purchase a ship (that is invest CP into a ship and have the promotion perk) you have a lot more leeway to do what you want. [Alt: if starting on Earth you may chose to command a Land Battleship, just saying its an option]

For Our Blue and Pure World drawback scales the more you accomplish within reason. Blue Cosmos will begin by attacking you whenever the opportunity presents itself, before progressing to deliberate sabotage efforts, and hit squads to facing the likes of LOGOS. Political Connections and For Our Blue and Pure World may conflict, LOGOS will try and sabotage your efforts, but if your successful your supporters are increasingly willing to go against LOGOS so you may wish to protect them. [Note this for obvious reasons does not apply to the PLANTs]

The Endless Battlefield represents a battlefield not confined to an animation budget. Even artillery isn't exempt from this as expect standing still allows enemies to calculate your location. Ambushes are however still a valid tactic. Military regulations refer not simply to uniforms, but the treatment of civilians and POWs... so if you have a habit of blowing up civilian ships you're probably going to get in trouble. Screw up too much and your faction may disavow you.

81 Mobile Battalion scales with your rank, and affects other perks. With Promotion you're effectively in command of several squads of mobile suits.

What still needs to be done

2/27/15

Considering dropping the eight companion limit... maybe, if I could think of a better option... may not though... yeah probably not... just an idea though. May also add a Faction Mechanic option [Clyne, and Zala for the PLANTs for example.]
Considering adding an 'escalating battlefield' drawback which accelerates technological developments... or possibly adds some other threat. Also working on faction, and fluff related material... which is only partially done.

2/17/15

Need 50cp Personal items

2/15/15

Would like to add some additional weapons, but also a companion important mechanism as well. Some

additional fluffing needs to still be done. For additional weapons considering stuff from Justice, Freedom, and Providence and some of the other ZAFT suits... also considering stuff from GSD, and Stargazer. (possibly the other side stories)

2/14/15

Final review, still need a 600cp PLANT perk, and additional personal items probably wouldn't hurt. Other than that there are probably other mobile suit features that could be added, in addition to fluff.

For right now I'm leaning towards a Charisma/leadership perk for the 600cp PLANT one.