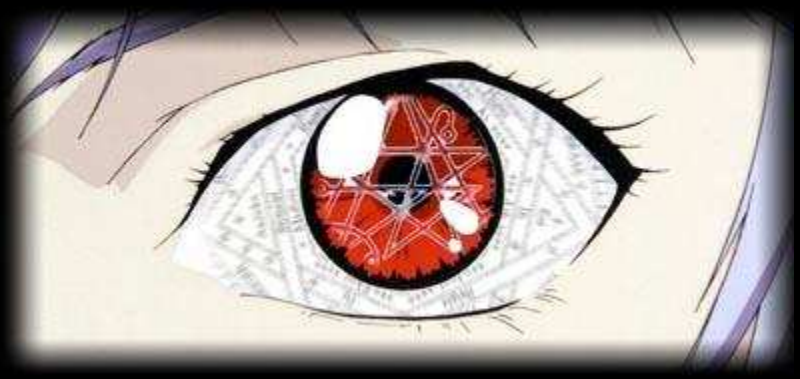


CHILDREN OF AN ELDER GOD

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Version 1.1

The blood-dimmed tide is loosed, and everywhere
The ceremony of innocence is drowned

-William Butler Yeats

In 1997, an expedition encountered a city hidden beneath the mountains of Antarctica, inhabited only by the corpses of strange and alien creatures known to the researchers as the Elder Things. But, as they returned in following years, they discovered something that yet lived in that unspeakably ancient, abandoned city. In September of 1999, they attempted to awaken it.

Their attempt eradicated the continent of Antarctica and devastated the planet. This event came to be known as Second Impact.

Welcome to the worlds of *Evangelion* and the *Cthulhu Mythos*, although perhaps not the way you remember them. In Second Impact, a third of the biomass of the being they found in Antarctica—named “Adam” by those who think they’re informed about Angels, and “Ubbo-Sathla” by those who know that they’re talking about an Outer God—was reduced to particles and sprayed across the atmosphere of the planet.

This led to an increase in stillbirths and children born with deformities… but also led to a higher proportion of prodigies among those children that survived exposure. But in some, the particles of this eldritch horror nested in greater concentration. And, for those bare handful that survived this, they developed *potential*.

The potential to survive exposure to LCL, the foul black liquid formed from Adam's body, without either going mad or dying. The potential to pilot the Evangelion, the misbegotten spawn of Adam merged with human DNA, modified into lobotomized gods known among certain circles as Eidolons. The potential to save the world… or damn it beyond recovery.

It is March 21st of 2014. The spider-Angel who spins a bridge between the world of dreams and the waking world, has just completed its endless work. Soon, it will make its way to Tokyo-3 in Japan through underground passages, but its presence on Earth is already a siren call to once more stir to wakefulness the dread Great Old Ones who lie dormant.

Matriel, named Atlach-Nacha, is the first, emerging in tunnels deep beneath Oklahoma.

Amaliel, known as Rhan-Tegoth, begins to turn to consciousness within the wax figure that keeps it trapped within a museum in Canada.

Salgiel, also called Ithaqua, stirs the winds in the upper North American continent.

Rahab, known as Ghatanothoa, moves once again beneath the ruins of the sunken land of Mu.

Baraquiel, who is Hastur, still dwells in dim Carcosa. But even now agents of the Saffron Brotherhood sneak into the city of Tokyo-3, seeking to plant the script of a certain play within a certain school.

Hayyel, called Yig, prepares to rise in the American West, observing to know his enemies before striking.

Orifel, known as Tsathoggua, awakens far below Oklahoma, in vast caverns that contain entire jungle ecosystems.

The cultists of Uriel, who know him as Cthugha, prepare to summon the Second Sun onto the surface of Peru.

The Violator is… elsewhere. But soon, one of the masks of the Faceless God will expose an innocent mind to one of his names, and Y'golonac will once more walk the world of men.

The prison of Zuriel shakes, as Shudde M'ell and his Chthonian servants prepare to break loose into the world.

Adam, who is Ubbo-Sathla and the origin of all life on Earth, churns and bubbles beneath the Geofront in Tokyo-3, believed to be braindead by the leaders of NERV as they harvest him for the biomass to make the Evangelions, to produce LCL, and to try to perfect the DAGON Project. In truth, he only needs to be reawakened.

And in his house in R'lyeh, dead Oannes lies dreaming. But that is not dead which can eternal lie, and it is only at the end of matters that dread Cthulhu will rise with his legions of Deep Ones to claim the world as his own… all according to the plans of SEELE.

And all the while, the Metatron, Nyarlathotep, laughs, assured of its victory in the Game of Gods. And not without reason, for its triumph has been repeated across a thousand thousand thousand worlds before humanity ever tried to beat rocks together to create fire.

In every world with sapient life, a crisis arises. In every world, there are those who rise to defend it. And the disasters they face are always such that they need turn to the eldritch for power.

There are only two results to the Crawling Chaos's game. The planet is conquered by the Great Old Ones and destroyed, or its champions are corrupted by the power they possess and become new Great Old Ones to continue the cycle on other worlds. The Children will create a third ending, but it will cost them everything.

Maybe you can give this tragedy a happier ending.

You will be here for 10 years. Take **+1000 Choice Points**.

Location

You will pick your starting location twice; one choice represents where you are the waking world, and the other where you are in the Dreamlands. You may choose freely, or submit yourself to the whims of luck to roll for both in order to receive **+100 CP**.

Physical Location

This is where you will begin your jump.

1 – Tokyo-3, Japan:
Made as a result of rising sea levels destroying the previous Tokyos, Tokyo-3 is also the center of operations for NERV. To protect the citizenry during an Angel attack, many of the larger buildings in the city are able to be retracted into the earth, and there are also a number of shelters to take cover in. Below the city is the gigantic hollow shell known as the Geofront, with NERV headquarters located at the bottom.

2 – NERV-Germany:
Located some few kilometers away from the post-Impact town of Schwartzburg, NERV-Germany is located entirely aboveground and resembles a military base. The Rhine flows along one side of it, and it is surrounded by the Black Forest. Asuka and Anna are currently located here, although Asuka will soon be redeployed to Tokyo-3, later followed by Anna. After the destruction of Tokyo-3, the EVAs and their pilots will be relocated here.

3 – NERV-America:
Found in Arizona, this is the location where NERV tested the microfusion engine that would allow the EVAs to operate indefinitely, so long as they ate something—

even rocks would work as fuel. It's an underground military complex, with a more industrial look to it than NERV-Japan. However, you might not want to stay here, as within weeks the Angel Hayyel will cause a swarm of snakes to appear from nowhere with supernaturally potent venom that will kill off the entire base over a matter of moments.

4 – Lima, Peru:
You had best enjoy your stay in the City of the Bean as best you can, because it's doomed to be the location where The Living Flame, Cthugha, will be summoned, along with a great swarm of its Fire Vampires—dubbed Seraphim by NERV. It will be an unmitigated disaster, and two million people will die, unless you can change things.

5 – Oklahoma City, Oklahoma:
No, nothing particularly happened here. However, it's only a few hours away from two different sites of interest; the location of the Long-Smith Expedition, which even as you arrive is being devoured by the spiders of Matriel, and where the eternal weaver will begin its underground trek to Japan. The other site is only notable on the surface for the presence of a Native American burial mound; however, directly below it (and some distance straight down) is a pair of vast caves that stretch for kilometers, which have their own light sources, ecologies, and even cities. Orifel lies within the second cavern, guarded by his Formless Spawn.

6 – Free Choice:
You can begin anywhere you like, so long as that location is on Earth's physical body. Would you care to go to Quebec to head off Salgiel? Maybe start in one of the Deep One cities? It's all up to you.

Dreamlands Location

When you visit the Dreamlands, this is where you will initially appear.

1 – Celephais:
The City of Delights, of the land of Ooth-Nargai ruled over by kindly King Kuranes. Its marble walls have seven gates, and the city is split in half by the river Naraxa. It is protected by the four champions of Kuranes—one of whom is the dream-self of Asuka, the Red Knight and Knight of Courage. It is known as a home for people

who dream of a kinder world, and is sometimes viewed as a city of idiots by the likes of those who live in places like Dylath-Leen. Recently, Kuranes' yearning for his childhood in the waking world has led him to dream up a replica of his youthful home of Cornwall-by-the-Sea in the 18th Century, which looks rather like a slum in comparison to his glorious city.

2 – Dylath-Leen:
The center of the slave trade in the Dreamlands, this port city is one of the largest in the Dreamlands and stands in opposition to the free City of Delights. It has done so for millennia, and countless millions of slaves have been bought and sold there, regardless of the complaints of the peoples of Celephais or Ulthar. The Red Knight has recently started terrorizing the slavers trying to do business there, and her actions to burn the Black Galleys that transport slaves to the Moon will result in rising tensions between Dylath-Leen and Celephais.

3 – Ilek-Vad:
A city-state known for its magic, and for its magical craftsmen. They are close allies with the sea-dwelling and labyrinth-building Gnorri, but in recent years both were threatened by a terrible sea-monster, which was vanquished by Celephais' Knight of Courage. It consists of six kingdoms, and is further away than the Moon itself; however, it can be rapidly accessed through tunnels found by the Cerenarian Sea.

4 – Thorabon:
A dying city located in the West, a sea port on the western edge of the Southern Sea. For decades it has been wasting away, and it is suspected that a curse was lain on the city. It is made of shining crystal that bends rather than breaks, and accepts no paint, taking on the colors willed into it by its owners. But one day the city started to fade, chunks of it simply disappearing—even parts of the castle, which resulted in its king dying and the governor taking charge of the city. Thorabonian crystal—the city's biggest export—started to vanish, and it is now startlingly rare to find outside the city, which is still in the process of fading away.

5 – Zakarion:
A city located north of Thorabon, and one of the most learned locations in the Dreamlands. It has a great host of sages who are said to be too wise to live in the waking world. It is a region of gently rolling plains, with sparse trees scattered about.

6 – Free Choice:
You can pick anywhere you like in the Dreamlands, other than Kadath itself—for it is home to the Great Ones, also called the Elder Gods, and only those they invite within may enter. Perhaps you'll go to the Royal Museum in Serannian? It would be nice if you could save some of the star maps from being destroyed by the Cherubim—or, as they're more properly known, Byakhees, the servants of the Baraquiel. But unlike your physical location, you aren't restricted to the Dreamlands of Earth. Perhaps you would arrive in lost Carcosa to shatter the Throne of Nightmares? Do note that you can't arrive in the Kingdom of Joy yet, just its ruins; the actions of the Children have yet to rewrite the ending of *The King in Yellow*, which would bring the kingdom back to life.

Origins

Select one origin from each category. They will represent your background in this world, although feel free to discard the background if you like, and only take them for the origin discounts. You are free to be any sex or gender you like.

Waking Origins

Who are you in the world of the wakeful? This will determine how old you are.

Investigator (Free):
There are too many mysteries surrounding the Angels. Publicly, they're believed to be hidden alien weapons placed on Earth that are reacting to a signal released in Second Impact. But there are too many holes in that story. You want to know the truth. Just be careful… knowledge is power, and power corrupts.
You are between 14 and 30 years old.

Scientist/Engineer/Doctor (Free):
Earth is like a bubble; the universe is not beholden to follow the laws of physics that are prevalent on Earth, as seen with the biologically- and physically-impossible forms of the Angels. But there is still room for scientific knowledge to prevail over eldritch powers; are not the EVA units the product of human

ingenuity? Is not the POLARIS satellite capable of detecting Angel energies? Are not the sorceries of the eldritch themselves simply based upon hyperphysics? Eldritch horrors may rise from the earth, emerge from the sea, descend from space, and manifest into your own head, but that doesn't mean science has lost. Not by a long shot.
You are between 22 and 38 years old.

Operations Director (Free):
Unfortunately, only children born after Second Impact have the potential to pilot an EVA. People who lack this capacity will go insane or outright die when immersed in LCL. This means that piloting is impossible for you. But that doesn't mean you can't contribute to the fight. Your role is to be the one giving commands in combat, directing others to achieve victory. Maybe they decided Misato needed support, or they just wanted a backup in case she was drunk during an Angel attack.
You are between 26 and 36 years old.

Cultist (-100 CP):
The Great Old Ones may have been asleep or imprisoned or worse, but that doesn't mean they can't affect the world. There are countless cults to the Great Old Ones spread across the world, all working to achieve the goals of their uncaring masters. But what cult are you a part of? The Shub-Niggurath cultists in the Black Forest never amounted to much, but the Saffron Brotherhood managed to put the Children in danger when the summoned a swarm of Cherubim. But there are cults, and then there are *cults*. Perhaps you're even a part of the Order of Starry Wisdom, also known as the Esoteric Order of Dagon… or, as they style themselves in the modern day, SEELE. But be careful. Every cult has its prophecies that predict their victory… but the interpretation of prophecy is subject to the biases of the one who produced the prophecy in the first place.
You are between 14 and 500 years old. At your discretion, this might not be the first body you've lived in.

Young God (-400 CP): [Mandatory for **Developed Automatic Guardian Organic Navigator** perk]
You are one of the Children; as the 1st, 2nd, and 3rd of the Children have already been identified, you will be labeled the 4th. You do not replace Touji as a Child, you've simply taken his place in the numeric order. You somehow bear the blood

of the Elder Gods, and have a higher-than-normal proportion of Adam's body in you, allowing you to safely pilot an Evangelion. For now, you're merely a child. But you absorb power from everything you kill, and soon enough will grow into an eldritch entity like unto the Angels themselves, even if your body will still look… mostly human. You are not actually divine.

Hm. The prophecy only spoke of either 4 or 5 Elemental Lords… could you perhaps be a sixth? Was the prophecy wrong, or merely misunderstood? Or do you exist in defiance of any prophecy? Considering how many people are invested in ensuring those prophecies come to pass, this could be a dangerous position to be in… Perhaps, with your arrival, the prophecies have retroactively changed to incorporate you? That is up to you and your Benefactor.
If you have taken the **Developed Automatic Guardian Organic Navigator** perk, you must take this origin.
You are between 13 and 14 years old.

Dreamlands Origins

You entered the Dreamlands long ago, and have developed your own life there. Unless stated otherwise, perks from Dreamlands origins can still be used in the waking world. So, who are you in the worlds beyond dreams?

Knight (Free):
Perhaps you aren't one of the knights of Celephais—you might not even have been properly knight yet—but you've spent your time in the Dreamlands becoming a warrior and slaying monsters, and have some small fame to your name for your heroic deeds.

Slaver (Free):
There are places in the Dreamlands where slavery is not only legal, but a booming business. Perhaps you hunt other natives to the Dreamlands, or perhaps hunt down people who have destroyed their own dream and accidentally—and normally, temporarily—slipped into the Dreamlands to enslave their dream-selves without bothering your neighbors. Regardless, you're in the flesh trade. Perhaps you even do business with the Black Galleys that visit Dylath-Leen, who come from the Moon to exchange rubies for slaves?

Sage (Free):
Perhaps you're one of the librarians of the Great Library of the Dreamlands, one of the mages of Ilek-Vad, a sage of Zakarion, or one of the curators of the Royal Museum. The point is, you're well learned in many mysteries. You're the type of person people go on quests to get advice from.

King (-100 CP):
The Dreamlands is a curious place. Some people grow old, while others are immortal. Some can manipulate the makeup of the Dreamlands, but most can't. And some can outright make themselves a nation to be king over—like Kuranes. Kuranes was the mightiest dreamer ever known to exist, and dreamt himself an entire land to rule over, which he still rules long after his physical body died. And you… you, too, are a king. Not of anyplace as great as Celephais, but dreaming yourself a kingdom at all is no small feat.

Haunter of the Dark (-200 CP): [Mandatory with **Developed Automatic Guardian Organic Navigator** perk]
No, you aren't one of the masks of Nyarlathotep. This was the title given to the monstrous form assumed by Rei in the Dreamlands; and now you, too, are a monster. Powerful, yes, with predatory instincts, but you can expect to be rejected by many civilized folk.
If you have the **Developed Automatic Guardian Organic Navigator** perk, you are required to take this origin.

Perks

Perks are discounted to their appropriate origin by 50%; however, the discounted 100 CP perks are instead free. You may also discount 2 general perks worth 100 CP.

General Perks

Speak Not the Name (Free):
There is knowledge that is inherently dangerous to know; you may even bring some snippets of knowledge of the *Cthulhu Mythos* with you into this world. And

simply by reading this document, you've been exposed to several names that are (or will become) dangerous to know—Y'golonac, Rei Ayanami, Yui Ikari. Simply thinking their names—or indeed, any alternate name they may go by—opens you up such that they might possess you for a time (although titles are safe, such as Y'golonac being known as "The Violator").

Fortunately, this document isn't any sort of trap. You are utterly protected from being harmed or malignly affected by any knowledge you possess or acquire, or from thinking about that knowledge. Now, you can still be harmed by sharing knowledge, or by what you say. There is some knowledge that your mind simply cannot comprehend, and may harm itself in the process of trying. And this does nothing to protect you from sensory input or psychic attacks, and there remains that which will be dangerous in the process of learning. But simply *having* or *thinking about* information does not put you at risk.

Finally, you will never say anything while unconscious that you would not say while awake. Don't worry about sleep-talking the name of the Violator.

Certainty of Existence (Free):
If Nyarlathotep is to be believed, then individuality is an illusion; once you see the highest level of reality, you can see that all things and all beings are just components of Azathoth, separated to play out a story without narrative or plot, all for the purposes of entertaining a blind idiot god who doesn't even realize what he's doing. But if that's the case, then what are you? Are you the only genuinely separate non-Azathoth entity that exists? Do you become a component of Azathoth while you're here? And if you are a piece of Azathoth, what happens when you "die", since you technically would still exist as a part of the Daemon Sultan? What happens to your Chain? And what happens when you leave?

And what about other worlds, where all that exists is but a component of something greater? Worlds where reality is actually someone's dream? Where the universe is but an illusion? Where existence itself is fake?

This perk gives the certainty that, no matter the makeup of the universe, of matter, of reality, or of the very concept of "existence" itself, you will always exist as yourself. You will perceive reality on the levels that you would normally interact with it on—even if that level is technically an illusion—as though higher levels

where everyone is the same being don't exist. You will be able to take local "individuals" as companions should you have the means to do so, and they too will exist as discrete individuals, and will gain proper bodies, souls, and individuality in future jumps.

Furthermore, entities that might otherwise be aware of the insertion of a "foreign" being such as yourself will not register your entrance into the setting, nor will you be detected as something "aberrant" to how existence is supposed to function in a setting. If Azathoth has an immune system, your presence won't activate it. You will be seamlessly disguised as a "natural" person to the setting to all means of detection.

This perk also applies to all your companions, followers, pets, or "other" categories of being accompanying you on your chain that don't fall under the previous labels. This does not make ones that qualify as "NPCs" any more of an actual individual person than they were before. Your (and their) items from other worlds, or those purchased from a jump document, will likewise not be considered a "part of the universe", but a part of you.

You may disable or reenable any component of this perk at any time.

Dream Training (Free):
The vast majority of dreams do not take place in the Dreamlands; they occur in that nebulous realm between the waking world and the Dreamlands itself, and are fluid and subject to change. However, dreaming in such a fashion also leaves you vulnerable to a host of dangers that can affect you in your dreams. Learning how to send your mind all the way to the Dreamlands can help protect you from these attacks; it is not absolute, but it does allow you ways to defend yourself that you would otherwise lack, and allows you to know when you are in a dream or not.

This training comes in many forms, but is always a challenge. For some, they descend into a pit of darkness in their dreams, and must make their way to the bottom. For some, they must climb a mountain. Others must find the 99 steps of dream from the Cavern of Eternal Flame, some swim across a river of piranhas, and yet others fight an initially-unstoppable beast or enemy. Sometimes this is a challenge that must be overcome, and sometimes it is simply a matter of enduring hardship until you reach the end. There are magic rituals to hasten this process.

And… some people are just lucky, and are naturally capable of going to the Dreamlands in their sleep. But once you've intentionally traveled into the Dreamlands once, it is simple to continue to do so.

It doesn't matter how you achieved mastery over your dreams, only that you have done so. When you sleep, you can now choose to experience a normal dream, or to send your mind onward into the Dreamlands, where you are safe from attempts to manipulate your dreams. This does take a bit of energy, though, so spending all your sleep-time in the Dreamlands isn't a good idea.

Not to say that the Dreamlands themselves are safe. Sure, you can't be directly attacked in your dreams while you're there, but there are a host of dangers in the Dreamlands—but likewise, there are wonders and glorious civilizations. Time passes strangely in the Dreamlands; you might spend a few hours there, or days might pass in the world beyond dreams while only a single night passes in the waking world. Some people grow old and die in the Dreamlands, but you can also find the still-living dream-selves of prehistoric humans (by humanity's reckoning of history, at least). There are also plenty of species, and even many humans, that only exist in the Dreamlands and have no form in the waking world, as well as people whose waking body has died while their dream-self lives on.

By default, you are an "ordinary" dreamer. While dreamers like Kuranes might be strong enough in their power to create an entire city, the majority of dreamers can hardly shape or create anything in the Dreamlands, and must rely on food they can find or purchase, and tools that they build or have built for them.

Unlike normal dreams, dying in the Dreamlands will kill your consciousness, leaving you in a coma; 1-Ups you possess will still work to revive your consciousness, but if you're still comatose when the jump ends, that's a chain failure. Meanwhile, if your living body dies while you're asleep, your dream-self in the Dreamlands will continue to exist; in that case, you must die both in the physical world and in the Dreamlands for you to fail your chain. Any drawback-based enemies you encounter will likewise have dream-selves who can chase you down in the world of dreams.

However, if you have some power that allows you to destroy souls, then killing someone in the waking world will also allow you to destroy their dream-self. Note that the dream-self isn't actually a soul, just similar enough for these purposes.

Your dream-self doesn't really exist when you wake up, but when you go to sleep again, you'll be where your dream-self was before. This adapts to the context; if your dream-self is travelling on a boat when you wake up, when you go back to sleep you will still be on the boat is it has continued to travel, not in the precise location in dream-space that you were when you had previously awoken.

By default, you do not suffer from injuries experienced by your dream-self when you wake, nor are injuries in the waking world experienced in the Dreamlands. You can access your Warehouse while awake or while in dreams; however, while you can store both waking-world and Dreamlands objects within your Warehouse, you can only remove them while in the appropriate world. Fiat-backed objects can be used both in dreams and in the physical world. If you have properties or territories, you may elect to place them in the Dreamlands instead of the waking world. When you leave this world, every dream-object in your Warehouse will gain physicality, and your dream-properties will return to the waking world.

While in dreams, you will know how to speak the language of cats.

In future settings, this will allow your mind to travel into whatever dream-worlds the setting may have. If none exist, then this simply lets you lucid dream when you desire.

Dream Walking (Free):
When you are dreaming—but not in the Dreamlands—you can step out of your dreams to visit the dreams of other people. Dreamers that are near to your location in the physical world are closer to you as you search through dreams, and you gain a vague awareness of the contents of a dream and who the dreamer is before you enter it. An emotional connection also helps you find someone faster, and if you've been to their dream before, finding it again is a rapid process as long as they aren't on the other side of the world. When you do enter the dream, you are not subject to the dream's logic, nor to any sort of "lucid dream" effect.

When you are in a dream with someone, you can push them to the boundary of the Dreamlands. After being exposed to it, they will be able to find it again, and will go through some manner of trial as they try to overcome the boundary and enter the Dreamlands. Your presence can speed up the process, though, and while you're there, you are able to manipulate the dreamscape as you desire, unless the dreamer's willpower overwhelms your own. Just don't ease their challenges, or they won't progress. Eventually, they will be able to enter the Dreamlands themselves.

In future worlds, this can be used to teach other people to send their mind to any setting-specific dream-reality, and also teaches them how to recognize when they're in a dream and start lucid dreaming. It can still be used to look into other people's dreams, as well.

A Shoulder to Cry On (-100 CP):
Sometimes terrible things happen, especially when you war against monsters beyond human comprehension. Sometimes one of your closest friends is possessed, and you're forced to confront an abomination you can't free them from. Sometimes two million people die because of your decisions. Sometimes you're attacked, and are forced to deliberately take human lives to protect yourself. Sometimes you're raped. Sometimes you have to kill your best friend because they've gone insane under the influence of an eldritch god.

