

# CODE GEASS

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コードギアス  
反逆のルルーシュ

## Lelouch

of the Rebellion

*By Enetious*

The year is 2017 a.t.b. and the Holy Britannian Empire has become the world's dominant military superpower that rules over one-third of the world through brutal conquest and campaigns led around the world by the 98<sup>th</sup> Emperor's sons and daughters. These conquered countries are labeled "Areas" by Britannia, and their citizens relabeled as nothing more than a Number. Code Geass is the story of Lelouch Lamperouge, otherwise known as the Eleventh Prince of the Holy Britannian Empire Lelouch vi Britannia, who sets out with a goal to make the world a gentler place for his blinded and wheelchair-bound sister Nunnally by creating his crusade against the major obstacle to that path, Britannia and subsequently his father and tyrant Emperor Charles zi Britannia.

Along the way Lelouch will create the organization that he'd use to try and crush Britannia, the Black Knights, and along with the aid of the immortal witch and Code Bearer C.C. and his allies he'll eventually become known as the most evil man in the world in order to make a better world for his beloved sister. This is also a story of the utilization of mecha called Knightmare Frames, initially invented by Britannia to conquer, and how they're used in combat and their evolution throughout the series.

But that's besides the point, as this is now your story. Inevitably, your presence will change the story of a boy who tries to make the world a gentler place for his sister, for better or for worse. You will spend a decade in this world, so take 1000 Choice Points (CP) and use them to achieve your aspirations in this war-torn world.

## Locations

**You may freely choose what location you start in, or if you want luck to decide for you roll 1d5 (or 1d10 divided by 2 rounded up).**

1. **Pendragon, Britannia** - You begin in the capital city of the most powerful Empire in the world. Home to the most influential royals in the Holy Britannian Empire, Pendragon is a city of lavish living and technological innovation. It is here that the Emperor resides, including many if not all of his consorts and their Imperial Villas. Being in Pendragon grants you many opportunities, such as allowing you to worm your way into the aristocracy, kill the Emperor in order to rid the world of a terrible man, dismantle the Geass Directorate, or to take over the most dominant military superpower in the world through your own means.
2. **Luoyang, Chinese Federation** - You start in the capital city of the second most notable monarchy in this world, the Chinese Federation. Luoyang houses the Vermillion Forbidden City, which serves both as the seat of government for the High Eunuchs and prison for the Empress, a young girl most commonly known as Tianzi, whose real name is actually Jiang Lihua. Do you want to liberate the young Empress from the control of the oppressing Eunuchs, or perhaps you want to start up your own rebellion here and join Zero in his crusade against Britannia? Regardless, you have quite the opportunity to change things here in the Chinese Federation or elsewhere in the world.
3. **Paris, Europia United** - Bordering the Chinese Federation, Europia United, or the E.U., is a Federal Republic and the third and final superpower that's still around at this time. You start in Paris, the E.U.'s capital, which is the seat of the European Army General HQ and home to the Council of Forty. The E.U. is rife with corruption and bureaucratic stagnancy, and soon most of its territories will be captured and contained to Areas under the Holy Britannian Empire by the White Prince Schneizel el Britannia. Perhaps you being here can change Europia United's fate? Maybe you can change the Republic for the better, and strike back at Britannia who threatens the fate of everyone in the world?
4. **?, Australia** - ... Where is this? What do you mean we don't know anything about the country? Well, anyway, you're going to be starting off in this illusive country, and the only country independent of the three superpowers of the world, Australia. Not much is known about Australia, though we know that it's inhabited, people can go there via airports from other nations, and Mao has a nice big house here. Rumor has it that in this continuity The Great Emu War of 1932 went awry and the Emus won, taking over the upper echelons of the Australian government and turning the country into a powerhouse against any invading force. Maybe that's a bunch of nonsense, who knows, I certainly don't know what's going on here. But this is your opportunity to find out. Or maybe you want to "legally" liberate Mao's summer home. It's a nice house, I don't judge.
5. **Tokyo Settlement, Area 11** - Yes yes, I know, it is and should be called "Tokyo, Japan", but at the start of this story it's under the oppressive control of Britannia

who don't take kindly to residents using such a name for this country. Maybe you can help change that though? You'll have quite the opportunity to do so, being here. Help Zero retake Japan for the Japanese, and aid his conquest to destroy Britannia. Or don't. Do whatever you feel is right, like perhaps sorting things out yourself before Lelouch can cause too much unintended collateral damage. Or maybe you're an ally of the oppressive Holy Empire of Britannia, hoping to squash this rebellion problem in the bud? Your here now, for better or for worse.

## Origins

**Drop-in:** You appear in a safe and public location in the location you start at wearing a basic set of clothes that fit the local area with a wallet with the local equivalent of \$100 in it. You have no paperwork in this world and lack any sort of connections to anyone here, but on the bright side you don't have any new memories messing with your sense of self. Roll 13 + 1d4 or 20 + 1d8 for your age. If you choose the former and start in Tokyo Settlement, Area 11 you can elect to be enrolled into Ashford Academy, though that will cause you to be documented in Britannia's systems as a citizen of the Area.

**Soldier:** You start as a soldier of the local military in the location you start at. You live a simple middle-class life outside of the military, and you can choose your motivations for joining the local military when you choose this origin, as just because your part of a country's military doesn't mean you're loyal to them. Roll 13 + 1d4 or 20 + 1d8 for your age. If you chose to roll the former, you can attend a fine local school in your location, in Area 11's case that would be the same Lelouch attends, Ashford Academy.

**Nobility:** You're nobility! You're rich, living lavishly wherever you begin at, holding a title of some importance locally. You may or may not have businesses or industries owned by you, but you're certainly wealthy enough to live in a nice manor in the nicer part of your location. You can either roll 13 + 1d4 or 20 + 1d8 for your age, determining whether or not you start with a mother and/or father in charge of the family income or not. If you chose the former to roll, then that is indeed the case, and you get to attend the finest local school, in Area 11's case that would be Ashford Academy, or in Pendragon's case you could be enrolled in a prestige officer school.

**Royalty:** No, this isn't the same as Nobility. You see, you're now a wayward Prince or Princess of Britannia, and an actual one of some importance if you started in Pendragon! If you didn't start in Pendragon, you were declared missing or dead years ago when you suddenly disappeared, maybe due to exile, maybe a kidnapping, or maybe you ran away from the rest of your bloodthirsty siblings who're vying for the Emperor's throne in order to live your life in peace. If you start in Area 11 and you roll 13 + 1d4 for your age you can elect to be the sibling of Lelouch vi Britannia and Nunnally vi Britannia, where you were exiled like them to Japan where the events of the Emperor's betrayal to the vi Britannia siblings took place. You're in hiding like your other two siblings, living at Ashford Academy. Both Lelouch and Nunnally care for you dearly, and you'll have memories of such fond moments between you and your siblings. Lelouch would move heaven and earth to protect his siblings and loved ones, and that now includes you as well. Roll 13 + 1d4 or 20 + 1d8 for your age, and if you chose the former you'll attend one of the finest Academies in your location, in Area 11 that will be Ashford Academy, or in Pendragon's case you could be enrolled in a prestige officer school fast-tracked to becoming a leader of some importance in the Britannian military due to your birth. You can change your eye color to amethyst purple for free to denote your lineage as a son or daughter of the Emperor of Britannia.

By paying 50 CP, you can change your gender and you can change your age to anything within the parameters given. Regardless, you can freely elect to be of any nationality of your choosing where it makes sense.

## Perks

All 100 CP Perks are free for their Origins and more expensive Perks are discounted.

### **Comprehend Languages (Free/50 CP)**

For the duration of this jump, you can now understand and communicate in the most common languages of the setting, but only just passably to allow proper communication. Due to the nature of Code Geass' story, you'll likely be traveling across many continents and encountering many different languages you don't know, so this will help. By paying 50 CP, you can keep this perk for future jumps.

### **Basic Nightmare Usage (Free)**

You know how to operate and use a Nightmare Frame, like pretty much all of the named characters in Code Geass. Your skills are limited and are worse than the average Britannian soldier's but at least you can operate one.

### **Code of Immortality (400 CP)(Requires Geass)**

Somehow you've managed to get your hands on a Code, not one from in this setting but a completely new one entirely. Since you're spending CP on this you don't lose your Geass by taking this perk. With this you, Jumper, become immortal. Like C.C. you recover from any and all bodily damage, it's impossible for you to retain any sort of brain damage or memory loss as a result of head injuries or a lack of a cranium, and when you regenerate it's fiat-backed that you are the same you who got injured. Unless your body is completely destroyed on a molecular level, you will always reconstitute yourself over a period of seconds to minutes depending on the severity of the injuries, and always all at once. You will also never age past your prime, nor have a need to eat, drink, or sleep for anything other than pleasure. As a Code Bearer, you have to power to bestow a Geass upon others. You don't control what Geass someone gets but it's almost always a different and new expression of it even if it's really similar to another one, and all Geass you grant upon other have the same stipulations as the ones in-setting. With this Code, you also gain the ability to detect people who are connected to Geass and people who are important to them. You can detect the location of your contractors, even at a distance, and you're also able to confirm who has a Geass power and who doesn't, regardless of who granted it to them. When in close proximity to another person, you're able to afflict them with a hallucinatory experience of chaotic and ominous images, pertaining in part to the memories of the target involved; the content varies with the afflicted. Physical contact, either direct or via a construct the target is controlling, may facilitate the process. Through the power of your Code you also have the ability to telepathically communicate to those nearby you, with it becoming significantly easier to do the larger the connection there is between you and the recipient. Coming with this code is the red bird-like symbol that is found on all Code Bearers in a location of your choosing which glows when utilizing the active powers of your Code. Post-Jump you can elect to not have this mark on your body to no detriment of your Code abilities. This Code can never be taken from you, nor can you ever be manipulated through it.

## **Drop-in**

### **Second Language (100 CP)**

You become incredibly fluent in the local language of your starting location if you're not already fluent in it whenever you start a jump, including this one. You'll speak and understand the language as if you were a native speaker of it. You'll also be knowledgeable in the cultural differences and faux pas' of the language in question.

