

Neon Genesis Evangelion: ANIMA Jump

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Introduction

Welcome to the world of Neon Genesis Evangelion. This time, you're arriving in a different world than you know. Maybe in an alternative timeline or maybe not, who knows. In this world, Kaji escaped from his executioners and warned Nerv in time to prepare for the attack of the JSSDF and Seele. Thanks to his intervention, the Human Instrumentality Project was doomed to failure as the Mass Production Evangelions offered Asuka and Unit-02 to the altar of light as sacrifices instead of Shinji and Unit-01.

In a few words, this is a world where the Third Impact didn't happen.

But, right after the battle, the corpses of six of the nine Mass Production Evas vanished together with Seele. While the world rebuilds itself and people regain peace, this threat remains hidden, waiting for the moment to return.

As a way to find this threat before they attack humankind again, Nerv equipped three Unit-00 with the remaining MPE's S² Engines and Gamma Ray Laser Cannons, each one of them piloted by a mindless Rei clone (Rei Quatre, Rei Cinq and Rei Six), and sent them to space, forming the Sword of Damocles network. At the same time, the governments were suspicious of Nerv and used their influence to force it to dissolve in different organizations, with the original Nerv becoming Nerv Japan, while its other branches becoming Nerv Euro and Nerv USA.

You'll arrive in this world three years after the battle in the Geofront. You have a day until the appearance of the black giant Armaros on the Moon and the corruption of Rei Quatre, an event that will bring back the horrors of the Human Instrumentality Project. There is no way to stop it from happening. You'll spend ten years in this world. Good luck.

+ 1000 CP

Origins

Your gender is the same from your last jump and your age varies according to your origin. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In. Regardless of which origin you chose, You'll be a Lilin, more especially a human, descending from the Primordial Ooze released by Lilith.

1. **Pilot (200 CP):** You're an Evangelion pilot, with an appropriate history, background and memories. You can either be one of the original pilots, one of the candidates that study in the same class as Rei Trois, Shinji and Asuka. If you aren't working in Nerv Japan or for Seele, you're probably part of an experiment, as the other organizations don't have access to all the Evangelion-related technologies. Formerly, just the fact of you being a possible pilot means that you had some kind of personality disorder that would justify why your Evangelion works, but this isn't needed anymore. Your age is 12+1d8.

2. **Commander (Free):** You were given an authority position in whatever organization you're currently in, being one of its leaders (unless you're affiliated to Seele, because its members have already gone to the next world, with you and a vessel being the only ones that remained behind), but there will still be a few others above you in the hierarchy. It's your responsibility to make choices and endure the consequences of said choices. Your age is 20+1d8.

3. **Specialist (Free):** It's not just metaphysics, politics and espionage that this world is made of, but also science. You're a (wo)man of science, regardless if you have a focus on neuroscience, metaphysical biology, engineering, weapon manufacture, tactics, computer science or any other field of science you want to be specialized in. There is a lot of work on developing new technologies, be it related to the Evangelions or not, and soon will also have much more work on repairing the damage caused by the constant battles. Your age is 18+1d8.

4. **Intelligence Department Agent (Free):** Never underestimate the value of an Intelligence Department when leading with humans and their organizations. You're one of the agents responsible for gathering information, spying rivals and enemies, making deals behind the scenes and general manipulation. In a few words, you're basically a spy. Try to not get caught when working. Your age is 16+1d8.

5. **Rebel (Free):** They tried to force you into a role of their choice, but you decided to fight against the fate they chose for you. Like Rei Quatre, you're bound to eventually rebel against any authority trying to control you, exactly

like how she rebelled against Nerv and managed to free herself from the manipulation ability used by the Seele's Vessel. Your age is 14+1d8.

6. **Heir of Seele (200 CP):** Seele is a secret and mysterious organization whose influence and power is way beyond than anyone initially thought, but they can't be found anywhere in the world. This is because all of its members have already gone to the next world. Well, while they may already be gone, you inherited their will and decided to ensure that this world reaches its end and a new world be born, accompanied with a new attempt to finish the Human Instrumentality Project. Your age is 18+1d8.

Affiliation

In times like this, it's needed to choose a side to ally with, as it'll take time until humankind finally notices that disunited they'll fall. You need to choose which organization you're affiliated with, with each of them having its own perks, with two of them being exclusive to specific origins, and its own items.
You'll start in one of the bases of your chosen faction.

1. **Nerv Japan (Free):** After Nerv's dissolution under the pressure of Seele, the United Nations and the Japan Government among others, the main branch reformed as Nerv Japan, being organizationally a part of the JSSDF, but remaining a force independent from it, as was done just as a matter of convenience, since legally speaking the JSSDF is the only organization in Japan that can maintain and use large scale weapons. After its old HQ was isolated from the outside world due to Lilith's Chronostatic Sphere, a new base was built in Hakone Caldera, now a UN-leased territory. The only organization with authority over Nerv Japan is the United Nations, but the relationship between the two organizations is marked with tension.

2. **Nerv Euro (Free):** After Nerv's dissolution, Nerv-03, whose main base is located in Germany, reformed as Nerv Euro and currently has a much better relationship with the UN. They hold grudges against the Japanese branch because they consider the ownership of Unit-02 as their right. Due to being responsible for building the first Production Model Evangelion, they retain many Evangelion technologies, including a few Testbed Bodies used to develop new equipment for Evangelion-use. If the canon events happen, Nerv Euro will acquire two QR Signums and use them on one of these bodies to build their own Evangelion, the Euro Eva Heurtebize.

3. **Nerv USA (Free):** Publicly, the American branch of Nerv dissolved after the incident involving the Impact-like event caused by the overheat of the Unit-04's S^2 Engine, but, in truth, this is just a story told to cover up, enabling them to continue various projects out of the spotlight, using resources from the Federal Government. This enabled them to work with some more ethically questionable projects without needing to worry about public opinion and pressure from religious groups. Their main project involves genetic manipulation, focusing on splicing animal genes on humans and Evangelions in a try to reduce the requisites for someone to be a pilot. Unlike Nerv Euro, Nerv USA has a better relationship with Nerv Japan and would be willing to help them if needed.

4. **JSSDF (Free):** The Japanese Strategic Self Defense Force is a conventional military organization under the joint control of the United Nations and Japanese government with the task of protecting Japan. In 2015, following the

orders of Seele's superiors, they attacked the Geofront, but they were defeated by Nerv's forces. In the present day, they apparently learned their lesson and won't attempt to attack Nerv Japan, being one of its allies, despite the remaining tensions due to Nerv's Japanese branch staying located on a UN-leased territory. With the collaboration of Nerv Japan, the JSSDF is currently developing anti-Angel weapons, like the Akashima and directed energy weapons, including the Maser Howitzer.