The point is, there are a lot of things in this world worth crying over, and you? Yours makes for an excellent shoulder to cry on. When you're around, people have an easier time processing their emotions and letting them flow freely; even someone emotionally constipated would find it easier to let themselves feel around you than elsewhere. Furthermore, when you're involved a good cry can be more helpful than it normally would be, helping someone to process the terrible events that have happened and start to move forwards. It won't solve everything in one big cry, but it's probably more effective than a half-dozen therapy sessions would be.

Finally, you're able to temporarily bestow these properties onto someone else if *you're* the one who's experienced something worth weeping over.

Developed Automatic Guardian Organic Navigator (-100 CP):

The unique properties that allow the Children to pilot an EVA are vanishingly rare—despite more than a decade of searching, at this point NERV's Diogenes program has found a grand total of *two* people capable of piloting an Evangelion unit. So, SEELE and NERV decided that they would make their own. Project DAGON was made to combine human DNA with Adam's, in hopes that the result would be able to pilot. As a whole, the project was a dismal failure; it produced exactly one pilot—Rei Ayanami. Every other subject either went insane or died on exposure to LCL… or worse, mutated into a monster to go on a rampage. Now, by the time Oannes awakens, SEELE is going to perfect the process to use them to pilot their mass-produced Evangelions… but it seems that, after Rei but before SEELE's takeover of the project, DAGON achieved a second unique and irreplicable success, using a different gene donor than Yui Ikari; the result is you.

To begin with, you have an extraordinarily pale complexion, with light blue hair and red eyes. You are closer to an Angel than other humans, even the other Children; despite not having yet consumed the power of an Angel, you are already capable of manifesting an AT Field from your own body; you aren't yet at the level of stopping a bullet, but you can cut apart something as frail as a human being. Although you operate on a normal human level in most regards, you are capable of pushing your body to exert strength and speed significantly in excess of what is humanly possible, to the point that you look like a blur while moving.

But you're also… strange. Alien. Or you would be, but you're paying with CP so you don't have to worry about having the full Rei Ayanami experience. There are drawbacks for that.

You are required to take the **Young God** and **Haunter of the Dark** origins.

Awakening Humanity (-100 CP):
There's something about you that allows you to connect even with people or entities who lack emotion. When you encounter an "emotionless" person, continued interaction with them will induce the ability to feel emotions within them. It doesn't matter if this emotionlessness is inherent to their being or something learned, or whether it's a genuine lack of emotion, a muffling of feeling, or simply being trained to the point that they repress everything they feel; you are able to get them to feel, and to become more "human" in behavior.

What's more, you're good at guiding people through their newfound (or re-learned) humanity, helping them understand things that are difficult to express about the human condition. Under your tutelage, even someone experiencing jealousy for the first time won't consider murder as an answer.

Soul-Piercing Gaze (-200 CP):
Your eyes are vibrant and alive, but deep as an ocean trench. When you focus on someone, you may opt to pierce through their outermost self to see their soul, mentally vivisecting their motives, feelings, and desires. This is deeply uncomfortable for others to experience, but only someone with knowledge of the occult would realize that you were actually looking into them.

What's more, when your gaze meets someone else's, you may at your discretion draw them into yourself, their mind briefly fleeing their body to helplessly see the world through your own eyes. Subjects thus de-bodied are calmed by this, and you gain the ability to mentally command their body to act, even to speak what you desire them to say. They will not realize that they have lost control over themselves, and will tend to dismiss the event as an out-of-body experience… unless they have knowledge of the supernatural, at least.

Fluent in Aklo (-300 CP):
Aklo is a language of power, where every word holds the potential to influence reality… although only if the right words are spoken in the right order. It can be safely used to converse, as the degenerate Serpent Men do, but this is rarely done in the modern age, as the language is mostly used by sorcerers and cultists for their spells and rituals.

You know Aklo as well as any native speaker, but you also know a number of spells and rituals in the language—or, as a more scientific mind might phrase it, formulas and functions of hyperphysics that only Aklo has the correct terminology for. And, just like throwing numbers and letters together randomly isn't likely to produce a viable equation, the ordinary use of Aklo to converse will not result in you accidentally performing a ritual.

You can use this language for a number of purposes; you can summon eldritch beings (although nothing nearly as powerful as a Great Old One); you can make binding oaths; you can swear someone into being a member of your blood family

(which may be dangerous if your biology is no longer fully human); you can control minds; you can make injuries heal faster; you can cage someone's mind to force them to think a certain way (or avoid thinking a certain way); you can have your soul abandon your body to possess someone else; you can even resurrect the dead, provided that the entire body is reasonably intact (and some dreadful things, like Nyarlathotep, can interfere with this if they're aware of your attempt, which would be… bad). Although do keep in mind that the experience of dying may result in some minor personality changes; this isn't due to a flaw in the resurrection or bringing back the wrong person, simply a change in perspective due to experiencing death.

For the most part, this magic cannot be done swiftly, or without preparation; many of the rituals require certain materials, or need to be done at certain times (be it time of day, year, millennia, epoch, or more). With the right resources (many souls of the Great Old Ones, at least four EVA units, and the body of Cthulhu to make a door to the realm of dreams), you could even perform the Ceremony of Innocence. This is not a type of magic suitable for "combat casting", although there are a few quick phrases of power that could repel lesser monsters, although it would provide no defense against true threats.

Guardian (-500 CP): [Requires **Denizen of Dreams** drawback]
You are one of the Elder Gods who in the modern age live exclusively in the Dreamlands; although not wholly benevolent, your kind opposes the Outer Gods and their servants as best they are able. Your power is incredible, and you are strong enough to fight a Great Old One on equal terms (although Cthulhu himself is beyond you with this perk alone). Furthermore, you can imbue parts of the powers you possess—even perks—into items for other people to use. You might imbue a spear with a perk that allows you to always hit the target to make the spear perfectly accurate, or fill a sword with your pyrokinesis to make its blade perpetually burn; these actions do not reduce your power, but likewise do not give the full capacity of the perks you imbue, only a part.

However, you are confined to the Dreamlands; as such, you do not receive an origin for the waking world. Furthermore, for your own safety and that of Earth, it is best if you do not interfere in the Game of Gods that Nyarlathotep has initiated on Earth. As the Soul of the Outer Gods, he can rouse their normally-uncaring forms to violence, and even all the Elder Gods aligned as one would not be able to

stop the force that Nyarlathotep would unleash, which could well destroy the Earth from the mere by-products of that conflict.

Furthermore, if the Crawling Chaos makes a demand of the Elder Gods, they are effectively forced to acquiesce, lest the powers at his command destroy them. But he would not force you to interfere in his Game, for doing so would cheapen it. The only aid you can safely provide the Children in their battles against the Angels is advice… and if they happen to be on a quest that isn't directly related to their fights against an Angel, well, you could certainly give them the tools to succeed. But do not succor the Children in your homes, lest Nyarlathotep appear and demand you hand them over.

For an additional **-200 CP**, you possess the power once demonstrated by a number of the Elder Gods, and are capable of physically traveling between the world of dreams and the waking world. Still a bad idea to try to fight the Angels, though, and with this perk alone you can't carry anything with you between the worlds.

Regardless of if you spent the extra points or not, your age is modified such that you are between 2,000 years and several eons old.

Old God (-800 CP): [Incompatible with **Young God** origin]
You are one of the Angels, who are more accurately known as the Great Old Ones. Whether you were sealed and imprisoned for epochs or are newly come to planet Earth, you are now one of the enemies of humanity. But don't think the other Great Old Ones will help you—all of you are each other's adversaries, too. The prize for conquering your enemies is the planet Earth. Unfortunately, with this perk alone you will not receive any additional powers from conquering Earth, unlike the other Great Old Ones.

You possess immense power, can manipulate your AT-Field, and in a straightforward fight can kill any individual, unmodified EVA unit. Unfortunately for you, NERV isn't fond of one-on-one battles, so you'll probably be fighting more than one EVA at once. Oh, and Evangelions consume your soul when they kill you.

That said, you can't be killed by conventional weaponry, because part of your body exists beyond the basic dimensions humanity has access to, and you heal at

prodigious rates. However, AT-Fields such as those produced by EVA units or sufficiently-empowered Children will cause the AT-Field making up your own body to deteriorate, including your extra-dimensional self; combine that with them eating your soul, and you will not survive NERV's victory over you, unless you have some sort of outside-context 1-Up.

As a Great Old One, you were originally a mortal on another planet, which followed an entirely separate set of physics than what is found on Earth. A crisis occurred, and the only way to survive was to take the power of the eldritch for you own. And then you were corrupted by that power, and came to rule over your people, up until you destroyed the planet. Although you have cast aside whatever equivalent of an Evangelion your species used as a crutch, you still retain a power equivalent to **Consume the Gods**, and receive that perk for free (although it is all based upon your own abilities, and has no connection to any sort of EVA).

You are able to emit a field that enforces the physics of your home world; at present, you are only strong enough to alter physics for your person and a space roughly the size of a city; you can also enforce these alien laws of physics for all your followers or worshippers, and for any fiat-backed territory you possess.

Your influence is repelled by the Elder Sign, but with focus you can overwhelm this protection, unless an entity of deific power is enforcing it.

In future settings, your extradimensional mass will be able to be targeted by eldritch beings and entities capable of traveling to other realms of existence, even if they aren't technically capable of seeing or targeting in the 5^{th} dimension.

Your age is modified such that you are between 700,000 years and several eons in age.

Investigator Perks

Confidant (-100 CP):
You have immense confidence in yourself, the kind of confidence needed to hit on a woman who hates your guts… or to investigate one of the most powerful (and secretive) organizations in the world. What's more, you're actually good at it; you have an easy time telling the difference between a valid lead and a dead end, and

you know exactly how far you can push your flirtations before it gets you into trouble.

Eyes in the Water (-200 CP):
There are a lot of ridiculous stories in the world. More of them are true than people want to think, but plenty are still false. Fortunately, when someone tells you a story, you will immediately know whether it is a true story, a lie, or just something they've deluded themselves into *thinking* is true.

Failure to Imitate (-400 CP):
When Kaji was killed by the Violator, the shapeshifting Great Old One took his form and used his voice to lure more soldiers into the depths of NERV into which Y'golonac had manifested. Such an indignity would never occur to you—any attempt to copy, mimic, or imitate you without your permission is doomed to fail. It is blatantly obvious to anyone who observes the mimicry of you that it's a fake. This extends beyond simple shapeshifting; any form of disguise, any attempt to photograph you or record your voice, anything that could be considered "copying" or an "imitation" will be clearly flawed.

You can, of course, allow others to copy you if you so desire, in which case it will be of its usual quality.

The Truth Will Out (-600 CP):
SEELE and NERV put a great deal of effort into stopping attempts to place dangerous texts online. Information on the prophecies, on real magic, on the Great Old Ones and their cults… all that was regularly scoured off the face of the internet, and those who posted such information tended to disappear. But even with this strict censorship, Kensuke, a mere junior high student, still managed to find more information about what was happening with the Angels and the Children than even the adults investigating it managed to.

You have utterly bizarre luck when it comes to finding information that people are trying to hide. You'll stumble across a book in the library that the book-burners missed, find a website with information on it that hasn't been taken down yet, and discover files that the censors overlooked. So long as anyone in the world knows it and has shared it with anyone, you will eventually find the information you're looking for.

This is combined with extensive skill in the fine arts of research and data analysis.

Scientist/Engineer/Doctor Perks

Multidisciplinary Genius (-100 CP):
Ritsuko Akagi manages Project DAGON, knows the Evangelion units better than anyone, operates the MAGI biological supercomputers, and all while developing a counter to her transformation into a Deep One. All this requires great expertise in a multitude of fields—expertise that a normal scientist, engineer, or doctor would devote their entire career towards obtaining, in just one of the many fields needed to accomplish what she has done.

Your skill in the mundane fields of science, engineering, and medicine are not less than her own. Select 5 fields of study in the realm of the hard sciences. You are now the best in the world in these fields. In every following jump, you may select another hard science to receive this superlative skill in.

This scientific and engineering excellence never covers things that would be impossible on an ordinary Earth, though; that would require other perks.

There Is Always Hope (-200 CP):
When Ritsuko's mother gave into the call of the sea and transformed into a Deep One, abandoning her daughter in the process, Ritsuko swore that she would never become like her mother. She would never give in—and she didn't, even as her body and mind screamed at her to surrender to the sea.

Your willpower and determination cannot be broken. Giving up just isn't in your nature, and even if failure is inevitable, you will fight kicking and screaming until your last breath. This isn't to say that you're stubborn, or that you'll do things that have no chance of succeeding—but as long as there is a remote chance of success, your spirits will not flag, and in the face of inevitable defeat, you will not simply surrender.

Finding a Cure (-400 CP):
Ritsuko devoted her life to science, seeking to understand the principles behind her transformation in order to cure it—although she never did manage that cure,

she developed a host of ways to slow her transformation, or even revert the physical changes to a degree. But with your help, finding a cure in a normal human lifetime would be feasible.

Your mind is inquisitive, imaginative, and brilliant. Inspiration comes easily to you, and coming up with new ways to advance a stalled project is just a matter of time—and usually not very much, at that. But where this perk really comes into play is when you're trying to cure something. You become a veritable font of ideas, all dedicated towards creating a cure—and you have the guarantee that there will *always* be one out there, if only you could come up with it. It doesn't matter if it's a disease, radiation damage, a curse, a transformation, a magical effect, or some eldritch influence. It can always be healed, and the damage can always be undone.

Death is just about the only thing this perk can't fix.

Physical Impossibilities (-600 CP):
Humanity's understanding of physics and biology is the result of cramped understanding from observing a single backwater planet, and has no real validity in the universe at large. One needs only look at the Angels for proof—each follows unique laws of physics, chemistry, and biology with no basis in Earth's sciences. The only deviance from this is Adam, who is the origin of life on this planet in the first place (misleading the humans who rediscovered it to believe that it was simply bioengineered from Earth's lifeforms), but even then, Adam can accomplish impossibilities.

But you? You can actually understand the alien rules that the Angels operate by. Oh, you won't know them immediately, but you can study and understand them even quicker than you could the laws that physics on Earth operates by. You would be able to quickly become an expert on matters such as Evangelion, reveal the science of the connection between the waking world and the Dreamlands, dissect why DAGON continuously fails, and even reconstruct the hyperphysics used by certain alien species, which less educated people might instead term "magic".

In future settings, any sort of rules that aren't based in purely "realistic" physics falls under the domain of this perk, allowing you to rapidly comprehend the laws behind magic, cultivation, psychic powers, souls, and other phenomena.

Operations Director Perks

I Want a Beer (-100 CP):
After the disaster in Lima killed two million people, Misato turned to drink—more than she usually did, at any rate. Her friends finally had enough of her drinking, and dumped out her beer. She had a tantrum like a child… and then quit cold turkey. Even when given an opportunity, she didn't return to the bottle (well, beer can), even if she often bemoaned how much she wanted to drink.

This would be easier for you, because addiction has no hold on you. No matter what drug you take or drink you consume, you simply can't be addicted to it. You can *enjoy* it, but you will always be able to step away from it should it become necessary.

Also, decidedly unlike Misato, your ability to function is not inhibited by alcohol. You're still vulnerable to hangovers, though.

Acceptable Casualties (-200 CP):
In the extended battle with Salgiel, while the EVAs were indisposed after neutralizing an N2 mine, the Angel took another bomb and headed straight towards Toronto. The EVAs couldn't catch up in time, and the Angel had figured out how to detonate the mines, as it had demonstrated in Alaska and Russia. So, to prevent it from destroying the most populous city in Canada, NERV remote-detonated the N2 mine before it could reach Toronto—and, in the process, decimated the city of North Bay.

Sometimes decisions have to be made, and you have to make a sacrifice in order to achieve your goals. Sometimes, many people have to die in order for a lot more people to live. You will always know when making a sacrifice is necessary to avoid greater suffering, and when it is just convenient.

You Have Your Orders (-400 CP):
Millions of people would still be alive if the Children had followed orders in Lima. Admittedly, Shinji was high on pain medication and Touji had never been in battle before… but it was still an utter disaster, mitigated only by the fact that Uriel died in the end. You won't have to deal with that sort of nonsense; when you have

authority over someone, such as by being higher ranked in an organization's hierarchy, and you are in a situation where you have the right to give them orders, your commands will always be obeyed to the best understanding of those who receive them. This works even if your commands are delivered via proxy, such as being told by a messenger.

This doesn't mean they won't question orders, or that they won't make suggestions for something better, or that they won't hold a grudge over it… but they'll obey.

Tactical Advice (-600 CP):
There are several points where the EVA pilots lose contact with command, and have to act on their own. You, at least, don't have to worry about that; when you lose communications with your subordinates, they will benefit from a voice in the back of their head that will provide them with tactical and strategic advice as befits their current situation. This voice is as skilled in tactics and strategy as you are, and will ensure that your subordinates are presented with the best options for their situation… or at least, the best options your mind is capable of coming up with.

To accompany this, you also receive a thorough education in tactics, strategy, and logistics, to the point that you're a strong contender for replacing Misato if she ever loses her rank.

Cultist Perks

Knowledge of the Occult (-100 CP):
You are well-educated in matters pertaining to the eldritch. This does not give you knowledge of how to perform any spells or rituals, but you can identify those done by other people. Furthermore, you know the most common names of all the gods relevant to the setting; both beings which are truly gods, and beings which are only considered gods (although this does not tell you which is which). You can identify by sight and name any monster or monstrous creature (eldritch or otherwise), and know their strengths and weaknesses.

Veiled in Secrecy (-200 CP):

The first and foremost part of being in an eldritch cult must be to keep the cult secret. There are many agencies out there seeking to stamp out cults of all sorts—these range from government agencies seeking to stop insidious behavior, such as when Innsmouth was destroyed by the U.S. government in the 1920s, to organizations backed by other cults who seek to destroy their rivals, such as NERV itself.

Fortunately, you and those in an organization with you (or that you lead) are very good at keeping your secrets. You will never accidentally say something that reveals information you wished to keep secret, and neither will any of your co-conspirators or followers. Now, they can speak of this stuff willingly—this doesn't protect you from spies, traitors, or genuine idiots—but when someone intends to speak of that which you wish to be kept secret, they will know that doing so would invite your wrath when you find out about it, and will have an ominous feeling that you *will* learn about it.

And this feeling is based in fact, because whenever someone spreads something that you wish to be kept secret, you will know about it. You won't necessarily know who, but you will know which secret has been spilled as soon as it happens.

Between Dreams and Waking (-400 CP):
Normally, that which is in the Dreamlands stays in the Dreamlands. However, there are ways around this—Naoko, high priestess of the Deep Ones and Ritsuko's mother, imported materials from the Dreamlands into the waking world to impress Ritsuko and Maya with her largesse in a failed attempt to woo them to her side.

This would ordinarily take a fair bit of hassle to accomplish, but not for you. When you possess something in the Dreamlands and spend about ten minutes of focus on it with the intent to keep it in the waking world, then the item will disappear from the Dreamlands and will physically manifest by your sleeping body. Similarly, you can convert a physical object into an object in the Dreamlands.

This can affect living beings, but it takes more effort and becomes physically and mentally draining. They must also be either willing, or lack intellect capable of giving consent to your actions.

In future worlds, there probably won't be a Dreamlands for you to access; however, you can now pull things out of ordinary dreams. You can even store physical items in dreams, and every time that person dreams, that item will be present within it, so you can find it again.

Dance of the Puppet Masters (-600 CP):
SEELE is an ancient organization that has gone by many names. It has been the Esoteric Order of Dagon, as well as the Order of Starry Wisdom, and other titles, besides. Its leader, Lorenz Keel, is also known as the Wanderer, and has existed long enough for his actions and the consequences of them to make their way into mythology and legend. At his behest, SEELE—in all its incarnations—has set up the governments and corporations of the world, bending nations to their will and preventing other cults from gaining enough traction to be a threat to them, all without ever revealing themselves to the public.

The world dances to the tune SEELE plays for the sake of their god, Cthulhu. But despite their experience manipulating individuals and nations, despite their power, despite their wisdom—all of it fell apart before Gendo Ikari's carefully laid scenario. Even if Nyarlathotep killed him before the end, his goal was still achieved. It's a pity that neither he, nor Yui and Fuyutsuki, ever realized how much influence the dead Great Old Ones would have over the "paradise" world they crafted…

You are vulnerable to not having enough information to accurately gauge the *consequences* of succeeding in your goals. But in actually fulfilling them? Your skill is unmatched. You have a keen understanding of how to manipulate people and nations alike; even if you yourself aren't charismatic or persuasive, you still know how to use people who are to leverage change on the personal, organizational, and national level… and you know how to hide those changes, too. Not necessarily perfectly—SEELE didn't fully trust Gendo, even as they used each other—but they never anticipated the depths of his machinations. Furthermore, the strength of your will makes iron look soft, which you'd need if you seek to plot around the likes of ancient cults and eldritch gods.

And—as a key part of Gendo's success lie in his trust that his son would grow beyond his near-suicidal lack of willpower—you have the ability to see the potential for other people to grow.

Young God Perks

Consume the Gods (Free): [Exclusive to **Young God** origin and **Old God** perk]
It is the nature of the new gods to devour the old. Whether in or outside of your Evangelion, whenever you kill something you will devour its energy and life force, an extraordinarily pleasurable experience. For a notable change, you need something potent; mere humans would need to be slaughtered in great numbers to give you any real benefit. But when killing something like an Angel—or a goodly number of their servitor races—you will experience a notable increase in power.

You will become faster, stronger, more durable, and you will gain powers reminiscent of their own. These powers are most strongly expressed through your EVA, but you can use them to a limited degree even in your own body; however, the more powerful beings you kill, the more powerful these abilities become. Eventually, it reached the point that the Children were able to kill the Seed of Azathoth even outside of their Evangelions.

You aren't taking all of the power from those your kill into yourself, though, only a portion of it; therefore, participating in a kill with other people will not result in you getting a smaller portion, so long as your pack is sized at, say, 9 or fewer people. This applies even if you are all in Evangelions.

Although you cannot emit an AT-Field yet, as you gain more strength, you will eventually develop the ability to project your own AT-Field even outside of an Evangelion.

When you kill someone, if you so desire, you can choose to consume your target's soul and dream-self. This mildly increases the power you gain—but more importantly, is a method to stop enemies from coming back to life, as many Great Old Ones are capable of doing. In this jump, the souls will, to some extent, live on inside you; this will result in you occasionally feeling their memories, experiencing dreams of their lives, and for sufficiently powerful souls, allow them to occasionally force you to feel certain emotions. While a soul exists within you, you are also able to "dive" into them to extract information or memories, such as learning an entirely new language, but doing this gives them the opportunity to try to influence you; a strong will can resist this, however.

If the soul is extracted from you (for example, if you follow the original ending of this story and trap them all inside EVANGELION to do eternal battle against each other, with Rei there too so as to ensure nobody ever takes control of the five-EVA combined monstrosity), then you will still retain all your power, just like the rest of the Children still had their powers even after the souls of the Angels that they had consumed were sealed away.

In future jumps, you will have the ability to completely digest a soul, mind and all, and will not have to worry about the influence of consumed souls unless you wish to keep them around for some reason. If you have some sort of resurrection power, you can use it to return a soul you devoured to life, but it will not have the power you stole from it.

Although Evangelions will instinctively go berserk and start feasting on the bodies of felled Angels (at least, before the Angel dissolves), you don't actually have to eat your targets to gain their power.

Piloting Potential (Free): [Exclusive to **Young God** origin]
You are one of the few people who can be safely submerged in LCL without dying or going insane (which, incidentally, is something you can protect people from with your AT-Field when you master it, although it won't let other people pilot). It tastes fouler than anything Earth has ever produced, to the point that some vomit as soon as they taste the stuff, but it is safe to consume and breathe—it's even healthy for you.

