Rise young jumper- and become legend!

Neon Genesis Evangelion

In the year 2000, a scientific expedition to the antarctic resulted in a world-changing cataclysmic event. This was later determined to be Second Impact.

Fifteen years later, invaders from beyond the stars laid siege to the world.

Your starting budget: 1000cp!

You will spend ten years in the world of Neon Genesis Evangelion, with a given number of those years (or days) happening before Third Impact, and several happening after. Not to say you can't prevent Third Impact...

Third Impact does not end the jump- as long as you survive past Third Impact, you may live out your remaining years on what is left of Earth, or whatever other option best suits you.

Choose your Origin!

100cp - Pattern Red (Human, Mandatory Neuroses)

You are human! Descended from the Primordial Ooze since time immemorial. You're going to be a tool user, focusing on the scientific method and technology to make up for your lack of individual prowess.

You are required to take one of the 'Neuroses' complication with anyttern Red Origin. You will get CP for it. You may spend 50cp to set your age and gender within the ranges allowed.

Pilot

You are an Evangelion pilot, with an appropriate history, background and memories. You have an Evangelion that will function for you. You will also have some kind of social personality disorder which justifies why the Eva will work.

Roll 1d4+12 for your age.

Specialist

You are a technician, scientist, doctor or some other highly skilled person, with a focus on neuroscience, metaphysical biology, weapon manufacture, or something similar. If you're not building or repairing something, then you're probably instead acting as staff operator- when a pilot needs a status report, you're the one giving it.

Roll 1d8+21 for your age.

Director

You are a tactical genius, tapped for your understanding of off the wall combat strategies and how to conceivably fight giant monsters from another dimension. What you lack in direct combat ability, you make up for in strategic acumen and great connections with the military and industrial worlds.

Roll 1d8+21 for your age.

Inspector

You are employed by the United Nations or some other interest group as an inspector of all things NERV and Evangelion. Basically you're a Spy. Try not to get caught.

Roll 2d8 + 26 for your age.

Commander

You are one of the supreme authorities in a given NERV installation, any one them from 02 in Boston, 03 in Berlin, 04 in Nevada, and whichever other ones you like. Each secondary facility lacks a Geofront, but does have a lesser trio of MAGI supercomputers for simulation and number crunching.

Each numbered facility is specialized at something. NERV 04 for example, is S2 engine research.

Roll 2d8+35 for your age.

100cp - Pattern Blue (Angel)

You are descendant from the Fruit of Life, one of ADAM's children cast out into the world with the rage of his defeat at the hands of the Lilim. There are some pros and cons.

On the positive side, you have much easier access to a very potent font of extradimensional power. On the negative side, you have a (thankfully resistable) compulsion to execute your progenitors last orders and fulfil the ADAMforming mission of the White Seed.

You always know which direction Lilith is, or ADAM if you can sense its embryonic form.

You must actively resist the urge to hunt down Lilith, or ADAM if you can sense its embryonic form.

If you voluntarily unite with ADAM or Lilith, the Jump Concludes as if you had died.

You age is measured in 'time elapsed since Second Impact'. This means you could conceivably start the jump as roughly 6 years old, angelically speaking.

Free! - Pattern Orange (Drop-in)

Well, that's interesting. You don't fit in to the Scenario, the Dead Sea Scrolls have nothing on you, and you have no angsty neuroses weighing you down. The disadvantage is, you're probably not going to have ready access to an Evangelion, which *might* be useful if you want to punch Angels, just saying.

You do have a soul ,for purpose of in-setting metaphysics.

Roll 1d8+20 for your starting age.

Choose your Starting Time Period and Location

Roll 1d10 to determine your starting location and time period. You may choose your starting location and year from the list below for 50cp.

1-2 - 2006 AD, Kyoto-2 - You appear in Japan, either on campus, or enrolled/employed in at Kyoto-2 University.
3-4 - 2010 AD, Germany - You find yourself employed or living near NERV-03 in Germany
5-7 - 2015 AD, Tokyo-3 - You are in Tokyo-3 in the beginning of August, one week before Ayanami Rei is injured during testing. Sachiel, the Third Angel, will arrive in approximately 2 weeks.
8-9 - Free Choice of location and any time between January 1st 2006 and December 30th, 2015!
10 - December 30th, 2015 - You find yourself in the NERV hospital inside the Geofront at Tokyo-3. Third Impact is scheduled for *tomorrow*.

Perks

Pilot (Pattern Red)

The Pattern Blue Origin cannot take any Pattern Red perks without first taking Hybrid.

100cp - Synchronization (Free with Pilot!)

You have the basic capability (and the backstory) to synchronize with an Evangelion. In addition to that, you have a knack for using thought or soul-controlled technology or constructs.

In Evangelion terms, you have a standing synchronization 38%. Your maximum is 50%.

100cp - Chemical Resistance (Discount Pilot)

Maybe it's due to overexposure, or you're just naturally inclined to shrug off them off, but drugs seem to work differently for you.

This perk reduces the negative effects of medication or chemicals on your state of mind. Extremely potent opiates will still dull the pain, but you won't fall unconscious or start babbling childishly. This also applies to poisons and recreational stimulants and depressants like caffeine and alcohol. You can still get drunk, but your judgement won't be as impaired.

100cp - Foreign Exchange Fluent (Discount Pilot)

No matter your race, family history, nationality or political citizenship, you have just enough understanding of wherever you go and its cultures that you fit in seamlessly despite ever having lived there a day in your life. It just comes naturally.

200cp - Target Center, Pull the Switch (Discount Pilot)

Your trained reflexes are instilled in you so deeply that you are never denied them. As long as you know how to do it (and the more procedural the task is), you can act in whatever manner your experience says is right. Even if you're mind controlled or amnesiac (aside from Complication conditions), you can act with your full set of skills.

This perk improves your synchronization by 30%. Your maximum is 90%.

200cp - Flat Effect (Discount Pilot)

Your mission defines you, and nothing, not even a failing body, will stop you. This perk improves your willpower when dealing with crippling pain, allowing you to act and move no matter how much it hurts, and it won't even show on your face. This perk works even better if you have a cause to strive for.

Note that you do not actually have increased damage resistance, your body has not changed.

This perk improves your synchronization by 30%. Your maximum is 90%.

200cp - Combat Training (Discount Pilot)

Having been given appropriate tutelage, you are now the equivalent of a trained career soldier, though you might lack real combat experience. Regardless, you are familiar with most forms of personal firearms, and have a knack for giant-robot scaled melee weapons. You also know military jargon, meaning that if someone gives an order to you or someone else, you won't misunderstand it. (Handy if you want to avoid being in the middle of an artillery bombardment).

This perk improves your synchronization by 30%. Your maximum is 90%.

400cp - Natural Aptitude (Discount Pilot)

If you ever need to put 'giant robot pilot' down on your resume, this perk is for you. You are among the best Evangelion pilots in the world, and are probably really good at piloting or driving other combat vehicles, including not-Evangelions.