5. **Seele (200 CP/Free and Mandatory to Heir of Seele):** All the events that happened in Neon Genesis Evangelion were influenced by this mysterious and secret organization, which had a significant influence over the world's governments and Nerv until their disappearance after the failed Third Impact. Seele has existed since much, much time ago, being founded by a man known just as Noah and initially, disguised or not, as a religious organization that funded investigations into relics of their faith. At some point, they discovered the Dead Sea Scrolls, a set of documents created by the First Ancestral Race to serve as a manual on the use and purposes of the contents of the Black and White Moons, the Seeds of Life and the Spear of Longinus, that became their primary guide and established their philosophy. By using the content of the scrolls, they created the Human Instrumentality Project, whose goal was unite the human race as one, thus ending all the wars and individual struggles of mankind, and sequentially unite with Lilith and Adam, elevating the human race to the next stage of evolution, as a being on par with God. Unlike many may think, this project already failed countless times and every time it failed, the world was destroyed and a new one was born, establishing a cycle that would just end once the Instrumentality succeeded. This current world's Instrumentality has already failed, so, for now, the only goal remaining for those that work for Seele, like you, is to ensure the end of this one and prepare the birth of the next world. You're not on the humans' side this time.

Perks

Each perk is discounted to their respective Origin or Affiliation. Discounted 100 CP perks are free.

Pilot Perks:

The Sixth Child (100 CP): You fulfill all the requisites needed to be a pilot, enabling you to synchronize with an Evangelion as long as its soul has some degree of compatibility with you, without needing to have an appropriate backstory or some kind of personality disorder to do it. This perk alone just grants you a basic capacity on piloting and synchronizing with your Eva, so if you want to become better at it, you'll need to train by yourself or purchase other perks.

What Defines Me (200 CP): Most people sincerely don't know what truly defines what they're, but you aren't like them. You know exactly who you are and what makes you unique, be it a concept, a name, a favorite color, a personality trait or whatever, there are many things that make people unique. In truth, this is something very personal in the end. But, regardless of what defines you, you also gain a benefit due to knowing exactly who you're: you have a strengthened sense of self, capable of much more easily and confidently resisting manipulation from both silver-tongued people and those with mind-affecting abilities. Your sense of self allows you to choose exactly what parts of your mind and ego interact with any hiveminds you might join, this way allowing you to keep secrets and preserve your identity and self-image even if such things would normally be washed away by the masses or by the pressure of beings with minds and power beyond mortal comprehension. This also allows you to keep your self image and physical form if you are forcefully absorbed by any force.

Immersive Synchronization (400 CP): Your natural aptitude at piloting your Evangelion enabled you to learn a trick that would just be capable by a pilot that shares their very soul with their Eva, literally.
By focusing completely in piloting your unit while having an Sync Rate equal or superior than 100%, your consciousness will temporarily exit from your body and enter in your Eva to directly control it and any of its technological components, reducing the time needed to your Eva responds to your commands to basically nothing, as well as greatly improving your synchronization by at least a solid 40%. This trick can also be applied to any vehicle and mech that you pilot, with synchronization with more advanced/complex vehicles having better results.

Adam's Proxy (600 CP): At some point of ANIMA, Kaworu's spirit will tell a myth to Shinji, one that tells that, to become closer to divinity, Adam separated from his mortal self, but it eventually became the Serpent that later tempted Eve.
Later, Shinji reached the conclusion that he is the mortal shell of Adam, the Serpent (Although, I personally believe the Serpent in the myth was actually referring to Armaros and not Shinji) and there are some signs that also indicate this.

Regardless if this is true or not, even if you're still a human and not a humanoid Angel like Rei and Kaworu, you're a existence close to what can be called Adam's mortal shell, by having part of Adam's physical data infused into your being.

The first benefit granted by your nature is authority over the First Angel's progeny, enabling you to control Angels and Adam-Based Evangelion units. You can directly control up to three non-intelligent Angels at once as long as they're no other thing controlling them, but, as what gives the will to an Evangelion is the human soul located on its Core, you won't be able to control them like you can do with Angels, so this just manifest as being much easier for you to synchronize with these units. Even if you can control Angels, it's a shame that there are no more living Angels and this ability won't work on their embryos that are controlled by the Angel Carriers.

The second and last benefit is an ability that normally could just be used together with an Evangelion, but as you're paying a special price for this, you can use it even as a human. By consuming your reserves of energy as fuel, you can summon a cloak of flames around yourself, which don't affect you and those that you consider as allies, but that burn hot in everything else. You can use any form of esoteric energy you have access to, like mana, psychic energy, ki or chakra for example. The more energy you use, the hotter and bigger the flames will be and, if it reaches a certain size, it'll form an avatar of Adam made of condensed flames. At a human scale, the avatar will have be around three meters tall and its strength will be around the same level of an average Eva, but, when used in conjunction of an Eva, the avatar will be slightly taller than your unit and its strength will be around the 500 CP version of the **Seed of Life** feature. Additionally, the flames aren't exactly true fire, but more akin to an AT Field, working similarly to an offensive field capable of corroding opposing fields.



Commander Perks:

A Free Heart (100 CP): It's so sad to see how many people like to toy with others' hearts and manipulate them by using their own emotions, like how the Seele's Vessel tried to manipulate Misato by using her love for Kaji. You're not an emotionless commander, but you know you can't just let someone manipulate you this way when you have a lot more important things to care about.
You have an extremely strong willpower when it comes to resisting emotional manipulation/blackmail, so even if you still have emotions like any human, they aren't weaknesses anymore.

Charismatic Leadership (200 CP): Thanks to commanders like Gendo Ikari and Keel Lorenz, we're used to leaders with an aura of intimidation and who are cold and calculating, but this isn't the case of the current leaders of Nerv Japan, like Misato and Toji, who are considerably much more charismatic than their predecessors. Like them, you fit perfectly in the role of a charismatic leader, having all the key characteristics of one, which includes very good communication skills, enabling you to easily motivate and charm people with your words, and letting much more easily understand the actions and motivations of the people around you, which, combined with the fact of you being strong communicator, enables you to manipulate them into doing what you want. In a few words, you're what can be called a silver-tongued commander. Obviously, your charisma is still just mundane and isn't mind control, so it isn't everyone that can be convinced and/or manipulated with words alone.