You are also capable of synchronizing with an Evangelion, also called an EVA. A 50% sync rating is needed to produce an AT-Field, so you are guaranteed to be able to get at least a 60%, even on a bad day; however, urgency and adrenaline will increase your sync rating, so it wouldn't be too strange for you to get an 85% synchronization rate on your first combat sortie. Time and effort will also get you a higher sync rating.

The higher your sync rating, the more swiftly the Evangelion will respond to your intent, and the more natural it feels to connect your senses to the EVA; however, you have the guarantee that you will never lose track of yourself and start to think of yourself as actually being the Evangelion, which can be dangerous and result in

your body ceasing to function. The higher your sync rating, though, the more pain you feel if your Evangelion is injured. If you get a sync rating above 100%, the EVA will actually respond to you quicker than your own body can, but you'll experience actual injuries on your body to represent the injuries experienced by your EVA.

There is no danger of being accidentally absorbed into your Evangelion if the sync rating goes to high, as seen in the anime; what happened to Yui Ikari in the testing of Unit00 was done entirely on purpose by the woman herself.

Unbroken (-100 CP):
When the Children were shown terrible truths of the universe, their minds did not shatter apart. When Touji's gaze fell over and over through Yog-Sothoth's form, he did not break from the exposure—even if something was taken from him by the mere experience. When the rest of the Children were forced to leave Rei to experience an endless battle against the Great Old Ones to protect the world from the consequences of them taking control of EVANGELION and gave up a piece of their souls to accompany her, they did not recant their decision or fall apart from the pressure of what they had to do. When they lost everything they knew except for one another, they did not become misanthropes or fall apart. And even after taking all the powers of the Angels for themselves, the Children never succumbed to the corruption that had taken the victors of all the Games of the Gods that Nyarlathotep had arranged before them.

They never broke. Oh, they came perilously close, many times, but never truly fell.

This does not give you an insurance that you will never break, or that you will never fall prey to corruption, or that you will be immune to mind control, or that the eldritch will never drive you insane. What it does do is give you the ludicrous willpower required to actually keep going forward and to make it through such dangers relatively intact. But if you allow yourself to surrender to it, that willpower will be useless.

Minimize Collateral (-200 CP):
When roaming about in a giant biomechanical monster-robot, some collateral damage is unavoidable, as Touji's poor sister found out (although she was put in a coma by the eldritch spider-bites, not the injuries she sustained from Shinji's fight with Matriel). Indeed, the damage Uriel inflicted on Lima paled in comparison to

the tsunami the Children were forced to create in order to defeat him. Between the Angel and the Children, more than two million people died in that city.

Hopefully, your presence will prevent such a disaster in the future.

When it comes to your motions or attacks that you have a part in, there is a mysterious lack of collateral damage. You can walk on a city street as an EVA, and the street will be undamaged; you can be launched into a building by an Angel, and it will be unharmed; you could create a tsunami strong enough to quench the flames of an angel made of fire, and not drown or crush so much as a single individual in the city.

Should you wish for collateral damage to exist, you may toggle this perk on and off.

Escaping Paradise (-400 CP):
Yui's Ceremony of Innocence took place at the moment the Children defeated the final Angel, and turned its very body into a doorway to the realm of dreams; harnessing the power of the Children and the souls of the Angels, Yui's soul—hidden away in Unit00—took hold of all that power and became a veritable god, reshaping the entire world into a half-dream, where the dead lived again and there were no eldritch horrors to threaten humanity—her "Grand Unity". She re-wrote everyone's memory of history so Second Impact never happened, and the Children lived happy lives with their families and each other. But her artificial paradise was built on the power of the Angels, and that gave them influence over it. She refused to see this, and was eventually killed by her own son to put an end to the false world she had created to prevent the Angels from running amok once again.

To escape this dream-world, the Children had to regain their memories of who they truly were. You have the assurance that, whenever you forget who you are or have your memories altered, there will always be a way to recover what was lost—indeed, circumstances will align so that opportunities for such will fall into your lap.

To oppose Yui, the Children had to regain the powers that were taken from them. Any sort of weakness or depowering you experience will always be temporary—

you will either soon find a way to take your powers back, or the mere act of existing will cause the powers stolen from you to be returned to you. Furthermore, should you ever find yourself facing someone who copied or stole your powers, your own abilities will be more effective than theirs will be.

Additionally, whenever you are in some sort of artificial or constructed reality, you will always eventually discover the true nature of the false reality that confines you, and if a way to escape exists, you will learn what it is.

Finally, and most somberly, the consequences of escaping this world; the Ceremony of Innocence fused together the five Evangelions into a single monstrous EVANGELION, which now contained the souls of all the Angels in place of being within the Children (although the Children retained the powers they had earned). To avoid the world-altering power of the fusion falling into the hands of the Angels, Rei remained within it while pushing everyone else out, condemning herself to an eternity of combat against the Angels.

Should such a fate ever befall you, you will be well-prepared for it; isolation cannot make you feel lonely, nor will it have an ill impact on your health. No matter what task you perform, you can find endless satisfaction in performing it, and your sense of duty will never flag. Even if you had to battle eldritch horrors forever, you would stand at least as strongly against them at the end of infinity as you would when you started your fight.

Stronger Together (-600 CP):
With the sole exception of Amaliel, there was no Angel that could have been defeated by a single pilot alone. Even Hayyel, who Shinji defeated in single combat, would have defeated him if it hadn't already used its illusion powers on Asuka. And almost all of the Angels had AT-Fields that were too powerful for lone Evangelion to pierce; it was only by working together than the Children managed to defeat their terrifyingly powerful opponents, and even then it was often a near thing. If the Children hadn't worked together to form an AT-Field barrier around Oannes, the lord of R'lyeh's psychic powers would have killed nearly every human on the planet.

You find that when you act alongside an ally, both of your skills in combat and your luck improve significantly. Last-minute arrivals of allies that would otherwise

have been late to the fight become possible, and you will both fight with greater prowess than you naturally possess. What's more, when you use your powers in tandem with someone else who possesses similar abilities, your powers improve one another beyond what might be expected. For instance, if you were both to make a barrier with an AT-Field, the result would be significantly stronger than if you had simply added the strengths of your AT-Fields together.

Finally, your ability to coordinate with your allies is impeccable. You and your ally communicate easily, and are able to convey complex tactics with minimal words, ensuring that you act in a manner that will not interfere with the actions of your allies.

Knight Perks

Chivalrous Manners (-100 CP):
Of course, being a knight is not all about combat; knighthood is a rank of the nobility, and as such you must be able to comport yourself as appropriate to your standing. You are well-taught in the courtly etiquette of the Dreamlands, and will instinctively understand the appropriate standards of conduct and address when you encounter a culture you haven't trained for. What's more, you also realize when such pomposity and overly-refined behavior is inappropriate; for instance, the king of Celephais is known to be quite accepting of casual behavior, even from a mere squire.

You also have the guarantee that no one will hold it against you if you ever beat someone higher ranked than you at a game you fairly participated in.

Knight-at-Arms (-200 CP):
Befitting a proper warrior, you've been extensively trained in weapons of all kind, and can wield them adroitly enough that no one short of a truly great warrior—or something of power far beyond your own—could match you. Not only that, but you're trained to wield them both as a footman and as cavalry, and can properly employ your weapons regardless of what manner of mount you ride—and rest assured, you are as skilled an equestrian as you are a fighter.

This education in proper combat is broad enough that you can even apply it to weapons and mounts you've never wielded or ridden before, ensuring that you remain a skilled combatant regardless of what tools you wield.

You are trained both in the art of fighting your fellow man, and in battling monsters such as those that roam the Dreamlands.

The Reward for Heroism (-400 CP):
A heroic deed warrants a heroic reward. Just like Asuka was knighted for the heroic deeds she performed for the kingdom of Celephais, you have the assurance that the great deeds you do will not go unappreciated, nor will they go unrewarded.

Perhaps you will gain social clout, perhaps money, perhaps rank, perhaps new friendships, perhaps the affection of others, perhaps treasures; it is all dependent on the context. But you have the assurance that, even if the people you helped can't reward you, the universe itself will ensure that you receive some manner of reward for your heroic deeds.

Justice Prevails (-600 CP):
When you take direct action for the cause of helping people and saving lives, the consequences of your actions tend to work out in your favor. Sure, Asuka burning the Black Galleys that sought to purchase slaves resulted in tensions rising between Dylath-Leen and Celephais, but King Kuranes didn't punish her for her actions, and matters never escalated to war. And when the Children—including Asuka—were forced to destroy Lima to kill Uriel, they suffered no true consequences for their failures beyond a harsh scolding—even after the war came to an end. Sure, Peru wanted them to be executed, but even after NERV lost all standing with the populace and there were no more EVAs for them to pilot, they were never actually punished for what happened.

Likewise, when you're trying to do the right thing, the consequences and fallout of what you've done will favor you. Oh, individuals might still be angry and seek revenge, but there will never be any sort of governmental or organizational retaliation for your actions. There might be *attempts*, but it will never actually come to anything.

Slaver Perks

You Can't Escape This Nightmare (-100 CP):
One of the tactics used by the cleverer slavers is to find people who've slipped into the Dreamlands on accident—normally by destroying their own dream with a near-death experience—and capture them. Normally, you'd need special equipment or a ritual to keep these slaves from escaping. After all, it isn't an easy thing to get to the Dreamlands, and you need to ensure that your new slave won't escape just by waking up and returning to normal dreams afterwards.

Fortunately, when you have captured someone's dream-self, or otherwise obtained their soul, it is not possible for them to escape you. Oh, they can be stolen, they can kill you and be free of you that way (if they have the means), and someone can let them go, but the dream-selves and souls that you have obtained cannot actually escape you of their own accord.

For dream-selves, it is up to you whether this means that they simply never wake up again, or that they wake up, but return to slavery at your hands whenever they go to sleep again, bypassing their normal dreams. Regardless, should you sell, trade, or gift a dream-self or soul to someone else, the recipient will retain this fiat-backed protection against escape.

Capture Them Alive (-200 CP):
It's possible for your dream-self to fall asleep or be knocked unconscious in the Dreamlands; doing so wakes you up. And if you fell asleep in the Dreamlands, then when you fall asleep again in the waking world, that would wake you up. However, if you wake up from being knocked unconscious, then either before waking up or after going back to sleep, you will undergo a period of time where you are in the Dreamlands while unconscious, such as Touji experienced after he was wounded in a forest by the Rei in a fit of madness, yet woke up in King Kuranes' castle.

But wouldn't it be inconvenient if you knocked someone out, only for them to disappear? When you encounter a sleeping person—or encounter the dream-self of someone who is sleeping in the physical world—you can decide that they will remain asleep no matter what you do to them. There will be no escapes by waking up on your watch! You can also end this effect whenever you like.

Of course, you're also quite skilled at knocking people unconscious in the first place, and are able to do so with a single sharp blow to the head. And you're able to do it without causing any brain damage or lasting trauma, too.

How to Train Your Slave (-400 CP):
If you want to sell slaves for a living, it's important to ensure that they can do something worth buying. Any old slave can do ordinary manual labor; it's slaves in the skilled trades that fetch the highest price. And of course, any new slave needs to be broken in and taught how to behave.

You are excellent at breaking people's will to resist, and at training people—either in new trades, or to improve what they already know. What's more, your victims seem to learn at an enhanced rate and internalize your lessons to a greater degree if you hold power over them; the more power you have regarding the student's life, the more deeply the lessons sink.

Master of Nightmares (-600 CP):
In a place like the Dreamlands, nightmares are a bigger threat than they are in the waking world. You're skilled at harvesting nightmares; you can extract them from dreams (both by encountering dreamers in the waking world, and by delving into dreams to pull them out that way), you can pull them from your own dreams, or you can capture them in the wild.

Once you've captured a nightmare, it will serve you obediently. The power of the nightmare is based on how much fear they were causing in the dream at the time you extracted it, and on the personal power of the one dreaming. A nightmare that terrified a child would overwhelm a nightmare that only disrupted an old woman's sleep, but an eldritch god's dreams are far more potent than a mere human's.

You can store a nightmare in any container, such as a bottle, and can summon them forth by opening or breaking the container, at which point they will attack your enemies or do your bidding. If you store nightmares in your Cosmic Warehouse, you can carry them into the waking world, and can use them there, as well.

Sage Perks

Librarian of Celeano (-100 CP):
Alright, so technically the planet of Celeano has been depopulated, and the Great Library of Celeano has no librarians anymore. But the Elder Gods periodically add to the vast stores of lore held within, and the locals—when they were alive, at least—spent thousands of years collecting all the information they could obtain. As a result, it's one of the largest collections of physical knowledge in the universe, Dreamlands or otherwise. It's also in a host of different languages, from Aklo to English to Japanese, and stranger languages besides. Like the language of the Xicillians, which could only be read if you had electron vision.

You, however, are completely fluent in all of these languages (except the mystical ones such as Aklo). As long as a language is not inherently supernatural, you can understand, communicate, read, and write in it. It doesn't matter if understanding the language requires senses you've never experienced, or if communicating in it requires organs you don't have. You can still comprehend it, and still speak/sign/etc. the language. Although it might confuse people how you're doing it, should it be spectacularly physically impossible for you to accomplish.

Find the Path (-200 CP):
The Royal Museum belonging to Kuranes was ravaged by Cherubim, who destroyed the charts that would guide a traveler through the space of the Dreamlands from Earth's Dreamlands (which, let it be noted, look nothing like the planet Earth you may be familiar with), to that of the city of Carcosa and the Kingdom of Joy. Instead, the dream-questors were forced to travel to the Great Library of Celeano to study its Map of the Stars, an entire building dedicated solely to tracing the pathways to travel between worlds, both in the waking world and the Dreamlands.

You have internalized this knowledge and expanded upon it. As long as a way exists to get from Point A to Point B, you will know what that way is. This might not tell you how to sail one of the boats that travel through space in the Dreamlands, but you'll know the right path to take, you'll know where to go to find someone willing to take you on that path, and you'll know the dangers present on the path you seek to take.

Wisdom Too Great for the Waking World (-400 CP):
There is a distinction between intelligence and wisdom that only a fool would discount. Fortunately, you are both smart and wise, and are in no way a fool. You are able to find the connections between seemingly unconnected topics as you realize the connections and correlations that lurk beneath the surface. Should you be learned in a great many subjects, you would find that your knowledge would encompass a number of topics you never directly studied, but simply inferred the answers from the vast wealth of knowledge you already possessed. Of course, it would be ridiculous to trust only one's own conclusions without proof, but fortunately you have a mind capable of coming up with experiments to discover the truth with astonishing ease.

But more than simply your intellect, you are a font of wisdom, and will rarely lead others astray with your advice by accident. Other people and their motivations are clear to you, and it takes you only a short interaction to fully understand who someone is as a person, even if they seek to hide parts of themselves. If you had enough truthful information on them from other sources, you might never need to actually speak with them at all. Your wisdom allows you to clearly find the most dangerous and foolhardy courses of action; while you can't perfectly avoid making mistakes, you can rest assured that you'll never take the worst decision.

You are keenly aware of your own weaknesses and failings, and will always know when your own senses aren't to be trusted. Furthermore, you can tell when you risk learning knowledge that would be dangerous for you to learn, and have the self-control to avoid such topics.

Craftsman of Ilek-Vad (-600 CP):
Ilek-Vad is a city of magic. Even ordinary people draw upon the power of spells, and artifacts of power are commonplace. This magic is well-known to you, and you are a master in its use; it is safer than the magic of Aklo, and does not require such extensive preparation, sacrifices, or ritual tools. However, it likewise cannot accomplish acts quite as grand; for instance, it has no capacity to resurrect the deceased. It is not a magic well-inclined to combat; the people of Ilek-Vad had no magical means to defeat the sea monster that threatened their city, and had to rely on the strength of arms of Celephais' Knight of Courage to slay the beast.

Not to say that magic has *no* use in combat. The smiths of Ilek-Vad are capable of producing astounding weapons that bear mystical enchantments, and you too are skilled in this fine art; not only crafting tools of such beauty and elegance that they seem like they would only function in dreams (while still being entirely practical in the waking world), but you can enchant such equipment with magical spells to imbue them with special powers, such as a sword that bursts into flame.

King Perks

Where No Dreams Reach (-100 CP):
King Kuranes of Celephais is the only person to have ever traveled to the outermost void at the utmost extremes of the Dreamlands; there are no dreams there, only the court of Azathoth, who dwells there even as it dwells at the center of the universe in the waking world. Well, it's inaccurate to say he's the *only* one to ever go there… but he is the only one to come back after experiencing Azathoth and the Outer Gods that make up its court both alive and sane.

Should you make that journey yourself, then there would be two. Entities will not harm you as long as you do not present yourself as a threat; this covers both intentional and unintentional damage, preventing them from squashing you like an annoying bug, being killed by accident, or being driven mad by the mere exposure to something you were never meant to comprehend.

Beloved King (-200 CP):
There's a great deal of work that goes into being, not merely a king, but a *good* king. You need to learn logistics, economics, diplomacy, warfare… there are a thousand and one things you must be good at to be even a decent king. Fortunately, you know these things to a sufficient degree that you could lead a kingdom to prosper even in the face of disaster, such as a famine or war. Enduring repeated disasters over a short time may be more than you can handle with this perk alone, but prospering despite such difficulties is no small feat.

But perhaps more importantly (for those who wish to avoid revolutionaries, at least), your people love you. Oh, if you started beheading everyone who looked at you wrong, this goodwill would no doubt fade, but so long as you are even half-decent in your role as a king, your populace will praise you and your reign.

Such As None Have Dreamt Before (-400 CP):
Celephais is perhaps the greatest city in the Dreamlands (well, the Dreamlands of Earth, at least), although not the largest, and Ooth-Nargai is a prosperous and happy nation. And yet, it was not built by hands or tools; instead, the entire nation was dreamed up by Kuranes as a child. And he did this in the Dreamlands, which is far more resistant to manipulation than an ordinary dream would be. This is an entire nation of individual people; with forests, mountains, oceans, rivers; with a population of creatures, wild and tamed alike; with libraries and treasuries and houses and all the little things that are needed to be an actual, full-fledged nation. And he dreamed up the entire thing before he was even an adult.

Your mind can think things through thoroughly and deeply, and you are possessed of an infinite well of imagination; if you were to imagine a city, you could individually keep track of and come up with stories for each and every inhabitant of that city, and create unique buildings to house each person, with interpersonal relationships for all of them, too. And when in the Dreamlands, you can reshape the world to your desire, so long as a stronger being (such as a Great Old One) does not overwhelm your powers. Your power and mind are not infinite—you are limited to something the size of a populated city at once, to begin with—but every time you dream, this perk's capacity grows a bit more, until eventually you would be able to create an entire nation.

What's more, you are now able to carry a piece of the Dreamlands with you into future worlds; people will not be able to visit it unless you use the **Dream Walking** perk on them, nor will it have any method of affecting the waking world or any other dreamscape that exists, save through you.

Older Than Human History (-600 CP):
When Kuranes arrived in Celephais as an adult, he was welcomed with all pomp and splendor, the kingdom rejoicing that Ooth-Nargai's creator had returned, and he was promptly crowned as king. However, Celephais did not come into existence when Kuranes was a child; the truth is, Celephais was ancient before the pharaohs ever tried to conquer their neighbors. Its temple to Nath-Horthath alone has been around for ten thousand years.

How is this possible? It's really quite simple—Kuranes didn't merely dream Celephais into existence at the time he dreamt of it, but he dreamt it into history, retroactively creating the city so that it already existed.

Now, you can do the same.

At your discretion, the effects of any given perk or item can be retroactively inserted into the setting, as long as it roughly makes sense. For instance, if you have a kingdom you bring into a setting, you can decide that the kingdom had always been there; rather than pulling a sword out of your Cosmic Warehouse, you can simply decide that your sword had always been on your person.

Instead of creating a house by manipulating trees, you can declare that the trees had already grown in the shape of a house. Instead of creating food *ex nihilo*, you can say that the food was already placed there by someone else.

Should you not be a drop-in, this also allows you to insert your out-of-context perks and items into your backstory, such that nobody would be surprised that you suddenly gained the power to start manipulating water, because it will be something you were always capable of doing.

Haunter of the Dark Perks

Monstrous Form (Free): [Exclusive to **Haunter of the Dark** origin]
No matter what you look like in the waking world, in the Dreamlands you resemble a monster. You have the equivalent of several human bodies worth of biomass with which to design your horrific appearance.

But don't think you're restricted to just one appearance. You also benefit from the shapeshifting abilities of the **Fluid Flesh** power, but only while in dreams (you do not receive the other effects of that power)

No matter what form you take, though, your eyes will remain your own, and you can be identified through them by those who know you.

After the jump, this becomes an Alt-Form you can assume in the waking world as well, although only you retain the ability to shapeshift in a dreamscape-type environment, unless you've properly purchased **Fluid Flesh**.

Growing Into Power (-100 CP):
Rei was the first of the Children to adapt to and use the powers that they obtained from consuming the Angels—indeed, she was surprised that Shinji and Asuka hadn't realized what was happening to them.

Like Rei, you always know what you are capable of. You know the limits of your power, both the highs and the lows, and should you gain a new ability, you will understand what that ability is and how to use it. This doesn't necessarily make you *skilled* at using it, not on its own, but you'll actually know what you can do when you eat an Angel and suddenly your blood turns into tiny fishes.

Dream Rescue (-200 CP):
You can sense when people close to you—either physically or emotionally—are being subject to a mental illusion, to an artificially created dream, or natural dream forced into being a nightmare. You will realize both who it is, and where they are; with this information, you can insert yourself into the dream or illusion. You can try to jog the affected person to awareness, and if you can convince them that they want to leave, they'll be able to break free of the dream/illusion. You can even guide other people into the dream/illusion, in case there is a reason you don't want to face the dreamer personally.

Shrouded By Darkness (-400 CP):
Your abilities in stealth are something to be admired, preferably from afar. If you aren't careful, you can still leave a trail beyond you that someone might follow—but once you start watching your step, you might as well miraculously stop leaving signs behind that a person might be able to follow. And when it comes to sneaking around unnoticed, even being a big monster doesn't reduce your ability to hide or creep silently; when Rei temporarily fell to madness, she snuck up on Touji in the forests of Ooth-Nargai in spite of her size, and despite Touji specifically tracking her footsteps.

As an addition to your ability to avoid being seen and avoid being tracked, you are excellent at escaping from confrontation without being followed.

Their Worst Enemies Are Each Other (-600 CP):
After all was said and done, Rei trapped herself in the combined EVANGELION with the Angels, to keep them caged forever and prevent them from taking control of a power that would allow them to reshape the world to their whims. Of course, one against so many enemies would normally be a completely unfair battle… but Rei had a crucial advantage. Each and every one of the Great Old Ones betrayed their own people for power, and all of them knew they couldn't trust each other, leading them to fight amongst themselves as much as they did against her.

Your enemies do not experience the benefits of cooperation or teamwork when fighting against you, and enemy factions find themselves incapable of allying with one another. Oh, if you have an already-allied group of enemies, they aren't going to start fighting each other, any coordination or teamwork that they've trained for will simply fail to come into play. And if you have enemies that are already enemies with each other, this guarantees that they will never start to work together towards a common goal.

ITEMS

Items are discounted to their associated origin by 50%, while 100CP items are instead free. You may also discount one general item of 100 CP, two general items worth 200 CP, and one general item worth 400 CP. Furthermore, you receive an additional **+400 CP** for the purpose of spending on items.

If an item is lost, destroyed, or stolen, it will be repaired and returned to you within one week. If you make any intentional modifications to an item, they will be retained. If you have a pre-existing item that is similar to something you've purchased here, you may import your old item into the new one, fusing them into one with all the benefits of its component parts, while also granting your old item an alt-form of your purchase here.

General Items

Entertainment (Free):
When the *Scimitar* travels, it does so at a slow pace. If you aren't prepared, you'll be stuck on the ship with nothing to do but slowly go crazy. Fortunately, you've got some entertainment! First up is a television that always seems to have a connection, and which always has a channel showing *something* you'd be interested in… and also a channel that exclusively shows *Springtime Cherry Blossoms* and related media on repeat.