This perk improves your synchronization by another 30%, and your maximum is now 400%. **400% is bad- don't get that high if you can help it.**

400cp - Soul Over Mind (Discount Pilot)

You have an inner reserve of strength, something that transcends the body or even the mind.

In battles of will, where something is trying to corrupt your mind or body, you are empowered. You can use your own ideals as touchstones and tools to fight off effects that would make your mind or body decay. Minor effects you can fight off utterly, while moderate and severe corruption and psychic contamination require constant effort, but can be held off indefinitely until you find treatment.

400cp -T-Minus Five Minutes of Bloody Glory (Discount Pilot)

You thrive under pressure. Time limits are just another challenge for you.

This perk improves your general ability when put under a strict and actively ticking deadline, like limited power reserves or defusing a bomb with seconds on the clock. In combat, this makes you frighteningly efficient, able to eek out every bit of personal skill or effort you can within a limited time.

As an added benefit, if you are under a time limit because of resources (battery power, fuel, ammo), you may act as if you had full untapped power for the purposes of taking actions. Firing a full power laserblast will not reduce the time left in your batteries.

Specialist (Pattern Red)

100cp - Cool Headed (Free with Specialist)

As long as you've got a laptop full of readouts and a radio to someone, you can give them vital information without error. If you have permission to remote control something like a deployable weapon or emergency eject, your timing is spot-on. The only thing that can stop this effect is being completely cut off from electronic/broadcast communication.

200cp - Fastest Fingers (Discount Specialist)

You are a power user of computers, bar none. With this perk, your typing speed is outrageous, and you no longer make errors when entering in commands, writing code or otherwise compose something on a computer. You also can use a computer in the most awkward of positions without issue, stretching for keys and yet easily typing at your full speed.

This perk also improves your grasp of general computer science, machine language and coding, as well as the trinary-assembly language of the MAGI.

400cp - Metaphysical Biology, PhD (Discount Specialist)

You have a doctorate in the science of Metaphysical Biology, or the anatomy of the soul. this comes with an intuitive grasp of soul mechanics, as well as the ability to create tools that can observe or manipulate the soul of humans and stranger things. This means you have the foundational knowledge to understand Evangelions and even Angels, though not the full extent of their natures. With sufficient time and effort, you could divine every secret.

This discipline is closely connected to identity and the sanctity of one's own self, so knowing the soul's 'hardware' hardens you against controlling influence. Your willpower and resistance to mind control is improved.

600cp - Superscale Skills (Discount Specialist)

It might be designing a geofront, giant robots, or retractable armory buildings- regardless, you're good at it. You're so good, that as long as you're involved in the construction process, you can create things like a transformable cityscape that's perfect for dealing with almost any kind of hostile invader. Geofront caverns are sadly, not included.

This perk also covers things like giant civic works- imagine bridges that span small oceans, or space elevators, things like that.

Director (Pattern Red)

100cp - Fanservice! (Free with Director)

You've got it, and you can flaunt it. This perk ensures you look like a model.

In addition to being obviously more attractive, you can ensure someone will 'come back for more' with an appropriately glib or flirty promise. You aren't promising anything sexy (unless you want to), but if you really need to keep someone showing up day after day, this perk will help.

200cp - Classy, Casual, Comfortable! (Discount Director)

In a world of stolid uniforms, you stand out as a bold streak of style.

With this perk, dress codes are flexible not only for you but around you as well, and you look good because of it. In fact, you look great no matter what you're wearing, and other people look better and tend to match your manner of dress because of it.

Along with the relaxed dress code, this perk improves your leadership skills because people note your flexibility and trust your judgement more.

400cp - Outright Audacious (Discount Director)

You've got a fantastic sense of risk and can judge your assets quickly and easily. You know how good someone or something is at a given task when it comes to deciding where they'll fit in a plan you make.

This perk ensures that crazy plans have a fair chance of working, even if their actual odds of success are disgustingly small. Your optimism is infectious as well, improving the morale of people around you.

Complicated plans are less likely to fail around you, and if they do happen to fail, you and the people around you will be able to improvise a workable solution with what you have, assuming you have anything.

600cp - Major Badass (Discount Director)

Commanding Officer or not, you work for a living, and have the skills to back it up.

This perk improves your personal, tactical and strategic combat ability, ensuring you can act and fight with the skill of a highly trained, elite soldier- you know how to give effective orders in small squads and large military operations.

You can send and receive signals or orders like an experienced officer, and even if you lack an official rank, people will at least accept you're competent. (They'd rather live through a battle following your good ideas and be court-martialed, than die following legal orders.)

You know how to give them so well, that you can even give orders to people who aren't in your chain of command as if you were their superior officer, as long as *they* are in some kind of hierarchy. If you push an order too hard, however, they'll call in and you'll be stuck somewhere all alone with no authorization.

This does not work on civilians, and can only be on someone you could theoretically outrank.

Inspector (Pattern Red)

100cp - Cunning (Free with Inspector)

You're a smooth operator when flirting with danger or your dates. This perk improves your ability to improvise, bluff, or otherwise negotiate small obstacles and security systems. You have a knack for finding weak points and spoofing secure accessways.

This perk also improves your ability to flirt with or flatter people in platonic or romantic settings.

200cp - Magic Hands (Discount Inspector)

You've got a deft touch with delicate tasks, from the lovely ones in your life to the lethal hazards.

This perk improves your manual dexterity, allowing you to do things like quick-draw a weapon from almost any position, perform sleight of hand tricks, or otherwise use your fingers to their utmost.

As an added effect, people don't comment on casual contact as long as you're not being overly forward.

400cp - Burnt After Reading (Discount Inspector)

Some secrets are too awful to be recorded on something as unreliable as a physical media.

This perk gives you a unique ability to commit information to memory- especially recorded information.

At the same time, you can put your hands on a document and exert a bit of willpower and force whatever you have just read to spontaneously combust or utterly scramble itself as to be unreadable. This even works on stone surfaces or metal.

Paper, plastic or similar 'easily destroyed' documents can be completely immolated by this power. Electronic media can also be scrambled, leaving only a tiny chance of recovery. Other, more sturdy recordings destroyed this way *can* be recovered, forensically speaking. You can safely assume it takes weeks of effort to reconstruct an erased wall of cuneiform writing, however.

600cp - Truthseeker (Discount Inspector)

The drive to know is all-encompassing, and you are one of the best when it comes to finding things out.

This perk greatly improves your ability to investigate things and people, easily finding connections and chasing down leads. As just one person, you're probably as effective as a dedicated team of investigators and operatives when it comes to digging up information, and if you do happen to work with a team, you're that much better.

World-spanning cabals, military-industrial secrets, and your date's favorite dish are all easily divined with this perk.

Commander (Pattern Red)

100cp - Dark Utility (Free with Commander)

You have a knack for getting the most out of every asset at your disposal. This perk improves your ability to think of alternate uses for personnel, material resources, money and so on. If setting your house on fire is a viable option that would result in a positive gain, you are *aware of it*, but not compelled to take it.