### **Chess Master (200 CP)**

Once every year you can permanently gain an expert level skill of your choosing, though the broader it is the less effective it'll be overall. This would make you one of the best locally in the skill in question but it would pale in comparison to a true prodigy of the skill or to people who spend their whole lives honing it. Think of this as gaining a college Master's Degree worth of knowledge and experience when it comes to a focused skill, a Bachelor's or even lower the more broad it is. You can only choose to obtain completely mundane skills with this perk.

### **Booster Shot (400 CP)(Free with Code of Immortality)**

You are immune to the effects of all Geass as well as any other ocular-based mystical abilities that directly affect your mind in some way. You're also immune to all foreign mundane mind-altering effects, such as ones induced by drugs or hypnotism.

### **Geass (600 CP)**

You were granted the mystical power of the Power of Kings in your eyes, Geass. Because you're spending CP on this instead of finding one of the many Code Bearers in-setting to grant you one, much like Charles zi Britannia you have Geass in both eyes and it will never go runaway. Unlike most Geass users you don't have a Code Bearer who gave you your Geass as it was granted upon you by Jump-chan so you have no obligations to anyone other than the CP you're paying for it. With this Geass you cannot take the Code of any Code Bearers in-setting. These Geass abilities, as they are the Absolute Power of Kings, are inviolable and can affect any entity within its jurisdiction, though they can be resisted for a time depending on the Geass in question and the target's willpower against certain concepts, ideals, and actions before ultimately succumbing to the Geass ability and its influence can only be broken under the absolute most extreme of situations. All forms of Geass only affect sapient biological creatures and A.I., anything that can be described as Human (such as a psychic entity made up of Human consciousness), but they cannot affect Code Bearers. Choose one:

**Absolute Obedience** - Your Geass manifests the power of "Absolute Obedience" which allows you to plant commands within a person's mind with direct eye contact. This ability cannot affect the same individual more than once but it doesn't have a time or range limit and the target needs to be able to hear your orders, be it heard normally or telepathically if you're able. You could even command an all-powerful psychic entity if you try hard enough. Unlike the original user of this Geass, you can elect to cancel any orders given from this Geass as long as you make direct eye-contact with

the affected person and use your Geass with the intent to cancel any commands affecting them. This would also work on anyone affected by Lelouch and Rai's Geass as well.

**Absolute Thought** - Your Geass manifests the power of "Absolute Thought" which allows you to telepathically hear the conscious thoughts of others within a radius of 500 meters. You can concentrate on a specific target to probe deeper into their thoughts and memories while decreasing your effective range for the duration, but you're unable to read something if your target has no knowledge of or has forgotten about it.

**Absolute Memory** - Your Geass manifests the power of "Absolute Memory" which allows you to freely alter the memories of a target you're making direct eye contact with. With it, you can seal the power of another Geass user (or any of the target's supernatural abilities that need to be activated) as well as the target's physical senses. You don't need to specifically alter all memories in question in order to create or alter an event, but rather most of the heavy lifting will be crafted by the target's own mind itself when given a directive by this Geass (such as creating complex events like the everyday interactions between two people over the period of years). Like with Absolute Obedience, you can reverse the effects of this Geass without any ill effect to the target, including those affected by Charles zi Britannia's Geass.

**Absolute Love** - Your Geass manifests the power of "Absolute Love" which forces anyone you make eye contact with to fall deeply in love with you, what this means varies by the affected persons in question. The effects of this Geass wears off if you ever lose it for whatever reason. You can elect to revert the effects of this Geass on anyone affected by it like with Absolute Obedience.

**Absolute Prediction** - Your Geass manifests the power of "Absolute Prediction" which, when active, allows you to see up to a few seconds in the future. You are able to see this future-sight as a blur overlaid with what you're currently seeing.

**Absolute Suspension** - Your Geass manifests the power of "Absolute Suspension" which allows you to suspend the subjective experience of time for all individuals within your Geass' sphere of influence. Everyone within this Geass' area of effect will be effectively paralyzed. Whenever activated, it painlessly and safely stops your heart for the duration, in which you will only die if you ever over exert yourself over a large radius consecutively. Depending on the number of people you effect with your area of effect, the more you effect the more physically exhausting it is for you. This Geass is unable to affect inanimate objects or physical phenomena such as speed and momentum.



**Absolute Consciousness** - Your Geass manifests the power of “Absolute Consciousness” which allows you to, when your physical body dies, transfer your soul and Geass into another person’s mind which allows you to effectively cheat death. At least normally anyways. In your case, when you die, this acts as an extra life, in which you reconstitute yourself the same way a Code Bearer would as stipulated in Code of Immortality in a safe location nearby, 24 hours later. You can still use the ability to body hop as you please (without dying), but note that you’ll be leaving behind your physical body unconscious and if your physical body dies, so do you. When you body hop into someone’s mind you can chose to stay in the background of your target’s mind or take control as you wish. You can also look into your target’s memories as well as long as you’re within their mind. Do note that your target will have no memories of when you take over their body and will become aware of gaps in their memory in which they don’t recall what they were doing.

**Absolute Control** - Your Geass manifests the power of “Absolute Control” which allows you to take complete control of a target’s body against their will with direct eye contact, after which the targeted body can be manipulated through hand gestures like how a puppeteer controls their puppets. Once affected, you can control them this way at any time as long as you can see them. This also works through live visual feeds as well. While affected this way you can decide whether the target can speak or not at any time while being controlled by you.

**Absolute Disguise** - Your Geass manifests the power of “Absolute Disguise” which allows you to “become” any person you choose, taking on their appearance, voice, and gestures upon activation of this ability. This is achieved by tricking the brains of everyone who can physically see you, though it is unable to work over cameras or other electronics. This Geass automatically deactivates after 5 minutes have passed. If you use this Geass two times consecutively, then you will be unable to use this Geass another time until an hour has passed.

**Absolute Command** - Your Geass manifests the power of “Absolute Command” which allows you to, upon activating this Geass, look at a target and call out their real name which makes them obey your every command against their will. Unlike Absolute Obedience, this does not effect memories and the target will remember everything they did while under your control, and you can only command them to perform physical actions, so commands such as “forget this” will be ineffective. You can elect to release people under your control, but you can always reapply it in the future.

**Absolute Submission** - Your Geass manifests the power of “Absolute Submission” which allows you to enslave anyone you make direct eye contact with. The target is turned into a mindless doll who is forced to follow your every command and possesses no ego of their own. Like

Absolute Obedience, with this perk you can undo this Geass on an affected target, including those who are affected by Marrybell mel Britannia's Geass.

**Absolute Invisibility** - Your Geass manifests the power of "Absolute Invisibility" which allows you to turn completely invisible, including any objects you pick up or have on your person, when active.

**Absolute Regret** - Your Geass manifests the power of "Absolute Regret" which allows you to make a target become overcome with regret for their actions with direct eye contact. If a target's regret is great enough, this can cause the target to commit suicide. You can also use this to interrogate a target affected by this Geass about what they regret and they will confess their actions in relation to it to you. Like with Absolute Obedience, you can cancel this Geass' effect on an affected target, including those affected by Orson McGillis' Geass.

**Absolute Invulnerability** - Your Geass manifests the power of "Absolute Invulnerability" which allows you to conjure into existence a full-body outfit of your choosing (which can be changed at any point) that makes you absolutely invulnerable to any and all non-mental damage to your person. Along with this comes functionality that's much like a Knightmare Frame's, in that your suit can manifest Slash Harken-like appendages at will as long as it's viable (such as from a cape), and it allows you to fight at the level of a Knightmare Frame as well as any skilled pilot, such as Suzaku and Kallen, physical feats, speed, maneuverability, and all.

## **Soldier**

### **Basic Military Tactics (100 CP)**

You have the training and skill equivalent to the average Britannian Soldier, both in and out of a Nightmare Frame. You have moderate training in all conventional arms, hand-to-hand combat, and in the average Nightmare Frame of your country. You have intuitive knowledge of how local militaries work and function, just enough to pass off as a grunt of the military (this works on any military organization you're aware of while you're in its operating country or territory).

### **Camaraderie (200 CP)**

Whenever you work with someone on something for more than a few days and both you and the person in question would be amiable to it, both you and said person quickly bond over the work you're doing and you quickly build trust and friendship between you both. Note that this only works if it could happen over a long period of time, this just drastically shortens the amount of time necessary to make it so, making the quote "became fast friends" or comrades a reality.

### **Just A Normal Soldier (400 CP)**

You gain skill and experience equal to Kururugi Suzaku's when it comes to combat skills, reaction time, hand-eye coordination, reflexes, and Nightmare piloting skills. Along with this, you gain a greater than peak human body and physical prowess on par to Suzaku's despite it seemingly not affecting your build at all, with the strength to shatter steel with your kicks and the dexterity to jump and maneuver into the air tens of feet and fall tens of feet without any damage to yourself. With these skills you could pilot the Z-01 Lancelot prototype with 94% efficiency, or even destroy a camera-mounted machine gun with a lag time of 0.05 seconds without being struck once or breaking a sweat. You could also do some sweet spinning air kicks without any issues.

### **Military Genius (600 CP)**

You become the foremost expert in running a military force, resource management, and best military strategist in the world. Along with this you gain the charisma of an experienced military commander, able to inspire people you're in command of effortlessly and effectively move your forces to near zealotry when it comes to your causes. Whenever you oversee and sort of recruitment efforts, you can expect it to go five times quicker than if you weren't and this guarantees that any that are recruited under you are not traitors, turncoats, spies, or working for other governments or militaries. Even people who slip through the cracks and are only in it for themselves can easily be swayed to your sphere of influence once they've participated in an operation or two under your command, perhaps seeing that your forces are for the good of the world and are needed for whatever bad things are happening in the world, like minimizing civilian casualties. All operations commanded by you make all troops and personnel operate at 100% efficiency without any ill effects to them for the duration of the operation.

## **Nobility**

### **High Living Standards (100 CP)**

You have impeccable high-living cutlery skills. With this, you gain the etiquette skills of a high-ranking Noble, and in future jumps where Nobility exists you gain the local etiquette skills there as well. When using these skills in the presence of Nobility, you'll give off more of a positive impression to them than you otherwise would have.