Dealing with the Devil (400 CP): Since the battle against the Angels until the current days, I can count with the fingers of a hand the number of organizations that really are allies with Nerv Japan. Thanks to this situation, the leaders of the Japanese branch are forced to negotiate with those that are hostile against them many times. As a proper commander, you have a better time leading with situations like these than most people. Everytime you send a message to someone that is currently hostile against you and/or the faction you're currently affiliated with, they'll take you seriously and pay attention to whatever you want to say to them instead of just outright ignoring you like how most of your enemies normally would do in these cases, as well as don't treat any of your offer with some kind of irrational judgment due to your nature and even previous actions. Furthermore, if they're willing, you'll be able to invite them to have conversations/negotiations in person without worrying to be walking right in a trap, as long as you also don't have any intention to attack them during or right after the negotiations.

Tainted By The Angel of Fog (600 CP): You accidentally became involved with the incident caused by Bardiel three years ago. Maybe you were a part of Nerv staff, or someone infiltrated among them, and suffered an accident during the recovery of components of Unit-03 or maybe you were a pilot that tried to fight the infected unit, but, regardless of it, you entered in contact with the Angel's remains and were contaminated by it. Fortunately, Toji was infected before you, so he became the

vessel for Bardiel's soul, resulting in the infection within you becoming dormant, until now, when it awakened. Due to the lack of its soul, the Bardiel's infection within you is active, but under your control, enabling you to manifest its fungus-like ooze outside your body and control its growth and effects. This first benefit it brings to you is its capacity of mutating and enhancing its hosts (including you), allowing you to greatly increase your physical attributes to above peak human levels, extend your limbs to amazing lengths, grow extra sets of limbs, among others that the Angel didn't have enough time to show due to the Dummy Plug-controlled Unit-01.
Additionally, by completely infecting biological beings or machines using the fungus-like ooze, you'll be able to control them, overwriting any other form of control over it. But while you'll be able to control their movements and actions and even enhance them using mutations mentioned above, you won't be able to control their minds if they're sentient. There is no defined limit to how much the ooze can grow, so, with enough time, you could even take over an entire Evangelion in a way similar as Bardiel did in the past.
Lastly, you won't need to worry about the infection within you trying to control you or recovering its free will if it grows powerful enough and, even if Bardiel dies, its soul won't be able to enter in your body and make you its vessel.

Specialist Perks:

Your Own Speciality (100 CP): Even in a crazy world like Evangelion, to be a specialist someone must have a speciality in something, so obviously you aren't an exception to this rule. You have enough knowledge to match three Ph.D in three different fields in science or technology of your choice, be they neuroscience, physics, engineering, weapon manufacture, tactics, computer science, literature or whatever you want.

Improvised Science (200 CP): A brilliant mind can make wonders when they have the needed tools and resources and enough time to work with, but how can someone be called a brilliant mind when they're highly limited to the resources they have access to?
With this in mind, you trained yourself to be able to improvise in any situation with the tools and resources you have, by recycling damaged components, switching materials by compatible substitutes, creating improvised tools to use and do some temporary quick fixes to make your equipment functional again. You're not on the same level of MacGyver and other similar improvisation masters yet, but you'll know how to work very well even if you're low on resources and tools.

Smaller and Better (400 CP): You have a special talent that probably will annoy Maya a lot if she saw some of your creations. You're able to miniaturize any form of technology you're capable of building up to 25% of its original size, regardless if you learned how to build them by yourself or thanks to a perk, but not only this. Any miniaturized technology, while they'll lose raw power in comparison to their normal sized versions, will be even more efficient than before, consuming less energy/fuel in a way inversely proportional to how much it was shrunk. You could miniaturize the UX-1 Allegorica unit and make its wings no bigger than an Evangelion arm for example.

Limitless Imagination (600 CP): Human imagination has no limits, as, after all, we're the ones that ate the Fruit of Knowledge.
Your mind is greatly enhanced, being blessed with an unending creativity and inspiration when it comes to discover and develop several ways to solve problems and to utilize supernatural artifacts/power sources in your creations, regardless if they're magical, biological or technological in essence. You would need just a few days of research to find safe ways to use a corruptive mystical artifact that you didn't have an idea of what it was.
Using a canon example to give you an idea of the effect of this perk: it took less than a week for Nerv Euro's scientific team to discover the effects and properties of the QR Signum and develop a way to take advantage of its properties by using it to animate the Euro Eva as well as the False Plug to protect its pilot from mental contamination, something you would be capable of doing with the same amount of time, but alone without needing a team of scientist to assist it.

This perk’s blessing stacks and is enhanced with each intelligence enhancement and science perk, including the ones from this jump and those from other jumps, that you have.

Intelligence Department Agent Perks:

Spit On The Face of Death (100 CP): While you aren't one that will face your fellow humans in battle or even fight the godlike Angels, your job is still a dangerous one and have come close to death a few times in the past.
Thanks to it, you already accepted this risk and, when the day you look death in the face reaches, you'll spit on it. While you aren't suicidal and still value your own life, you no longer have any fear of death, enabling you to remain with clear head, not one clouded by fear, and still make decisions during situations of risk of life.
You're basically the kind of person that would see your executioner and still say "You're a little late, aren't you?" to them.

I Won't Die in a Place Like This (200 CP): You're a pretty tough guy/girl. You have a durability worth of legends, in human standards at least. You can hold your breath for several minutes, resist most mundane poisons and toxins, survive being shot a few times in the torso when a normal human could die with just a single shot, easily ignore pain and even continue to move despite fatal injuries. This kind of durability is what is needed for someone to continue walking for a bit even if their head was cut off. You'll continue being just as durable even in other Alt-Forms, so, if you were an Angel for example, you could even survive from having your Core pierced by a Progressive Knife.

Information Dealer (400 CP): In a world like this where many important things remain confidential, important information has its own special value to those that are capable of recognizing its true importance.
While this perk doesn't improve your ability to investigate things and people, it greatly improves your ability to find people that would want to gain access to specific information and to better negotiate prices for said information. Be it military-industrial secrets, confidential information hidden from the public and exclusive to higher ranking personnel, personal secrets that can be used as blackmail or whatever other things they be, you'll always be able to find at least one person that would be willing to pay an appropriate price for them. Obviously, the more important and confidential the information is, the easier it will be to find someone interested in it and more people will be interested.