Secondly, you have a GameStation with some of the best games this world has to offer—dozens upon dozens of titles! Notable standouts include *Gekiganger X*, *Star Blaster Mokono*, *Destroid Battler J*, and the *Evangelion* game, produced by a company in this world and starring the EVA pilots themselves! Yes, you're included if you happen to be one of the Children. Everything is done by actors and the story is wrong because the public lacks access to most information regarding what's going on, but it's still pretty fun. Well, technically the *Evangelion* game hasn't been made yet, but it will be made partway through your first year here! Assuming humanity lives that long, anyways.

If all else fails, you also have a standard 52 deck of cards. Just don't challenge Commander Ikari to poker if you like having money.

God-Jesus the Fortuneteller Robo (-100 CP):
"God-Jesus is your friend. He will tell your love fortune. He has great magical powers." The real God-Jesus may have been a gag gift, but yours is legit. This little toy, when the batteries are loaded in and you press the talk button, will tell you your future in love. Unless you actively behave in ways intended to defy this future, it will always come true. However, if you have a meeting with some manner of eldritch being in your future, it will also tell you. Unfortunately, it's phrased like your encounter with a love interest, so you'll have to be on your toes regarding what exactly it means.

Meeting a tall, dark, mysterious stranger could mean a lot of things when it refers to either a love interest or an eldritch god. 1001 of these things are not good.

Unusually Intelligent Penguin (-100 CP):

With Antarctica destroyed, penguins needed somewhere else to stay. This penguin has decided to live with you. This penguin's appearance doesn't quite seem to match up with anything you know of—even if you happen to be quite educated in penguins—and it has a number of unusual features. It is very well-acclimated to all temperatures, including heat, and enjoys warm baths. It also has retractable claws on the tips of its wing, allowing it to grasp things. But most unusual is its bizarre level of intelligence. It's smart enough to beat the majority of humans at chess, enjoys watching television, and can easily manage itself if left alone in a home.

Comes with a refrigerator that it sleeps in and spends a lot of time in, finding the cold comfortable even if it can manage the heat without problems. While it is inside this refrigerator, the fridge becomes unbreakable; even a building collapsing on it from an Angel attack wouldn't damage the insides of this fridge.

Harbors no desire to become the god of penguins.

Abra'crtha (-100 CP):
Formed by the Deep Ones, this is a living gelatinous mass that is placed over the face of someone they wish to capture but keep alive; it goes into their mouth, throat, and nasal passage. It absorbs oxygen from the water, and passes it through the body directly into the lungs, and likewise takes gases from the lung that would normally be exhaled. You can eat while wearing it; it passes the food and drink through to your stomach.

A few moments of determined coughing are sufficient to get it out of your throat, as long as your head is out of the water. You have a container full of the things.

Y'glai Crystalline Rod (-100 CP):
This is a weapon from Xoth, from which hails the Angel Oannes, named Cthulhu. It fires blasts of Corgathic energy that pose a danger to even an Evangelion (if their AT-Field is down)… however, ordinary Xothians are also the size of a double-decker bus. Your Y'glai Crystalline Rod is sized to suit you, so may be significantly less damaging than that. Still, it makes for a potent weapon.

Thorabonian Crystal (-100 CP):

You have a replenishing shipping crate full of Thorabonian Crystals, the material used to create the dream-city of Thorabon. Unlike those crystals, yours will never start to mysteriously fade away. These crystals have the curious property of bending rather than breaking under pressure, and accept neither paint nor stain; instead, by focusing your will on them, you can make them change to whatever color or pattern you desire.

Comprehensive Dossiers (-200 CP):
When Asuka first expressed an interest in learning about the other Children, she was provided a folder with information on the 1st and the 3rd. It was less informative than she would have liked, and had no information on who they were *as people*. Fortunately, the dossiers you have been provided are much more complete, comprehensively covering every aspect of the chosen individual's history, personality, biology, powers, resources, and anything else that might be worth noting.

You start out the jump with five empty folders. By writing the name of a specific individual on the folder and thinking of them, then you'll receive a complete dossier regarding that individual. This works even if you use a pseudonym or misspell their name. At the start of each jump you receive five more folders, or after ten years pass, whichever comes first.

Relic From 27,915 AD (-200 CP):
This spear came from a dream of a possible future. It bears a smooth metal shaft with a sharply-edged head. Runes glow on its surface with a flickering reddish light, and a single eye is inscribed on the head with a glowing pupil. When this spear is thrown, it doubles in size—and then doubles again, and again, until it is large enough to pierce straight through an Evangelion.

Cat of Bast (-200 CP):
Bast is the Elder God of felines, and this spectacular white-furred housecat is one of her favorites. Like all cats in this setting, they are capable of traversing the Dreamlands; not only passing from the physical world to the Dreamlands, but traveling from one place to the other in but a short times travel… even between stars. They are lazy, but love you with that sort of peculiar affection unique to cats.

As such, once per year you can request them to call forth their feline friends, who will emerge from every conceivable hiding place nearby that isn't directly observed. They will come in hundreds and thousands and more, ranging from tabbies and calicos to lions and sabre-toothed tigers, and even beings that look like cats in the form of men, to tear apart any threat you aim them at—even something as potent as a pack of Hunting Horrors. They can also gather to ferry you from one place to another, although this is exceedingly uncomfortable and will cover you in cat hair.

Like all cats, they can see things that are hidden to normal human eyes.

Spear of Orion (-200 CP):
Orion the Hunter is the Elder God of the hunt, and this spear is a duplicate of his own. It will never miss when thrown, and will always strike true, piercing through all defenses. Its touch destroys illusions, but only in a localized area; in addition, a single blow from this spear will destroy most undead, although not one imbued with more power than normal, such as the revenant of King Genji. It answers to no touch but that of its owner, save for when it is gifted to a new owner; you are currently the owner of this spear. Any attempt to use this spear against your wishes, to raise it against you, or for someone to attempt to pull it out of their own flesh, will result in it burning off the hand of the offender.

Something on the level of the Crawling Chaos could just destroy the spear, though.

Sword of Karakal (-200 CP):
Karakal is the Elder God known as the Lord of Flame, and this great bronze sword engulfed in fire is his. It comes with a sheath that temporarily quells the flames. It comes with but one boon, a very simple one; anything struck by the sword will burn. Unlike the sword Karakal gifted to Asuka, this one really *will* burn anything, even the likes of Nyarlathotep.

But be aware that just because something has been burned doesn't mean it's dead, and some beings can simply destroy the sword.

Shield of N'tse-Kaambl (-200 CP):
N'tse-Kaambl is the Elder God known as the Shatterer of Worlds—although despite her lofty title, she has yet to successfully fight back against the Outer

Gods. Still, she is the one who created the Elder Sign that protects against the eldritch, and this shield bears that Sign. This shield—unlike the one gifted to Asuka and Touji on their dream-quest to save Kensuke—genuinely *is* unbreakable, on top of featuring the eldritch-repelling effects of the Elder Sign. Something as powerful as Nyarlathotep would not be sent away, but even its power wouldn't be enough to damage this shield.

Whistle of Nodens (-200 CP):
Nodens, also called Nuada, is the Elder God of the deeps. Which is not represented by his gift at all. By blowing this whistle, you can summon nightgaunts, which resemble black, faceless demons with wings. Despite having no face, they can sense quite adroitly, and are deft fliers. They can sense the music of the spheres, and use this to avoid potential threats.

These nightgaunts are willing to carry you and those you designate through the void of space; and whether it is space in the physical world or space in the world of dreams, they will appear all the same, and will carry you through it, somehow providing you with the air you need to breathe, and allowing you to speak to other people amidst the void of space. They travel at immense speeds, able to travel roughly 65 light-years in the span of a few hours… or maybe a couple days, it was a little hard to tell time without the rotation of the earth. While this travel is quite safe (at least, the parts where you're speeding through the void), there is risk at your place of arrival and departure should others be aware of your journey.

By blowing the whistle while imbuing it with your power, you are able to summon Nodens himself, who will do whatever is in his divine power to aid you, regardless of if you are in the dream world or the waking world. That said, he cannot directly fight the Angels on Earth, as this would cause Nyarlathotep to bring down the wrath of the Outer Gods upon the Elder Gods, who are not strong enough to defend against it. Still, even you face a problem he can't directly aid you with, his wisdom is vast and encompasses many subjects.

Jug of Oukranos (-200 CP):
Oukranos is the Elder God of rivers, and this jug partakes of his essence; it will never run dry of water. And this water is more than a simple means to quench thirst; it holds the nature of giving life. Although it has no capacity to heal, the touch of its waters can grant life to dead earth, and cause grass to sprout and

trees to grow. But this is slow; however, you can also break the jug. This will cause a swell of water—shallow, not something that brings destruction, but brings renewal. It spreads across the land, spreading life where there was none and purifying the tainted earth. Combined with the light of the Lantern of Ariel, and it could be used to cleanse an entire planet that had sunken into the corruption of the Great Old Ones. This water will fill empty lakes and streams, but will fade away when it has completed its purpose; you don't have to worry about drowning a planet, for these waters were never meant to take life, only to spread it.

If destroyed in this manner, it will not be restored until you pass on to a new jump, or until 10 years have gone, whichever comes first.

Servitors (-400 CP):
A number of the powerful entities in this world have some race of servant-beings who obey them. With this purchase, you will receive your own supply of lesser entities; they are not a match for an Evangelion, but may still be of use to you. The number you receive is dependent upon how powerful your servants are; if they're as weak as spiders, you might receive enough to blanket a city in them, while you'd only receive two Burrowers/Chthonians. You may purchase this multiple times for different servitor species. They will be completely loyal to you, even over the one their species is supposed to call "Master".

Examples include spiders, snakes, Cherubim/Byakhees, Nightgaunts, Shantaks, Deep Ones, Xothians, Seraphim/Fire Vampires, Burrowers/Chthonians, and Thrones/Formless Spawn of Tsathoggua. Examples may also be taken from the larger *Cthulhu Mythos*, such as Gugs or Ghouls.

Lantern of Ariel (-400 CP):
Ariel is the Elder God of Truth, and when the hood on this lantern is lifted and the ever-burning light of truth is exposed, all things before its light will have all deceptions lifted, and the truth will be revealed. This is not the pale and weak truth humans know, but *The Truth*.

You will see the true nature of people, their innermost selves, and should they be greater than mere humans—such as the Children—you will see their true nature, as Asuka was shown to be an entity of flame, the fire that both sustains life and destroys it, vast enough to destroy a city even before her journey as a Child was

completed. Illusions will be burnt away and deceptions of all kinds will be thrown aside. Fortunately for the sanity of yourself and others, the mundane deceptions like a Child's human form will return after the light is hidden, although any illusions will remain dispersed.

This light can pierce even the lies of Nyarlathotep. What's more, its light can burn away unnatural transformations and curses; the Cherubim, also called the Byakhee, were freed and returned to their true forms, even when the lantern broke. And if you try to overuse it, it will break, especially if you infuse it with power to make it shine brighter—but even as it breaks, its pieces will fly forth like shards of light, and return that which is twisted into its proper form. By destroying the lantern in this manner and restoring life with the Jug of Oukranos, Asuka was able to restore the entire planet on which Hastur dwelled from a dark and distorted nightmarish hellscape into a beautiful land that was once more suitable for habitation.

If broken, the lantern will not be restored until ten years have passed or you travel to a new jump, whichever comes first.

Throne of Nightmares (-400 CP):
You have a grand and terrible throne. Whenever you obtain someone's soul or dream-self, and it is unquestionably under your control—either due to an unwilling to escape, due to being bound so much that it can't escape, or simply due to the power you can exert over it—then it will fuel the Throne of Nightmares.

Every soul that fuels the Throne will enhance your powers, and you also gain access to any special abilities held by the souls you are taking advantage of. Should you ever conquer a planet, then you can use any given soul from that world as a means to connect to that world, and you will gain a small sliver of power for every sapient inhabitant of that planet… whether they're alive, or whether you're responsible for their deaths.

It is possible for souls to be freed from the Throne; all this requires is that the soul no longer be in your control. The Throne can also be broken; it must be present in either the physical world or a dreamscape in order for you to benefit from it, so it is vulnerable to attack.

Being used as fuel for the Throne is an agonizing process, but it doesn't actually damage the soul itself; anyone used as fuel may be used eternally.

SEELE (-1000 CP):
No, you don't actually get the organization called SEELE; with the secret exceptions of Gendo and Fuyutsuki, they are quite devoted to Oannes/Cthulhu. Rather, you will receive a secret cult completely devoted to you, made of a small handful of ludicrously powerful and influential figures. This cult will have existed since before history was first recorded, subtly influencing and guiding society to result in its current form. They will, as a result, wield enormous political and economic power, capable of twisting nations to their whim and funding private projects like creating entire batches of Evangelions without anyone ever realizing where the money's going.

Only the greatest of investigators would ever even discover hints of their existence, and it would be quite impossible to start investigating them without being discovered in turn, for the spy network of this organization is both vast and pervasive, existing in all levels of society and in every nation.

In worlds where special powers exist, all members of the cult will be highly educated in such matters, and a small handful of them will be powerful practitioners.

Investigator Items

Military Figurines (-100 CP):
A collection of models representing every type of military vehicle and weapon in the known world, for every setting you've been to. As the "known world" expands—be it through you visiting another jump, or through exploring new places in your current jump—this collection will update to always stay accurate. Includes both modern and historical vehicles. Somehow the entire collection fits into a case that's only the size of a desktop computer.

Mechanical Shark (-200 CP):
Found in a storage room in NERV while Kaji was snooping around, this large remote-controlled shark is indistinguishable from a real one from the outside, and

has various sensory equipment inside it that it sends back to the control device included with your purchase. Guaranteed to scare any swimmers you find with it, even if they would normally try to fight it, or wouldn't care about it.

***Unaussprechlichen Kulten*, by Friedrich Wilhelm von Junzt (-400 CP)**:
This book is one of the most comprehensive volumes covering the nature of the unspeakable cults that plague the world, with some extra details filled in by your Benefactor. It does not waste time with cults who worship beings that don't exist, or that have widespread acclaim; only those religions that worship something that is truly real, and that are kept secret from the widespread populace are detailed within.

It discusses their faith, their holy symbols, their rituals, and the secret signs by which you might know someone to be a follower of one of these oft-terrible religions. It also speaks of what they believe to be true about their god(s), and should the cult have prophecies they believe in (or claim to believe in), the book will list those, too.

In future worlds, it will grow to be up-to-date with whatever cults exist in the setting.

The Answer (-600 CP):
What both Kaji and Kensuke died before ever reaching, even though they both came close in different ways. What you have here is a document, 20 pages long, that has been completely censored with permanent marker. However, once per jump (or once every 10 years, whichever comes sooner), you can focus on a single mystery or question you have that you need answered. Hold this document, and the censored lines will be uncovered, and you will be provided the answer you're searching for, compressed to fit within 20 pages if necessary. When you qualify to use this item again, you will instead be provided with a new censored document.

Scientist/Engineer/Doctor Items

Entry Plug & EvaSim (-100 CP):
This is an entry plug full of perpetually-refreshed LCL. It is hooked up to the EvaSim program, which can replicate the synchronization process to allow you to pilot a completely realistic virtual Evangelion in advanced simulations—you'll even

feel pain when your EVA is injured! Fortunately, this replica of synchronization doesn't actually inflict injuries, but it does allow for freely programming any sort of situation you could imagine facing. Unless you have something like the MAGI to help, using it to make new simulations will require extensive programming skills, but for every enemy you defeat or have defeated the simulation will immediately programmed with combat information for that opponent.

Dr. Akagi's Serum (-200 CP):
When Ritsuko Akagi realized that she would be transforming into a Deep One, she devoted her life to studying biology to discover how to prevent or reverse the process. She never truly succeeded, but she did create several effective stopgap measures to slow down and resist the transformation. The serum has been refined, placed into an injector system, and delivered unto you; it is refilled twice daily.

When injected into the body, this serum will halt any transformation the individual is undergoing, and will severely lessen the effect of any instincts the transformation would grant them. However, the serum must be taken on a daily basis; failure to do so will see you start to change, although taking the serum again will undo those changes. That said, the changes will be more and more rapid each time the medication is missed, and it cannot undo a completed transformation.

Additionally, if this transformation is powered by something—such as a malign force actively trying to transform the subject—then it can eventually overwhelm the protection of this serum.

Finally, taking this medicine will also put a halt to any sort of power growth the subject may be undergoing; that said, additional influxes of power from outside sources can overcome the effects of this medication, such as that experienced by the Children when they absorb the powers of an Angel.

In addition to the medication itself, you also receive instructions to create more of this drug.

Adam's Biomass (Inert) (-400 CP):
What you have here is a container from which you—or those designated by you—can pull a seemingly endless supply of Adam's biomass. This biomass is of Adam's

body, but bears no connection to Adam's soul; Adam cannot control or influence it in any way. This means that it does not spontaneously create new life forms, but it still has a number of uses.

Adam is the raw material used to produce LCL. LCL is an important component of piloting an EVA; it provides protection from the physical stresses of moving the EVA at incredible speeds and from suffering damage from the sheer distance the EVA can be thrown or fall from; it maintains the connection between the pilot's mind and the Evangelion, allowing for synchronization; it is highly oxygenated, allowing the pilot to safely inhale it; it also has a host of medical purposes, as it prevents infections, soothes pain, kills bacteria, and speeds healing. Despite being liquid, you can speak while submerged in it quite clearly. However, it is also a putrid-smelling (and worse-tasting) black sludge that will drive insane or kill almost anyone who is submerged in it. If you apply LCL medicinally, it is recommended you lather it onto wounds, rather than immerse the patient in it.

This biomass could also be used to attempt to repeat Project DAGON, which tries to create a viable pilot with a sufficiently high amount of Adam's biomass within them via cloning. However, the vast majority of attempts resulted in a clone that either went insane, died, or mutated into a murderous monster when exposed to LCL. It is recommended you not repeat the past project that killed Asuka's mother; attempted to directly insert Adam particles into unborn children tends to mutate them and result in them chewing their way out of the womb and start killing people.

But most impressively, this biomass could be used to produce new Evangelion units, should you have sufficient knowledge of genetics and machinery. The EVAs are a hybridization of human and Adam, resulting in a massive, powerful, but ultimately mindless entity known as an Evangelion, fused with devices to allow a human being to synchronize with the bio-machine.

In addition to the biomass, you also receive a guidebook. It instructs you on how to create LCL, and provides enough clues that you should, eventually, be able to figure out how to create an Evangelion… provided you already had a firm understanding of real-life science, and are a genius. Following this guide will also improve the success rate of Project DAGON; it will now have a 10% chance of producing a clone who is completely non-responsive to LCL, and an amazing 1%

chance of producing a successful pilot. The remaining 89% of the time, the clone will go insane/die/mutate. That's hundreds of times more likely to succeed than the process NERV uses!

The MAGI (-600 CP):
You now possess a duplicate of the trio of super-bio-computers known as the MAGI. They are canonically known as Caspar, Balthasar, and Melchior, but feel free to name them whatever you like; the original MAGI are still in the Geofront, after all. The MAGI can calculate ludicrous volumes of information near-instantly, putting the supercomputers of the Earth you may be familiar with to shame. They are also capable of incredible levels of analysis on things they shouldn't be able to understand, such as the differing materials each Angel is made of.

Additionally, as the MAGI were shown to have precognitive abilities in Yui's "perfect world", your MAGI will also possess the ability to foretell the future; however, you can't control what the topic of their divinations will be.

These super-bio-computers will contain all the information currently stored within the pre-existing MAGI.

You have "Divine"-level access to the system, putting you above all other potential users.

Operations Director Items

Experimental Communications System (-100 CP):
This advanced communications device uses a harmless form of radiation that passes through any manner of physical material as a method of communication. You have a container with a seemingly-limitless supply of these devices, which you can easily attach to any other communication system, even a phone. It allows you to communicate through barriers that would interfere with normal signals.

The Elder Sign (-200 CP):
Resembling a curved 5-pointed star with a tongue of flame in the middle, this pendant is made of bronze and silver, on a golden chain. Its presence provides a feeling of comfort to whomever sees it; and for good reason, because it provides protection from eldritch beings. Eldritch beings will not see you as hostile,

potential prey, or as something worth harming while you wear this necklace; making an actual attempt to damage them will break the effect.

Of course, actually hurting you while you wear this Elder Sign would still be hard, as it repels the touch of the eldritch (although sufficiently powerful beings can pierce this protection). It also provides you protection from the influences of beings like the Angels; corruption, mind-twisting, body-warping, damage to your sanity from perceiving things you shouldn't—you are shielded from all of this, allowing you to function mostly-normally in the face of terrific beings.

The Elder Sign provides additional protection the larger it is, and the more accurately it is reproduced; yours is small, but is a perfect representation of the Elder Sign. It only protects you, but it will not be destroyed even if Nyarlathotep itself were to focus its attentions on you.

In addition to the necklace, you also gain the ability to draw the Elder Sign to protect against eldritch influences in future jumps; however, the Signs you produce are more vulnerable to being pierced.

Mobile Command Headquarters (-400 CP):
Two massive zeppelins attached to each side of a structure resembling an overly-large aircraft carrier make up this vehicle, a perfect replica of the *Scimitar*. The zeppelins are compartmentalized to reduce the potential impact of damage or a fire, and the entire structure is all but bristling with weaponry. But it isn't intended to engage Angels; those are for protection from humans. No, to fight the Angels, it is capable of carrying up to six EVA units, and has its own power plant to provide enough energy for the EVAs to operate. It is also equipped with a suite of devices that might be needed to direct the EVAs in battle, with highly advanced sensory and communications equipment.

Unfortunately, it is quite slow to travel, so its use is heavily dependent on foreknowledge of where the enemy will be.

N2 Bomber (-600 CP):
No, you don't actually pilot the bomber yourself. Rather, you have a number that you can call to summon an NPC-piloted plane from the clouds, who will drop an N2 mine on whatever target you designate. The N2 stands for "Non-Nuclear", but

the size and force of the explosion is definitely in the same range as an atomic bomb… and it is just this side of useless against the Angels; sure, Matriel was damaged by it, but an Angel can't die to an ordinary physical weapon, and Salgiel wasn't even slowed down by detonating a mine held in its own hand.

Should the plane be felled, all the N2 mines in its bomb bay will become inert and unresponsive to any attempt to activate them. This plane may be called once per month, but if it is destroyed or shot down then it will take a year before you can summon it again.

Cultist Items

Sacred Drug Leri (-100 CP):
In ancient Mu, there existed a drug known as Leri, upheld as holy by the priests of the various wretched gods of that place. You have a supply of Leri, enough to take one dose a week. By consuming Leri, you can send your mind forward or backwards through time to observe the past or future—but not short distances. No, this drug would make your mind travel decades at least, or even eons. You can choose when you see—you can pick a specific date, or a specific event that you want to watch, although you can also just randomly watch anything without picking a goal. Furthermore, this version of Leri is modified to protect you from the detection of beings who might be able to sense the observations of a time traveler, and protects you from the possible woes you might experience for time-traveling (or consuming a strange drug). When you return to your body, it will seem to all outsiders that you just spent half an hour in a drugged-out trance.

There is, however, one notable risk. The Hounds of Tindalos. When you consume the drug, you will experience "travel" time, of about 20 subjective minutes as you move towards your goal through the curves and angles of time, or when you travel back to your home time. During this period, you are vulnerable to notice and attack from the Hounds of Tindalos, the vaguely dog-like entities that guard time itself from trespassers. You will need to avoid them, or fight them; don't worry about attracting their attention, because they can only notice or hunt you while you are traveling through time, so you are safe during the time you spend at your destination.

As long as you're modestly powerful, you should be safe; a mere priest was able to travel through time to observe Ghatanothoa's death, so if you bring powers from other worlds or have some of the stronger perks from this one, then you won't have much to worry about.

POLARIS (-200 CP):
This is a copy of the satellite NERV launched to track the activity of eldritch beings. You start each jump with this satellite already in space, and have a computer with which you can communicate with it and observe the information it gathers. In addition to spying on the Earth below through its advanced cameras, it can also sense the unique energies emitted by eldritch or alien entities, allowing you to pin down their presence anywhere in the world. That said, it does need to surpass a certain threshold to be detected; someone casting an eldritch spell isn't going to particularly register to POLARIS, but the awakening of an Angel or similar entity would be easy to notice. It also only covers eldritch or alien *activity*, so something that's completely passive, or that is contained so it can't do anything, also won't register.