This perk generally improves your ability to improvise, even turning apparent failures into qualified successes, and helps you squash moral concerns. You can continue to act in a completely moral manner, but you can ensure other people don't see that if you don't want to show it.

200cp - Appropriate Paranoia (Discount Commander)

If someone is out to get you, you can usually figure out who.

This perk enhances your deductive ability- when confronted with the results of an action taken against you, or at least directly involving you, you can quickly determine who ordered it and why.

As an example, if someone orders a sniper after you, and you later find evidence the agent left behind, you can usually find an important detail that links to the likeliest of your known enemies. The more information you have, the more accurate this awareness gets.

Note that this perk does not improve your ability to *survive* attempts on your life, just to find out who ordered them.

400cp - Scenario (Discount Commander)

A perfect strategy does not necessitate never failing. It is the perfect recognition of your goals and the objectives that support your goal- and the understanding of their relative importance. You have that perfect understanding, allowing you to be fluid in planning and execution, know when to act, when to accept setbacks, and how to identify and evaluate pros and cons with a cold calculating eye to choose the lesser of two evils.

Your cold calculation can, at your discretion, work with your emotional reactions to your decisions or ignore it utterly.

600cp - Magnificent Bastard (Discount Commander)

People may not like you, but *no one* considers it a good idea to cross you. As long as you're leading an organization, your reputation stands out as one not to be fucked with. You can expect minor or moderate obstacles to your plans evaporating, leaving you to deal with truly large issues.

Along with this is an increased capacity for intrigue and political maneuvering. You can navigate incredibly entrenched conspiracies with the best of them, and secure government or private funding for projects that require the monetary resources of multiple small countries.

Pattern Blue

Pattern Red and Pattern Orange origins cannot take Pattern Blue Perks without taking Hybrid, detailed below.

100cp - Waveform Anatomy (Free with Pattern Blue)

Your body now has an extra-dimensional component, existing in real-space as matter that behaves like light- as both waves and particles. From this point on, your physiology and appearance is now more dependant on your self image and ego barriers, than any proper material component.

This perk improves any shape-shifting ability, because your body is now an ego-defined construct. This has the basic effect of combining your mental presence, physical body and spiritual health into a single unified trait, but you can still suffer damage. This also means that spiritual damage and recovery affect your physical and mental health, and vice versa.

A strong self-image and ego also improves your resistance to effects that would change your mind or body against your will.'

200cp - Solipsistic Integrity (Discount Pattern Blue)

Who and What you are is a product of your mind and soul, and base mechanical injury will not permanently mar your perfection.

This perk enhances your ability to heal damage. As long as you have a healthy state of mind, any injury you suffer will heal perfectly without a scar, no matter how complicated or serious. The speed of your regeneration is only slightly improved, however.

A healthy state of mind is relative- assume that only self-destructive or otherwise ego-eroding behaviors count as deleterious.

200cp - Hybrid (Available to All Origins, Discount Pilot, Pattern Blue)

This perk condenses your non-euclidean form (if you have one) into a human scale body. You also gain enough metaphysical back-end to pilot an Evangelion, or fake doing so with other perks. As an added benefit, you are now actively resistant to effects which try to discern if you are human or not. You can be eventually proven as not human for whatever reason presently applies, but mosts tests are often inconclusive or frustratingly vague.

This perk is available to all origins, with the allowed discounts detailed above.

400cp - Non-Euclidean (Discount Pattern Blue, Requires Waveform Anatomy)

Your soul can now unfurl into a much larger, stranger configuration. You are now a truly giant monster-shaped hole in spacetime and conventional physics.

With this perk, you can now transform and play practical part of an Angel. As a humanoid presence, your expressed AT field is commensurately smaller and less potent, and you are more vulnerable to damage (before accounting for other perks of course). An N2 mine would ruin your day at human scale.

Your new form is a strange, truly alien looking thing that is nigh incomprehensible by mere mortals. Real Old-Testament style. When fully manifested, you are roughly equivalent to Sachiel in power and ability. Being hit with an N2 mine or similar attack in this form would necessitate a long period of healing, or a few hours if you have considerable regeneration ability.

Regen perks *do* assist in recovery, but they do not work as fast on your Angel form as they do on your Human form, and attempting to shift back to speed up your regen could be... ...unwise.

400cp - AT Field Mastery (Discount Pattern Blue)

You have a grasp over the Light of your Soul that Lilim can barely comprehend, and only grasp in fleeting snatches.

This perk grants you the basic and advanced AT-Field functions listed in the gear section, with a capacity to use it at a human scale. If you do not have Waveform Anatomy, any use of your AT field while in a human body can damage your soul or mind, as you are making it do things it’s not intended to do. Soul damage will heal, but tends to manifest as psychological issues in the meantime.

A human-scale AT field can protect yourself from most forms of gunfire, melee attacks and the like. If you have Non-Euclidean, your AT field scales up to Angel Size and power as long as you take that form. An S2 Organ/Engine provides much more power to utilize your AT-Field.

600cp - Unassailable (Discount Pattern Blue, Requires Non-Euclidean, Requires AT-Field Mastery)

You and your self are a veritable fortress. With this perk, you upgrade your Angel form, evoking the Angel of Thunder or the Angel of Might in a limited manner.

This perk improves your various combat and defensive abilities when in Angel form, increasing your damage resistances and other incidental upgrades. Your Angel-scale AT fields are now strong enough that opponents must expend considerable effort and long military campaigns to breach your defenses with mere conventional arms. You are still vulnerable to unconventional weapons like Evangelions, high-energy effects like positron beams or nuclear-equivalents.

Your human scale AT fields are also improved, though to a lesser degree, allowing you to combat units of well-equipped infantry, protecting yourself against most man-portable and small vehicle mounted weapons.

You cannot take this perk alongside Ineffable.

600cp - Ineffable (Discount Pattern Blue, Requires Non-Euclidean, Requires AT-Field Mastery)

Attaining a higher, more eschatonic form, you shed such petty means as mere *physical* efforts.

This perk improves your various communication, psychic and illusion based effects when in Angel form, evocative of Arael and Leliel. You may not be able to create a Dirac Sea, but the same general 'strangeness' is available to you, in a manner evocative to your nature and ego. What you lose in direct combat ability, you make up for in a strange, eclectic enhancement to your powers.

In human form, you gain a form of advanced telepathy, facilitating communication as well as remote listening and viewing. With a bit of effort, you can transcend the need for formal language, communicating directly with someone, so long as they have some form of soul.

You cannot take this perk alongside Unassailable.

Pattern Orange (Drop-In)

100cp - RTFM'd (Discount Drop-In)

You *have* in fact read the fucking manual. When confronted with an unfamiliar task, operation or other objective, you can quickly determine if it has documentation, and where to find it. You might not have access to it, but you know where it is if it exists.

Secondly, once you do get your hands on the manual, you can skim it in a few seconds and become if not proficient, then at least not embarrassing at whatever you're attempting.