Treasure Seeker (600 CP): Even in a world where "most" of its treasures were already found and cataloged, there are many more precious gems waiting to be found by someone like you.
Going straight to the point, this perk greatly improves your ability to find and investigate clues that lead to any form of treasure, be them chests filled with gold coins, reserves of hidden natural resources, ancient fossils or even artifacts of technological/mystical nature that were left behind by their original owners.
As just one person, you're probably as effective as a dedicated team of researchers and operatives when it comes to searching and investigating clues and treasures by

themselves, and if you do happen to work with a team and with more resources, you're that much better.

Rebel Perks:

Chaotic Personality (100 CP): Chaos is made of contradictions in essence.
To say something and do something opposite shortly thereafter could also be called a form of chaos, more specifically a chaos that is also part of your personality.
Even if you don't exactly fit in the above mentioned example, when someone tries to understand your motivations and intentions and to predict your future actions, they'll reach the conclusion that it's impossible to understand what moves you, making you a complete wild card, with no one able to predict your actions and thoughts.
The only trustable way to predict your actions would be literally seeing the future, or at least the near future, and even this may fail sometimes.

Born From Fear (200 CP): After the initial incident involving Armaros' influence over the Sword of Damocles network, the three Rei clones developed minds and souls of their own and gained self-awareness as result of mental contamination, with each one of them born from a specific part of Rei Trois' psyche. Rei Cinq was born from the part that she shows to other people and Rei Six is the embodiment of her childish self, while Rei Quatre can be described as the fears of Rei Ayanami made flesh. Much like Quatre, you share a deep connection with fear, be it your fear or of other people, even if not to the same extreme degree as her. You're a true specialist when it comes to understanding fears and phobias, being capable of reading people as if they were open books to discover what fears, phobias and/or traumas they may have, as well as also knowing the best ways to trigger said fears on them if needed. On the other hand, you also have a perfect understanding over your own fears, letting you to identify what causes fear on you and why and to shut down any fear you feel at will if you want to.

Dark Affinity (400 CP): As someone whose rebellion is a part of your very being, you have a incredibly greater affinity with any form of dark energy/power, allowing you wield and control said power considerably easier and with much less drawbacks and side effects, including any kind of mental, spiritual and/or physical corruption they would cause normally. While even someone powerful like Rei Tros would already start to receive damage from the strain caused by the usage of Armaros' darkness power and by the corruption it causes and to even suffer some physical alterations due to it, you would be starting to feel the first side effects of using a power like this. You won't be outright immune to the corruption caused by using this dark form of power, but you'll resist them much longer than any other being that doesn't share this same dark affinity.

Rebellion Against Your Own Weakness (600 CP): Even if all of Rei's clones were exposed and contaminated to Armaros' darkness power, none of them has so

changed by it as Rei Quatre herself. That darkness became a part of her being and granted her own form of dark power, to the point that she was able to induce a mutation in her Unit-00 and use Armaros' power without any strain.
As a fellow rebel, you share this same trait: the power of adapting your being to assimilate the powers of your enemies and allies, allowing you to acquire said powers after being attacked/affected by them once. This doesn't allow you to copy/steal power levels and copy specific techniques, as you're basically adapting yourself to gain the potential to use these forms of power and to learn specific techniques rather taking them from your targets, regardless if you would be capable of using them or have the requisites needed to use them. Similarly, unique powers that are truly unique may cause you to acquire similar powers instead, like acquiring a Stand of your own instead of copying a specific Stand or gaining the ability to transform into a generic Titan instead of one of the nine Original Titans.
For example, if a demon from Nanatsu no Taizai attacks you using their Power of Darkness, you'll gain the ability to also use the Power of Darkness even if you aren't a demon or even if you're a member of the Goddess clan, which normally would make impossible to you hold this power.
In a similar way, if you're in the world of Mushoku Tensei and are attacked by a magic user using the Great Fireball spell without an incantation, you not only will become able to use magic in general if you aren't before, but also will gain the capacity of using fire magic and more specifically gain the potential to learn how to use voiceless incantation to cast fire spells.

Heir of Seele Perks:

Deactivated Friendly Fire (100 CP/Exclusive to Those With Seele Affiliation): Even before the battle on the geofront, you already worked for one of the members of Seele, so you aren't a random someone that decided to become the heir of their will. This specific member of Seele decided to do a good action and programmed your data into the programs used by them. Thanks to it, any autonomous machine controlled by Seele will recognize you as friendly and won't attack you unless provoked or directly controlled by someone else. This includes the MPE, the Angel Carriers, the Törwatchers, Armaros and the Mark.04 series Evas for example.
Those affiliated with Seele receive this perk for free for the duration of this jump, but, by paying 100 CP (free for Heir of Seele), they'll retain this perk post-jump and it'll continue to affect the Seele's machines even in future worlds.

I Think This is Where I Say "Poor Me" (200 CP): This phrase is exactly Ryoji Kaji's last words before he became the Seele's Vessel due to having his mind overwritten by the collective memories and the souls of the organization's members.
Fortunately, you aren't him, as you trained your mind to be able to separate your own memories from any information that is inside it but isn't original from it, meaning you're completely capable of differentiating your memories from false memories that were implanted in you. This also protects your psyche and ego from being overwhelmed and possibly overwritten due to any information that you received, like an ocean of memories and knowledge or knowledge from beings beyond mortal comprehension that are being directly injected into your mind for example.

Not So Simple Backstory (400 CP): Your backstory isn't so simple like a "random someone that inherited the Seele's will", as no random someone could become their true heir if it wasn't for something. Maybe you were an Evangelion pilot that decided to obey the members of Seele instead of Gendo and Nerv, a scientist that was part of the Project E and was hired to work directly for Seele later or even one of the Nerv's officer/inspectors whose main task was to spy and supervise their actions. These are just some examples, but, even if you abandoned your previous role to become a Heir of Seele, you still retained some of your talents that you gained thanks to your past.
By taking this perk, in this jump and in each future jump, you'll be able to purchase a single perk that would be exclusive to those that have a specific origin, species and/or affiliation, without needing to fulfill the requirements, as long as you comes with a appropriate explanation of why you have access to them when you shouldn't normally.

Knowledge From Past Worlds (600 CP/Exclusive to Seele): While investigating one of the many secret Seele bases, you found a special visor of the same model as the one that was used by Keel and will be found by Kaji soon. Maybe it was just

curiosity, maybe you just wanted to pretend that you were an important member of Seele or maybe you knew exactly what the visor was, but, regardless of the exact reason, you decided to put the visor on and, by doing this, your mind was flooded by the collective knowledge of almost every member of Seele.
Fortunately for you, the visor you used was a backup plan if the main one were lost, so it lacked their memories, consciousnesses and souls, so your mind wasn’t overwritten by the visor and you retain your free will. Despite this, you still gained the entire collective knowledge of almost every member of Seele until this point. Obviously, even their knowledge isn't absolute and there are lots and lots of things they don't know, so that's not omniscience at all in this setting.