### **So This Is How Nobles Get Their Money (200 CP)**

You're a business tycoon owner! Well, not really, but you can easily make one. Your skills in creating businesses is godly in practice, and you gain the necessary business skills to build businesses from the ground up and to nurture preexisting ones into becoming incredibly profitable to you, without hurting the business or the local economy in the process, through completely legal means. Just give it time and you'll be raking in the money like a Noble with lavish living standards. This also guarantees that whoever you leave in charge of your businesses will not try and cheat you in any way and are able to run the businesses as if you were giving it your complete attention.

### **A Title (400 CP)**

You have a Title. It's very important, I assure you. What is it? What does it do? Well, here in this jump, you have the title of Earl or Countess, depending on your gender. Your title is guaranteed to have some influence in the local government, equivalent to an Earl or Countess that are in this jump. If you start or join a military organization, your title will expedite you to a commanding position, and you're entitled to a sizable and nice plot of land that will never degrade in quality, as if it's being maintained 24/7 by expert groundskeepers. You can choose at any point in a Jump when to claim your plot of land, in any country or territory you desire as long as it's possible, and this plot of land is fiat-backed to be completely unobtrusive and giving it to you is a non-issue to the story's plot, the country in question, and you.

### **You're A Nightmare To Work With (600 CP)**

You are a genius when it comes to science and engineering, especially when it involves Nightmare Frames and Sakuradite, and you're roughly on par in intellect, creativity, scientific knowledge, and engineering prowess with Lloyd Asplund and Rakshata Chawla. When it comes to getting your projects funded, it's almost guaranteed that you'll find someone willing to fund it as long as it's useful, such as to the military, assuming you'll use it on their behalf in some way.

## **Royalty**

### **Your Highness (100 CP)**

You have the ability to give off an air of and mime the mannerisms of royalty, and can dramatize your every movement and statement much like Zero presents to the world while allowing you to speak in a very dramatic fashion. You will be taken seriously when you have this active if as a result of this being active people wouldn't normally take you seriously.

### **Prince/Princess (200 CP)**

Now you're a Prince or Princess, at least on paper that is. In this Jump, this is the case either way if you're Royalty, but in future Jumps, you can elect at the start of it to become a wayward Prince or Princess of a country or territory that still uses the terms. No one will question this, and in fact you'll find that they're actively searching for you in order to bring you back into the fold as a Prince or Princess. If you purchase this perk and chose an Origin other than Royalty, then you can also elect to be Lelouch and Nunnally's sibling if your location is also Area 11 and you chose to be aged within 13 + 1d4, as stipulated in the Royalty Origin. You may also change the color of your eyes to amethyst purple for free at the start of any Jump.

### **Regal Charisma (400 CP)**

You have charisma and social tact on par with Schneizel el Britannia. When speaking to others below your stations, your words inspire awe and obedience among personnel, citizens, and alike and when speaking to people on par with or above your station, your words make them think of you as useful, competent, and worthy of your station, granted you are doing your job or what your supposed to be doing. You also become a Master negotiator on par with the White Prince, becoming one of the best in the world able to broker peace even when both parties hate one another to murderous degrees, or just to talk someone down from doing something rash. You could even manipulated others to do your bidding with a few sentences uttered by you with the right words and motivations.

### **Genius Tactician (600 CP)**

You are now a verifiable genius with intellect on par with Lelouch vi Britannia and Schneizel el Britannia. Your tactical ability is legendary and you're guaranteed to be one of the most gifted tactical geniuses in the entire world. When it comes to your plans and orders, whenever someone is following them it guarantees that they'll do it with 100% efficiency and exactly how you meant it to be executed. When directly overseeing an operation or working within a group, your presence makes people work twice as effectively than before, even when it shouldn't be possible, and it will do no harm to the ones affected by this ability. With this you can pull off many of the impossible plans pulled off by Zero throughout his many campaigns against Britannia.

## Items

All 100 CP Items are free for their Origins, and higher priced Items are discounted. You receive a stipend of an additional 400 CP for Items only.

### **School Uniform (Free)**

A plain-looking School uniform that, when put on, changes to the closest equivalent of the uniform of the School your going to. Can be used for schools your not enrolled in. Whenever you take it off it immediately becomes freshly cleaned and resets to a pristine and new condition.

### **Cheese-kun (Free)**

For participating in this Jump, feel free to take your complementary Cheese-kun for the ride. Hugging this stuffed toy relieves stress, calms, and relaxes you. Great for sleeping or cuddling with.

### **Sakuradite (Free)**

A rare mineral only found in this universe, Sakuradite is a bright pink material that acts as a valuable high-temperature superconductor. Mined as an ore, Sakuradite can be refined as a metal and as a liquid depending on what it needs to be used for. Sakuradite is extremely unstable, explosive, and has radioactive properties so care must be used when handling it. As a high temperature super conductor, it is used in seventh generation Knightmares and above to conserve energy for high energy demand systems such as Blaze Luminous and Float Systems. As a radioactive material, it is used to power Nightmare Frames and fuel nuclear bombs. It can also be used as an extremely energy efficient/abundant liquid fuel. Sakuradite in its rawest form is one of the most dangerous materials in this world. A piece of ore about the size of someone's palm, when tapped together with another piece, can generate massive explosions and will explode from any strong impact, and mining it safely in its ore form requires it to be shaved off bit by bit. With this item, you get a large industrial crate of raw, refined, and liquid Sakuradite which replenishes itself every month. This crate is fiat-backed to safely contain and hold Sakuradite without any risk of explosions or radiological phenomenon, and this Sakuradite will not explode or irradiate anything while within your Warehouse.

### **Geass Canceled (100 CP)**

You get a fist-sized piece of technology that contains a visible cybernetic eye that acts as a Geass Canceled. When manifested, this ability appears as an inverted blue versions of the bird-like Geass symbol in the cybernetic eye. It has a short range, but when active it removes the influence of Geass and other mind-altering effects on the wielder/carrier of this object as well as anything it is pointed at. This automatically prevents the wielder/carrier of this object from coming under the influence of Geass and any other mind-altering effect. Optionally, you may instead manifest this ability in one of your eyes, whether it becomes an innate ability or one of your eyes is replaced by a cybernetic one. You cannot choose to have this be one of your eyes if you already have Geass.

### **Cybernetic Implants (100 CP)**

Like the Margrave himself who was cybernetically enhanced as part of the Code-R project, these cybernetics enhance just about every facet of your body having to do with combat. Your strength is increased by 50% and your agility is doubled. Your reaction time is greatly boosted in times of stress, such as battle, and your stamina is doubled as well. You are immune to small arms fire and can take quite a beating now. If your parameters already are on par or exceed what is stated here, then this perk only marginally improves upon your exists stats as you would expect it to. These implants are 100% safe and never run out of power, and are immune to any efforts to sabotage then or to incapacitate you through them, such as from EMPs.

## **Drop-in**

### **Summon Bigger Pizza (100 CP)**

Once per month you can summon a gigantic, perfectly cooked pizza of your choice whose size is on par with the one in the anime. Yes, you can use it as a weapon and summon it over your enemies. If you don't use it during the specific month, then you lose the opportunity to do so. You can optionally summon it on a giant paper plate and have it come pre-sliced. Comes with a free, lifetime supply of Pizza Hut pizzas in settings where the pizzeria franchise exists, all paid off by Jump-chan whenever you order from them or reimbursed to you physically or in your bank account afterwards.

### **All The Cosplay (200 CP)**

You gain a Warehouse attachment in the form of a walk-in closet which is filled to the brim with all the highest-grade cosplay you could consciously and unconsciously want. All of them fit to the wearer perfectly. Refreshes completely whenever its completely exited and you or someone else enters it.

### **Jumpford Academy (400 CP)**

Haven't you ever wanted to be the owner of a preppy, rich kids Academy for gifted youngsters? What, you haven't? Well don't you worry as Jump-chan is here to help! This Academy inserts itself in an appropriate place in a city of your choosing, hosting a plethora of interesting and odd events, and this Academy attracts only the most gifted and finest of students who have a subconscious feeling of gratefulness towards the owner of this Academy. Who knows, maybe you'll meet the next Einstein? Oh, and also since you're taking all of those rich kids' money from tuition, you'll earn yourself a steady income of around \$500,000 a year. Not bad, right? And best of all this Academy works completely fine without your intervention or oversight, so don't feel you actually need to run the Academy or anything.

### **C's World (600 CP)**

Attached to your Warehouse is a Thought Elevator that allows you access to the World of C, where the Collective Unconsciousness of Humanity resides. While in this Jump this Thought Elevator takes you to the same C's World that exists in-setting to where the Sword of Akasha resides, though no one but you may use this access point to go from the Sword of Akasha to your Warehouse but you and those who have gone through your Thought Elevator. Post-Jump this Thought Elevator takes you to a copy of the World of C onto a copy of the Sword of Akasha, which once per Jump or ten years can kill a God or Deity of your choice. This would include beings born from ideas or concepts, such as the Chaos Gods in Warhammer 40k, Alaya or Gaia from the Type-moon-verse, etc., though be careful in choosing what God or Deity to kill, as it may inadvertently cause something on the scale of stopping the flow of time in the world and living in a dream of memories. Coming with C's World is a Jump's local Collective Unconsciousness of Humanity which cannot be killed this way. If you happen to have some way to telepathically connect with the Collective Unconsciousness of Humanity, such as with a Code of Immortality, or if you have a power that allows you to view one's memories, such as with a Geass like Absolute Memory, you can view the memories and experiences of any Human that's died in



the history of the Jump. While in C's World, if you have the Power of Kings, you could theoretically use your Geass on the Collective Unconsciousness to have it take actions within C's World only, such as commanding it to erase an entity other than yourself within C's World with Absolute Obedience, or with the same Geass asking it to download the greatest knowledge and skills of something to your mind from the greatest of Humanity. You may only command the Collective Unconsciousness this way once every ten years. While in C's World you may freely change the background and general ambience of this layer of reality, though it always defaults to that of a light-orange haze filled with clouds with an image of Jupiter above everything representing the Collective Unconsciousness. You could even replay memories in your surroundings, yours or those you can access, like a simulation around you.