200cp - Pattern Ultraviolet (Discount Drop-in)

You just seem to fly under the radar when it comes to sensors. This perk ensures that you will not register to the truly exotic people-detecting technologies and abilities you're sure to encounter. Pattern detectors run by NERV will at best detect you as something absurd like Chartreuse or Periwinkle, when they detect you at all.

In general, this perk means that 'things which specifically sense people' have a much harder time finding you. It doesn't protect against being recorded on film though.

400cp - Last Breath Luck (Discount Drop-in)

It's a dark kind of luck, but it's a dark world. With this perk, people seem to reveal secrets around you with their last breath. You have a tendency to know where dying people are or are in a position to hear their last words, which are usually informative in some way- a hidden password, a critical reveal to a plot, and so on.

You don't have to kill people to trigger this effect. But it makes things a lot simpler, doesn't it?

600cp - Genre Savior (Discount Drop-in)

This is the dirtiest job, but you're going to do it, and you're going to do it *well*.

This perk gives you an improved sense of genre convention, allowing you to quickly and accurately gauge what kind of social, political or even metaphysical sphere you now fall inside. You can easily understand someone's role or archetypical persona, and navigate the social pitfalls to dealing with them. Tsundere *will not* blow up around you by accident. Crybabies will man up in your presence with an encouraging word.

Put it more clearly, this perk allows you to nudge other people in a given direction on a genre slider. If you happen to be surrounded by super robots and existential angst, you can tilt the scales towards either end, with usually positive if qualified results!

As an added benefit, you have a greater sense for how 'deconstructive' a given setting is, allowing you to more readily anticipate sudden swerves or the logical consequences of yours and the actions of others.

Personal Gear

Available in-setting but not as part of gear choices are standard weapons and devices of Earth, circa 1996-2000. The limited time range reflects the *worldwide cataclysm* and lack of civilian technological development in a post-impact world. It's safe to assume you can secure regular guns, armor and ammunition.

General

0cp - Infinite Supply of Tang (Free for Everyone!)

You have an always full can of Tang Orange Juice drink powder, which never goes bad and always mixes perfectly.

Pilot

50cp - Good Threads (Free with Pilot)

It might be a favorite shirt and pants combo, or a snazzy sundress, either way, it's Yours.

This item is an article of clothing or full outfit that transcends age and taste. You can wear it as a teenager, and it will look great on you as an adult, or vice versa. It is self-cleaning and self-repairing.

100cp - Plugsuit (Free with Pilot!)

This high-tech pilot suit is thin, skin-tight, flattering, and quite frankly fetishistic to an extreme. It can vacuum seal to fit, and has a number of vital life support and safety functions built in. It also reduces synchronization interference, making it easier to pilot an Evangelion.

This particular version can always fit you, no matter what form you take, and will automatically repair itself from damage.

There are several alternate-environment plugsuit designs with functions that protect against extreme temperatures, pressures and other hazards. No known variant protects the wearer's modesty.

200cp - Memento (Discount Pilot)

It can range from a trinket, to something the size of a large musical instrument, to an iconic accessory that proclaims you proudly for what you are.

By using this as a talking piece, people will always respectfully listen and consider your beliefs and/or experiences if you can link them back to the Memento.

300cp - Verified Accolades (Discount Pilot)

Let's face it- if you're a pilot, you're probably a teenager. Fortunately, your transcripts now follow you through and self-update to reflect your accomplishments.

This item is basically a self-updating paper trail of things like your school career, work history and so on- only the positive or supportive parts of course. For example, if someone does a background check on you, they will confirm you do in fact hold a PhD, despite being 14.

Specialist

50cp - Imported Preferences (Free with Specialist)

You have a module, upgrade or device you can attach to another thing like a computer, a phone or radio handset. Doing so allows you to configure the user interface to your prefered arrangement, improving your efficiency. Always keep your contact information up to date across any phone, and include those nifty back-door six-key commands on a standard keyboard.

100cp - Lab coat and Coveralls (Free with Specialist)

It doesn't sound like much, but you have your choice of a lab coat or set of coveralls which fits with whatever role you take in the world.

In both cases, the clothes are self-repairing and surprisingly flattering despite their normally utilitarian nature.

200cp - Priority Access Adapter (Discount Specialist)

This fascinating little gizmo is an identification dongle that can be inserted into most computers circa 1996-2001. (With a bit of finagling, you could probably make it work for USB or more exotic supertech computers.)

Regardless, this object marks you as having priority access to a dedicated main line of the Internet if it exists, or an internal network- in either case, you can expect your down and upload speeds to be rock steady, and incredibly fast. Huge files are transferred across the planet in seconds or minutes, depending.

As an added benefit, this dongle also secures whatever you're transferring or downloading from prying eyes, creating your own private, point-to-point darknet.

300cp - MAGI Supercomputer Triumvirate (Discount Specialist)

A section of your Warehouse is given over to a set of MAGI supercomputers- these three devices straddle the line between ordinary computers and ensouled devices. Regardless, they can handle a fantastic number of independent operations, acting as the control system for an entire automated city, as well as crunching the huge numbers needed to supplement a pilot's action in an Evangelion.

Of note is that the MAGI can be asked questions, and the three individual towers will debate amongst themselves before giving their reply. The more information you provide them, the better their predictions.

Director

50cp - Nectar of the Gods (Free with Director)

This is a six-pack of beer, with a strange mishmosh of mythological and religious iconography as a brand name. Regardless, it's *really good beer*. It's so good in fact, that you can get buzzed after two cans, no matter your alcohol tolerance, and falling-down-drunk after four. You will never get a hangover from this beer.

The six-pack will replenish itself once an hour.

One Katsuragi Misato might swear her everlasting devotion to you, if you share this with her.

100cp - Bachelor(ette) Pad (Free with Director)

You have the keys to a two-bedroom apartment in every city in the world, though it could be turned into a three bedroom space in a pinch.

Note that when we mean 'every city', we mean 'One at a time'. You'll have to go through the motions of finding a new place each time, but it *will* happen. To make up for that, you'll never have to pay rent or utilities.

200cp - Pride and Joy (Discount Director)

This item is variable, but it reflects something you care for greatly as a hobby or defining aspect of your personality. It could be a car, a favorite outfit, or similar tangible thing. Whatever it is, spending time on it or with it helps you relax after those absolutely terrifying days or sleepless nights.

300cp - Forwarding Address (Discount Director)

This item is a bureaucratically-untraceable post-office box, and local organizations that are observe and report on a population will copy their findings over to you as part of their standard operating procedures. Police stakeouts, counter-intelligence operations, and even private security reports will gradually filter down into your hand.

You can be caught with information you shouldn't have, but people won't think anything of delivering their documentation to this anonymous drop point.

Inspector

50cp - Coffin Nails (Free with Inspector)

Despite their morbid name, these cigarettes are fantastically potent, and do not inflict negative effects on anyone who smokes them. The nicotine infusion can thoroughly calm a person down, ensuring they're able to think rationally with just a quick smoke break.

The cigarette butts are self-immolating, so you won't leave traces behind.