Nerv Japan Perks:

Unexpected Good Looks (100 CP): Curiously, from the crew members, like Makoto and Shigeru, to the commanders, like Toji, Maya and Misato, and to the pilots, like Shinji, Asuka and Rei, most of the Nerv Japan personnel tend to have good looks, either by looking handsome, beautiful, delicate, strong, cute, hot or whatever, but almost always looking good. You're a prime example of this, having a clearly 10/10 appearance and considered beautiful, handsome and/or cute to almost everyone that would be attracted by your gender/species or just by those of your preferred gender(s). As a little bonus, you'll also always remain clean and any wound won't leave any permanent mark that would damage your appearance.

Calm During the Storm (300 CP): The people working for Nerv Japan already went through a lot of extremely difficult situations, from the attacks of all the Angels until the battle against humans during the attack of the JSSDF and Seele, so most of them, including those that act as supports, are battle-hardened veterans, making them capable of staying calm and rational (at least most times) even when facing world-ending threats. Even if you weren't a part of the united Nerv before its dissolution in three different organizations, you share this same characteristic with your coworkers, enabling you to directly face monsters like the Angel Carriers and Armaros without becoming paralyzed or making wrong, irrational choices due to fear, anger and other similar feelings.

Four Bodies, One Soul (400 CP/Exclusive to Pilot): Well, you got cloned. Repeatedly, more specifically three times. Fortunately, you don't need to worry about a reserve of your clones that have been conditioned for absolute loyalty and want to kill you, as just one "you" can have a soul at the same time, resulting in your three clones remaining completely unconscious, as well as mindless and soulless, but still connected with you.

Like Rei Trois, with enough training, you'll be capable of learning a technique that creates a mental mirroring between you, the main body, and your clones, the secondary bodies, enabling you to control them remotely, without a distance limit, as if they were extensions of your limbs, senses and thoughts. You just need a few instants of concentration to control the movements of your clones and don't need to worry about external influences affecting the mental link or causing them to develop their own minds/souls, but, at the start, you'll just be able to control a single clone at once. In addition to it, if you're ever killed, you can inhabit one of your remaining clones to survive the death of the main body, meaning you'll need to be killed at least three times before truly dying.

If one of your clones is somehow lost or destroyed, it'll be replaced by a new one at the start of the next jump. Lastly, while your clones will have access to all of your powers, their strength will be limited to only half of your current strength.

Above 1% Chance of Success (400 CP/Exclusive to Commander): One of the saddest things about those carefully developed plans and strategies is that many

times they’re subject to things like probability and luck, so any commander is at the mercy of it. Well, any commander except you. When it comes to implementing any plan or strategy you developed, you’ll receive a basic luck boost of varying strength, but always enough to ensure that luck won’t be a factor that may cause them to fail. You’ll never need to worry about some random event causing your plans to fail. No matter how difficult the goal that you’re trying to achieve is, the only things that will matter on deciding that it’ll work or fail are your, your allies and your opponents’ actions. And yes, this perk also protects you from any supernatural ability that may curse you with bad luck as long as it would negatively affect your plans.

The Classroom (600 CP): The energy produced by an Impact is so powerful that it bends space-time and even reality itself, enabling some reality manipulation feats possible for those that can and know how to do it. Your arrival to this world also is an event that could be described as an Impact and that some very powerful beings could sense if your Benefactor didn’t mask its interference, but, even in this case, the energy involved in it is already enough to blur the limit between your dreams and reality. As a result, a new pocket dimension linked to you has been created in a manner similar to the one created by the Third Impact triggered by Shinji.
This pocket dimension, unlike many others that exist around the Omniverse, manifests physically in some place of your choice instead of being a separated plane of existence and has around the same size and appearance of a large building (by default, a school, but you can choose other mundane buildings like a hospital or a mall for example). Due to its nature as your dream made manifest in reality, you have a limited conceptual control over the reality inside the dimension.
You can use it to remodel its rooms, create basic objects and slightly control its luminosity, temperature, gravity and time dilation. Any object created here can’t exist outside, so they’ll just vanish into nothing if someone takes them to the outside world. But this is just the start, as you also have the authority to set rules that affect everyone inside your pocket dimension, as long as these rules don't cause damage to anyone, aren’t too absurd or don’t block their exit from there.
Some examples of possible rules are: everyone that enter this place automatically have their outfits change to school uniforms, no one will age during their stay here, everyone will be turned into young adults while here, living beings can’t hurt each other in this place, natural healing is boosted to twice its original speed and many other rules that a creative Jumper may think.
This can also be used to conceptually block the entrance of specific people and things, which can turn the pocket dimension basically indestructible against any and all forms of damage that aren’t based on conceptual manipulation.
Lastly, due to your dimension’s nature being based in your dream, you’ll gain the ability to summon avatars of people that you know if they’re currently unconscious. These avatars will be able to exit from your dimension at will and any modification done to them is reflected on their real bodies if they want.

Nerv Euro Perks:

Unbound by the Past Traumas (100 CP): From all the continents in the world, Europe will be the one that will be most affected by the light of the Spear of Longinus, with millions of people that will turn into pillars of salt due to it. The sight of their loved ones being turned into salt will become a trauma for most people in the continent and, as an agent of Nerv Euro, there is a good chance you'll also suffer with this. Fortunately, you have an easier time in leading with your traumas and you'll need less time to overcome them.
It doesn't change how the traumas affect you and doesn't prevent you from becoming traumatized with certain things, just make it easier for you to overcome them.

Public Relations Specialist (300 CP): Even powerful organizations like the governments of world superpowers and the three main branches of Nerv still are vulnerable to the opinions of the masses formed by common people. When an organization like Nerv Euro needs help to maintain their public image and to find support from the people, it's someone like you that they resort to. You're a specialist in analyzing and understanding the motivations, attitudes, actions and concerns of any group/faction you're currently interacting with, be them a workers union or even the population of a country, allowing you to develop advertisements and promotion programs, draft speeches, arrange interviews and/or even organize public events focused on forming a good public image as effectively as possible for you or those you're helping. This is especially good to control the masses' opinion and panic during disaster situations and to throw the common people against your opponents.