## **Soldier**

### **Basic Equipment Loadout (100 CP)**

You gain a set of body armor equivalent to that of average Britannian soldiers, a regular Assault Rifle that never seems to run out of ammunition in its magazine, and a few grenades that always seem to reappear on your utility belt when no one is looking. Comes with a gas mask filter in your helmet along with a Factsphere-like HUD.

### **The Squad (200/300/400 CP)**

You get a remote that when pointed and activated at somewhere within 500 meters of you will summon a squad of 8 expert Britannian pilots piloting base-model Sutherlands. They can only be summoned if they're going into battle. They stick around until they're all killed, defeated, or the battle ends, and they follow your commands. They can then be summoned again in 24 hours. For an extra 100 CP they're piloting Gloucesters instead. For an extra 200 CP they're piloting Vincent Wards instead, with at least one of them piloting a Vincent Commander Model.

### **The Armory (400 CP)**

You get a Warehouse add-on that holds an infinite amount of dakka, that is to say Britannian-quality guns, body armor, ballistic shields, and munitions, and all the explosives you could dream for. The room itself isn't infinite, and it holds a finite amount of stuff (around the amount of weapons and munitions you'd find in a regular Armory), but if you wait a week the room will have completely restocked itself as if nothing had been taken out.

### **Avalon (600 CP)**

You get an Avalon-class Aircraft Carrier/Battleship. It's 200 meters in length, uses a Float System, has a Blaze Luminous System that encompasses the entire ship, and has automatic machine gun turrets spread across the hull and missile launchers along the topside, and sports seven Electromagnetic Rail Cannons. If this is ever destroyed or damaged beyond repair, a new one appears after a month has passed. This aircraft carrier has research, testing, and production facilities for scientists, and the entire aircraft is manned by undying, completely loyal soldiers, scientists, and personnel. Comes with a contingent of five Caerleon-class Floating Battleships, who are outfitted with Blaze Luminous Shields, five Coil Guns, several Missile Launchers, one Launch Catapult, carry three VTOL gunships each, carry ten RPI-212BFA Vincent Ward Airs each, and their pilots. Whenever one of these are destroyed or damaged beyond repair, a new one appears after a week has passed. Since this can't fit in the average Jumper's Warehouse, when you first enter a Jump you can elect to choose where and when it will first appear, if at all, during it.

## **Nobility**

### **Inheritance (100 CP)**

You gain the local equivalent of \$25,000 every month, either deposited into a bank account or in physical currency. This money is never misconstrued as being anything other than your legal hard-earned money. Can be taken more than once, and subsequent purchases made by Jumpers with the Nobility Origin is only discounted.

### **Franchise (200 CP)**

You've got yourself a profitable line of businesses, enough to warrant the creation of a Franchise, which will increase your income from this item overtime in a Jump. Pick one kind of business (such as the food industry, sporting goods, electronics, a super marker chain, etc.): that is what your franchise is about. As the owner of all of this, you gain a yearly income of around the local equivalent of \$500,000 which isn't going into your businesses, and it'll increase by about \$250,000 per year you're in a Jump for. Restarts every Jump. Perhaps you'd be interested in selling and distributing pizza...?

### **Knightmare Production Facility (400 CP)**

With this, you gain a Nightmare Production Facility that is outfitted to automatically create mass-producible Nightmare Frames. This facility can be placed in any general location (state/county/country/general area) you want it to be and where it can conceivably be placed at any time during a Jump and it will not seem out of the ordinary for this facility to be there nor will anyone be, at first glance, suspicious of its contents. This facility starts out only with the capabilities to mass-produce RPI-11 Glasgows and Type-1R Burais, but after three months have passed after it has been placed it can produce RPI-13 Sutherlands, after six months RPI-209 Gloucesters, after nine months Type-03F Gekkas, after a year RPI-212B Vincent Wards and Type-05 Akatsukis, and after two years RPI-V4L Gareths. This facility can produce up to ten Nightmare Frames a day and can store and maintain up to two hundred Nightmare Frames at a time. After a year has passed since the placement of this facility, up to five Nightmare Frames produced by this facility a day can be outfitted by a Float or Air Glide System, with the exception of RPI-V4L Gareths which can instead be outfitted with integrated Float Systems. One Nightmare Frame per day can instead be a more specialized unit in place of its base, such as an RPI-11/SC Orpheus Custom Glasgow instead of a RPI-11 Glasgow, a Type-1RC Burai Kai instead of a Type-1R Burai, an RPI-13B Sutherland Club instead of an RPI-13 Sutherland, an RPI-209G Gloucester Glinda instead of an RPI-209 Gloucester, a Type-03T Gekka instead of a Type-03F Gekka, an RPI-212A Vincent Commander Model instead of an RPI-212B Vincent Ward, a Type-05S/G Akatsuki Command Model Zikisan instead of a Type-05 Akatsuki, and an IFX-4DW1 Agravain instead of an RPI-V4L Gareth. The supplies used by this facility in the manufacturing, maintaining, and refueling of Nightmare Frames appear within it when needed. This facility is staffed by loyal, undying mechanics and engineers, who will repair, restock, and refuel Nightmares brought to this facility at your behest, though they will refuse to fight for you or pilot a Nightmare Frame outside what it takes to do their job. If this facility is destroyed, you can have another one appear a year later starting at a general area of your

choosing resetting its timer. Knightmares produced by this facility will not follow you into future Jumps. All Nightmare Frames produced in this facility can be produced with any color scheme or symbols as you want them to have, and they come with the standard armaments for the Nightmare Frame in question.

### **State Of The Art Laboratory (600 CP)**

A Lab to end them all. It has all that you need for scientific research, and is a warehouse attachment. Whenever you need anything within this space, it conjures into being for the sake of science, but cannot leave this room. While working in this room you research, experiment, and engineer ten times more quicker and more effectively than you otherwise could have achieved in that time. You can still take things out of this lab, though you must use supplies that don't originate from this lab in order to do so. Anything made in here is made at the greatest quality that it can be at, preventing any and all mistakes in the engineering process assuming you know what you're making and you have the tools and materials to make it.

## **Royalty**

### **Family Heirloom (100 CP)**

You gain a priceless family heirloom worth around \$500,000. It can be a ring, a jewel, or anything else, but when it is worn by you or physically carried on your person, you gain a small but noticeable increase in luck and you gain a moderate confidence boost. Of course you can also sell it if you ever strapped for cash which can be done instantly via Jump-chan, though if you do you'll feel genuinely sad and slightly depressed at the loss of your Family Heirloom for at least a week. You get a new Family Heirloom at the start of each Jump, and if you still have the previous one it becomes the new one.

### **F.L.E.I.J.A. (200 CP)**

Wait, how did you get this? Why is this not under Soldier you say? Well, it seems as if only the most important people have these things, like Schneizel el Britannia for one. You get one of these weapons of mass destruction, and it respawns a month after use in your Warehouse, where it's incapable of detonating or causing any sort of damage. It's up to you to deliver the bomb to wherever it needs to be, and it comes with a remote detonator. These things leave behind no fallout, and no significant amount of radiation is left in the detonation site. The range of a F.L.E.I.J.A.'s detonation is perfectly circular and has a roughly 100 km radius with its limiter active and around 1000 km with it turned off and anything within its blast range will be disintegrated on contact in a bright pink flash of Sakuradite.

### **Imperial Villa (400 CP)**

You get an absolutely beautiful and stunning large plot of land filled with all sorts of maintained plant-life, some forested area, and plains of grass. In the center stands the impressive Imperial-made Villa equivalent to the Aries Imperial Villa, which is forever staffed with zealously loyal servants, maids, butlers, cooks, groundskeepers, security forces, and anyone else needed to maintain this land's beauty. The buildings themselves are incredibly master-crafted and are sturdy enough to completely endure most earthquakes. Also guarding this villa is an eternal sentry force of 25 Britannian pilots piloting base-line Gloucesters. The forces and people here have an infinite amount of ammo, supplies, luxury items, high-end food, ingredients, and drink, and plumbing and electricity, none of which can leave the plot of land this Villa resides upon.

### **Damocles (600 CP)**

Originally developed by the Toromo Agency in Cambodia at the request of Prince Schneizel el Britannia, this Sky Fortress is powered by a series of solar cell generation systems, similar to those used in Tokyo's concession areas. Spanning three kilometers on its longest axis, it is armed with several F.L.E.I.J.A. warheads, however it requires approximately ten minutes to reload after firing just one. It is also rendered nigh indestructible due to the Blaze Luminous shield that encompasses the entire fortress. Its only weakness lies in the fact that the Blaze Luminous has to be opened near the F.L.E.I.J.A launch tube in order to fire a F.L.E.I.J.A. This fortress is equipped with a top-of-the-line Float System, and comes filled with a contingent of

RPI-212BFA Vincent Ward Airs with RPI-212AFA Vincent Commander Model Airs scattered among them, with a total of 100 Nightmare Frames under your command. The Damocles comes with an immortal, forever loyal staff and pilots for the Nightmare Frames. This Sky Fortress has an infinite supply of high-quality food, water, ammunition, replacement parts, and supplies to repair and replace any lost assets that's apart of this item (though these supplies cannot leave the Damocles unless it is used on assets from this Fortress or the food or water ingested by someone). These staff and pilots can't stray too far from this Sky Fortress. Comes with the Damocles' F.L.E.I.J.A. firing switch. If this Fortress is ever destroyed or damaged beyond repair, a new one appears in a place of your choosing after a month has passed. Whenever a Nightmare is completely destroyed or damaged beyond repair, a new one will appear in the Damocles' hanger after a week has passed. Since this can't fit in the average Jumper's Warehouse, when you first enter a Jump you can elect to choose where and when it will first appear, if at all, during it. F.L.E.I.J.A.s made by this item cannot be used outside of the Damocles' launchers, and a new one respawns only after one has been fired. This Damocles can also travel through space (much like how the original one was launched through and into the Sun), retains a breathable and safe for Humans atmosphere and pressure, and with the advent of Float Systems has an artificial, Earth-like gravity within it. This Fortress will be unaffected by the dangers of space, such as radiation, vacuum shenanigans, etc.