100cp - Official UN Credentials (Free with Inspector)

You might not be employed with the UN, but this badge and identification card tells everyone you act with their authority and protection. In any 'verse where there is a United Nations or close enough successor organization, you can flash this badge as a passport or identification for why you're skulking in some secret super science base.

200cp - Card-Hacking Device

This hodge-podge little number has an identification card that can fit into any kind of card reader, with an attached ribbon cable (it's the 90s-00s) that let you control what the reader receives. This device can be used to spoof even the most secure of card-locked systems, though obviously some doors and locks take longer to crack through than others.

300cp - Bulletproof Tie

Something no spy should ever go without. Wearing this accessory (which need not be a tie), strengthens the rest of your outfit to the point of being bullet resistant. Your suit jacket and slacks can provide as much protection as modern ballistic armor.

Commander

50cp - Sinister Sunglasses (Free with Commander)

You might not be sinister, but these glasses have an incredible likelihood of glinting ominously in any lighting.

While these are worn, you have absolutely no tells, not in your body language, nor your voice. You simply make statements, for better or for worse- trying to tell someone you love them while wearing these will always fall flat.

100cp - Privileged Position (Free with Commander)

Wherever you go, who and whatever you work for, you have the best office available. It has all the amenities you need to do whatever job you happen to have, and it's design is incredibly classy and intimidating. You could have a ceiling spanning etching of the system sephirot, wall to wall glass, and so on.

200cp - Lead Lined Gloves (Discount Commander)

Defaulting to a pair of surprisingly classy white gloves, these accessories act as a sort of concealment device for your supernatural powers and possibly obvious physical changes. They don't have to be gloves, but they do have to be a worn item of some kind.

This item prevents passive power use from being detected, so long as the physical feature associated with it's use is concealed by this item. If you are clever, it can conceal active, subtle uses as well.

If the accessory is damaged, or you use a really big, flashy power, its concealment is void for a day.

300cp - N2 Mine Release Order (Discount Commander)

This signed authorization form allows whoever holds it to authorize the release of an N2 mine in a combat situation. A suitable vehicle will appear to deliver the payload if you don't want to carry the mine in yourself. When detonated, an N2 mine is roughly equivalent to a very small tactical nuclear weapon, and does not produce radioactive fallout.

After deploying the mine, a replacement will appear in your warehouse a year later. You cannot stock up N2 mines this way.

Evangelions (Pattern Red Only - Free with Pilot, 600cp for anyone else)

Here are the rules defining the Evangelions!

An Evangelion is a 40 meter tall cybernetic combat platform. It is humanoid, with arms, legs, hands and a head. It's armor is in fact a binding system to ensure it won't actually bug out and go crazy.

The pilot interface is the Plug, which is slotted into the Eva's back through the neck, and essentially acts as one of the cervical vertebrae when retracted. If an Eva's neck is open, it can't function.

Canonically, an Evangelion needs a core with a soul inside that is receptive to you. If you take an Eva, you can assume that such a being is secured inside. It might be possible to pull them out and back into corporeal form, but that would render the Evangelion inoperable.

Evangelions run the risk of going berserk if certain conditions are met, like incompatibility between pilot and core, or other factors. A berserk Eva will attempt to act on the urges of whatever soul is inside, in a violent and destructive matter. It will continue to act until it's power reserves are depleted.

Evangelions come with 600cp worth gear, separate from the 1000cp you get at jump-start. You may spend more of your CP on Evangelion upgrades at your discretion. Perks that apply to you do not apply to your Eva, usually.

0cp - Basic AT Field Functions (Free with an Evangelion, Fee with AT Field Mastery)

Basic Field: Just by being alive, the Evangelion or Angel creates a passive field which allows it to violate the square-cube law.

Defensive Field: A planar barrier can be erected between the Eva and an opponent, which is impenetrable to most conventional weapons and physical attacks. High-energy reactions, positron beams, nuclear or near-nuclear explosive yields can penetrate them.

Offensive Field: Used to errode enemy AT fields, this configuration allows you to inflict physical/spiritual/mental damage on Angels or Evangelions. It may also be useful in beating down ego-powered defenses and soul/psychologically based constructs.

100cp each - Advanced AT Field Functions (Discount Evangelion, Free with AT Field Mastery)

Flight Field: You may use your AT field to effect limited flight- either with monstrous leaps or the aide of field-enhancing upgrades like wings.

Cutting Field: Orienting a normal defensive field so it is pointing edge-on, you can manifest the barrier so that a target is cut to a planck length. Structures and beings hardened to psychic or soul-based manipulation can resist this cutting effort, but it is easy to cut mundane structures.

Lifting Field: You may use your AT field to lift objects, or push and pull them in relation to you. This action takes a moment of concentration however. You can lift things as big as you/your Eva with moderate effort. Larger things take much more time and concentration.

Finess Field: You can now control the size and relative location of your AT field when you manifest it. It can be as small as a coin, to large enough that it encompasses over a dozen city blocks. If you stretch it wider, the edges will be weaker however.

100cp - Evangelion Cage (Free with an Evangelion)

This is a warehouse upgrade, allowing you to safely store a single Evangelion or equivilent in the dimensional space. When not in use or powered, an Evangelion must be restrained and refrigerated- the former to prevent unscheduled activations, and the latter to ensure it's flesh doesn't begin to necrotize.

100cp - Advanced Piloting Rig (Discount with an Evangelion, Pilot, Director)

A reinforced plug, with advanced life support and hardening against all kinds of hazards. It also comes with a much safer ejection seat and system. This upgrade improves your survivability in the plug in almost every environment.

Oddly enough, it still lacks seatbelts. Oh well,always LCL.

100cp - Integrated Weapon (Discount with an Evangelion, Specialist)

Your Evangelion's fists or feet are equipped with an integrated weapon- usually a kind of progressive knuckleduster or boot knife. As long as your Eva has those limbs, you are not unarmed.

100cp - Progressive Knife (First is Free with an Evangelion)

All Evangelions are equipped with a progressive knife backup weapon, usually stored in one of the shoulder pylons. Some are simple folding knives or straight daggers, or even have breakable blades like box-cutters. Regardless, they're all functional weapons.

Purchasing this item a second time allows you to pick a heavier progressive weapon, like a glaive, axe or short sword.

100cp - Pylon Upgrade (Discount with an Evangelion)

Normally, an Evangelion carries two progressive knives- one in each shoulder pylon. This gear option allows you to replace one or both with an alternate device, like extra ammo, a spike launcher, descent-assist rockets, and so on.

You can buy this item multiple times, and swap them out over 24 hours in an Evangelion Cage.

100cp - Palette Rifle (Free with an Evangelion)

This workhorse weapon is a scaled up assault rifle in every way that matters. It is not precisely effective against Angels, but some weapon is better than no weapon.

This weapon cannot be reloaded in combat however, which is fine, because when you discard it, the rifle vanishes, and you may reach into the warehouse (even at Evangelion scale) to pull out a freshly loaded copy.