On the Law's Side (400 CP/Exclusive to Commander): Maybe you aren't a perfect lawyer, but you're a true expert on finding all the possible loopholes on any and all kinds of laws, deals and contracts, both mundane and supernatural ones, as well as finding the best ways to utilize them to your own interests. This perk's power is utilized to its fullest extension when you're immune to the laws, but your opponents aren't.

Beyond the Scope of the Law (400 CP/Exclusive to Intelligence Department Agent): Even if you aren't an international inspector working for the UN or a diplomat of one of its associated countries, you share a specific benefit with them: legal immunity. This means that you can't be held liable for a violation of the law, regardless of its nature. Unfortunately, this doesn't protect you from specific rules of organizations/factions you're currently part of, being hunted by a government if they consider you a threat and from any personal/public consequences of your actions, like someone trying to attack you because you stole something from them for example.

European Angel of Death (600 CP): To many, the Euro Eva is a winged Angel of Death that embodies the European people's wrath and vengeance against the ones that are behind the end of the world. Even if you aren't this Angel of Death, you could also be called by this title, as things that you kill have the great custom of staying dead even if they have some preemptive ability that would revive them, unless someone or some other external influence causes them to come back to life, but even in these cases they'll have a lot more of difficulty to successfully revive them. And not only this, as effects that would be triggered by a being's death won't be triggered if you're the one killing them. For example, if you kill Armaros, you won't be possessed by it and it'll just be destroyed once for all and, if you kill an Angel or another similar being with a S^2 Engine, it won't explode after its destruction.

Nerv USA Perks:

Worldwide Agent (100 CP): From all of the Nerv's former branches, Nerv USA is the one with better relationship with other international organizations, so it's inevitable that someone important working for it will need to interact with people of different nationalities and that speak different languages, which could be a problem for many people but not for you. You have a knack for learning other languages, both written and spoken, requiring just a week of study or contact with native speakers to be able to achieve basic knowledge on languages that you didn't know a single word before. If you don't know how to speak Japanese, I advise you to learn it because Nerv Japan will futurely need the help of the American branch, so there is a good chance that you'll need to go to help them too.

Working in the Shadows (300 CP): You learned some things while working for Nerv USA. You learned how to best ways to hide information from the public, either by protecting them through various of forms of cryptography for secure communication, creating facades companies and projects to disguise expenses and influence, spread false explanations or any other way that can be used to make sure what really is important for you is hidden from the common people if you want it to be.

Top of World Geneticist (400 CP/Exclusive to Specialist): You're one of the scientists especially hired by Nerv USA to be an important part of the development on their main project. You're one of the best experts in the entire world when it comes to biochemistry and its related fields, especially genetic manipulation, to the point that even a complex experiment like the one that involves splicing animal genes into an Evangelion or manipulating genes directly from the Angels would be an easy task for you that requires just a few days of research and development, but even you would need at least a few months to find a way to solve the flaw that leads to an Evangelion's animal genes overwrite its pilot's biological data. Your knowledge in genetic engineering also covers a little about metaphysical biology, mainly how the genetic codes of Angels and similar entities work, due to Nerv USA's research, but you're still far from being a specialist in this field.

Amalgam Organism (400 CP/Exclusive to Pilot): After the incident involving Unit-04's S^2 Engine, Nerv USA started on an ambitious project that attempted to reduce the requisites for someone to be a pilot through splicing animal genes on both human pilots and their Evangelions. Initially, of all the test-subjects, only Mari was successful, but she isn't the only one anymore, as you were also used in this experiment. You have been spliced with dozens of species of animal DNA into your body, causing you to gain a few animal traits, like extra animal ears, claws, different eyes or other similar traits, as well as slightly enhancing your physical condition. But this isn't the only benefit, as the remnant will of the animal DNA within you still is alive and active, granting you the ability to manifest it as several constructs in the form of the animals that composes your genetic code using your own AT Field, without needing to worry about any damage on your mind and/or soul due to using

your AT Field being a human. In a human scale, these constructs won't be stronger or bigger than their mundane counterparts, but, if you're piloting an Evangelion, you'll be able to manifest them through your unit's AT Field instead of your own and, in this case, the constructs will not only be Evangelion-sized and immensely stronger, but also capable of passively corroding opposing fields due to their nature. As you're paying a special price for this power, you won't suffer from your animal genes slowly corrupting your human nature and becoming dominant, which would cause loss of memories and rationality and more animalistic traits to manifest.
Lastly, if you also gained an **Evangelion Unit** in this jump, you can take **Non-Humanoid Form** for your Eva for free.

Money isn't a Problem (600 CP): From all of Nerv's branches, Nerv USA is the one with the best financial condition, being funded by the world's richest government and probably by some other extremely wealthy organizations and individuals with a special interest on their research, so money definitely isn't a problem for them and for you too, especially for you.
You gain access to a very generous fortune of around 25 trillion dollars, which is currently stored in an independent bank account especially created for you by your Benefactor, behind a well-guarded firewall that several smaller accounts of yours have access to. While this fortune isn't a unlimited reserve of money, it's a few other benefits, like converting to the most popular currency in future worlds, being untraceable by default and it's guaranteed to not crash the economy if you spend too many money at once, making the local economy to adjust somehow to not be harmed by the influx of currency.
Unfortunately, money isn't too useful when you're being attacked by godlike undead giant cyborgs housing embryos of Angels or when anarchy is starting to reign on a dying world, so it's good to also invest on some backup plans using this absurd amount of money when you still have time.

JSSDF Perks:

Military Training (100 CP): A few years after the Second Impact, the rising global tensions lead Japan to removal of article 9 that was responsible for the creation of the Japanese Self-Defense Force. As a result, the JSSDF was created as a true military organization that, unlike its predecessor, is formed by soldiers who are combat experienced and hardened, with you being one of them. You received the same military training that all the JSSDF's soldiers get, like how to handle the equipment used by them, including vehicles and weapons, as well as marksmanship and tactics training, focusing on modern, conventional battlefield tactics.

Learn From the Past (300 CP): Two things that JSSDF learned from its past mistakes are: don't be manipulated by the organization formed by a bunch of crazy religious fanatics that wants to merge the entire humankind into a single godlike being and don't attack but instead try to be allies with the organization that has access to three Evangelion units that can destroy your entire army before breakfast. You're a specialist in learning with your own mistakes, capable of understanding where and why you failed and then correct these flaws to futurely succeed where you failed before, instead of letting your pride blind you like how would happen to many fools who just repeat their mistakes while learning literally nothing.