## Companions

### **Import (50 CP)**

Can be purchased more than once. When you purchase this, you can import a preexisting companion or create a new one. Choose an Origin for them, the freebies and discounts of that Origin, and 600 CP to spend. Imports don't get access to Items or a Personal Knightmare Frame.

### **Canon Character (50 CP)**

Can be purchased more than once. This option allows you the chance to convince a character to join you as a companion, so pick it when you purchase this option. You'll be guaranteed to have multiple favorable encounters between the two of you and if you try and befriend them you'll find your efforts to be considerably more effective than they otherwise would be. Do note that some characters will be significantly more difficult to convince due to prior obligations in this setting.

### **Knight of Honor (100 CP)(First Free if Royalty, otherwise Discount Royalty)**

You get a Knight of Honor who's appearance, name, gender, and general background can be decided by you now. Being a Knight of Honor means to be completely and utterly loyal to one's lord, and as such this Knight's fealty to you and your cause is immensely high and they will follow you in whatever you do. They will prioritize your safety first and foremost and, if allowed and you're amiable, is likely to develop steadfast romantic feelings for you as many Knights of Honor do in-setting. They will have the Nobility Origin, High Living Standards, Basic Military Tactics, Just A Normal Soldier limited to peak human feats and Knightmare skills on par with Guillford's, Camaraderie, and have the military skills of an expert and experienced tactician and strategist, specifically when it comes to Knightmare Frame combat. For an extra 100 CP they will have Cybernetic Implants and an implanted Geass Canceler eye. This Knight of Honor can start out as the equivalent of a Major in whatever organization that makes sense for your starting location and Origin.

### **Personal Nightmare Frame**

So, we've finally made it to this point, and you might be wondering, "where's all the mecha?" Well luckily you came to the right place, as it's here you'll be crafting your own custom Nightmare Frame! All Nightmares come with an unending supply of ammunition and fuel inside them and their equipment, you can teleport your Nightmare out of your warehouse within 10 meters of you, and when out of combat and danger you can teleport your Nightmare back into your Warehouse where it'll be completely repaired over the course of a day. If your Nightmare is completely destroyed, it respawns whole and new in your Warehouse a week later. Your Nightmare will come in whatever color scheme you want, depending on your options you can switch out its loadout (such as swapping between Nightmare-held weapons or attachments), your Nightmare will have a hull-look that's at least appropriate for its Generation, and you can customize its height and weight within its available parameters. You change change your Nightmare's energy color at will.

All Nightmare components are fiat-backed to not conflict with one another, unless it's blatantly obvious, and you can freely import any other mecha into this Nightmare creator and only add what you want seamlessly integrated with your mecha.

So here, take 1000 Nightmare Points (KP) and go build yourself your token mecha. Nightmare Points can be converted from CP at a rate of 1 CP to 2 KP.



## Frame

**4th Generation (Free)** - Like Britannia's RPI-11 Glasgow, you have a frame built with this integral Generation in mind. It's one of the earliest and cheapest types of Nightmare Frame to produce and it lays the framework for the future Generations of Nightmare Frames, and it completely outpaces any modern-day tanks or wheeled military vehicles. These units are still commonly used by police forces and civilians. These Nightmare Frames are usually between 4-5 meters in height, weighs between 7-8 metric tonnes, and has a hull made of Tungsten.

**5th Generation (-100 KP)** - Following the 4th Generation's success in being tools to obliterate conventional military forces, Britannia adapted upon it and created this Generation to specifically combat other Nightmare Frames, giving way to the common military RPI-13 Sutherland and the deadly anti-Nightmare RPI-209 Gloucester. These Nightmare Frames are usually between 4-5 meters in height, weighs between 7-8 metric tonnes, and has a hull made of Tungsten. In comparison to the 4th Generation, these Frames are 1.25x more mobile, durable, and has a general 1.5x increase in cockpit comfort, function, and operational performance.

**7th Generation (-300 KP)** - This Generation is a huge leap from the 5th, but is largely experimental and won't be meant for mass-manufacturing for quite some time. Notable Frames of this Generation include the experimental Lancelot, Lancelot Conquista, the Vincent, and the custom Guren Mk-II, as well as many of the Knights of Round's personal Nightmare Frames. More notable Frames of this Generation usually hold a large amount of experimental technology within them. These Nightmare Frames are usually between 4-5 meters in height, weighs between 6-8 metric tonnes, and has a hull made of Tungsten. In comparison to the 5th Generation, these Frames are 1.75x more mobile, durable, and have a 2x operational performance.

**9th Generation (-600 KP)** - This Generation represents the highest level of technology in a Nightmare Frame in the entirety of the series, with the introductions of highly experimental and incredibly powerful technologies. Such Frames in this Generation are only known to be the Lancelot Albion and the Guren S.E.I.T.E.N. All of these Nightmare Frames have a built-in oxygen supply for combat at high altitudes and underwater travel and combat. These Nightmare Frames are usually between 4-6 meters in height, weighs between 7-10 metric tonnes, and has a hull made of Tungsten. In comparison to the 7th Generation, these Frames are 2.5x more mobile, durable, and have a 2x operational performance.

## **General Characteristics**

**Yggdrasil Drive & Energy Filler (Free)** - This is the fictional power source of this setting which feeds on Sakuradite. At it's core is a device called the Core Luminous, where a cube of unknown composition is weightlessly suspended.

**Color Scheme (Free)** - You can, upon return to your Warehouse, recolor your Nightmare in any way you wish.

**Frame Aesthetics (Free)** - You can, upon return to your Warehouse, choose an Aesthetic design appropriate for your Frame's Generation.

**Geass Conduit System (-100 KP)(Free with Geass)** - Allows a user to channel Geass abilities through this Nightmare Frame when applicable.

## **Design Features**

**Cockpit Ejection System (Free)** - A system that allows you to manually, or when your Knightmare take enough damage, jettison your cockpit away from your Frame and out of immediate danger.

**No Cockpit Ejection System (+200 KP)** - Like the experimental Z-01 Lancelot, your Knightmare Frame doesn't have a Cockpit Ejection System. This replaces Cockpit Ejection System.

**Factsphere Sensor (Free)** - This is essentially an advanced camera that relays live thermographic images and data to the pilot, usually protected under a layer of armor on the Frame. When retracted it allows for greater system sensitivity. You can choose now where your Factsphere is location: in the face or one nearby each shoulder of your Frame.

**No Factsphere Sensor (+50 KP)** - Like the Guren Mk. II your Frame lacks a Factsphere Sensor. This replaces Factsphere Sensor.

**Advanced Factsphere Sensor (-50 KP)(Free 9th Generation)** - This replaces your Factsphere Sensor with a state-of-the-art advanced one which lies within your hull and is non-visible. This replaces Factsphere Sensor. Exclusive with No Factsphere Sensor.

**Landspinner Propulsion System (Free)** - These Landspinners are the primary method by which Knightmares move about, allowing them to pull off a variety of maneuvers without having to physically walk your mecha everywhere you go. This system can optionally fold into the side of your Knightmare's foot or fold up into the back of its leg.

**No Landspinner Propulsion System (+200 KP)** - Are you sure you don't want these? These are the primary means of your Knightmare of traversing the ground, and they're quite manouverable as well, allowing to perform most of the crazy stunts we see Knightmares do. Perhaps you're importing another mecha that doesn't need these, or maybe you'll be solely relying on a flight system? Regardless, you no longer have these as part of your Knightmare. This replaces Landspinner Propulsion System.

**Sand Panels (Free)** - Yet one of the many optional parts to a Knightmare, this is specifically used for traversing fine terrain like sand and loose soil. This is essentially a cheap hover system to prevent your Frame from succumbing to the elements.

**I.F.F. Transponder System (Free)** - This is a Friend-Foe Interface. Unlike the ones you'd find in this setting, this one is fiat-backed to always transmit exactly as it should, your allies, neutral entities, and your foes, be they mechanical or biological. You'll be able to discern their size by the size of the dot and it'll label just who they are if you know of them.

**Back-inbuilt Chaffsmoke Dispensing System (-50 KP)(Free 5th Generation) -**

Another optional part which enables dispensing of both chaff and a smokescreen. This permits both jamming of electronic equipment and disturbance of visual tracking, allowing for relatively stealthy retreats.

**Sakuradite-infused Hull (-100 KP)(Discount 7th, 9th Generation) -** Like the Lancelot and its line of units, your hull is infused with Sakuradite which increases your Nightmare's mobility, durability, and operational performance by 15%, giving you that edge over similarly-equipped opponents.

**Harken Boosters (-100 KP)(Free 7th, 9th, Discount 5th Generation)(Requires Slash Harkens) -** Increases the firing speeds of your Slash Harkens by 50% and allows them the capability to change directions mid-flight.

**Multi Energy Device (-200 KP)(Discount 7th, 9th Generation) -** Either mounted on the back of your cockpit or on the side of one of your Nightmare's arms, this system the use of a wide-area function of the Blaze Luminous System, effectively giving your shielding technologies in your Frame the ability to project shields five times further out and expand them temporarily at a time by three times. In addition, having this device attached to your Nightmare gives it a 25% boost in operational performance.

**Gefjun Disturber Shielding (-100 KP)(Free 7th, 9th Generation) -** A correctly placed Gefjun will ruin your day, I assure you. With this integrated into your hull, your Nightmare Frame becomes completely immune to Gefjun Disturber technologies and anything similar to it that would seek to disable your Nightmare, such as EMPs.

**Float/Air Glide System (-400 KP)(Free 7th, 9th, Discount 5th Generation) -** You can switch between these systems whenever your Nightmare is in your Warehouse. These systems allow your Nightmare to fly, drastically changing the Nightmare warfare doctrine in this world.

**Energy Wing System (-800 KP)(Free 9th, Discount 7th Generation)(Exclusive with Float/Air Glide System) -** Developed by the Camelot Research Group, this system replaces the standard Float/Air Glide System and increases Nightmare Mobility in the air by 100% and allows your Nightmare to temporarily speed up in a single direction by three times for a split second, and this ability can be chained if you have the skills and reflexes to do so. Different abilities are equipped on this Nightmare depending on the number of wings a Frame has. Choose one:

**4 Wings -** Your wings come with an auto-directional barrier defense system; that is your wings will automatically try and intercept any enemy fire or blows to your Frame. Like with the Lancelot's Blaze Luminous Shields, these wings can only take so much punishment before it has to recharge.