Although it's designed to focus on a planet, you can direct it to scan outwards, which will allow it to detect incoming eldritch forces; it can't examine the entire solar system at once, but it can scan the entire system every day or so.

Quinta-Trident (-400 CP):
A five-pronged trident, such as those used by the Xothians and the mass-produced EVAs in R'lyeh, either crafted by the Deep Ones or by SEELE themselves. These tridents adjust to fit the grip of whoever tries to use them, so can be as small as a human or as large as an Evangelion, or even larger (or smaller). Their special property will only be noticed once at least one of the tines enters the flesh of an enemy; when this occurs, the inserted tine(s) will begin to extend themselves independently, like some manner of fluid serpent, and will travel along the target's veins until they pierce a vital point like the heart or brain—or the pilot in the entry plug of an EVA. This can take time—particularly on sufficiently large enemies—but will still prove fatal to almost all enemies you manage to strike with it.

Bullshit powers like the Children possess might be able to overcome this, however.

Books of Prophecy (-600 CP):
The Revelations of Hali. *The Seven Cryptical Books of Hsan*. *The Eltdown Shards*. *The Revelations of Glaaki*. *The R'lyeh Text*. *The Book of Eibon*. *The Sussex Fragments*. *The G'harne Fragments*. *De Vermis Mysteriis*. *The Ponape Scriptures*. *The Pnakotic Manuscripts*. *Unaussprechlichen Kulten*. These are but the most distinct of the small library of books now available to you, all detailing information on the forbidden, the occult, the arcane, the alien, and the eldritch. These works don't only bear information on the nature and use of magic, as well as a host of spells, but also have secrets regarding the eldritch beings of the world… as well as a collection of prophecies.

In this world, they will be the prophecies seen in the story this jump is based upon, but in future worlds, the content of these books will change. The information to be adjusted to detail true information on forbidden or magical topics, and will have a host of true spells native to the setting (if any exist)—many of them unpleasant. But most importantly, the prophecies will now change to revolve around your own future.

However, every prophecy foretells your failure, or that you will succeed and then be corrupted by your success. These prophecies are not guaranteed to come true; instead, they represent points during your stay in the world where you will face the possibility of failure… or will come as close to failing as you're capable of, depending on your build.

However, some of the prophecies can be indirect or couched in fanciful or figurative language, so it can take time to make sense of what is foretold.

They are all translated into languages you understand, except for those pieces of magic that must be spoken in their original tongue. Any knowledge in these books that would be inherently dangerous to know—such as the name of Y'golonac—will become harmless to any reader, not just you.

The copy of *Unaussprechlichen Kulten* you possess does not have the same benefits as the ***Unaussprechlichen Kulten*, by Friedrich Wilhelm von Junzt** item.

Young God Items

Eidolon & Plugsuit (Free): [Exclusive to the **Young God** origin]
"Eidolon". This is the true name given the weapons known as Evangelions by SEELE. An Evangelion—or "EVA", for short—is made from a combination of humanity and Adam, and takes the form of a great colossus that vaguely apes the human form, but which anyone looking at one close up would realize doesn't actually look like a human at all. They're quite creepy and disturbing to look at for any length of time (in person, at least), although you can get used to it and even come to appreciate them.

They are clad in thick armor molded to their form, and have a varying number of eyes; known Evangelions have one eye, two eyes, or four eyes, but you are free to have as many as you like, so long as they are all forward-aligned on your EVA's face. The Evangelion are braindead; to make them act, a compatible pilot is required, placed in the Entry Plug and inserted into the EVA's spine to serve as the brain.

While synchronized, the pilot will sense everything the EVA senses, as well as being able to mentally use the small host of sensory and communication devices installed in the Evangelion. Piloting an EVA will be as natural as walking, and even a complete newbie like Shinji could move naturally as soon as he got in one.

EVAs can project an AT-Field while piloted through means that aren't understood, making them the only weapon in humanity's arsenal capable of destroying an Angel. When an Angel is slain, its body slowly starts to fade into grey dust; before this happens, the EVA will go berserk, and will start to consume the corpse of the Angel (or other Eldritch being), although they are also known to do so while the target is still alive. Allied Evangelion will cooperate in tearing apart and eating the Angel.

As mentioned in **Consume the Gods**, an Evangelion will absorb part of the energy of a slain opponent, growing stronger even if they don't physically eat it. Should it gain enough power from an enemy—be it from them being particularly strong, or from killing a large number of them—the Evangelion will adapt, gaining special abilities or mutations dependent on the enemy whose power it absorbed.

EVAs that have grown enough in power will gain partial autonomy; should they sense an eldritch being, they may start to seek out their pilots of their own accord.

Your EVA will be programmed with the Ceremony of Innocence, like all the other Evangelions; should you participate in the defeat of the final Angel, it will contribute to activating the Ceremony of Innocence. If you escape from the dream, you will find your EVA has fused with the others to produce EVANGELION. However, while your lost/destroyed/stolen items are typically returned to you, your EVA will instead split into two equal machines; one will remain as a component of EVANGELION, losing its fiat backing, while the other will be returned to you.

All Evangelions come equipped with a massive Progressive Knife, even if it looks small in their hands. You receive an attachment to your Warehouse specifically designed to store, repair, and equip any number of Evangelions; nameless, mindless NPCs will perform the labor needed to ensure your Evangelion will continue to operate.

When you prepare to pilot your Evangelion, you should wear a plugsuit, which helps ease the process of synchronization; it will be a hilariously bad fit at first, but press a button on the wrist and it will mold itself to your body. When you get in the entry plug and are ready to pilot, the plug will fill up with LCL, seemingly from nowhere.

Your Evangelion comes with a power cable; immense amounts of energy are required to pilot an Evangelion, after all. However, even without the cable you will still have 5 minutes of operation time.

This purchase explicitly does not grant access to the Evangelion Builder Supplement. The makeup and function of EVAs varies too greatly between this story and the canon of the *Evangelion* franchise for this jump to properly interact with that supplement.

“Movement of the Stars”, by Erich Zann (-100 CP):

Unfortunately, this piece of sheet music has none of the power Erich Zann used to prevent terrible things from entering this world, but it is nonetheless an exquisite piece of music… if one that's rather chaotic.

In addition to the music, you have a viola along with the skills necessary to play it, allowing you to complete the string quartet that was partway there with Asuka (violin), Shinji (cello), and Rei (violin). You'll find that producing music with others becomes both relaxing and invigorating, and that when you play with this viola, other people will somehow know exactly what to play to complete the song you're playing—even if you yourself don't know what that song is. Should you play with other Children, or with someone who has eldritch power of their own, then a silent symphony will begin to play in the background, making no noise but still heard by those present, a perfect accompaniment for the song you make.

Finally, this ensures that, as you kill eldritch and horrible beings, you will start to learn the song of the stars that the Children had started to learn through battle.

Evangelion Equipment (-200 CP):
This is a large set of equipment suitable for an Evangelion; however, it will shape-shift to be suitable for any mecha or mech-adjacent machine or entity you attempt to apply it to.

First comes a breathing apparatus that functions like a set of gills, allowing your Evangelion to breathe underwater—which will be useful should you participate in the battle below the sunken nation of Mu. Evangelions in this universe do not otherwise experience problems from being submerged in water, unlike those of *NGE*.

Secondly, you get the hypersonar sensors that were attached to the EVAs for the fight against Rahab. These devices cover the eyes, and pick up soundwaves to form an image for you to perceive. In most cases, it is good enough to maneuver around by, but the details can be hard to make out, especially if you're fighting a giant mass of hundreds of limbs. But it's important if you need to fight someone but can't afford to look at them.

Thirdly, you will be provided with a number of large battery packs, each one capable of keeping an Evangelion operating for thirty minutes. They also come with a massive mobile recharging station.

Finally, you will receive a small (relatively speaking) arsenal of EVA-scale weaponry. The Pallet Rifle doesn't seem to be in use in this universe, but there is a roughly assault rifle-esque weapon that could down Matriel in just a few shots; although without the use of an AT-Field, it would just recover from the damage. You also receive weapons closely resembling a massive sniper rifle, a shotgun, and a rocket launcher. Along with these, you receive a variety of large melee weapons that utilize high-frequency vibrations in the same fashion as the Progressive Knife.

S2 Engine (-400 CP):
Also called the Microfusion Engine, it was developed by NERV-America before it's unfortunate end. The prototype versions ran the risk of melting the Evangelion into a pile of goo, or of heavily irradiating the Evangelion to the point that it needs to be destroyed. Yours, fortunately, has all the kinks worked out, and is effectively an infinite source of energy.

It is said to function via the manipulation of gravity, supposedly producing a field that induces fusion on any material that is introduced to it, which is contained by the microfusion engine itself. This should be impossible, because gravity isn't something you can "contain"; it's the influence of mass upon the fabric of space-time, not a particle. But it exists and it works in defiance of what local scientists understand, somehow producing enough energy to keep itself functioning no matter what is added to it as "fuel". It is likely that some alien component is involved to keep it working.

As long as you have material to add, it will continue to fuse it and produce monstrous amounts of energy, enough to keep an Evangelion active. You receive a microfusion engine with your purchase, but if you possess the **Eidolon** item, you will also have one installed in your Eva's "stomach"; everything you eat will provide your machine with power, letting it functionally keep operating indefinitely as long as there are materials to feed upon.

The microfusion engine only produces energy, and never produces waste.

The Church of Disciples (-600 CP):
In this world, a collection of different religious movements came together to worship the Children. Some are former neo-pagans who believed them to be gods, some Christians thinking them lower-case angels, and some Buddhists who believed them to be bodhisattvas. Despite having a significant disparity of beliefs, they were united by their faith in the divinity of the Children. This is helped along by dreams of the Children due to unconscious influences of their growing powers, and by the ancient prophecies that can be interpreted as foretelling their arrival.

Now, you too have an organization of people who wholeheartedly believe you are a divine being of some sort—they aren't actually completely certain what *sort* of divine being you are, but you're very clearly a god. Or god-adjacent. As far as they're concerned, at least. They'll do pretty much anything you want them to. In future worlds the church can integrate into society at the beginning of the jump at your discretion; it won't necessarily be well-received, but it will be an existing faith. These people come from a wide variety of backgrounds, so who is useful to your goals amongst them and who isn't is kind of hit and miss.

Alternatively, instead of having an open religion, you can have a more secretive cult; the participants in this religion are only a quarter as numerous as a more well-known religion, but being able to avoid attracting attention is an advantage of its own accord. If you make this decision, you will be guaranteed to have at least a few members in notable government positions, although not in any real position of leadership.

POWERS

This section is only available to those with the **Young God** origin, or who possess the **Guardian** or **Old God** perks. While Children may develop a number of these powers over the course of their stay here, this will allow you the advantage of starting with them, and lets you choose which ones you have.

Guardian and Old Gods receive the powers at their full potency; they begin weaker in a Young God, but will grow as you kill more Angels. The powers the Young God possesses are shared with their Evangelion; while piloting the EVA, a

Young God is able to use these at full power. Any powers that produce physical changes can be hidden within the body when not in active use. Any mentions of color changes are only relevant to Evangelions.

Some powers will mention issues you may face for possessing them, such as your tears turning into spiders; these problems will disappear once the jump is complete.

AT-Field (Free): [Mandatory]
What is the AT-Field? It's not what it is in *Neon Genesis Evangelion*, that's for sure. The AT-Field is something produced by Evangelions and Angels, and eventually by the Children (and presumably the Elder Gods). Most the powers present here are merely accomplished through specialized manipulations of the AT-Field, although they aren't possible to merely "learn". Rather, the capacity to use the AT-Field in a specific way is something innate (or something stolen). Still, there a few features of the AT-Field that are (mostly) universal.

The AT-Field produces a barrier that can, technically, be pierced by conventional weaponry, but it takes incredible force; it took Unit00, Unit01, and Unit02 working together to contain the blast of an N2 mine (although this was at the beginning of their Angel-slaying careers), while a single mine was enough to severely damage Matriel. This barrier is also capable of stopping esoteric energies or forces, such as psychic abilities.

The AT-Field can also be wrapped around weaponry or your body, which can be used to try to force your way through an opposing AT-Field; you can also directly press your AT-Field against the AT-Field of another in an attempt to overwhelm them, allowing you to injure the enemy directly.

Items can also be imbued with an AT-Field, as seen when Salgiel/Ithaqua turned an (extraordinarily large) spear-like tree into something capable of piercing through an Evangelion.

You can even use your AT-Field inside of your own body, using it to "flush out" foreign influences such as poison, parasites, or eldritch infections.

Angels, when directly exposed to a foreign AT-Field, such as that of an Evangelion, will start to turn grey, and begin to deteriorate as the AT-Field is pressed against them. This does, however, take some time to completely dissolve them. It's best to immobilize them or surround them so they can't escape.

With training, an AT-Field can have its form manipulated in a variety of ways, from forming a blade to creating a basketball.

Because almost all of these effects are the result of specialized AT-Field usage, they can be defended against with an AT-Field (or, in other settings, by sufficiently eldritch powers).

Aesthetic Mutation (Free):
For Great Old Ones/Angels, this allows you to freely decide your form; the Angels have come in a great variety of appearances, but you are limited to being at 50% bigger than an Evangelion at the largest, or as small as a human at the smallest. Tentacles, number of arms, wings (flightless, by default), maws, eye numbers… all that is up to you.

For Evangelions, there are a number of minor mutations based on the Angels that could influence appearance. A change in color, the growth of body hair, a perpetual smile… as long as it does not give a notable advantage, you're free to pick whatever you like.

Corruption (Free): [Exclusive to **Old God** perk]
All of the Angels, more accurately known as the Great Old Ones, hold powers that allow them to manifest the physical rules and laws of their home planet even while within the influence of other worlds. This allows them to function on Earth despite operating on rules that are quite impossible by the laws of physics and mathematics. However, sometimes there is a little something… extra, in this aura. Baraquiel/Hastur, for instance, was a citizen of the Kingdom of Joy before his ascension, but when he took power and wrought Carcosa in his image, he spread corruption and desolation across the world, turning it into a dark and dismal place where life could scarcely grow and misery reigned eternal. When Asuka used the gifts of the Elder Gods to purify it, the world returned to its former glory; different from Earth, yes, but not corrupted by Hastur's influence.

You have a corrupting effect in the physical laws that you can enforce; you can cause things to become… "less". Not in a way that would assist you in battle, though; the ground becomes less capable of sustaining life and the water less suited to habitation by anything except monsters. The world affected by your corruption becomes worse, darker, less suited to life and happiness and freedom. Beauty fades and is replaced by ugliness and horror; dreams become nightmares.

Armor (-100 CP): [1st purchase free to Evangelions, but not to Children]
You are garbed in a protective suit of armor. This armor is more than simply an item attached to you, but could be considered a part of your form; your powers that affect your body will affect your armor as well, while not being any more vulnerable to foreign and malicious effects.

At your discretion, instead of a suit of armor, this can be represented through some manner of natural protection, such as a coating of scales.

You can select this twice to receive both, improving your defenses even further. An Evangelion's free purchase is always actual armor.

Physical Weaponry (-100 CP):
Unit00 jaws turned into a set of mandibles. Unit01 grew claws and fangs. There are a multitude of melee weaponry that you could select. One purchase covers everything that could be considered physical melee weaponry, such as claws, fangs, horns, pincers, spikes, talons, mouths on your hands, etc.

For an additional **-100 CP**, your weapon could be envenomed with a toxin that is dangerous even to the likes of Evangelions and Great Old Ones, although it won't be lethal to such beings of its own accord. Anything less than that, though, will die quickly. An example here would be Yig and Unit01's ability to turn their limbs into venomous serpents.

Unbound Senses (-100 CP):
You are now capable of seeing the world through your entire body, as well as your hair. Your sight is now capable of seeing the world even without the use of light or any electromagnetic wavelength at all (although you are aware of everything in every wavelength), and can see things that would normally be hidden from visual

perception. You are not affected by bright lights, and can see perfectly even when you would ordinarily be blinded.

Breathless (-100 CP):
Technically inaccurate, as you still breathe. However, you can breathe anything; be it water or the void of space, you can safely respirate it, even if there shouldn't be anything for you to breathe.

Shapeshifter (-100 CP):
You can transform into anyone or anything of roughly similar build to your basic form. For instance, if you were generally humanoid in shape and mass, you could turn into another human… although if you were larger than a human, your transformed body would also be a different size. However, this does allow you to perfectly mimic the voice of other people—even if they should realistically sound different because of your differing size.

Summoning (-100 CP): [Requires **Servitors** item]
You are able to summon your **Servitor** species to any location you are aware of, no matter where they may be. Additionally, you are able to telepathically communicate with and direct your **Servitors**.

For an additional **-100 CP**, you can create more of your chosen species. This requires raw materials; you might convert living beings into more Byakhees, or you could transform a trident into a Formless Spawn of Tsathoggua.

For a final **-100 CP** on top of that, you can outright create your chosen species from nothing, although this will cost more energy the larger the creature is.

For a completely separate cost of **-100 CP**, you can empower your **Servitors**, improving their abilities; for instance, this could turn the venom of an ordinary snake into something that could kill a full-grown human in a couple of seconds.

Tentacles (-100 CP):
You can reshape your limbs into a mass of tentacles.

Physically Superior (-100 CP):

You are stronger than your size and build would indicate; Orifel/Tsathoggua was able to overpower Unit00 with relative ease with this.

Unsullied (-100 CP):
Your body becomes smooth and slippery; this does not interfere with your movement, nor does it make it harder to hold things, but any attempt to grasp or entrap you will fail to get a hold on you, whether it be in a grapple or from a giant web. EVAs will turn silver, and the smoothness will apply to their armor.

Technomancy (-100 CP):
Manipulate machines and electronics with your mind; this even allows you to keep machines like cameras operating even when they are being unplugged and turned off. However, there are ways to ward against this; for instance, an AT-Field will easily block it, as would the Elder Sign.

Dream King (-100 CP):
Before you arrive or come into your power, intermittent people across the world will dream of your coming; should you be sufficiently powerful, you might even affect everyone.

For another **-100 CP**, you have the ability to capture people in dreams, even those who are awake. As long as your subject doesn't try to wake up (which would require them to realize they're dreaming), they will be captured in a dream of your own design, until a full night's sleep passes or until they suffer physical harm; even harm in the dream won't wake them.

For a final **-200 CP** on top of that, you are capable of physically traveling between the waking world and a dreamscape, as well as into the Dreamlands itself.

Lord of the [Animal] (-100 CP):
An animal of your choice—and things very similar to them—obeys your word and your intent, temporarily able to act as though they were of near-human intelligence for the purposes of following your orders. You can communicate with them and they will understand you, and they can convey meaning to you as well; you can direct your intent through them and sense through them, even at a distance; for instance, Shinji was able to have spiders weave messages into webs from another room, hear what someone else says, and convey back to him their

words so that he could have them weave new messages. A spider even told him about Asuka crying from miles away, even when he wasn't looking for her.

You may take this more than once for different creatures.

Also, any part of your body that is separated from you—including blood or tears—will grow into more of that creature; this isn't limited to the size the animal has in nature. You could have condors as tiny as your fingernail, or spiders the size of dogs.

Molten Touch (-200 CP):
You are capable of heating up parts of your body to extreme temperatures; your very touch is enough to melt stone and metal at a rapid pace, allowing you to travel through the earth.

Illusions (-200 CP):
You are able to make a specialized illusion; you are able to make people perceive their allies as beings they consider an enemy. If someone doesn't have anyone they'd attack on sight, this won't have much effect; but if someone had an enemy such as an Angel, who they'd try to kill if given a chance? They would quickly turn on their ally, unable to comprehend that the "enemy" was formerly their ally, even if it should be blatantly obvious or if people try to tell them the truth. However, you can only capture a single individual in this illusion at a time.

Alternatively, you can instead capture people inside their own minds, where they are bombarded with visions and sensations based on their greatest fears and doubts. This effectively paralyzes them; very few people are capable of independently realizing they're in an illusion, especially when their own fears result in their higher-order thinking being inhibited.

For an additional **-100 CP**, you can take the form of mental illusion that you didn't originally take.

Web-Slinger (-200 CP):
You can produce webbing through the manipulation of your AT-Field. It seems to come from your body, but there's no particular part that it needs to originate

from. For an Evangelion, this webbing would be strong enough to restrict the movements of an Angel.

Madness (-200 CP):
The consequence of you using your powers is that people's minds are exposed to things they cannot comprehend and cannot handle, and it starts to drive people insane. This has an area roughly equal to the location you are using your powers, plus a couple kilometers. The manifestation of Hastur resulted in large portions of the city devolving into barbarity, and the influence of Ithaqua resulted in an entire town resorting to cannibalism. This influence is not equal in all people; individuals, or entire areas that should fall under the effects of your power, will at times be unaffected by this.

But that's nothing compared to Cthulhu's awakening, which drove almost everyone living near the sea, and those in the equatorial belt, into an orgy of madness and violence. That is the level of power you will receive if you spend another **-100 CP**, allowing you to affect a large portion of the people across the globe.

Psychic Might (-200 CP):
You are a powerful psychic—not in the sense of matters such as telekinesis, but in the realm of the mind, of reading and sending thoughts, and controlling the thoughts of others. Your power is enough that if you concentrate on a single person, you could force their skull to explode.

For another **-400 CP**, your psychic power is on the same tier as Oannes/Cthulhu, and the mere by-product of exerting all of your psychic power would be enough to kill the majority of people across the globe, if there wasn't something defending them.

Regeneration (-200 CP):
Your capacity to heal is incredible. Only a short time after you experience a wound, you will heal from it. Only truly drastic damage can slow you down.

Flight (-200 CP):

You either have wings, can grow wings, or have some method of pure AT-Field manipulation that effectively allows you to fly. You're probably so big that it shouldn't be possible. But it is.

Your flight speed in atmosphere isn't too impressive, but once you're in outer space, you will be able to travel at many times the speed of light.

Draining Tendrils (-200 CP):
You can produce a number of razor-sharp feeding tendrils from your throat, mouth, face, and shoulders. These dive into the flesh of an opponent, and start to drain them of fluids. This doesn't only drain their blood, but also directly recharges your energy with theirs, and absorbs their memories.

Unbreakable Oaths (-200 CP):
Worshipping you—or even pretending to worship you—binds others to your service. You have the ability to speak to them in dreams, and should they disobey your commands, you can exert your power to directly control their actions.

Should you have servants or minions who are themselves worshipped, then they benefit from this power as well; what's more, you are able to contact and take control of their worshippers as though they were your own.

For an additional **-100 CP**, the influence you have over others becomes contagious; anyone they have physical intimacy with (including, but not limited to, sexual relationships) will also fall under your power, and you can take them over to make them act as you will, without the risks of full-fledged possession.

Lord of the Storm (-200 CP):
You gain the ability to create and control storms that can cover a large area; you can force clouds to form and rain to fall, and although you can't manipulate lightning or control the wind directly with this power alone, you can make storms that put the force of hurricanes to shame.

If you also possess **Lord of the [Element]**, you can induce weather effects relating to your element, such as making a blizzard or causing it to rain fire from the sky.

If you possess **Lord of the [Animal]**, you can use it to make the storm also produce your chosen creature, such as making snakes fall like raindrops.

Lord of the [Element] (-300 CP):
You gain the power to generate and manipulate an element of your choice. This isn't necessarily based on the periodic table, or the elemental system of any given culture. You can't choose an esoteric element like spirit or void, but ice, water, fire, earth, metal, plant, wind, and lightning are all viable options. This may result in your Evangelion changing color; when Unit00 gained power over winter and frost, it turned white.

You gain an immunity to damage afflicted by your chosen element. When you feel particularly angry, your control over the element may waver, and you could find yourself accidentally setting people aflame, for instance.

This power may be chosen more than once for additional elements.