Conventional Tactician (400 CP/Exclusive to Specialist): Even if the JSSDF is currently developing anti-Angel weapons, they still remain a conventional military organization, so they still need people like you, who specialize themselves in conventional military tactics. You have a peak human record in planning and elaborating tactics and strategies, as well as having a special aptitude for analysis and critical thinking skills when it comes for both the battle itself and the actions of entire armies and their leaders.

Conventional Negotiator (400 CP/Exclusive to Intelligence Department Agent): You aren't someone that fights in wars, but instead someone that fights to maintain the peace. Like the above perk, you also gain peak human aptitude for analysis and critical thinking skills, but while these skills would be focused on developing strategies and planning for a tactician, for you these skills are focused on leading and negotiating with people, as well as having a special focus on finding ways to reconcile people's interests.

Bring the Big Guns (600 CP): When a few organizations and nations have access to humanoid weapons of mass destruction whose utility surpasses nuclear weapons, it's obvious that the other countries will try to limit them. After all, this is the reason why the Vatican Treaty that limits to three the number of active Evangelions that each country can have was implemented in the first place. Fortunately, their envy won't affect you. As long as you don't pose an actual and direct threat to their survival and they aren't actually planning to start a battle against you, any country and organization will turn a blind eye and ignore any and all mass destruction

weapons you have in your arsenal. While they'll still recognize the power you have in your hands, they won't try to limit your access to such weapons.

Seele Perks:

I Understood the Reference (100 CP): Seele and its many associated organizations like to use many mythological, philosophical and religious references and it would be a shame that if you, as someone that inherited their will, wasn't capable of understanding them. Fortunately, you don't need to worry about it anymore. You have enough basic knowledge about various mythologies from around the world, about many philosophy theories and about Abrahamic religions to understand all the references used by Seele, Nerv and others, from the simplest ones, such as the names of the Angels and the Seeds of Life, to some lesser known ones, such as those from the Kabbalistic tradition of the primordial man named Adam Kadmon and the diagram of the Tree of Life and the sephiroths.

Broken Puppet (300 CP): Seele and its members treat many of its "allies" as mere puppets that they control, to the point of considering even godlike beings like Lilith and Armaros as their puppets and Rei Ayanami as Gendo's puppet. You gained a similar characteristic to the one shown by the Seele's Vessel while he controlled the actions of Rei Trois and Rei Quatre. Once someone totally submits themself to your will or when someone has no more willpower to fight against your influence, you'll be able to take full control over them, making them unable to refuse your orders and will do anything you order them to, making them no more than puppets to your will. It's not like they aren't conscious of what they're doing as their minds are still theirs and their perception is unaltered, they're just utterly unable to disobey any of your orders in this state. Due to your puppets being unable to free themselves from the strings that slave them, once in this state, the only ways to free someone from your control is by separating them from you for a few days or by directly using psychic abilities to free them.

Rebellious Influence (400 CP/Exclusive to Rebel): Rebellion is part of what defines you. You won't accept to be anyone's puppet and your thirst for freedom is so powerful to the point of being contagious and capable of affecting those near you in a more direct way than just inspiring them. At will, you can emit an invisible aura that induces a special kind of mental contamination in those that are within a range of a few meters from you, which induces them to rebel against whatever forces they're currently working for and weaken the effect of any mind controlling ability that is affecting them, enabling them to break free from the strings that slaves them. Any being with a mind can be affected as long as they don't have some psychic protection, so even irrational animals can be affected by your aura. How powerful the effect is and how long it'll last depends on the time of exposition, with an hour of contact with your aura being enough to break the control of the **Broken Puppet** perk.

Authority Over Human's Works (400 CP/Exclusive to Heir): You hold a special authority over what is rightfully yours, more specifically any item you purchased using CP (or similar points), which enables you to control their actions within their own capacity as long as they remain a few meters of distance from you. For example, if you purchased a gun in some jump, you'll be able to make it jam if an enemy is trying to use it or even make it shoot without even needing to touch it, but you won't be able to make the gun levitate because it's clearly outside its capacity, unless it's already capable of doing it. Another example is if you have the **Azumaterasu Bow** from the Evangelion Supplement, you would be capable of easily making it stop draining all of your energy when using it, so it won't kill you upon use this way.

Replicator of God's Works (600 CP): The members and scientists of Seele may be mostly religious fanatics that definitely aren't attempting to unite humankind into a single existence for stop the wars but because this is the way that they found to ascend to godhood, but regardless of what is said about them and what you think of them, one thing is undeniable: they're brilliant geniuses on replicating the creations of the First Ancestral Race. After all, they managed to not only build nine spears that were based on the Spear of Longinus, but also a true replica that holds a greater portion of the original's power, and they were the only ones to create completely artificial S^2 Engines, as well as also developed technology based on the FAR's creations like the Ark and their monoliths.
Even if you aren't a member of Seele, but someone that inherited their legacy, you seem to share this same talent on finding ways to reverse engineer technologies and artifacts that you study, enabling you to create artificial replicas or develop new technologies using them as inspiration. More advanced things will take longer and require more resources to successfully replicate them, with something complex like the S^2 Engine needing an entire decade of research until a perfect artificial version is created, but, with enough time and resources, nothing prevents you from eventually achieving this feat.

Items

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

General Items:



The Ark (800 CP): Most of the world's governments searched so hard for the Ark because they thought it would be a miraculous thing that could save them from the end of the days, but this search ended up in a disappointment when they discovered that it was actually just a tool in the form of a planetary mechanism used by Seele to imprison the world in a cycle that would last until their main goal was accomplished. Somehow, you managed to do what all of humanity failed to do: acquire an Ark for yourself.

The Ark is a godlike supercomputer created by Seele at some point of the cycle that makes the MAGI system look like a counting frame when compared to it. The Ark is divided between two separated existences in a state of negentropy, enabling it to outright ignore the effects of entropy and granting it an endless source of energy to ensure its existence for all eternity. The two parts look like giant glass structures (one made of dark glass and the other made of blue glass), bigger than an average Evangelion, which are connected and exist through of a probability distribution adjustment that makes the Ark completely immune to physical interference, except when you're the one touching it or when both parts are somehow affected equally.

The Ark is capable of storing an absolute amount of data and information, having already recorded all the physical, spiritual and mental data of every living creature, including each human being and each Angel, that walked the previous Earth up until 2,400 B.C., as well as the information of all the technology developed until this point. In addition to having all of this data recorded, the Ark can also analyze any nearby living being down to its fundamental levels and store the soul of any being that dies in the planet it's currently in and can rearrange and modify near matter into any form it has the data of, being capable of creating other kinds of matter, machines and even living beings using this feature.