**6 Wings -** Your wings can fire incredibly powerful armor-piercing crystalline energy projectiles at a rapid rate and speed, enough to bombard a

moderately-sized invading force. These projectiles can shred through any Knightmare Frame it hits, and subsequently through virtually all metals, though it can be blocked and mitigated by technology such as Maser Vibration weapons or energy shielding.

**8 Wings** - These wings allow your Knightmare to instead temporarily speed up in a single direction by ten times instead of three times for a split second, and if you can react quickly enough you can chain this effect as you see fit.

**10 Wings** - Your wings have the capability of shifting horizontally, completely surrounding the middle of your Knightmare Frame's torso, and can spin erratically around it at a high speed. These wings are incredibly sharp and can slice through just about any defense instantaneously aside from energy and beam shielding. These wings are unable to harm or damage your Knightmare or its equipment, nor will they obstruct your movement or shields in any way.

**Blaze Luminous System (-400 KP)(Discount 7th, 9th Generation)** - Also developed by the Camelot Research Group, this system allows your Knightmare Frame to project energy shields in order to protect itself.

**Forearm-mounted Beam Shields (Free)** - You gain the same shields that the Lancelot initially had when it was first revealed. These will take quite a bit of damage before needing to recharge, so have at it.

**Leg-mounted Beam Shields (-100 KP)(Free 9th, Discount 7th Generation)** - Like the Forearm-mounted Beam Shields, these cover your legs. These were primarily used by the Lancelot Conquista's pilot, Kururugi Suzaku, to increase his damage to enemy units while kicking.

**Core Luminous Cone (-200 KP)(Free 9th, Discount 7th Generation)** - Like the Forearm and Leg-mounted Beam Shields, this shield encompasses the vast majority of your Knightmare's lower body and all of its upper body in front of it with a Beam Shield. Great for rushing into enemy fire.

**Full-Knightmare Shield (-600 KP)(Discount 7th, 9th Generation)** - This Beam Shield completely encompasses your entire Knightmare, a full defense. You won't be able to fire through your shield when it's active, but neither will your enemy be able to, unless they manage to quickly overpower your shield with sufficient firepower. This shield is incredibly energy intensive and can only be used for a short duration before needing to recharge.

**Absolute Defense System (-800 KP)(Discount 7th, 9th Generation)** - A system initially only sported by the experimental Gawain Knightmare Frame, this automatic defensive system projects a multitude of hexagonal Beam Shields in order to intercept enemy fire, without having to strain the system

projecting a Full-Knightmare Shield. On its own it is rather rudimentary and won't protect you from some projectiles or attacks, but if you have intellect and drive on par with Lelouch you could utilize it to its fullest potential as he did in the anime. A benefit to not having a singular shield is that if one hexagonal shield is taken down, it doesn't bring down all of them. Truly this is the greatest defensive power provided by the Blaze Luminous System. Luckily, this version of the Absolute Defense System comes with the Druid System, adapted from Lelouch's Shinkiro, which predicts incoming velocities and paths projections and attacks, shifting and conjuring up your shields in response. Unlike the Shinkiro's however, your Druid System is completely able to use this shielding technology to its fullest extent using complex algorithms and calculations. This automatic defense will allow you to divert your attention to other things, though note that you still can shape the shields to your whims despite the Druid System in place.

**Fortress Mode (-400 KP)(Discount 7th, 9th Generation)** - Your Nightmare can now transform into either a mobile or defensive state. When transformed, your Nightmare either takes the form of an incredibly fast and mobile jet or a much more durable and defensive "fortress" (the latter can still fly and move around if you have a Flight Unit of some kind). Assume the former grants you an overall 2x boost in speed and mobility, and the latter grants you a 2x boost in physical and shield durability. While in these mods you still retain the ability to use all built-in weaponry in your Frame seamlessly.

**Gefjun Disturber (-200 KP)(Discount 7th, 9th Generation)** - Your Nightmare has been upgraded with Gefjun Disturber technology which, on its own, doesn't do much other than remove you from enemy radar, when combined with the Blaze Luminous System or Radiant Wave Shielding allows your shields and defenses to easily bear the brunt of ionized beam attacks and anything similar. This essentially aids in dissipating the beam of energy before it even makes much of a kinetic impact against your shields.

## Armament

**2 Upper-body Slash Harkens (Free)** - These are wire guided projectiles that have a variable tip (which is usually blunt, though in the Guren Mk-II's case it's a two-pronged claw) that can be customized by you when your Knightmare is in your Warehouse. They can be used in multiple ways varying from offensive to defensive, or as a means of transportation via anchoring them in an object, and retracting the cable, or in the case of the Lancelot's wrist mounted slash harken the cable can be stiffened and then used like a pole to vault in a direction (In the second episode, Suzaku even used the wire of slash harkens as a whip). You can also choose where these are located on your Frame when in your Warehouse, namely the wrists, shoulders, or the upper-torso. You can also elect to replace these with ten smaller, Finger-mounted Slash Harkens at any point in your Warehouse or you can reverse it.

**2 Lower-body Slash Harkens (-100 KP)(Discount 7th, 9th Generation)** - So two isn't quite enough you you, huh? Well, now you can have two additional Slash Harkens on your Frame's lower-body as well! There are now two Slash Harkens located in either your Knightmare's hips or knees, which can be changed in your Warehouse at will.

**Torso-mounted Anti-Personnel Machine Gun (-50 KP)(Free 4th, 5th Generation)** - You now have a Machine Gun built into your Knightmare's torso that you can control. This is enough to take out most if not all infantry units not in a Knightmare, and can even, with enough bullets, take out most armored vehicles with ease.

**Knightmare-grade Assault Rifle (-50 KP)(Free 4th, 5th Generation)** - You get a massive hand-held Coil Gun (otherwise known as a Gauss Rifle) to do with as you please. This weapon can tear through tungsten very effectively, so it makes a great weapon to use against opposing Knightmare forces. Comes with an optional scope as well.

**2 Elbow-mounted Stun Tonfas (-50 KP)(Free 4th, 5th, 7th Generation)** - You get two Stun Tonfas that you can deploy from your Knightmare's elbows. These are melee weapons used for close-range combat and it uses electricity from its built-in Stun Guns to electrify the metal tonfa batons, which flip outward, and can be used to deliver devastating melee blows. When not deployed, these act as a wrist-mounted Stun Guns. With these you can also channel a destructive amount of electricity along your Slash Harkins, allowing them to act much like the Shen Hu's.

**Knightmare-grade EM Jousting Lance (-50 KP)(Free 5th, 7th Generation)** - You get a large, electromagnetic Jousting Lance for your Knightmare Frame. This lance incorporates a set of expanding prongs on four sides that makes it possible to trap and disarm enemy weapons. Combined with a high mobility Frame, such as the 5th Generation Gloucester and beyond, this fearsome weapon can be used to penetrate right into an enemy Knightmare's cockpit, killing the pilot and preventing them from escaping via the standard ejection system.

**Knightmare-grade Anti-material Sniper Rifle (-100 KP)(Discount 4th, 5th Generation)** - You get a much longer and far more powerful Coil Gun in the form of this anti-material Sniper Rifle. This Rifle can shred through pretty much any Nightmare you aim it at, and not much will stop a bullet from this monstrous Coil Gun aside from defenses like the Blaze Luminous System or incredibly thick slabs of metal.

**Giant Cannon (-50 KP)(Free 4th, 5th Generation)** - What it says on the tin, you get a giant, Nightmare-grade Rocket Launcher. Shoots missiles with an explosive payload you'd expect from a rocket launcher meant to take out Nightmare Frames.

**Deployable Ballistic Shield (-50 KP)(Free 5th, Discount 4th, 7th Generation)** - What you get here is a Nightmare-grade ballistic shield that's deployable from one of your Nightmare's arms. This shield can take the constant punishment of a giant Coil Gun constantly shooting at it with only a few dents, though don't go thinking it'll stop explosives or a Nightmare-grade Anti-material Sniper Rifle though.

**Chaos Mine (-100 KP)(Free 5th, Discount 7th Generation)** - You get a Chaos Mine, which is a cylindrical air burst grenade that sprays deadly shrapnel over a small area. These are powerful anti-infantry weapons and can shred through most Nightmare Frames, but it is largely ineffective against defenses such as the Blaze Luminous System. This is safely equipped at your Nightmare's hip and it will never go off without your desire for it to do so. You only get one Chaos Mine per battle or every hour, whichever comes first, and you can purchase this multiple times, with further purchases only discounted for 5th Generation Frames.

**Needle Blazer (-200 KP)(Discounted 7th, 9th Generation)** - Located in one or both of your Frame's elbow joints, this is a device that can penetrate armor with a devastating and powerful effect. In close range, it will emit a blast of focused energy that can be used to destroy an enemy Nightmare Frame. The Needle Blazer is usually aimed for an opposing enemy's cockpit most likely in order to destroy it and kill its pilot. This burst is very powerful and is an almost certainty to destroy the opposing Nightmare. Its effect is also alike to the Radiant Wave Surger in the way of its destructive capabilities, but in a much smaller scale.

**2 Shoulder-mounted "Sattel Waffen" Missile Launchers (-100 KP)(Discount 4th, 5th Generation)** - Located on either side of your cockpit, your Frame now has a pair of "Sattel Waffen" Missile Launchers. These will never explode while within close proximity of your Nightmare Frame, and these carry a payload of enough explosive to completely obliterate a squad of unsuspecting Nightmare Frames.

**2 Back-mounted 6-tube Missile Launchers (-300 KP)(Discount 7th, 9th Generation)** - Like the "Sattel Waffen" these also shoot missiles at your enemies. Unlike the "Sattel Waffen", however, is that you get a replenishing supply of Gefjun Nets, Chaff Grenades, Stun Grenades, Flash Bangs, Incendiaries, and any other type of modern military grenade or explosive type for use in these launchers.