> **The Living [Element] (-100 CP)**: [Requires only one purchase of the **Lord of the [Element]** power]
> Like Uriel/Cthugha, you don't have an ordinary physical body; you are a living manifestation of the element you have chosen. This makes you very difficult to harm with conventional weaponry, and even if an enemy pierces your AT-Field, they might be unable to harm you. You also gain additional power over your chosen element.
>
> However, this comes with a weakness. An element that acts to oppose your own will not only easily pierce through your AT-Field, but it will weaken you and disrupt your body; when the Children made a tsunami to fight the Living Flame, it broke through the AT-Field that the Children couldn't damage and reduced the Angel to a pitifully weak state they easily destroyed.
>
> > **Ritual of Expansion (-300 CP)**: [Requires **The Living [Element]** power]
> > By drawing a ritual sigil the size of a large city on the surface of a planet, you are able to initiate a process by which you will start to grow larger. It will take you approximately 2 weeks to grow as large as the planet itself, consuming it in the process. If this sigil is destroyed,

the process will cease; you can only attempt this ritual once per jump, or once every ten years, whichever comes first.

Vision of Eternity (-300 CP):
Anything that gazes upon you finds themselves invaded by your AT-Field; this slows them down, and can even paralyze them if they don't fight back quickly enough. This requires great power, though; most beings will find themselves instantly turned to stone when they look at you. However, they are not dead; their consciousness lives on, fully aware, until such time as their statue-body is destroyed.

Alternatively, you can instead gain an ability you can activate to turn anything *you* gaze at to stone.

Possession (-300 CP):
You are capable of entering the body of someone else and puppeteering their body to your own will. This comes in different varieties depending on your method of possession, which may further modify the price. All possession can be stopped by being sufficiently powerful—Nyarlathotep, for instance, was in no danger of being possessed by Y'golonac—or by the protection of something like the Elder Sign.

> **Performing Art (-0 CP)**:
> There is something—a play, a movie script, a specific dance, or some other form of performing art—that is uniquely based upon you and your rise to power. When someone makes a performance of this special something, it will summon you into the body of performer. Attempts to practice it won't activate this ability in full (only partially, to ensure everyone involved fulfills their roles correctly), nor will performing it without an audience cause you to appear. For a movie script, the first time the movie is shown in full to a public audience, it will cause you to possess the actor who played you.
>
> For instance, if you were to manifest through a play, practicing this play would not activate this power, nor would a complete rehearsal. However, the first time the play is performed in front of an actual audience, its completion will cause you to possess the body of the person who played the role of you. This will transform their body into your own, and summon

you fully into their body. You will claim their soul to do with as you wish. After you have been summoned, you can also “unsummon” yourself back to wherever you were before you were manifested into the performer’s body; unless you give the soul back, this means that individual is dead.

If you are killed while possessing a body, it only sends you back where you came from; you are only inconvenienced, not truly harmed. Once the performance to summon you has been started, no participant is able to leave; the audience must watch, and the performers must play. They have no choice in the matter. However, if someone has protections, such as the Elder Sign, it can interfere with this effect, and they may be free to disrupt the performance; killing or subduing the actor that plays the role of you in the performance will end the summoning.

You can discount this power to reduce the price to only **-200 CP**, in exchange for manifesting partway through the performance. The target won’t transform into you yet, but you will be summoned into their body. However, until the performance is properly completed, you will be unable to *exit* the body, and your powers (other than this one) will be much weaker. If an outside force intervenes, this means you can be captured; however, if you die, you will still return to whence you came, rather than actually being killed.

Finally, if you are in possession of the souls of people you particularly dislike, you can insert them into the performance, condemning them to acting out a specific role every time the performance is made, unable to control themselves as they experience what you want them to again and again and again. However, there are certain conditions that may give these souls the means to act against you, so exercise caution.

Dreams (-100 CP):
As long as you can access the dreams of a target—not in the Dreamlands in this setting, but their ordinary dreams—you can chase them down within it. If you catch them, you can possess their body, inserting both your body and your mind inside of them to take the place of their soul. Unlike the other two methods of possession, this does not transform the target; instead, you are able to control them like a puppet, manipulating their body to do

whatever you like, and giving you access to their mind to know how to act like them. If your possessed puppet is slain, or if you simply wish to end the charade, you will burst forth from the body.

Name (-300 CP):
Whenever anyone in any location reads, speaks, or thinks your name, you can possess them. Their body will transform into yours, and you will have access to their memories. However, if you are killed while possessing someone, you are slain as well as the host; however, if you are a Great Old One, you are still protected from ordinary attacks due part of yourself existing outside of the dimensions conventional weaponry can affect.

When your name is spoken, read, or thought, you receive information relating to whoever mentioned you; you understand the context in which your name was thought/read/spoken, as well as gaining an understanding of the conversation leading up to that point. You do not have to possess everyone who speaks of you. You can only possess a single person at a time.

Possession is a temporary affair as their body rejects your presence; for an extraordinarily strong-willed individual, you can be kicked out after 10 minutes. For a normal person, after 30 minutes. Some people are especially compatible with you, though, and you can stay in them for hours at a time. Once the possession is over, you will return to wherever you were before you possessed them. You can end the possession at any time; however, if you're affected by an AT-Field or other form of eldritch energy, you will be trapped in the body.

You can only possess people when your name is spoken in reference to you; should your name be "Bob", for instance, someone would have to be specifically speaking about you for the word "Bob" to register to your senses. However, this also applies to ANY name that refers to you, including pseudonyms or names they might use to avoid using your true name. However, you cannot possess people who use one of your titles, instead of a name.

You are capable of processing all the times your name is mentioned or thought, and the knowledge you receive from it, without it interfering with

your own thoughts and functioning, as seen in how Rei is able to act normally even when she's world-famous with her name constantly running through countless minds and mouths at all times of the day.

If you have the **Young God** origin, only your mind will depart to possess them; you can still be killed if your host is, but your actual body will lie comatose until you return to it.

The Jumper Sign (-300 CP):
Design a symbol to be associated with you, as well as a color in which it must be drawn. So long as this symbol is mostly-correctly drawn in roughly the same color that you chose (it doesn't have to be the exact correct shade and shape, but it has to recognizable by someone in the know), then it is considered the Jumper Sign. You are aware of any and all such Signs and their environs.

The act of viewing it, writing it, or having your Sign written upon oneself gives you a degree of influence over others. You can push specific emotions to become stronger, or heighten whatever they're feeling at the moment. While you can only affect someone once—although perhaps for a lengthy period of time—you don't need to trigger this power as soon as they look at it. You can wait for a later date. There are protections against this influence; any being of appreciable power won't be affected, for instance, and the Elder Sign will negate its effect.

Your knowledge and awareness from your Sign don't interfere with your normal thought processes or your ability to function, sleep, or otherwise engage in your life.

Brand of Yog-Sothoth (-400 CP):
Did you call upon the Key and the Gate at some point, or were you born with this? Regardless, you bear the brand of Yog-Sothoth upon your soul. You are able to use your AT-Field to create black spheres dotted with stars; these orbs will pin down whatever they're attached to, exerting immense force to keep it in place.

Additionally, you are able to teleport yourself and other people; this can not only allow you to travel through space, but through dreams, as well, directly depositing you from dreams into a new location in the waking world.

Does not actually affect your soul post-jump.

Fluid Flesh (-600 CP):
You have complete control over your physical form, and are able to morph your body into new shapes. Wings, weapons, claws, shifting into other people, turning into an amoeba-thing… honestly, the extent to which you view yourself as human is the biggest limitation to how you can reshape your body. You can even convert your energies into mass, allowing you to grow additional limbs that you shouldn't be able to make without taking biomass from elsewhere on your body. You are also capable of making specific organs with special purposes, such as creating venom.

Furthermore, you are now able to create life; by separating a portion of your body, you can shape it to your desire with your will, and it will be imbued with life as a new living creature. Pound for pound, it will be superior to other lifeforms, and will also be able to breed with anything capable of sexual reproduction, guaranteeing the survival of the fittest. The size is based on how much of your mass you sacrificed, but you can also expend your energy to make it bigger.

Unfortunately, the nature of your body is now to produce living creatures. Any part of your body that is separated from you—including blood or tears—will spontaneously grow into a new animal life form; sometimes new creatures, sometimes existing ones, sometimes impossible hybrids of already-existing animals. Unless you spend the time and effort to actually direct the process, you'll have no control of it. The size is based off of the body part, although they might grow a little larger.

If you have **Lord of the [Element]**, then your body parts can have elemental properties, such as your crying producing tiny winged angels of flame.

This explicitly also applies to sexual fluids, but fortunately you can learn to prevent this effect from happening with time, in case you don't want to ejaculate a winged spider-snake with toad legs.

Additionally, you are capable of converting your blood (or equivalent fluid) into LCL.

For an additional **-200 CP**, you are able to take control of any biomass that has been separated from your body; not only can you take control of life forms spawned from you, but you can influence the minds of anything with even a portion of your genetic material (or equivalent) within them. Adam was the ancestor to humanity uncountably far back down the path of history, but was still able to drive nearly the entire city of Tokyo-3 insane.

The less mental capacity something has, the more you can control it; something without a mind would be as easy to control as your own body, if you put your mind to it. As long as something has more than a speck of your body within them, you can also reshape their flesh as fluidly as your own; with something like LCL that you have produced, this might as well make it an extension of yourself, unless it is protected by an AT-Field.

Companions

Packmates (-100 CP):
You may import up to four of your existing companions into this world, providing them with origins and granting them 600 CP to spend on perks, items, and (if relevant) powers. They cannot buy companions, but they can take drawbacks that don't impact the entire setting. Alternatively, you can create brand new companions, which is mechanically similar. For every **-100 CP** extra you spend, you may import or create an additional four companions.

Extraction (Free):
If you meet someone in this world you would like to take with you into future worlds, you may ask them to join you; if they accept, they will become a companion. If such a companion-to-be is a native of the Dreamlands, then they will be provided with a physical body in future jumps.

Divine Progeny (Free):
This inhabitant of the Dreamlands is one Ymir's Children, a tall, blue-skinned people who claim to be descended from the Elder God called Ymir. Regardless of if this is true or not, it is undeniably true of this individual, who is Ymir's actual child. They are undeniably a demigod, possessed of immense physical abilities and the

power to reshape dreams (although nothing even approaching the power shown by the likes of King Kuranes). Still, being able to shape weapons and armor from nothing is a potent skill, and it has served them well in their desire to see everything the Dreamlands has to offer. Unfortunately, they're rather arrogant as a result of their divine parentage.

Barbarossa Pilot (Free):
The Barbarossa Project is the result of an EU consortium trying to produce robotic Evangelions, or at least an equivalent. Unfortunately, they never understood what was needed to produce an AT-Field; although they refuse to accept it, their machines are utterly incapable of killing an Angel. Still, this pilot hopes to see the day that their machine can fight against the alien invaders. They're sure they can be of help, even if they can't strike the killing blow. Their machine is powerful and agile, with a host of high-tech weapons that the Evangelions simply don't deploy. Should you take them as a companion, you will receive a Warehouse attachment filled with shadowy, nameless NPCs, which will exist to store, resupply, and recharge their vehicle.

Kaworu Nagisa (Free):
There is someone from *Neon Genesis Evangelion* who is nowhere to be seen in this world. Perhaps you can change that. This figure was born from an attempt to replicate the DAGON Project using male DNA instead of that of Yui Ikari, and was sent to NERV to act as a backup pilot. He has an incredible proficiency with synchronization, even if he lacks experience as a pilot. He's friendly and affectionate, and loves the works of humanity; however, there is something strange and alien about him, and it takes time to get used to the creepy aura he exudes. He has honed the powers of his Angelic side to an even greater degree than Rei has. Unlike the Kaworu who was Tabris, this version has no greater connection to the Angels than any other DAGON subject does.

SCENARIOS

Failing in a scenario has no consequences other than forfeiting the reward for succeeding.

The Ceremony of Innocence: [Requires **Young God** origin]
You will be inserted into this world under the care of NERV, and will be sent to battle the Angels. You might not necessarily deploy against all of them—Amaliel, for instance, was easily handled by a single EVA—but you must do your best to fight against the Angels in all of their glory and all of their horror. Cultists will seek to kill you or use you for their own devices, and you are guaranteed to encounter several challenges that did not show up in the story this jump is based upon; these will never be as dangerous as an actual Angel battle, but you also won't be in your EVA, either. When you defeat Oannes, your Evangelion will automatically participate in the Ceremony of Innocence to bring about Yui's Grand Unity, and you must participate in escaping this dream.

Your goal in this scenario, besides defeating the Angels, is to ensure that this story has a happier ending. Tragedy befell every character in this story, and even those bare few named individuals who survived were marked by the loss they experienced. Some casualties are inevitable, but the end result must be better than the natural progression of events would result in.

> **Reward**:
> Naturally, you can take any surviving characters that you like with you as companions; should they have possessed an EVA (before they got fused into EVANGELION, at least), then the attachment to your Warehouse gained from the **Eidolon** item will be expanded to provide berthing for their Evangelion, which will split off from the mass of EVANGELION similar to how your own would. The Children's powers, and the powers of their EVAs, will also become fiat-backed to function in other settings. They will become capable of "dialing back" the eldritch nature they have developed over their time fighting the Angels.
>
> Speaking of which, you also obtain EVANGELION itself, a horrendous fusion of all the EVAs that participated in the killing of Cthulhu. It possesses effectively limitless reality-warping abilities within an area the size of a planet, able to manipulate dreams and the physical world with equal ease. The souls of the Great Old Ones stored within it will be destroyed (if you haven't somehow extracted or destroyed them already), leaving its power free to be used by you… sort of. The full power of EVANGELION will be locked away until you complete your Jumpchain journey and achieve your

Spark; until then, you will be able to use EVANGELION only once per jump (or every 10 years), and will be able to change any single detail about the setting (even if the setting is larger than just one planet). You might undo a slaughter, erase a species, provide magic, change a historical event… it's all up to you.

Game of the Gods: [requires **Old God** perk]
As powerful as the Great Old Ones are, they are not at their true strength when they fight the Evangelions. The majority of their power is devoted to maintaining the physical laws of their home world, which is interfered with not only by Earth's own laws of physics, but by the existence of other eldritch beings on the planet. It is only by killing all of the other Great Old Ones present on Earth, as well as Ubbo-Sathla/Adam and the EVAs, that you can attain your full power. That is your goal; to defeat the other "gods" who compete with you over the right to rule this world.

All of the Great Old Ones are experienced conquerors of worlds who have repeated this trial victoriously on other planets, anywhere from dozens to thousands of times already, depending on the individual. The Evangelions hunt as a pack, and grow in power every time they kill.

Achieve victory, and you will be rewarded.

Reward:
You unlock your full power as a Great Old One; as a comparison for how mighty you have become, we shall look at Cthulhu. Ordinarily, Cthulhu is only able to maintain the physics of Xoth on himself, the city of R'lyeh, and his followers. Should he achieve victory over the Evangelions, however, his power will grow to such an extent that the entire planet would be subject to the laws of his home world of Xoth, and no remnant would remain of the physics of Earth. This would permanently replace it with Xothian physics, even should Cthulhu move on to a new world and a new Game of the Gods.

You receive a proportional increase in all of your powers.

Joy to the World: [Requires a Dreamlands origin]
This scenario is only possible if Shinji's school makes an attempt to play *The King in Yellow* for their school play, and if the ending of the play is successfully changed

by the intervention of Rei/Cassilda. As such, by selecting this scenario, you will be sent to a variation of this world where these events are guaranteed to occur.

The Kingdom of Joy was once a planet circling the star called Aldebaran. Then Hastur happened, and the tragedy of its fall was the very thing that propelled that once-mortal to the status of a Great Old One, and it immortalized it in the play known as *The King in Yellow*. It is now better known as the homeworld of Hastur's foul city, Carcosa.

Normally, Asuka and Touji would get a dream-message from Kensuke's soul, stolen by Hastur and locked away in Carcosa. They would go on a lengthy quest in the Dreamlands to save Kensuke's soul, allowing him to depart to the afterlife in peace rather than be tormented for eternity. In the process, they purified the world, and the Kingdom of Joy retook their home.

But now, this message will come only to you, and none of the native characters will believe you if you try to convince them to help. You must find a way to travel to the fourth world circling the star Aldebaran, you must brave the city of Carcosa, and you must confront Hastur—who is guaranteed to escape from its binding by NERV to face you in its city. It wields great power, bolstered by the Throne of Nightmares, which has fed on dozens, perhaps hundreds of actors from previous worlds, who had been tricked into playing in *The King in Yellow* and being the host into which Hastur was summoned, which gave it their souls.

In the process, you will encounter one of the masks of Nyarlathotep, who must be overcome if you are to succeed. However, he is a sore loser, and will likely return in a bigger, stronger form; if you aren't powerful enough to face it, you may be forced to attempt to call upon the Outer Gods to restrict their servant.

> **Reward**:
> For helping the Kingdom of Joy regain control of their planet, you will be able to bring the entire world with you on your Jumpchain; you can deploy it wherever you like in a setting, but by default it will be stored within an attachment in your Cosmic Warehouse. Due to the overlap between being depicted as characters in *The King in Yellow* and possessing the bodies of humans at the time of their escape from the play, the natives of the Kingdom of Joy are all humans.

If you successfully restored the world of the Kingdom of Joy to a healthy state in the process of achieving victory, then you will be presented with a legion of what were once known as "Byakhees", now returned to their original noble forms as winged, aquiline humanoids. They are still capable of flying through space safely.

For freeing Kensuke's soul and watching him pass on to the afterlife, you gain a special understanding of death that allows you to make those who have died into your companions; should you have the capacity to take people within a setting as companions (due to perks or due to options in the Companions section of a jump document), you will also be able to select deceased characters; at the end of the jump, any dead characters you have selected to be your companions will be brought back to life.

Finally, you will receive the power **Brand of Yog-Sothoth** for free, even if you don't qualify for it. If you have purchased it already, your points are refunded and you can buy something else from this document.

Story's End:
[Requires **Consume the Gods** perk]
[ENDJUMP SCENARIO]
You seek apotheosis? The Great Old Ones are but maggots compared to the Outer Gods. Oh, there are some who are weak—Ubbo-Sathla, for instance, could be defeated by a mere handful of EVAs—but the majority of them are of vast size and power, such that an army of Great Old Ones would fall before them. After consuming all the Angels on Earth, you will need to travel to another inhabited planet with other Great Old Ones, and devour them as well. And again, and again, until you finally become strong enough to challenge the Outer Gods. And then, you must consume all of them, save for their creator Azathoth, who is yet beyond you.

For, while devouring Azathoth's power is your ultimate goal, the bloated mass of the Daemon Sultan that resides at the center of the universe is not the entire entity known as Azathoth. No—the *entire universe* is Azathoth, down to each and every individual, and every cell of their bodies, and every atom in those cells, and every quark making up those atoms (and stranger things, for much of the universe

is not made up of materials comprehensible under Earth's sciences). "Individuality" is simply an illusion created by Azathoth's dreaming mind to craft a story without narrative or plot that serves no purpose other than to entertain the Blind Idiot God. In truth, it could fairly be said that only two beings in this entire universe are "real"; you, and the Daemon Sultan itself.

As such, you must reduce the number of "characters" in the dream to none other than you and it, by killing all other life in the universe. Azathoth will immediately become bored of a story without characters and its dreaming mind will briefly wake, leaving you and it will be alone with each other in a void absent anything else. You will have the opportunity to attack it—and perhaps you are strong enough to kill it quickly. But likely not—indeed, the Blind Idiot God will not even realize it is under attack, and it will soon fall asleep again, to dream up a new universe, "in media res", as it were, rather than starting from the beginning.

You will likely recognize this universe, as a god as mindless as Azathoth (or at least lacking anything recognizable as a mind by the reckoning of humans) doesn't need originality when it can just copy a pre-existing work. So, it duplicated the world of your previous jump. You will need to repeat the process to return to the void with Azathoth, to attack it and consume as much as you can before it falls asleep again. You will repeat this again and again—should you have the power to destroy an entire universe with a single blow, then it should only take you about a millennium of constant violence to completely devour the Daemon Sultan (although this time will be split up as you are sent into dream-world after dream-world). Should you end the dream-copies of every jump you've been to and your original world, it will start merging these copies together to create "new" dreams.

Should you have been to a jump with infinite populated space, or an infinite multiverse, the population and scope of the universe will be restricted to a dream Azathoth is capable of, being no greater in size than a "normal" universe is. It will not heal itself, for it will never even realize, even at the last moments of its existence, that it was under attack.

Your time in this setting will extend until you have slain the Daemon Sultan, or until you give up in your quest.

Reward:

In consuming Azathoth, you have become something greater than it. Your powers of destruction and creation are not limited to making from yourself as Azathoth was, and you can will matter, life, concepts, and universes into being with ease. Should you have been fond of the Nuclear Chaos's means of creation, however, you can repeat it in the waking world.

Within a universe you have created, you are without limits or restraints to your power, being capable of anything you can possibly imagine—and many things that you could never have imagined before your apotheosis. But even in other realities, you will still be an inordinately powerful entity capable of ending entire realities.

This "universe"—or rather, the universe as it was perceived by lesser beings unable to see that everything was a component of Azathoth—will be recreated and life restored, with all beings and things now existing as independent existences.

Finally, you achieve the goal that has dangled before you since you started the Chain; you receive a full-fledged Planeswalker Spark, capable of letting you travel to any reality, any plane of existence, any world, and any setting—or even travel outside of such things, into non-places that can't be described because they don't exist. But you can go there anyway.

Drawbacks

A Very Eldritch Christmas (0 CP):
The content of the omake for this story are now canon.

A Christian Story (0 CP):
The being that spoke to Asuka in her dreams to inspire her to fight against Nyarlathotep spoke the truth; all of the Children are actually archangels manifested in flesh, and the God of Christianity is real in this universe, if you take this toggle.

Of Maps and Dreams (0 CP):

There are a number of maps in the Great Library of the Dreamlands in Celephais, including some of places you may be familiar with. Middle-Earth. Revelstone. The Keep on the Borderlands. Melnibone. Pax Tharkas. Night City. Oz. This suggests that such places exist somewhere within the Dreamlands.

As such, you may take any other jump document and treat it as a supplement to this jump; however, the world of that jump document will be located entirely in the Dreamlands, and will have no means to traveling to the waking world, even if such methods would normally exist in the setting.

All perks, powers, companions, and items you gain from your chosen jump will only apply to your dream-self within the Dreamlands, and will only be available in the waking world once your time in this world is at an end. However, any drawbacks you take will affect you in both the waking world and the Dreamlands.

Keep the points from each jump separate. You may do this for a single jump for free, as well as for jumps containing any of the locations listed above. However, every jump added after that has a **-100 CP** cost appended to it—subtracted from this jump and every jump you're supplementing onto it.

Denizen of Dreams (0 CP):
You have no physical form, nor the means to travel to the waking world; you live in the Dreamscape, and will spend your entire time here within that realm. You cannot take a Waking origin; however, you may take two Dreamlands origins, instead. You may choose any single item from each of the 100 CP, 200 CP, 400 CP, and 600 CP categories to discount.

If you take this drawback, then at your discretion you may be one of the species native to the Dreamlands, such as the Children of Ymir or the Gnorri.

Until the End (+100 CP):
You will stay in this world for an additional 10 years, for a total of 20. You may take this twice to instead stay for 50 years. Thrice to stay for 100. Four times to stay for 200. Five times for 350. And for taking this six times, you will stay in this world for 538 years, long enough to see the last scene of the story (or what would have been the last scene, assuming you didn't change everything to the point that

scene could never happen). As well as an extra ten years added onto that to resolve whatever the future's crisis is supposed to be.

Impulsivity (+100 CP):
When an ally is in trouble or in danger, you will immediately attempt to help them, often at the expense of what is tactically necessary. It doesn't have to be real danger, either, you just have to think they're in danger, and you'll immediately act without thinking.

I Have a Degree! (+100 CP):
Maybe you have a college degree like Asuka does, but that won't keep you out of school. You are forced to go to junior high school with the pilots, and if you don't keep your grades high enough to pass, you will fail the jump.

For an additional **+100 CP**, aliens will periodically appear and steal your homework. You will need to do all your projects twice in order to have a spare in case the first one gets stolen right before you're supposed to turn it in.

Windows to the Soul (+100 CP):
In short, the Rei effect. People who look at your eyes feel a nameless but undeniable fear. Staring into your eyes for long periods of time can invoke bouts of genuine terror.