200cp - Extra Batteries (Discount Pilot, Specialist)

Normally, an Evangelion has four minutes of backup power in combat operation, five in low power mode, and twenty-four hours in stasis. This upgrade doubles that time. These batteries also never go bad, and can be recharged in six hours if hooked into a nuclear power plant or similar.

200cp - Magoroku Exterminate Sword (Discount Pilot)

An expertly balanced, curved blade and constructed for an Evangelion's use, this weapon has unique, AT-field shearing properties. Attacks made with this weapon count as having an Offensive Field up, though it will still take several sustained strikes to break through an active AT field.

200cp - Advanced Armor (Discount Pilot, Specialist, Director)

This is a high-performance prototype armor for an Evangelion. It provides extremely effective protection against conventional and energy weapons, even at two-thirds the weight of normal Evangelion armor. Wearing it, an Eva can move faster, jump further and is generally more agile without sacrificing durability.

200cp - Memory Material Wing

This Evangelion upgrade is a reserve of memory material plastics and such that can be extended out to form wings and a stabilizing tail for flight. An Evangelion cannot fly through any aerodynamic power though- it's too big and unwieldy for that.

Instead, these wings act as efficiency modifiers for Flight Fields, allowing your Evangelion to take off, glide and land without draining power. If damaged, the wings will heal, or can be repaired.

200cp - Rotary Barrel Cannon (Discount Pilot, Director)

This is essentially an Evangelion scale gatling cannon. While it is strictly mundane, it is cheap, effective through sheer volume of fire, and so on.

This weapon can be reloaded, but you reach into the warehouse to grab fresh ammo drums.

300cp - Prototype Positron Rifle (Discount Specialist, Director)

This is a copy of the prototype positron rifle that was developed by the JSSDF, intended primarily for orbital defense. It's been hastily modified with an Evangelion-scale trigger and bolt assembly. It is strictly an emplaced weapon, more like a static sniper rifle than a proper carried weapon.

Positron-type weapons are among the few projectiles that can defeat an enemy AT field without another offensive, eroding field being used first. Beating a given field comes down to a matter of power, and the advantage of the prototype weapon, is that can be hooked up to national power grids and accepted far more power per shot than the production type. It may fire up to five regular shots before it needs a replacement fuse, or a single full-power shot with thirty-second cooldown between shots.

300cp - Production Positron Rifle (Discount Specialist, Director)

Unlike the prototype, this positron rifle is built for combat conditions, and can be carried around. It lacks the high-power capacity of the prototype however, but in all other respects it eliminates the issues the prototype had. Weak to medium-strength AT fields will fall to sustained fire, and it can cause catastrophic damage to Angels or similar beings.

300cp - Copy-Lance (No Discount)

A facsimile of the Lance of Longinus, this transforming weapon can act as a handheld tower shield and truly devastating, brutal close combat weapon. AT fields and similar soul-based barriers are weak to attacks made with this weapon.

Of important note, is that this weapon almost guarantees sympathetic damage on pilots or beings with similar connections to whatever was injured by this blade.

600cp - Lance of Longinus (Discount Commander)

This weapon can only be wielded by something like an Evangelion. It is functionally a spear of some unknown material, and completely ignores AT fields. Wounds inflicted by this weapon cut down to the very soul, and as such, cannot be healed by passive regeneration. If thrown at an Angel (or something similar with a soul), it will hit the target without fail.

The downside is that depending on what direction you throw it, the lance will continue through the target and out into deep space. Try to aim near a reachable gravity well, if you can.

With some experimentation, you could conceivably convince this weapon to shapeshift into a smaller form…

Synchronization Mechanics

0-29% sync: the Eva cannot move. Good for testing though.

30-49% sync: You can walk, move, even shoot, but it's very clear that you're piloting something with learned reflexes and motions. Treat all eva-scale motion as if you're taking them at half speed or half-as-alert. Pain sensations are halved as well.

50-99% sync: You're so in tune with your eva that it barely feels like you're sitting in a cockpit. You feel the pain your evangelion feels, in relation to your sync score. Sympathetic damage is possible, but is largely psychosomatic.

100% sync: You are now functioning at 1:1 scale, moving the Eva is exactly as easy as moving with your real body. You also feel pain at a 1:1 level, and sympathetic damage is guaranteed, with physical manifestation likely.

200-300% sync: You are now moving and reacting two to three times as fast as a normal human would, despite sitting inside a forty-meter tall cyborg god-being. Physical sympathetic damage is guaranteed.

400% sync: For about five minutes, you'll be able to make your Evangelion fight like an angel. Afterwords, your ego barrier will dissolve, and while you won't die, you're basically stuck in the Eva's core until someone manages to fish you out. If you don't get out before the ten years are up, or your eva's core is destroyed, the jumpchain ends.

Metaphysical Biology (Pattern Blue)

Evangelions and Hybrids may take these upgrades as well, but at full cost. Evangelions may use their granted CP to purchase these options.

100cp - Extranormal Senses (Discount Pattern Blue)

To use your exotic powers to the fullest, you sometimes need truly outlandish senses. This upgrade improves your sensory capabilities, allowing you to among other things, perceive the full spectrum of light and energy. You also have an ability to perceive ensouled beings as well, giving you a general direction and proximity to them in relation to yourself.

The sense itself can take whatever form you prefer, and sections of your sensory ability (including your standard human senses) can be turned off with a bit of concentration.

100cp - Passive Field Effect (Discount Pattern Blue)

Your AT field mastery allows you to exert incidental expressions of your power, accounting for your curious Angelic Manifestations.

This upgrade grants you an additional means of locomotion, usually useful if your form happens to be awkward or non-euclidean. If you lack legs, you can hover. If you have an aquatic form, you are able to swim passively. You need not lack limbs to use this effect, but it's the most common reason why.

200cp - Energy Projection (Discount Pattern Blue)

A single purchase of this upgrade allows you to fire a charged energy blast from your eyes or equivalent, with the subsequent secondary explosion shooting straight into the sky before splitting into a cross-shaped detonation.

A second purchase of this option lets you pick and manifest one of the following- battering energy rams from your palms, superheated razor-whips, or explosive, launchable buds.

200cp - Secondary Field (Discount Pattern Blue)

You have sufficient core material to generate a second AT field in any configuration you know how. You could have two independent defensive fields, an offensive and defensive, or a doubled offensive.

400cp - Improved Regeneration (Discount Pattern Blue, Requires Solipsistic Integrity)

The light of your soul is an infinite font of stability and wellness.

This perk improves your ability to regenerate soul damage. Since angels are by default made of pure soul, this means they can heal wounds fast enough to be useful in combat. The speed of this regeneration is dependant on the strength and use of one's AT field though- Sachiel regenerated in a matter of hours, while Israfel took a week.

An Evangelion would require donor flesh to regenerate amputations, but contusions and broken limbs can be healed quickly with intense concentration.

400cp - High Energy Reaction (Discount Pattern Blue)

You can harness your AT field to construct metaphysical structures that result in more ordinary physical phenomenon- at an incredible scale. An inner torus reactor, for example, could be used to generate a positron beam and magnetic bottle field.