**2 Triple Gatling Guns (-100 KP)(Discount 5th, 7th Generation)** - With four barrels per gun and three guns per arm, these Gauss-powered Triple Gatling Guns output a deadly storm of high-caliber bullets per second. These can shred pretty much all unshielded 5th Generation Nightmare Frames to shreds, and can give Mass-manufactured 7th Generation Nightmare Frames a terrifying run for their money. These are an optional Nightmare Frame attachment and when used replace the Nightmare's hands.

**2 Maser Vibration Swords (-200 KP)(Free 7th, 9th, Discount 5th Generation)** - You get a pair of Maser Vibration Swords and scabbards for them. These are a type of weapon that uses a combination of extremely high oscillation rates and temperatures in order to increase the cutting effectiveness of the weapon, thus this leads to the gray material the weapons are made of suddenly becoming red. Due to some Maser Vibration Swords having similar oscillation rates, they can collide with each other without being cut. It can be inferred that the deeper the color of red it is, that the MVS blade becomes the sharper, stronger, and more durable. Optionally, you can elect to make your Maser Vibration Swords into Rakshata's variant, the Revolving Blade Swords.

**Maser Vibration Knives (+50 KP)** - Shorten your blades for some extra Nightmare Points, if you want. Exclusive with other Maser Vibration upgrades aside from Improved Maser Vibration.

**Maser Vibration Other (-50 KP)(Undiscounted)** - Change the form of your Maser Vibration Swords into any other hand-held melee weapon you can think of, such as a lance that turns into a drill, claws, anything that has a sharp edge is fair game. Any increases in efficiency or cutting power relies solely on your choice of weapon and how it functions.

**Improved Maser Vibration (-50 KP)(Undiscounted)** - Your Maser Vibration weapon(s) are upgraded into a purple variant that is much more powerful and durable than other Maser Vibration weapons. If your choice of weapon is singular assume a 50% increase in cutting and defensive power, while if your weapon is numeral assume an additional 25% increase in cutting and defensive power to each weapon instead.

**VARIS Rifle (-200 KP)(Discount 7th, 9th Generation)** - You get the VARIS Rifle, yet another invention of the Camelot Research Group. A revolutionary weapon based on Rail Gun technology, it fires beam-like rounds. By changing the configuration of its barrel (aka Impact Rail) between Normal Mode (straight beams) and Burst Mode (spherical beams), it can adapt the repulsion force applied on the projectile to suit any combat situation. It boasts destructive power far greater than that of the coilgun-based Assault Rifles used by other Nightmare Frames.

**Super VARIS Rifle (-200 KP)(Discount 9th Generation)** - Instead of a normal VARIS Rifle, you get the same one that Kururugi Suzaku's Lancelot Albion uses. This improved version of the rifle includes two barrels, one which

serves as a machine gun, and a second firing high-powered shots. These barrels can also separate to reveal an ordinary Hadron Cannon. This replaces VARIS Rifle.

**Arm-mounted Radiation Wave Missile Launcher (-200 KP)(Discount 7th Generation)**

- In one or both of your Knightmare's arms, you now can launch Radiation Wave Missiles. These are essentially just missiles that deliver a payload of Radiation Wave technology that results in the same chain reaction effect upon contact with a Knightmare as a Knightmare coming into contact with an active Radiant Wave Surger.

**Chest-mounted Diffusion Structure Phase Transition Cannon (400 KP)(Discount 7th, 9th Generation)** - Originally fielded by the Shinkiro, this energy weapon, when activated, fires a prism-like object from your Knightmare's chest. It then fires a powerful beam into the prism, which refracts the blast into dozens of devastating pinpoint lasers. The beam can be fired without launching the prism for a concentrated attack. The shields must be deactivated for the weapon to be fired.

**Baryon Cannon (-400 KP)(Discount 7th, 9th Generation)** - Originally only fielded by the Shen Hu, this Baryon Cannon is mounted in your Knightmare's chest. This cannon fires a beam much like a Hadron Cannon, and at only 40% of its output can match the full force of the Guren Flight-Enabled Version's improved Radiant Wave Surger; at an unknown (possibly full) level of power it can completely shatter Blaze Luminous shielding, even on Britannian airships.

**Hadron Cannon (-600 KP)(Discount 7th, 9th Generation)** - Originally built into the experimental prototype the Gawain, this built-in weapon fires a large, concentrated particle beam of Hadrons, with only the most powerful Blaze Luminous Shields known to stop this beam of death. This cannon uses Gefjun Disturber technology to direct the weapon and as a result has a very large range and a larger beam than the Gawain's. As a result of the integration of Gefjun Disturber technology, your Knightmare is invisible on radar. You can choose and change at any time whether this is mounted on your Knightmare's chest, under one or both of its wrists, in its shoulders, or if its a separate weapon all together. This Hadron Cannon in particular also as the ability to fire like a Hadron Blaster, which fires spherical burst shots instead of a beam, or a Stark Hadron Cannon if you use this Hadron Cannon as a separate weapon and you allow it to charge up twice as long. The Stark Hadron Cannon feature is powerful enough to destroy a mountain.

**Radiant Wave Surger (-600 KP)(Discounted 7th, 9th Generation)** - One of your Knightmare's arms is replaced with a Radiant Wave Surger. First utilized in the Guren Mk-II, the Radiant Wave Surger causes a chain reaction in Knightmare Frames which usually results in the parts expanding and eventually exploding, likely due to liquids or materials present within a Knightmare frame. The only known way of halting the chain reaction is to eject the damaged parts before other parts are affected. This version also has an Armour Piercing Bombardment-type Radiation Wave unit which has the effect of internally damaging systems by shooting energy into a focused

beam or spreading the energy into wide-area blast to neutralize and disable enemy Knightmares. This arm can also fire disk-shaped radiation beams and project a radiation blade. The arm this replaces becomes 25% longer and likely can no longer handle most Nightmare equipment and weaponry as well as before. Comes with the use of this arm as a Harken. Because you're using Nightmare Points to purchase this than obtaining this in-setting you can elect to revert this arm back to what it looked like before the installation of a Radiant Wave Surger in your Warehouse and it'll retain all of its abilities and doesn't lose and sort of efficiency in its user (you can also revert it back to the 25% longer arm there as well).

## Drawbacks

You may take up to 1200 CP in Drawbacks.

### **Wrong Time (+0 CP)**

Instead of starting in 2017 a.t.b., you're instead thrown into this world at your location in August 10, 2010 a.t.b., the day the Holy Britannian Empire attacked Japan with their new force multiplier, the 4th Generation Nightmare Frames. Save Japan from Britannia's tyranny, or join Britannia in this conquering of a new Area and gain fame and fortune, either way your story starts now and you'll be sticking around until August 10, 2020 a.t.b. Note: if you want to still be a vi Britannia sibling, instead roll 6 + 1d4 for your age.

### **Even Further Beyond (+200 CP)**

Instead of starting in 2017 a.t.b. or 2010 a.t.b., you'll instead be dropped into a world that knows no Nightmare Frame. Starting in 1967 a.t.b. you'll instead be dropped into a less technologically advanced world at your starting location. If you were a vi Britannia sibling before, instead you become a zi Britannia sibling, along with your 12 year old brothers Charles and the boy who would become V.V. Any technological items you bought here, namely Avalon, Damocles, and your Personal Nightmare Frame will be locked from you until a time that a 4th Generation Nightmare is mass-manufactured or it's released to you at the end of the Jump. You'll be staying here for 10 years, though you can stick around until the year 2027 a.t.b. for up to a total of 50 additional years on top of that. If you want, it can be fiat-backed that, if Charles remains alive, that he falls in love with Marianne and Lelouch and Nunnally are still born as they were. You must instead roll 8 + 1d4 for your age if you're a zi Britannia sibling.

**Wrong Continuity (+0 CP)** - Instead of Jumping into the Anime's setting you'll be going into the Movies' continuity. What's the difference, you may ask? Well, many characters, such as Kallen, don't get as much character or emotional development with Lelouch, Lelouch's relationship with C.C. is more caring and romantic rather than being more like close friends and accomplices, there's no shower scene, without your intervention Shirley survives, Mao never goes to Japan, the Chinese never invade, Nina doesn't decide to try and blow up Ashford Academy, and there is only One Zero instead of a Million of him.

**Alternate Universe (+0 CP)** - Instead of the standard continuity of Code Geass, this drawback seamlessly implements many non-canonical characters into the main story without disrupting it, such as Rai from the game Lost Colors, Alice from Nightmare of Nunnally, characters from Oz the Reflection such as Marrybell mel Britannia and the Glinda Knights, and many others. This does not take into account any major plot changes such as those seen in Nightmare of Nunnally, just introduces those characters in a realistic fashion into the main story of Code Geass. This does allow mild changes such as the introduction of certain things like the GX 01 Alpha, Lancelot Club, and the Gekka Pre-Production Test Type Nightmares however.

**Pizza Hut (+100 CP)**

For the duration of the Jump, you're completely addicted to the cheesy and saucy goodness of Pizza Hut pizza. You must eat a slice of Pizza Hut pizza a day or you'll feel restless and thoughts of pizza will fill your mind until you get one. Not that much of a drawback, if you ask me.

**Drama Queen (+100 CP)**

You, Jumper, now have an alter-ego whose name is One. For at least an hour a day you must do something as One, whether its performing at a kids party or aiding in a Rebellion, but regardless you will act like Zero would: drama, mannerisms, and all. Optionally you can instead act like One from Code MENT if you want to deal with that instead.

**Awful Color Scheme (+100 CP)**

You now naturally dress with an awful color scheme. It could be a combo of pink, brown, and green, or it could neon blue, orange, and purple, regardless you dress terribly and you should be ashamed. This extends into the color scheme of your Nightmare as well. People *will* judge you for this.