Drunkard (+100 CP):
You are addicted to alcohol. Unless you have at least two beers a day (or other alcoholic drinks, but this is based on Misato), you don't feel like yourself. You'd typically want more. If you're forced to go without beer, your personality will steadily degrade, until even someone like Gendo Ikari might order you to go get a drink.

It is possible for you to fight this… but it will be hellish, for you and everyone around you, until you eventually reach the point of functioning normally without alcohol. However, you will never stop *wanting* beer. Or relevant alcohol.

Coded Email Spam (+100 CP):
All secret messages in this world are now found in the form of coded email spam. You will never know if the spam mail you get is genuine spam, or if it's a front for a

hidden message. But you'll never be able to discover any secrets if you don't decode the spam, so you have to try.

You receive about a fifty spam emails a day.

Against the Natural Order (+100 CP):
Like Rei, non-sophont animals cannot abide you. All natural animals flee your presence. If they cannot flee, they cower and try to be silent with all their might.

For an additional **+100 CP**, animals will be outright hostile to you, and attack you whenever they can.

Deathly Touch (+100 CP):
Like Touji after being branded by Yog-Sothoth, your touch slowly kills. The more advanced a life-form is, the less effect this has; on a human it would be scarcely noticeable, on a being touched by the eldritch, it would be nonexistent. An animal might have their lifespan reduced by a year from frequent contact. But plants? Just carrying flowers from where they were plucked to give them to someone would result in them starting to wilt.

Creepy (+100 CP):
Your presence is unsettling. People can't be at ease around you, and just walking by people is enough to make them uncomfortable and make their conversations run silent, as though they're afraid to draw your attention.

Frightful Dreams (+100 CP):
Whenever you have normal dreams, they are always truly terrifying nightmares. The only escape is the Dreamlands… but going without proper dreaming for too long can result in symptoms like sleep deprivation. Oh, and you're also vulnerable to sleep deprivation now, too—no more going without sleep for you.

Inhuman Morality (+100 CP):
Your sense of ethics and morals is utterly divorced from human norms. The only reason you wouldn't use murder to solve many of your problems is because doing so would get you in trouble, not because you think it's wrong. It's unclear if you think *anything* is wrong.

For an additional **+100 CP**, you drunken of the kool-aid of the Great Old Ones. You have abandoned human morality, empathy, and ethics to embrace wildness, madness, and passion. Hedonism and depravity are the rule of the day.

Touched by the Violator (+100 CP):
No, not *that* way. No, you're affected in the same way the Children were when they absorbed Y'golonac's energies. You are more lustful; it isn't as bad as it was for the Children immediately after defeating Y'golonac, but it will still make things more difficult for you.

For an additional **+100 CP**, your desires aren't merely lustful, but corrupt and depraved. You don't just want sex, you want rape. You don't just kill people, you want to violate their corpses.

Serving Long Pork (+100 CP):
"Long pork", if you didn't realize, is a term that refers to human flesh when served as food. People will periodically insert human meat into your meals. You'll have to be on the watch if you don't want to become a cannibal.

I Did Nazi That Coming (+100 CP):
Ever since 2nd Impact, Germany has had a problem with a rising population of neo-Nazis. They have decided that you are too inhuman and must be purged. You will periodically be attacked by armed militants bearing Nazi iconography. For some reason, they will often have an inside man in any organization you are a part of.

Hero or Monster (+100 CP):
People are incapable of treating you like a normal person. You might be exalted as a hero, worshipped as a god, derided as a monster, or hated for the failings of your organization. But nobody will genuinely treat you like a person.

Masturbation is Bad (+100 CP):
And so is any sort of sexual interaction, for you. When you reach orgasm, your sexual fluids will morph into a small little monster. This will be horrifying, and it will try to kill you, or eat its way out of whoever it is you ejaculated inside.

Cult Target (+100 CP):

People who have sworn oaths to Hastur are looking for you, and will try to insinuate themselves into your life. They could be anybody; their goal is to sleep with you, and in so doing, corrupt you under the influence of the Yellow Sign. If you sleep with any Hastur cultist, your soul will be corrupted, and Hastur—or Nyarlathotep acting through Hastur—will be able to force you to act as they command.

Atypical Lineup (+100 CP):
The Angels that would normally attack the world have been switched up, letting other Great Old Ones from the Cthulhu Mythos appear in their place. The only constants are Adam/Ubbo-Sathla, Matriel/Atlach-Nacha, and Oannes/Cthulhu. The other nine Angels (and the Seed of Azathoth) will be swapped out.

Hedgehog's Dilemma (+200 CP):
The fear of getting close to others isn't something particularly important to this particular rendition of the story of the Evangelion pilots. However, it is still quite relevant in the background, as it is implied that Gendo's fears of closeness and family are why he stayed distant from Shinji.

You face the same problem. Emotional closeness provides the opportunity to be harmed—intentionally or otherwise—and as such you feel the desire to stay distant from other people and not let them know you on a personal basis.

There is one single exception to this rule, one individual who you are willing to allow inside your walls. However, this individual is going to die or disappear partway through the jump. If they're a companion, they'll naturally return once the jump is complete.

The War Never Leaves You (+200 CP):
You can't adjust to a normal life after experiencing warfare. This perk will come into effect once the last Angel is slain; you will be unable to properly adapt to a normal life. You will either yearn for combat, or perpetually feel that something is off because there's no threat to be ready for, no danger around the corner. Relaxing will be hard.

Easily Tempted (+200 CP):

You don't have much willpower when it comes to resisting doing things you want to do. And there are those like Nyarlathotep who are very, very good at finding reasons for you to want to do what they want you to do.

Difficult Dreaming (+200 CP):
For many people, as they become older it becomes more difficult to enter the Dreamlands; Frau Doctor Himmelfarb, for instance, is barely present there anymore. However, regardless of your age, you will find that you have difficulties reaching past your own dreams to reach the Dreamlands. It will usually take exhaustive effort to breach into the Dreamlands, and every once in a while, traveling there will simply be impossible for you.

Clone in a Box (+200 CP):
You have a clone—from the DAGON Project, but one who lacks any reactivity to LCL whatsoever, basically being a funny-looking but perfectly-ordinary human. She is locked in a cell. You have to keep her inside the cell, and make her want to stay inside it. Because if she ever decides she wants to leave, she will summon an Angel using her body as a host, and will wreak havoc until killed.

If she survives until the jump is completed, you may bring her with you as a companion.

Untrained (+200 CP):
Shinji was known to be one of the Children quite early on, but Gendo didn't arrange for him to be trained or anything. Unfortunately, you're now in the same boat. Your skills in just about everything are at the level you'd expect of a junior high schooler—including things you should be skilled at due to your origins or perks.

Cult Calamities (+200 CP):
There are cults to the Angels out there who seek to summon their fell masters—and not the ones who are "supposed" to be here, either. The governments of the world—and of course, SEELE—seek to stamp these out where they can, but without your help they're going to miss some, who will summon additional Angels that will threaten the world unless stopped.

Scapegoat (+200 CP):

When something goes wrong, people want someone to blame; even if nobody is truly at fault, someone has to take the fault. As far as NERV is concerned, this person is you. Whenever NERV does something bad in the public eye, it will always be your fault. Unless you change things, or become very, very important to NERV, they will likely hand you over to be executed by the Peruvian government after the disaster with Uriel in Lima.

Substandard Crafting (+200 CP):
R'lyeh has a variety of different architects, some of which are better than others. Some make unique works of art, while others simply make an inferior copy of a Fourth Era monolith in the Cytorrian style with no sign of individuality or creativity whatsoever. You, sadly, fall into the latter category.

Anything you attempt to design or craft will be made form substandard materials, and will have a distinct lack of creativity or imagination behind it. If you're normally an artist, what you create in this jump will likely be a lasting shame to you.

Addiction (+200 CP):
You have an addiction. Not to anything easy to come across, like drugs or something like that. No, you have an addiction to killing, and the rush you get when you do so.

Lovelorn (+300 CP):
There is somebody that you love, truly and sincerely. However, they do not love you back—or if they do love you, then they still love someone else more, and are unwilling to be unfaithful to them. This will cause you no small amount of grief, and you will be unable to bring yourself to engage in a romantic relationship with anyone else.

Dreams of Madness (+300 CP):
When you dream normally, your dream-self appears somewhere in the physical, waking world. It has all your powers, but is violently insane and operates on dream-logic, and will be highly destructive. If you die while "dreaming", it has no actual consequences for you other than waking you up.

Also, you now need to dream at least once a week.

Physical-Dream Continuity (+300 CP):
When you are harmed in the waking world, your dream-self will be injured as well; conversely, any injuries you suffer in your dreams will be echoed on your physical body.

Murder the Hypotenuse (+300 CP):
If you love someone, and they have affection or someone else—or, indeed, if someone else has affection towards the person you love—your default reaction will be to kill them (or at least kill their dream-self horribly enough to place them in a coma). You would need a very good reason not to do so when given the opportunity.

Deformity (+300 CP):
Like an increased number of people born after Second Impact, you have some form of deformity. This inhibits your physical abilities in some fashion. Perhaps an additional leg juts out from the side of your knee, and gets in the way as you run. Perhaps you only have one milky, clouded eye. Maybe your hand only has two fingers. Regardless of what exactly this mutation is, it interferes with your normal functioning in life.

LCL Breath (+300 CP):
Your breath smells like LCL, and you always have the faint aftertaste of the stuff in your mouth. It could charitably be dubbed "rancid" in flavor and scent, and you'll never be able to escape it. Nobody outside one of the long-time pilots would be willing to kiss you like this.

That Innsmouth Look (+300 CP):
You are in the process of turning into a Deep One (You don't actually have "that Innsmouth look", at least, not until the transformation progresses some more). You can resist this process, but cannot stop it. There are no penalties to fully turning into a Deep One, but you will be unable to stay on the surface because you can't breathe, and the other Deep Ones are all fanatically devoted to their gods, Mother Hydra and Father Dagon—but not nearly as much as they are devoted to the god of their gods, known as Cthulhu.

Should Cthulhu be killed, you will go into a coma that will last a random period of time, between 1 and 528 years. The jump's duration will be paused until you wake up, after which it will resume; fortunately, even a partially-turned Deep One will never die of old age.

This appearance will become an alt-form after the Jump is complete. Should you not fully succumb, you will gain an alt-form both of however far the transformation progressed, and of a full-fledged Deep One appearance.

Abandoning Human Civilization (+400 CP):
After everything they had done, the Children could only barely be considered human by the end of the war. Ultimately, they decided to leave human civilization and go elsewhere. Now, when the final Angel is killed (other than yourself, should that be relevant), you will have to leave human civilization, and never return to it. You can return to protect Earth and its people, but you can never rejoin the civilization of humanity.

Jumper's Disaster (+400 CP):
At some point in the jump, things are going to depend on you. And you're going to fail. Your side might be victorious despite this, but your actions are going to result in millions of people dying horribly.

Foretold in Prophecy (+400 CP):
Looks like someone out there published the *Jum'per Fragments* at some point in the past, because now people in the know about the eldritch know that you exist and the time of your arrival. They don't know *where*, however, and unless your actions prove otherwise, will not consider you a threat to their plans, as the fragments do not detail your full abilities.

For another **+200 CP**, however, there is another book of prophecy out there that will be known to those in occult circles, *The Revelations of J-um'p-cha'n*, which explains your powers in full (using magical means of conveying information, on the chance that you happen to have more powers with more convoluted details than could be explained in any normal book). Everyone will consider you a threat to their plans, regardless of your intent, and will know what you look like.

Raging Souls (+400 CP): [Requires **Consume the Gods** perk]

The souls that you consumed do not rest quiescently within you. At critical points in time, the souls will rise up in rebellion against you; you can fight back against this, but it will use up much of your focus, leaving you unable to properly defend yourself or attack.

A Traitor Among Us (+600 CP): [Requires a companion]
One of your companions has been possessed by Nyarlathotep, whose incredible acting skills (and having access to the knowledge in the head of your companion) allows them to continue to act the part of a loyal companion… until such time as they will betray you. You will be forced to kill them; the Crawling Chaos cannot be excised from their body without their death, and when they die they will remain dead for the rest of the jump. Nyarlathotep will have access to all of your companion's perks and abilities while they are possessing their body.

You do not know which companion it is, and will forget about this drawback after the jump begins.

Power Incontinence (+600 CP):
Parts of your activatable perks and powers seep through from time to time as you feel emotion or allow yourself to get lost in thought. You can't control what it is, but it is bound to eventually get you in trouble—and no matter what "normality" perks you have, this is going to make you stand out as unnatural and making integrating into any sort of society difficult, even when it isn't directly making trouble for you.

Ignorant of the Dreamlands (+600 CP):
You do not receive the **Dream Training** or **Dream Walking** perks until after the jump is complete. You also do not receive a Dreamlands origin. However, you can train to enter the Dreamlands like everyone else can—but until you do, you lose any and all fiat-based protections against dream-based dangers.

The Suffering Continues (+600 CP):
Instead of 12 Angels (and the Seed of Azathoth), there will now be 18 (and the Seed), the same number of Angels that were in *Neon Genesis Evangelion*. Except this time, humanity isn't secretly an Angel; select 6 additional Great Old Ones known in the Cthulhu Mythos to be appear. They will appear at some point after Matriel appears, and before Oannes awakens.

For an additional **+100 CP**, there are now 30 Angels. For another **+100 CP** on top of that, you will have 60. For another **+100 CP**, you'll fight 100. For a final **+100 CP**, there will be 150 Great Old Ones appearing before the jump is complete.

The stars will be delayed, and Oannes' awakening may happen years after it was originally supposed to happen… but it will always happen before you leave the jump.

The Decision

So. Your time in this world has come to an end. Your mental and physical health are restored, should they have deteriorated from your time here, and you are once more presented with a choice, your final choice for this setting.

Do you Go Home?

Do you Stay Here?

Do you Continue On?

Notes

Children of an Elder God:

- Chapters 1-23
- Chapter 24, part 1

- Chapter 24, part 2

The authors have an occasional issue with spelling names inconsistently. Lorenz Keel has been written that way, but also as Lorentz Keele. The Angel Hayyel has also been Hayyael (which made it a touch annoying to figure out which angelological angel it was talking about, because Hayyel is the Angel of Wild Animals, and Hayyael is the Lord of Archangels, so I went with Hayyel, which fits Yig's snake theme better). So I try to use what I think is the "correct" spelling when I can. That said, the city Celephaïs is always written as Celephais in the story, so I decided to respect the authorial decision not to use the i-trema.

The prophecy of the Elemental Lords is never fully addressed. We don't know who represents what element, or even which pentad of elements is being used (Fire/Water/Air/Earth/Spirit, or Fire/Air/Water/Metal/Wood). We know Asuka is fire due to seeing her appear as a flame entity when her dream-self was exposed to the lantern of Ariel… but while she did demonstrate fire powers before fighting Cthugha and stealing his, it was only in the Dreamlands. Furthermore, none of the other Children have shown any powers of whatever element they might represent, other than the powers they got from the Angels they killed. So there's no real indication who is what… unless you try to match them by personality, but I don't know if that would be accurate. So despite mentioning the Elemental Lord thing, you don't actually get powers from whatever element you are in the prophecy, sorry.

The Evangelion names are Unit[number] in this story, not Unit-[number]. So Unit00, Unit01, Unit02, etc.

N^2 is written as N2 in this story, as is S^2 written S2.

Yui Ikari was absorbed into Unit-01 in the anime, but here she's part of Unit00. The Evangelions operate differently from NGE; Yui is an aberration, there are no other souls in any of the other Evangelions… unless the EVAs themselves have their own souls, that is. That's unaddressed.

Despite the name, neither the Young God origin or the Old God perk makes you divine.

Kaworu doesn't show up. I'm pretty sure he's the clones SEELE made with the DAGON Project to pilot the mass-produced EVAs, but that isn't actually stated in the story.

Atlach-Nacha's Angel name is supposed to be Matriel, not Matarael, even if Matarael was spider-ish in NGE.

In Neon Genesis Evangelion, 2nd Impact occurred in the year 2000. I'm not sure why the date was changed to 1999 in this story, but it was.

What Happened to the Kingdom of Joy:
Alright, this is a little complex. The Kingdom of Joy was (I think?) a planet circling Aldebaran. The person who would abandon his name to eventually become Hastur, the King in Yellow, was just an ordinary person there. He made a deal with Nyarlathotep to become his servant, and manipulated the Kingdom of Joy into destroying itself. In his victory he ascended into a Great Old One, and dragged the waking world of the kingdom into the Dreamlands, where he established Carcosa and twisted the natives into the Byakhee. Carcosa is both a city in the physical world (as seen in the calling of the Byakhee by cultists in an early chapter, who only needed to travel distance, not from dreams into reality) and a city in the Dreamlands (as seen in Asuka and Touji's quest to save Kensuke's soul). He then bound the spirits of his enemies in the Kingdom of Joy into the story of *The King in Yellow*, along with himself, to make performing the play into a way to summon him in his full power to a planet, which would pretty much promptly conquer it. When the ending to the play was changed, this freed everyone he had captured in the play, which allowed the Kingdom of Joy to exist again (but still in the Dreamlands). However, because the original Byakhee had reproduced, Hastur still had a host of Byakhee at his command, even though the original ones had been freed/turned back to normal/something, which is why Hastur still had an army even after the revival of the Kingdom of Joy. Well, not really "normal"—because their spirits had last been used in *The King in Yellow* to be played by humans, they also took the form of humans when the Kingdom of Joy was revived.

Or so I interpret it. Some questions regarding the Kingdom of Joy and Hastur aren't fully addressed in the story.

For reference, here are the names and notable features of the Angels/Great Old Ones and their servants, as well as some Outer Gods and Elder Gods. For the Angels, it will also list the changes to the Children/EVAs associated with having killed them. Note that the features gained by the EVAs appear to be "retractable". If you participate in killing one of these Angels while you have the **Consume the Gods** perk, you and your EVA will each gain one appropriate power.

- **Matriel/Atlach-Nacha**: An arachnid entity, presaged by a swarm of spiders that descended on Tokyo-3. Some spiders were as large as dogs, others as tiny as spiders could be. Atlach-Nacha itself had an angular body, and was clever enough to draw Unit01 into a trap. When injured, its blood turned into more spiders.
    - Made Unit01 turn silver-colored, and made it perfectly smooth, allowing to slip out of grapples and not be trapped by webbing.
    - Made Unit00 grow a pair of spider-like mandibles.
    - Allowed Unit00 and Unit01 to spew webbing.
    - Allowed Rei and Shinji to spew webbing.
    - Allowed Shinji to control and speak to spiders.
- **Cherubim/Byakhees**: The servants of Hastur, they are possible to kill with ordinary weapons, and pose no real threat to an Evangelion. However, they're still able to tear ordinary humans apart, so when a swarm of them was summoned to attack Tokyo-3, it posed a notable risk to the pilots. They used to be a normal, kindly, civilized species, but Hastur turned them into monsters.
    - Granted Unit00 and Unit01 the ability to grow wings.
    - Asuka killing Cherubim in the Dreamlands allowed Unit02 to grow wings as well.
    - Allowed Rei, Shinji, and Asuka to grow and retract wings.
- **Amaliel/Rhan-Tegoth**: Looks like a koosh ball. Its body is covered in tentacles, and it has sharp claws… unfortunately, it's tiny compared to an Evangelion. But don't take it too lightly; Asuka tried to mess around with it when she was disappointed in such a meagre opponent, but it still managed to rip Unit02's hand off. She promptly murderized it with extreme prejudice.
    - Granted Unit02 the ability to produce blood-, energy-, and memory-draining tendrils from its through, mouth, face, and shoulders.
    - Granted Asuka the ability to produce such tendrils as well.
    - Somehow granted Unit00 the ability to make pincers, despite Unit00 not being nearby at the time of death. Rei was there, however.

- **Salgiel/Ithaqua**: Looks very close to human—more so than the EVA units do—but does have longer limbs than an actual human, and glowing red eyes. It could manipulate the wind and snow with enough strength to hurl Evangelions, and was smart enough to extract N2 mines from a bomber it felled to use as weapons against humanity.
    - Turned Unit00 white, and granted it the ability to manipulate and control cold and ice.
    - Granted Unit01 fangs and claws.
    - Allowed Unit02 to heal at a rapid pace.
    - Granted at least Rei the ability to manipulate cold and ice.
- **Rahab/Ghatanothoa**: Resembles a great mass of limbs—tentacles, legs, arms, tubes, tendrils, and things that humans have no names for. Whenever you perceive it via light, its AT-Field starts to invade you, and will petrify you as stone. You can resist it with your own AT-Field, and it's possible for it just to slow your movements or briefly paralyze you before you fight it off. However, if it succeeds, you will be trapped in stone, every biological function halted but your mind fully aware, unable to move for all eternity… or until the stone statue you've become is destroyed, which will still kill you.
    - Gave Unit00 the ability to turn its arms into a mass of tentacles.
    - Gave Asuka the ability to breath water.
    - Gave at least Unit02 the power to use Ghatanothoa's petrifying gaze, but target what it effects.
- **Baraquiel/Hastur**: Summoned by having someone fully perform the play *The King in Yellow*, which retells the story of his destruction of the Kingdom of Joy. He slowly starts to influence the actor who plays his role as they practice, but actually possesses them (Kensuke, in this case) partway through the performance. Every actor in the performance becomes possessed by the spirit of the person they're acting, and everyone is forced to repeat the tragic story of the Kingdom of Joy's fall over and over again. Normal intervention isn't enough to change the story once it starts (although the play can be stopped by killing Hastur's already-dead host body, which simply sends the spirit of Hastur back to Carcosa); however, people with eldritch power of their own, with the interference of the Elder Sign, can interfere with this without simply stopping the performance. This can allow the spirits of the deceased to intervene—well, the spirit of Cassilda, who was the only person other than Hastur himself to know magic—and can be used to capture Hastur, who will be trapped by the

incomplete ceremony in the body of a mortal, and who can be caged by the Elder Sign without his full power. By doing so, and properly interfering in the completion of the story into which Hastur has sunk so much power, the Kingdom of Joy's destruction will be undone, and they will return to life to wage war against Carcosa.
However… every time the performance happens—even if stopped before its completion—the soul of his host is stolen away by Hastur and used to power the Throne of Nightmares in Carcosa, which grants Hastur ever-greater power. And the mere act of starting to perform the play properly has terrible effects on the entire city-wide area the play is performed, as people are gradually filled with fear, passion, lusts, sadness, or violence, and will do things they would never do normally.
Killing Hastur's host will not kill Hastur himself; it will merely banish him to Carcosa. One would need to travel to Carcosa via the Dreamlands to destroy the Throne of Nightmares in order to capture Hastur's soul.
    - No known abilities granted to pilots or Evanglions.
- **Hayyel/Yig**: Resembles a humanoid with a snake's head, and whose arms constantly flicker between having hands or being another serpent's head. It can produce illusions in a target's mind (though only a single target at a time), can manipulate storms, and can summon serpents from any conceivable hiding place (not protected by an AT-Field, at least), empowered with venom that can kill in seconds.
    - Allowed Unit01 to turn its arms into serpents.
    - Gave Unit01 venomous fangs and a coating of scales.
    - Allowed Shinji to turn his arms into serpents.
    - Allowed Shinji to create snakes.
- **Thrones/Formless Spawn of Tsathoggua**: A black slime that crawls into your body to eat you from the inside, residing in your empty skull and piloting your body to act as an infiltrator, even able to give orders with your voice. With enough of them, they're even capable of manipulating the body of stolen Evangelions, and are able to find openings in its structure to sneak into and then enter the Entry Plug to kill the pilot. Capable of being killed with fire.
    - Allowed Unit02 the ability to transform items into black, inky slime that acts like a Formless Spawn of Tsathoggua… or maybe that power came from Tsathoggua itself?