Essentially, you can fabricate devices out of your soul that in turn interact with regular physical effects- fission and fusion, the four forces, states of matter and so on. This improves the efficiency of any power use you use, creating 'levers' instead of brute-forcing with a power cable or S2 engine.

400cp - A Different Branch (Discount Evangelion)

You may define yourself as an Angel or Evangelion descending from Lilith, instead of Adam. Adam-derived platforms are stronger, with greater directive AT field use, regeneration and physical feats. Those descending from Lilith are more intelligent and capable of advanced problem solving, diffusion of self into many and utilizing external resources.

Basically, Adam-based beings are Tougher and Tankier. Lilith-based beings are Smarter and Innovative.

If an Evangelion manages to consume the core of an Angel that is not the same type as them, they have a chance of manifesting an S2 organ as detailed below. This is not guaranteed and it is incredibly risky. Attempt at your own peril.

600cp - S2 Engine/Organ (Discount Pattern Blue)

You have an S2 engine or organ, which in general terms, means you have an infinite energy tap for which to power your mechanical, electrical or organic systems. Note that this is not infinite *power*- most S2 devices have a cap on how much they can exert at any given instant. In practical terms, an S2 engine can supply a rough equivalent to a modern nuclear power plant.

Evangelions and Angels gain exceptional AT field capability, allowing them to exert greater feats and reality-warping efforts. This option also waives the need for power cables, and Evangelions no longer have a battery life that drains from basic motion or AT-field use.

There is an inherent flaw though: An S2 engine/organ is your Core, and if it is damaged extensively, it *will* explode.

Pattern Orange (Drop-In)

100cp - Plane Ticket Out of There (Free with Drop-In)

While contingent on there being scheduled air travel, this ever-renewing ticket ensures you have a seat on a given aircraft that's heading *away* from whatever craziness you happen to be near. This even applies to military vehicles leaving from a carrier deck, to an ordinary passenger flight during a giant-monster evacuation.

Companions automatically count as having this item if you buy it.

200cp - Human-Scale Progressive Weapon (Free with Drop-In)

It might be a knife, a spear, axe, or sword, but whatever it is, it has the ultrasonic generators installed to ensure it vibrates. A Progressive Weapon uses high-frequency vibration to improve its cutting ability, allowing it to a much wider range of materials more easily without damaging the blade.

If you lose the weapon, you'll find it in your Warehouse a day later. With sufficient research, you could apply the progressive function to other weapons.

300cp - Dirt (Discount Drop-In)

This item takes the form of a folder of documents, an electronic file, or some other kind of physical proof, at least on the surface.

With this item, you may condense knowledge of a setting into a tangible object, and use it as 'proof' of something when applied as blackmail or similar. You could for example articulate the extent of the Human Instrumentality Project (if you knew what that was before arriving or learned of it afterward). Once you know it, you can solidify it in a document.

When this document is presented to a relevant or affected party, they immediately take it as a sign that you have something over them, and with it, leverage. The targeted party will then be obligated to perform a task or favor to your specification, within the limit of their power that is not patently self-destructive. Using this information consumes it, and while you remember it, it cannot be used as dirt again.

Be careful what you ask for however, as extortion can invite retribution.

This item recharges every two years, so you can expect to negotiate around five favors per jump.

Companions

0cp each - Basic Import (Free for all Origins, cannot be taken with Pattern Blue)

You may import up to eight companions as Specialists, Directors, or Inspectors. Whatever Origin they pick is free, and they have 400cp to spend on perks and gear. Discounts apply. Companions may not take any Pattern Blue Perks or Gear.

Companions imported this way will have appropriate histories, and you all will eventually meet within the first year of the jump.

100cp each - Sub-Commanders (Discount Director, Commander)

You may upgrade up to two of your eight companions to Commander, with them serving as an allied superior officer, or vice-versa.

They gain 400cp and the Companion-Only perk Got your Back: Individuals with this perk cannot have their faith in you shaken by anything other than your own actions. External influences are ignored.

100cp each - Crew (Discount Specialist)

You may upgrade up to two of your companions to a unique Companion-Only Origin described as ‘Crew’. They gain the 400cp and the Companion- Only perk Improbable Repair: As long as you have facilities to house a vehicle, these companions will be able to fix it eventually.

100cp each - Fellow Pilot (Discount Pilot, Commander)

You may import up to two of your companions as a Pilot, complete with a Evangelion, the Pilot Origin and 400cp of perks and gear. Discounts apply. They receive the Companion-Only Perk Team Players: In situations where you have similar equipment (two Evangelions), your coordination with your fellow pilots is perfect.

100cp - A Pet (Discount Specialist, Director)

It may range from a housecat (or lots of housecats), or a genetically altered hot-springs penguin. No matter what, it’s a loyal and steadfast animal companion that will live as long as you do, and is eerily attuned to your personality and habits. You can even eat the same things, and neither of you will suffer health complications for trying.

400cp - an Evangelion Import (Discount Drop-in)

You may import one of your Companions *as* an Evangelion, which will then be paired with you. They receive the same 600cp to spend on Evangelion Upgrades as normal.

This is a traumatic experience, however, brutally so… and the Eva will likely go berserk at some point. Maybe.

After this jump, your companion will exit the core, and can return without issue, ensuring you can sync with the Eva.

Complications

You may take any number of complications, but can only gain **800cp** in total from them unless otherwise stated.

+100cp - Neuroses

The world of Evangelion is a dysfunction junction, where they've weaponized teenaged existential angst and solipsism for the safety and wellbeing of mankind.

When you take this drawback, you manifest a particular social disorder or intrapersonal issue that reflects how hard it is for you to make connections. It's some form of antisocial trait. No matter what form it takes, it's the reason you can pilot, and the reason why you have a real difficult time making friends.

+100cp - Fanon Country

Since when does Asuka have dual pistols, and Rei runs around in a bikini and totes a sniper rifle? Where are all these new Angels coming from, and why is there a suspicious increase in hotbloodedness and/or angst?

This drawback randomizes the canon setting of Evangelion, blending it with fanfiction of varying quality and tone, creating a whole and consistent take that is no longer show-accurate. You'll have to make due with altered metaphysics, changed characterization, and so on.

-100cp - Favorites List (Requires Fanon Country)

Instead of a random, mishmosh of fanfiction tropes and cliches, you get to choose a particular fandom take on Evangelion for your jump to take after.

+100cp - Old School Tech

...What- that's supposed to be a *cellphone*. It's a brick. You could kill someone with that thing. And everywhere you look, the world seems so dated, so… Nineties-as-seen-by-the-Eighties. Tokyo-3 looks like a crazy Cold-War Era bunker.

This drawback limits you to technology only available in the year 2015- which basically means no touch screens, voice communication and so on. Technology from the jump works just fine, but you can expect you to have a really crappy cellphone and equally crappy personal computers. It's all tech intended to outlive their first users, and their second, and their third…

Also the internet sucks more than it already does- Unless you have a government or military fiber optic line, the best you can hope for is text-only email.

+100cp - Congratulations!