**Beloved Imouto (+200 CP)(Cannot be taken if you're a vi Britannia sibling)**

You now have a crippled younger sister that you have to take care of. You will love and cherish her as if you'd been her beloved sibling since she was born. You'll have memories implanted into your mind of the years growing up with her and you'll love her and she'll love you, though the memories will have no effect on your personality like an Origin would. How she's crippled doesn't matter, just that it makes life tougher for her, and you'll do anything (within reason of course) to see her smile. She's a very gentle person with a heart of gold, and she has an iron will of her own. You couldn't imagine what you'd do if anything were to happen to her, and if she dies then you'll spend the rest of the Jump in mourning, constantly sad and depressed at the notion of her death and how you could have saved her. At the end of this Jump, if your sister is still alive, you can either leave behind the sister you've come to love or you can take her with you as a companion. Her injuries cannot be healed until the end of this Jump. You can customize her general appearance and personality as long as it remains within the bounds of this Drawback, and her age is up to you as long as she's between 13-18 and younger than you. If you're a Drop-in I hope you have some way of getting her a home, Jumper. You need to take care of her after all.

**Ruthless (+200 CP)**

This doesn't change your ideals, or your beliefs, but this does change the way you try and solve things. Like Lelouch, you'll be able to send people off to their deaths for your goals or the "Greater Good", but unlike him you won't have to deal with the remorse of all the lives you take in the process. You won't have any compunctions against killing people in your way, unless you actually know them of course. After all, it's not like those faceless soldiers *matter* at all, nor the friends and families who they're leaving behind.

**Blind (+200 CP)**

For the duration of the Jump, you cannot see. Nothing will be able to heal this blindness. As a side-effect, your other senses are boosted by a good margin in response to your lack of a sense. Hope you have a way of doing things while blind. This also prevents you from using any sort of ocular powers for the duration of the Jump, including Geass.

**Geass Susceptible (+400 CP)**

Regardless of any perks or abilities you have as a Jumper or you bought here, you have no resistance or immunity to Geass for the duration of the Jump.

**Wanted (+400 CP)**

Your presence will rouse the attention of the Emperor, V.V., and the entirety of the Geass Directorate, causing them to try and hunt you down in your starting location and wherever else they can track you. They either want to remove you from the board or to exploit your meta knowledge for their own gain. They have a vast amount of resources at their disposal, and they're not below using the Britannian military to hunt you down if they think it would work. Hope you're not susceptible to Geass. If taken with Beloved Imouto, this won't extend into your home life, nor will they target her.

**J.J. (+400 CP)**

A new Code Bearer is running around now, with the sole purpose of killing or incapacitating you. This Code Bearer, let's call them J.J., is not affiliated with anyone else but themselves, and the only way for them to obtain the sweet release of death and their Code is to complete this objective. They will contract at least one person every few months in order to try and find a Geass power which can help them in their goals. They're not above targeting others to get to you.

**Ragnarok (+600 CP)**

Charles of Britannia will get as close to Ragnarok as he did in the anime, regardless of your actions in this setting. The only one who will be able to stop him is Lelouch and C.C. following him into the Thought Elevator, and you can have no part in aiding them in preventing Charles from accomplishing Ragnarok. Best you don't change things up too much as to prevent Lelouch from succeeding against the Emperor and his Mother's spirit.

**Just A Normal Jumper (+600 CP)**

You lose all of your out-of-jump abilities aside from your body mod, including your out-of-jump items and access to your Warehouse. You can still teleport your Nightmare in and out of it at will though, and you can access only the Warehouse add-ons bought in the Jump in your Warehouse.

**Demon Emperor Jumper (+600 CP)**

You, Jumper, are reviled across the entirety of the world. Everyone will hate you, and only at best will they tolerate your presence. Even the most kind-hearted people will hope you rot in a cell. What did you do Jumper? You won't be able to get any sort of

employment, or buy a home at a decent price. Your only place of respite is the ever-Neutral Australia. No one even knows you there, and they'll stay neutral no matter what, but nothing will be happening in Australia for the entirety of the Jump, aside from any other complications you take here. All of the main characters will hate you as well. This does not extend to your sister from the Beloved Imouto drawback.

## **Ending**

### **Go Home**

Are you perhaps homesick Jumper? Or maybe you've accomplished all that you needed to for your chain. Either way, it's time to go home.

### **Stay Here**

Take a liking to the setting, huh? Well, in this case all drawbacks are hereby ended and you can live your life in this new world without such troubles in whatever life you've crafted for yourself.

### **Move On**

Hm? Is it time to go already? Well, don't let me stop you. Say goodbye to your friends and allies here Jumper, as it's about time you depart to yet.



## Notes

So yeah, I made a thing. Wasn't all too happy with the state of the Code Geass Jump, and the updated one seemed to disappear off the face of the internet. Hope I'm not offending anyone by posting this (:/. Once I get to see the new Code Geass R3 movie, I may update this. I'll probably update this regardless if there needs to be any modifications or spell-checking to be made. So yeah, thanks for taking the time to go through this Jump!

- The 4 Wings and 10 Wings options of the Energy Wing System are original content as to give you more than two options, and yes the 10 Wings one essentially turns your wings into a Beyblade, akin to the Siegfried's spinning attack, though your Knightmare won't be spinning along with it. Assume that it's just as sharp as the 6 Wings' projectiles.
- The more wings your Knightmare has, the thinner each one is, and the reverse is true as well.
- In regards to the Gefjun Disturber option under your Knightmare, yes it will allow you to trivialize any non-esoteric beam or energy attacks, including Dragon Ball beam blasts regardless of their power, though don't expect it to stop a beam like a God of Destruction's Energy of Destruction or Scion's Sting. So have fun with that.
- In regards to Jumpers without a Warehouse, your Knightmare can instead be de-summoned/summoned from, repaired, or respawn into a pocket dimension unavailable to you. In your mind, when you concentrate on your Frame, you can see it clearly in your mind, and you can apply any modifications to it as normal.
- The Damocles' ability to traverse space is only as quick as its Flight unit technology will allow in-canon. You can however modify an iteration of the Damocles (and also Avalon or your Knightmare) with out-of-Jump tech if you want, though said tech implemented won't be automatically repaired and won't respawn with it when destroyed.
- Geass powers that can be used only once (like Absolute Obedience) only work once between all users of the same exact Geass, so you wouldn't be able to affect people under the effects of Lelouch's Geass and vice-versa if you also have Absolute Obedience.
- Any Geass power you can cancel but normally can only use once will only work again if the target comes under the effects of a Geass Canceler.
- If you actually try and kill something like Alaya and Gaia with the Sword of Ragnarok in C's World it doesn't disable any automatic defense systems in place to protect them, and C's World will not bar entry to entities that are apart of protecting said God or Deity, so expect Counter Guardians, Grand Servants, or Primate Murder to try and put a stop to your shenanigans in the above example. Do note that no other entity other than yourself and those you allow entry through your Thought Elevator can manipulate C's World as stipulated in it's Item description, nor change the structures that reside in it be it from damage or otherwise.
- Extreme cases in which the influence of Geass can be broken is only when its effects are static and aren't on-going like Absolute Obedience's influence, but rather influences like the sealing of an ability or sense via Absolute Memory can

be broken only under the most extreme of circumstances, and usually can't be broken at all by anyone even in a whole lifetime of trying.

Credits: To Valeria, whose Jump-doc style heavily inspired this one. Hope you don't mind (-S)

#### Version 1.1 (The Ragnarok Connection Is Upon Us)

- Grammar fixes and smaller, less noticeable changes.
- Added time period switching drawbacks and continuity "drawbacks".
- Damocles is now able to fly in space safely with its own atmosphere and artificial gravity, though only at a speed its flight unit would allow.
- Changed Booster Shot to only grant you immunity to Geass, ocular-based mind-affecting powers, and mundane means of altering your mind. Booster Shot is now free if you have Code of Immortality.
- Added a Nightmare option drawback that removes your Landspinners.
- Boosted the prices of Float/Air Glide System and Energy Wings a bit but made Float/Air Glide System free to 7th Gen and Energy Wings free to 9th Gen. Altered and fixed the abilities and capabilities of the Energy Wings to better reflect what's in the anime. Better expanded upon the 6 Wings and 8 Wings options and their capabilities.
- Implemented Streamlined into the Radiant Wave Surger option.
- Advanced Factsphere Sensor now free to 7th and 9th Gen Nightmares.
- Increased Drawback CP cap to 1200 from 1000.
- Tweaked the various Geass abilities and buffed Absolute Prediction. Added Absolute Invulnerability. Geass abilities are now noted to be inviolable. Geass now affects sapient entities rather than sentient ones, and can now affect sapient A.I.
- Replaced the Drop-in Item Clovisland with C's World.
- Made the Item Sakuradite free and replaced it under the Noble Item tree with Nightmare Production Facility.
- You can now make your own Maser Vibration Weapon(s) of your choice, and can upgrade them freely as well.
- Added a Geass Conduit System to the Personal Nightmare Frame options.
- Replaced Master of Disguise with Chess Master.
- Added the Knight of Honor Companion.
- Renamed the An Unknown drawback to J.J.
- Expanded upon Regal Charisma and swapped it and Prince/Princess' prices.

#### Version 1.0 (The Actual Launch Version)

- Tweaked a large variety of things, created, edited, and replaced items such as adding the Damocles, editing Avalon, and removing the Golden Throne
- You can now become a Code Bearer! Give out Geass' left and right and laugh when they go runaway. Or help them nurture it into becoming matured, either way works.
- Absolute Consciousness now acts as a generic 1-up as well as a potent body hopping ability and tweaked Absolute Command to work on as many people as you want for as long as you like.
- Added another Wing type, 10 Wings. Makes you a Beyblade.

- Added Gefjun Disturber option to your Knightmare Frame, to stop those pesky beam and energy attacks from affecting your Knightmare.
- Expanded more upon the Tactical Genius perk.
- Removed Dumb A.I., added the Druid System which comes with the Absolute Defense System.
- Added the Chest-mounted Diffusion Structure Phase Transition Cannon, Maser Vibration Claws/Particle Drill Lance, Baryon Cannon, Triple Gatling Guns, Arm-mounted Radiation Wave Missile Launcher, Multi Energy Device, and Back-inbuilt Chaffsmoke Dispensing System options for Knightmares.
- Added stipulation in Stun Tonfas that if taken will allow the user to channel a destructive amount of electricity down their Slash Harkens much like the Shen Hu does.
- Added the Gottwald Procedure (Cybernetic Implants).

Version 0.9

- Initial review version