- **Orifel/Tsathoggua**: Resembles a hairy, smiling toad-creature made of stone. Very physically strong, but more importantly, cunning. Disguises itself as a statue, and sent its spawn to steal the additional Evangelions NERV had prepared for the Fourth and Fifth Children. He knows temptation very well, and nearly managed to convince Rei to abandon her human side.
    - Gave Unit00 a constant smile.
    - Gave Unit01 a beard.
    - Gave Unit02 body hair.
    - Allowed Unit02 the ability to transform items into black, inky slime that acts like a Formless Spawn of Tsathoggua… or maybe that power came from the Formless Spawn instead?
- **Seraphim/Fire Vampires**: Formerly known as the C'thal, before Cthugha turned them into his servants. They resemble sparks of flame, and spread fire wherever they go. Easily killed by an Evangelion's AT-Field, but their non-physical nature means normal weapons are useless against them. Water works, though.
    - Gave no powers when destroyed, but did provide a replenishing surge of additional energy, beyond the pleasure and power of killing something.
- **Uriel/Cthugha**: A huge living ball of flame. When summoned, it will proceed to slowly carve a ritual marker into the Earth that, when completed, will cause Cthugha to start expanding in size. Eventually, it will consume the entire planet. It doesn't really bother with hunting down enemies, just responding with lances of flame if attacked; these are powerful enough to hurl EVAs, but it prefers to complete its ritual and simply grow until it burns the entire planet to nothingness.
    - Granted Unit 00, Unit01, Unit02, and Unit03 the power to create and control fire.
    - Granted Rei, Shinji, Asuka, and Touji the ability to create and control fire.
- **Y'golonac**: Speaking the name of Y'golonac allows him to possess you. Even reading or thinking the name can provoke this, although he does not possess someone every time they say or think his name; it's a gamble. However, *any* name that is used for them works; for this reason, he was never given an Angel name. Referring to him by a title is safe, though, which is why he is known as the Violator. When he possesses someone, their body gradually turns into his own, which is larger than a human, with grotesque

proportions, no head, mouths of his hands, and both male and female sexual characteristics. He represents everything disgusting and wrong about sexuality, and when he kills people he tends to rape their dead bodies… His size is based on whatever he possesses, but because humans are the ones here who think his name, they are the ones he possesses, so he is quite small; he was killed by the Children outside of their Evangelions, although by that point they had accrued quite a bit of power from the other Angels they had killed… and Rei took it by surprise, as it was otherwise manhandling them. Unfortunately, its lustful nature infected the pilots who were present, giving them more desires; this was strong at first, but gradually died down to controllable levels… but not before Rei, who is new to emotions, was driven to rape Asuka, driving a wedge in the team that even Rei's jealousy over Asuka hadn't managed to accomplish. Although he can possess anyone who thinks/says/reads his name, he normally can't possess them for too long before the mind of the original host asserts itself and he is forced to leave, returning them to normal. Unlike Hastur, killing the Violator while he is in a host will truly kill him… but he's still an Angel, so he can't be killed without eldritch powers.
    - Gave Shinji, Asuka, Rei, and Touji the ability to form mouths on their hands.
    - Increased the lust felt by Shinji, Asuka, Rei, and Touji… much worse for Rei, though.
    - Allowed Rei to possess anyone who thought, spoke, or read her name.
- **Zuriel/Shudde M'ell**: The leader of and greatest of the Chthonians, it heats earth and metal and stone to lava-like temperatures, then burrows through it once it is soft. It can mentally attack, forcing people into dream-illusions of their worst fears and doubts made manifest. It's movement through the ground causes earthquakes. Said to be squid-like, but its depiction in the Cthulhu Mythos makes him more worm-like… I guess his head could be considered like a squid's tentacles?
    - Probably the one who allowed Rei to mentally stun people.
- **Burrowers/Chthonians**: They just look like smaller Shudde M'ells, although they have similar-but-weaker powers. But they're still big enough that NERV was initially tricked into thinking a single Chthonian was the actual Angel… before Shudde M'ell and a host of additional Chthonians showed up to attack the Geofront.

    - No particular powers were seen from this one.
- **Adam/Ubbo-Sathla**: Unlike the Great Old Ones listed here, Ubbo-Sathla is actually an Outer God… but one very much below the likes of Yog-Sothoth, or even Nyarlathotep. It is the origin of life on Earth, and was discovered by the Elder Things ages ago. When they realized it didn't care about what they did to it, they used it as a power source for their city in Antarctica and as a source of biomass to make servitor races like the shoggoths (which never actually show up in this story, sadly). It hibernated after the shoggoth rebellion that killed the Elder Things (also called the Old Ones), but a mistake when humans tired to activate the "organic power source" caused a massive explosion that vaporized Antarctica, as well as a third of Ubbo-Sathla's body mass and jettisoned it into the atmosphere, where it covered the globe. This was Second Impact. NERV then took the rest of Ubbo-Sathla's body and used it to make the Evangelions, LCL, and the DAGON Project. They believed in to be brain-dead, but when Shudde M'ell got close enough to it, it returned to consciousness. It was able to influence that which had a large enough percentage of its biomass in it; this allowed it to drive most people in Tokyo-3 to acts of madness (because humans are all distantly descended from it), speak to the Children and nearly subvert them, control LCL (outside of that inside an Evangelion, at least) and make it grow mouths and teeth, and give animation to the many clone bodies that were stored for use in Project DAGON, letting loose a tide of mutating Rei clones that devoured people into NERV.
  In terms of appearance, its body resembles LCL, but constantly bubbling and forming new life; it devours almost all of these lifeforms, but some manage to escape. These escaping lifeforms are capable of breeding with any form of life, and in doing so, its descendants are stronger than others of its species, resulting in them being superior in the struggle to evolve. Due to the periodic influence of Ubbo-Sathla, various people have different degrees of it within them, which gives different people varying levels of affinity for eldritch power, the ability to survive being exposed to its particles, or the ability to use sorcery or psychic powers.
    - Allowed Unit00, Unit01, Unit02, Unit03, and Unit04 to shapeshift their body freely.
    - Gave Rei, Shinji, Asuka, Touji, Hikari, and Anna the power to shapeshift their body freely. Body parts or bodily fluids that

separated from their body turned into small living creatures, or animated in some way.

- **The Seed of Azathoth**: This being never received an Angel name; at times, the Daemon Sultan Azathoth spews out a small portion of his mass, which travels until it hits a planet; it then devours the planet, including the very stone, until it grows into a tiny copy of its parent. To begin with, it is only a formless, blob-like mass the size of a small car, but it will rapidly grow if not stopped soon after its arrival. Unlike the other Angels, the "flavor" of its life force and soul is like drinking battery acid, but—even then, it isn't enough to overpower the exultation of feasting on the enemy, and it still provides additional power. Some particles of its body escaped destruction—they had no life and soul, so there was no risk of the Angel continuing to exist, but the exposure to them still mutated most of a village of people.
  It is *possibly* the Great Old One Ghadamon, who is also called the Seed of Azathoth, but in the Cthulhu Mythos Ghadamon was born from the flesh of human brains, not actually a piece of Azathoth. Then again, quite a few things are different in this story from the Mythos.
    - No observed powers were granted by killing the Seed of Azathoth.
- **Oannes/Cthulhu**: You should know Cthulhu by now. But you might not know that many of its various features are things that it stole from the defenders of previous worlds that it conquered. It is even larger than an Evangelion, and its psychic powers are so potent that had the Children not made a barrier to block its powers, it would have killed the vast majority of humanity as a mere byproduct of its conflict against the EVAs. As is, it still made plenty of heads explode and drove people who lived near the sea or in the equatorial belt to madness.
    - There was no time to observe powers or changes from killing Cthulhu before the Ceremony of Innocence was enacted.
- **Mass-Production Evangelions**: Made in secret by SEELE, having mastered the production of clone pilots with the DAGON Program. Only added here because there was a special ability gained from defeating them.
    - Being in the cockpit while Rei absorbed the life from a Mass-Production EVA allowed Misato to see from her flesh and hair in every direction, and see beyond the limits of light.
- **Deep Ones**: Cthulhu is served by the Deep Ones (including the gigantic Father Dagon and Mother Hydra, for Deep Ones never stop growing as long as they are alive), but it actually hates them for being only part-Xothian, so

will render them extinct should it be the victor in the Game of Gods. The Deep Ones' Xothian aspects mean that they die if Cthulhu is fully killed, but they're human enough that they don't register as having Angel energies by POLARIS. However, only fully-transformed Deep Ones will die; someone who is only partway through the process, like Ritsuko, will just go into a coma (for a few hundred years). They look like frog/fish people.
    - As they have no notable Angel energies, killing Deep Ones does nothing but provide additional power for killing them.
- **Xothians**: Also called Cthulhi or the Star-Spawn of Cthulhu, they look like tiny Cthulhus the size of a double-decker bus. Well, tiny compared to Cthulhu, at least.
    - If killing Xothians provides a benefit, not enough were killed to observe it.
- **Metatron/Nyarlathotep**: The Crawling Chaos, the Blind Ape of Truth, the Stalker Among the Stars, the Black Pharaoh, the Travelling Man, the Bloody Tongue, the Black Wind, the Pale Walker, the Whisperer in Darkness, the Dark Sailor, the Bloated Woman, the Dweller in Darkness, the Floating Horror, the Haunter of the Dark, the Skinless One, the Dark Wing, the Blind Faceless One, the Dread Messenger, Neil O'Tip, Abdul Kanephren… he has more names than he has masks, and his "1001 masks" is merely a metaphor—for he has a form for every species in the universe, and cannot be killed until each and every one of those forms has been slain. He is the Soul of the Outer Gods, for the Outer Gods do not care about anything; but he can rouse them to action… even as they can overpower and control him, should their unknowable whims allow it. He plays the Game of Gods on countless worlds; he threatens them, often with other Great Old Ones, in such a way that the world is forced to turn to eldritch powers to defend itself. They are then either conquered by the Great Old Ones, or—as Nyarlathotep prefers—they are victorious, and are then either destroyed or twisted into a servitor race by their own champions, who become new Great Old Ones. The entire purpose for this game? It's just Nyarlathotep being pathetic. He betrayed his own world before he became the Soul of the Outer Gods, and he wants to prove that everyone else in the same circumstance would have done the same. The Outer Gods may be utterly beyond humanity and might not care about any given species… but Nyarlathotep himself is, in some ways, surprisingly like a mortal, even if being exposed to the truth of him would still drive people insane. Hastur is

his servant, and he can assume Hastur's form to call in any debts or oaths owed to his servant.

- **Yog-Sothoth**: Only shows up when Touji somehow gets his attention, and banishes Nyarlathotep. He appeared as bubbles that contained the entire universe, and viewing it pulled you into that universe, which pulled you through space and time until you reached your current location, where you saw Yog-Sothoth, which pulled you through space and time, a recursive falling that steadily strips *something* away from you, until eventually it is gone; and the bubbles slowly envelop everything, you falling all the while, until it pops—and you realize that you have seen Yog-Sothoth, and that *Yog-Sothoth was not gone*, it simply ceased to be seen, for Yog-Sothoth was the Key and Yog-Sothoth was the Gate, and it was in all times and all places, and was always there and would never leave. But at least you aren't falling anymore, even if some part of you is absent for having seen it.
    - Yog-Sothoth was never fought; however, the act of successfully calling upon it branded Touji's soul, granting him the power to teleport, and Touji's AT-Field could be used to create black star-speckled spheres that could be used to pin things in place.
- **Azathoth**: Only ever spoken of, Azathoth is the Nuclear Chaos (as in "central", not nuclear power) and the Daemon Sultan, a blind idiot god who dwells at the center of reality. It is the creator of the universe, and its court of Outer Gods plays wild fluting music to keep it from destroying everything. Everything came from Azathoth, and is a part of Azathoth, and eventually all things—including souls—are consumed by Azathoth, and used to produce new material for the universe. Everything only seems separate from Azathoth because you cannot see reality at the highest level; individuality, separateness, the distinction between energy and matter, life and death, these are all illusions mindlessly created by Azathoth to divide pieces of itself, and the universe is a plot-less story that exists only to entertain it. Or so Nyarlathotep claims… but such an explanation fits the Cthulhu Mythos well, does it not?
- **Lenilda**: Probably an Elder God, a moon deity worshipped in the Kingdom of Joy. It isn't clear if she's unique to the Kingdom, or if her worship is more widespread. Not actually confirmed as an Elder God, but it is clear that she isn't aligned with the Outer Gods and has genuine power to give to her priestesses.
- **Nath-Horthath**: The Elder God who is the patron deity of Celephais.

- **Bast**: The Elder God of cats
- **Ariel**: The Elder God of truth
- **Orion**: The Hunter, an Elder God
- **Karakal**: The Elder God of fire
- **N'tse-Kaambl**: The Elder God known as the Shatterer of Worlds, who invented the Elder Sign. Unfortunately, she has never won against the Outer Gods, for all her attempts.
- **Oukranos**: The Elder God of rivers
- **Nodens**: Also called "Nuada", who bears a silver arm, and who is the Elder God of the deeps. Rides a giant shell pulled by eight winged unicorns. One of the few Elder Gods who still travels to the waking world.
- **God**: As in, the Christian deity. He… might be real? Asuka was saved from surrendering to Nyarlathotep by him… in a dream. Not even the Dreamlands, but a normal dream. Where he claimed that she and the other Children were all archangels incarnated into mortal flesh like Jesus… which just so happens to answer her fears that she was turning into a monster by saying she wasn't. She gets some memories of her time as an archangel… but she's also desperate to view herself as something other than an abomination. No other character comes into contact with God, and Asuka doesn't do so again. And there are a *lot* of things in this story that are quite incompatible with biblical lore, which really brings into doubt that the Christian God actually exists in this setting. But there is a possibility that he's there.

SPECIAL

All options in this section requires the **A Very Eldritch Christmas** drawback to have been selected. There are no discounts, however.

It looks like you've got Santa's attention, and he has some special gifts for you! Well, only one gift, and a few… potential deals.

Perks:

- **None Can Turn Aside His Eye (-200 CP)**:
  It is no longer possible to hide from you. Illusion and stealth fail, attempts to

prevent you from reading minds become ineffective, and protections against scrying fall apart.

- **None Can Deny His Passage (-300 CP)**:
  Your travel cannot be impeded. It is not possible to stop you from entering or leaving a location, other than by killing you. Your movements cannot be slowed, either.

- **Son of the All-In-One (-800 CP)**:
  Santa Claus is the child of Yog-Sothoth, and he knows all and sees all. And now, so do you… although your vision is quite specific. You now know all of the good and evil deeds of all people; you know every thought and every act that could be considered "naughty" or "nice", evil or righteous, bad or good.

- **He Is in All Places at Once (-800 CP)**:
  Like the Rider in Red, you are capable of existing at multiple points in space. This may seem like cloning, but in truth, they are all the true you, and thus if any of your "duplicates" are killed, all of you die. Your mind is perfectly capable of coordinating all the different yous. Despite the name of the perk, you are not actually omnipresent; however, you can appear in many places at once.

  Your spatial multi-presence also applies to whatever items you are wearing, as well as whatever vehicle you happen to be riding. Should you be riding a mount, or a vehicle pulled by animals, they can be duplicated as well (although the animals will revert back to normal once they have been disconnected from your vehicle).

  In addition, you receive the ability to distort time; this has a long recharge period, however, and is only usable once per year. Combined with the previous portion of this perk, however, it would allow you to visit every child on a planet within a single night.

Items:

- **Christmas Present (Free)**:
  You don't receive this when the jump begins. Instead, you receive this item

once every year, for the rest of your stay in this world, so long as you believe in the existence of Santa Claus.

If you have been nice, then you will receive a present of some kind, something that you need or that you would enjoy.

If you have been naughty, you will receive a chunk of coal. Just don't be like Gendo, who has received this option for forty years in a row.

If you have been a perfect balance between naughtiness and niceness, then for your remarkable achievement you will receive two presents; a toy made out of coal, and a plastic toy that resembles a piece of coal.

- **Unholy Miracle-Gro (-200 CP)**:
  Also known as Cellulose Growth Factor #3, or Dr. Akagi's Patented Plant Growth Potion. It can make any plant grow big and strong over a short period of time; it turned a dying, skinny, barren, pitiful excuse for a Christmas tree into a beautiful colossus that pierced through the roof of the apartment.

  However, it also animates the tree and turns it sentient, and makes it grow a mouth and the ability to use its branches as tentacles. However, plants enhanced by this formula are very polite, and are perfectly willing to survive on normal plant nutrients. But if an invader barges into your home, they will eat them. But they're polite and not messy eaters, so they won't get blood all over your presents.

- **Sprig of Balder (-200 CP)**:
  This consists of a sprig of mistletoe and a spear (also made of mistletoe). By holding the sprig over your head, whoever meets your gaze will find themselves driven to kiss you. The spear is only as effective as a spear made of mistletoe would naturally be; however, to any entity that has only one single, specific weakness, this spear will damage them as though it was made of that weakness.

  These items will resize to fit whatever is holding them, be they a human or an Evangelion.

- **Order of Saint Nicholas (-300 CP)**:
  Men in Kevlar-lined Santa suits, they are the last of the crusading orders, dedicated to protecting Santa Claus—and now you—from the freaks and lunatics of the world who seek to kill him (or you). They are extremely skilled operatives with a wide spy network letting them scout out any attempt people may prepare for eliminating Santa. They killed Stalin when he tried to do it.

  They also have a bizarre level of knowledge over every single present anyone has ever been gifted. They would not only know what present someone was talking about when they asked why they didn't get it, they'd even know that their mother took the present to burn as a sacrifice to Cthulhu and replaced it with science toys.

- **Santa Rules (-300 CP)**:
  The Santa Rules is a document developed and refined over the past 2000 years. This 3000 page-long work of art details the complex system of points by which Santa Claus and KRINGLE determine whether someone is naughty or nice. Everything is taken into account; not each individual possible action, but every category of action or thought. This has a decided tendency to lean towards practicality; the reasoning and cause behind your actions is less important than the results of your actions.

  By following this guidebook (and using a utilitarian calculator), then you can score yourself to determine whether you are naughty or nice. Depending on how naughty or nice you are, Santa Claus will leave you a present each year, which will be increasingly impressive the nicer you are.

  If you—legitimately!—manage to reach a score of "Saint", then you will be granted a single wish for that Christmas (although you do have to either send your request via letter or via email to Wishes@KRINGLE.NP). What this wish can be is limited to what Santa Claus is capable of; he can't provide a Planeswalker Spark or world peace, but he can make a distant father sincerely apologize to his son. Or give a girl her crush wrapped up in a bow. Santa Claus's might will grow should you visit settings where he is associated with additional powers and abilities.

Incidentally, “Killing Horrors from Beyond Space and Time” is worth 15,000 points each (except for Rhan-Tegoth, who was only worth 5 points), while a score of at least 55,000 points total is enough to qualify as a “Saint”. Negative points are naughty, but the worst you’ll get for naughtiness is a piece of coal, no matter how naughty you are.

You can only receive a present if you believe in Santa, however.

- **KRINGLE & Spies (-1000 CP)**:
  KRINGLE is perhaps the single most powerful computer in the multiverse, but the vast majority of its computing prowess is devoted to determining the niceness and naughtiness of all living beings. This is aided by Santa Claus’ extended spy network; while Santa knows every act that is naughty or nice, he lacks *context*, which is important for the Santa Rules. As such, he has a spy network capable of collecting information on every living person and funneling that information into KRINGLE, allowing for an accurate accounting of the moral status of any given individual for that year. With KRINGLE’s leftover processing power, however, it is still equal to the MAGI.

  And now, you have a replica of both this incredible supercomputer and the spy network.

Companion:

- **Caroling Colonel (Free)**:
  This experienced member of the Order of Saint Nicholas is an operative with more than two dozen years of experience protecting Santa Claus, countering government and cult attempts to hunt down Santa, and identifying and neutralizing threats before they ever become a problem. They’re just about as dangerous as it is possible for a mundane human being to be, and they have a lovely singing voice. But they’re thinking of retiring and seeing the world—or what lies beyond this world—for its own sake, rather than as part of the mission. Although otherwise mundane, they do have the ability to travel through chimneys and ventilation systems.

Scenario:

- **Merry Christmas to All**:
  Like all eldritch beings, Santa Claus follows certain rules. One of which is that he can only deliver presents (or coal) to people that believe that he exists. But this limits his present-giving to only those who follow a Christian tradition (or who follow certain cults), and children of all faiths (or lack thereof) deserve something special on this winter holiday.

  So, seeing your nature, Santa Clause has recruited you, for your first year in this world. You will need to visit the location of every single child who doesn't believe in Santa, and deliver them at least one present… or, if they were an especially bad child, a piece of coal (nothing prevents you from giving them a present of your own accord, though). You will be provided with this year's copy of The List, which determines the naughtiness or niceness of everyone worldwide, regardless of whether they believe in Santa Claus or not.

  However, if you'd like to go the extra mile… Santa still delivers to adults who believe in him, so it's only fair to deliver to adults who don't believe in him, as well. If you give a present (or piece of coal) to every single person on the planet who doesn't believe in Santa, you will be given an additional reward.

  You also get an additional reward if you volunteer to participate in every Christmas for the duration of your stay.

  You will receive access to all scenario rewards on a provisional bases during Christmas, if you participate; however, you only get to keep them after the jump is complete, and only to the extent that you completed the scenario.

  If you want to succeed, you will need some method of reaching all those people within a single night, which this scenario does not provide.

    Rewards:
    For bringing a gift (or piece of coal, for the naughty ones) to every child who didn't believe in Santa Claus, you will receive a bag. This bag feels full, but doesn't weigh very much. When you reach into the bag and think of a specific person, you will pull out something they would enjoy as a present—but only if you intend, and try to, deliver that present to

them. At your discretion, the present can be pre-wrapped. You can instead pull out a lump of coal, should you so desire. Either use of this bag can only be done once per year for each individual, however.

Furthermore, you develop the ability to consume a limitless amount of food and drink, without ever gaining weight beyond what you want to look like or negatively affecting your health.

For delivering a gift or piece of coal to every non-believer on the planet, you will gain the ability to travel through ventilation systems like chimneys; as long as a location has some method for air on the outside to enter it, or for gasses on the inside to be vented outwards, you will be able to travel safely, swiftly, and silently through that passage, no matter how narrow it is.

For delivering to every child on Earth who didn't believe for every Christmas of your stay, you receive a large sleigh, pulled by nine reindeer who used to serve as reserves to the more famous of Santa's reindeer. These can fly, and grant the sleigh the power of flight as well; they are capable of traveling at relativistic speeds safely, without the time dilation effect that would normally be associated with such speeds.

If you went all-out and delivered to every single person, adult or child, who didn't believe in Santa Clause for every single year of your stay, you get an additional **+800 CP** to spend on any previous jump document you have been to before, or on the Special section of this jump.

Changelog:

- Version 1.1
    - Increased the prince of **Servitors** item so that you could properly discount it
    - Spelling and grammar corrections
    - Added an item stipend
    - Expanded **Certainty of Existence** to protect your items
    - Created **Story's End** endjump scenario
    - Added bolding to options in the changelog
- Version 1.0

    - Spelling and grammar corrections
    - Some rephrasing here and there
    - Provided links to the fanfic
    - Created the **Thorabonian Crystal** item
    - Awakening humanity now helps prevent things like murder
    - **Knight-at-Arms**' ability to let you be skilled at unfamiliar weapons now applies to unfamiliar mounts, as well.
    - **POLARIS** can now scan outwards from the planet
    - Clarified that **Monstrous Form** only allows you access to the shapeshifting abilities of **Fluid Form**
    - Renamed Begotten of Ymir to **Divine Progeny**
    - **Joy to the World** now sends to you a variation of the setting where the King in Yellow is guaranteed to be performed and the story changed, so you don't have to worry about intentionally letting people die, or be concerned about the repercussions of your actions preventing the scenario from happening.
    - Created the **Ceremony of Innocence** scenario
    - Lessened the severity of **The War Never Leaves You**
    - Altered the pricing of many drawbacks
    - Created the **Foretold in Prophecy** drawback
    - **Santa Rules** now lets Santa Claus get stronger if you go to a jump where he has additional powers.
    - Added a **The Decision** section to properly end the jump.
    - **He Is in All Places at Once** now lets you duplicate vehicles and the animals that pull them.
    - Created **Caroling Colonel** companion
    - Created **Merry Christmas to All** scenario
- Version 0.5
    - Created jump