It seems that the entire universe has arrayed itself for one purpose, and that is to teach you some kind of deep, personal lesson. Maybe it's about life, personal conflicts, or something else. You're not entirely sure. Regardless, Once per month, somewhere, somehow, you're going to show up on a stage, sitting in a folding chair, and a bunch of people are going to be standing around saying 'Congratulations!'

Which would be nice, if you knew what the *fuck* they were clapping about.

+200cp - Powerless

In a world where everything relies on batteries and power cables, you have the worst luck. Anything and everything you encounter that has an interruptible or consumable power source is now half as efficient. An Evangelion's backup batteries now run for two minutes, not four. Power cables also have an alarming tendency to break, or run short in your presence.

This applies to cell phones, laptops, and so on as well.

+200cp - World's Best Parents (Pilot Only)

You have been injected more directly into the plot. You are now another relation of Ikari Gendo and Ikari Yui, with a similar upbringing to Ikari Shinji. Instead of rolling for your starting year and location, you will arrive in Tokyo-3 on the same day as Shinji, looking for Misato to arrive.

Sachiel of course, interferes.

+200cp - You're So Fucked Up

You know that dark little voice in your head- the one that's easily ignored because of how inappropriate, destructive, or alienating it would be to obey it? Yeah, you can't ignore it anymore. This doesn't give you any new dark or foolish urges, but it does make the ones you already have nearly impossible to suppress- particularly if stress has built up.

+200cp - Uncomfortable Symbolism (Pattern Blue and Hybrids only)

Your powers and strengths have an almost innate pathological bent, unique manifestation, or other quality that renders them far too capable to being read into by others as profound and unnecessarily heavy-handed metaphors for pretty much Anything if you look at things from the right (non-euclidean) angles.

This cannot be turned off or downplayed, because even your attempts at stealth can be seen as some kind of psychological puppetshow on the nature of truth or the real monster hidden in the hearts of men.

+200cp - You I, II and III

Whelp, you got cloned. Repeatedly.

Someone, somewhere, has a reserve of You-Clones that have been conditioned for absolute loyalty. While they lack your Jumper powers, they possess in-setting powers based on the perks you chose from this up, and are employed by a shadowy opposing organization or interest to your own, and can range from Pilots to Hybrids. They cannot be reasoned with, and if killed, another will take its place with the memories of the previous incarnations, ensuring they will improve.

Yes, if you're an Angel, you can be cloned. They're called *Evangelions*.

+300cp - A Dark Pantheon

SEELE has determined that you and those associated with you are worth expending *exceptional* resources on removing.

Instead of being deployed on December 31st, SEELE will unleash the nine Mass Production Evangelions three months ahead of schedule, in October 2015, shortly after Saqaheil, the 10th Angel, has been defeated. From this point on, the Mass Production Evangelions will continue to assault Tokyo-3, in addition to the remaining Angels.

Even if you and any allies manage to defeat the nine MP Evas, they will return after approximately 30 days.

+300cp - Apostate

Evangelions just do not like you. Your presence encourages them to go berserk with an alarming, devastating frequency, and this is doubly true if you happen to be a pilot. For the duration of the jump, Evangelions will randomly attempt to kill you if given an opportunity.

+300cp - A Cruel Angel's Thesis

I*t is too late it is too late we cannot be saved* the trangession of a chîld *dear lord help us how can anyone survive this scourge* extin*guish the voices of mor**tal man from the sp**here he comes he comes do not fight h**e comes, hi**s unholy radiancé destroying all enlightenment, I can see it can you see it it is beautiful t*he final snuffing o*f the lie**s of Man ALL IS LOST A**LL IS L*OST th*e pony he come*s he comes he co**mes t*he* **ich*or permeate*s al*l MY FAC*E MY FACE oh god n**o NO NOOOO N*Θ stop t*he an**dles are n**ot rèal ZALGO IS TQNY THE PONY HE COMES*

You are the physical manifestation of Shinji Ikari's loathing, fear, neurosis, and all that is broken within him. The boy can function though- for now. Should he perish, you too shall die. Should he heal or worsen, your powers will wane. It is your duty to keep Shinji on the proverbial knife edge, one good push from descent into utter madness. Events will conspire to make Impact Events resolve solely on the will of Shinji.

+300cp - As Was Foretold

Between the actions of NERV, SEELE and the Angels themselves, some form of Third Impact will happen. It might not happen on December 31st 2015, but it *will* happen before the end of your jump.

+300cp - Hark the Herald

In defiance of the normal order of things, the Angels can now attack both off-schedule from canon, and simultaneously! You probably won't see more than three Angels at once, but they all agree that any Evangelions or human defenders have a priority, and will work together with an animal-like cunning to remove all obstacles between them and their goal.

+0cp - Track 27

Is it supposed to mean something?

Moving On

Disembark

You've had enough of this, you're going to go home, to your normal world and life *without* all this rampant symbolism, existential contemplation and general mind-screwery.

Stay on the Rails (of life)

Assuming you managed ot survive, you can't help but think this is a nice place to retire. Good property values, not at all crowded, and all kinds of potential for the future. It's a hopeful world (maybe)... And you want to be here to see it.

Switch Rails

The adventure continues on a whole new line of life -there's more worlds out there for you to explore!

Neon Genesis Evangelion is a story that repeats, however… If you took the Track 27 Complication, look onward…

Track 27

It's familiar, almost nostalgic. The sky smells the same as it did when you first arrived here in the world of Neon Genesis Evangelion… Or rather-

Rebuild of Evangelion

Coming Soon...

Changelog



2/3/2015 - Version 0.3
Added human-form functions to Ineffable (Done!)
Clarified Regeneration interaction in Non-Euclidean (Done!)
Reminding everyone that as described in the Origin- Pattern Blues that voluntarily merge with either Adam or Lilith count is if they had died.
Pattern Reds and Oranges Merging with Adam ala Gendo will at best enable you to perform Gendo's role in instrumentality. Merging with Lilith will result in your soul melting into tang.

2/3/2015 - Version 0.2
Clarified Free Choice as NOT letting you start on January 1st 1999, that was from an old roll chart.
Revised Major Badass, Classy Casual Comfortable (Done!
Revised Hybrid, clarified that it can be taken by every Origin (Done!)
Revised AT Field Mastery, clarified terms (Done!)
Revised Non-Euclidean (Done!)
Revised Unassailable (Done!)
Added New Complications (Done!)
Boosted Complications Limit to 800cp (Done)
Add more 50cp/100cp options (after discounts) (Done!)
Clarified that Pattern Orange still has a soul/can be affected by AT fields. (Done)
Clarified that Hybrid must be taken for any non-Pattern Blue Origin to take any Pattern Blue Perks or Metaphysical Biology Upgrades. (Done)
Clarified that Eva Cages come with Evangelions. (Done)
Basic Companion Import comes with 400cp and your choice of Inspector, Director or Specialist origins at 0cp each. Discounts apply. (Done)
Switched costs on two of the Specialist Perks, no other changes yet (Done)

2/2/2015 - Version 0.1
Posted!