By default, like the original Ark, your Ark will initially follow some of the basic orders programmed by Seele, which includes generating a repulsive force against any sentient being, with the exception of its masters (in this case, you, your Companions and your followers) that comes a few meters near it and that turns them into a

salt-like dust after some time, but your Ark can be reprogrammed through a interface it can manifest. When it comes to computational power, it's hard to try to specify exactly how powerful the Ark is, but it's safe to assume it surpasses even an entire Matrioshka Brain in terms of computational speed and sheer capacity, being basically equivalent to one of the spears created by the First Ancestral Race if it was turned into a computer. The first part of your Ark will be located in an attachment of your Warehouse, while the second part will be located in a place of your choice on Earth (or on your starting planet, in future settings).
If somehow lost or destroyed, you'll receive a new one at the start of your next jump.

Sacrilegus (1000 CP/Discounted with Azumaterasu Bow from the Evangelion Supplement): Or also known as Azumaterasu Bow by Nerv Japan. This bow originally was the main weapon used by the Unit-01 from a past world, but it was altered as its master inherited Armaros' mantle after defeating the former vessel in the end of a bloody battle royale that involved hundreds of Evangelions in the past world. The original Sacrilegus is a Eva-sized bow with no string, but, instead, each half contains a particle accelerator that meets at a shared focal point, but the version of it you're purchasing here is capable of changing its size to better fit your current size. Similarly to the version you can purchase in the Evangelion Supplement, the bow is able to utilize any source of power, both mundane and supernatural ones, to fuel its attacks and has a virtually unlimited energy capacity, with its destructive power being equivalent to the amount of power accumulated in each energy arrow. It won't be damaged no matter how much energy is used on it and is almost indestructible.
But, while the Azumaterasu Bow in the supplement would cause the wielder being reduced to salt-like dust, with their body, mind and soul completely consumed to fuel the bow's energy arrow, this version is special, due to having a build-in security measure that will stop draining your energy after reaching the limit of how much it can drain before causing harm to the wielder. If the wielder wants to, it's possible to fuel the bow above this limit, but they'll be able to stop at any time, so this won't guarantee their death.
While the Ark may be considered one of the greatest treasures that can be found here, Sacrilegus' destructive power can't be underestimated and holds no real limit, with the only limitation being how much energy the user can provide. If somehow lost or destroyed, the Sacrilegus will reappear in your Warehouse at the start of the next jump.

Pilot Items:

Plugsuit (100 CP): As a pilot, you receive your own latest generation high-tech plugsuit. This pilot suit is thin, skintight, flattering and some may even call it fetishistic. It utilizes a special mechanism located on the wrist that decompresses the air inside the suit to fit and comes equipped with a number of vital life support and safety functions built in, including several devices to monitor the pilot's health condition, as well as being able to provide at least some medical aid due to being equipped with built-in defibrillators. It also has other basic system displays, such as an internal clock that displays how much internal battery power remains in the Eva, located on the back of the hand. While plugsuits are mostly unisex, male and female plugsuits do differ in aesthetic detail, but, in general, their appearance mimic the pilot's Evangelion. The main function of the plugsuit, when used with the Interface Headset that comes together with the suit, is to reduce synchronization interference, making it easier to pilot an Evangelion.
Your fiat-backed version will always fit you and will automatically repair itself from damage. You'll also receive five spare suits to use if needed. If lost or completely destroyed, they'll reappear in your Warehouse next week. Lastly, unlike the previous models, your plugsuit also comes with a defense mechanism against unwanted excessive synchronization. Nerv Japan learned one or two things after almost losing Shinji inside Unit-01's core due to him reaching 400% Sync Rate during his battle against Zeruel.

Reliquary (200 CP): After the battle in the Geofront, Nerv Japan started to put small reliquaries with objects with personal importance to the pilots inside them in almost every Evangelion weapon, with the exception of those based on energy or whose ammo was shared among different models. This is because, when these objects are put in said containers, it becomes easier for the pilots to manifest their unit's AT Fields in the tip of the weapon, drastically increasing its effective force and penetration. This phenomenon is mostly caused by the Placebo Effect, as the presence or absence of the reliquary doesn't alter it as long as the pilot believes it's in the weapon and its effects can't be calculated with safety.
You receive your own set of twenty reliquaries, but your set is special. When an object with personal importance to you is put inside one of them, you'll be able to more easily manifest magical and soul-based abilities (including AT Field) through it, but this is a real effect, not just caused by Placebo Effect. The enhancement caused by it is directly proportional to the importance that the object inside it has to you (or to other people that use them), up to the point that an object that remembers you of your most loved person is able to double your abilities' power and efficiency. If lost or destroyed, each reliquary will reappear in your Warehouse next week. The effect of the reliquary also stacks with the Placebo Effect, if applicable.

Evangelion Unit (400 CP/Free for Pilots): After the Second Impact, Gehirn, during the Project E, created the Evangelions with the supposed goal of serving as general-purpose weapons against the threat of the Angels and prevent the Third

Impact, but, in truth, their creation was an attempt to acquire the power of Adam, the Seed of Life that originated the Angels, serving just as another part of Seele's Human Instrumentality Project to use them as tools to evolve humankind further. Fortunately, all the Angels were defeated and the Instrumentality didn't happen, but the threat of the remaining Evangelions remained. Currently, just Nerv USA and Nerv Japan have Evangelions, but, even if you aren't affiliated with them, you managed to acquire your own Evangelion. Pilots receive an Eva for free, but other origins must pay 400 CP to purchase it. You can customize it on the Evangelion Supplement. If you already have a mecha from another setting, you can pay an extra 200 CP to import it as an Evangelion.
If you're affiliated with Nerv Japan, you receive a **F-Type Equipment** for free for the duration of this jump, as every Eva unit owned by the Japanese branch is currently equipped with it.

Spear of Lucretius (600 CP): This is another one of the spears of humankind, not different from the Spear of Gaius. What is in front of you is the Spear of Lucretius, the spear of philosophy, a weapon that rejects the myth to reveal reality, being created from approximately 0,39 seconds worth of energy from the peak of an Impact.
Being based on the story of the Roman philosopher that threw a spear to see the limits of human observation, the Spear of Lucretius also shares the Spear of Longinus' ability of completely ignoring AT Fields, being able to piercing them with little to no effort, with the only way to temporarily hold the spear is by adding extra barrier layers, it's capable of limited shapeshifting (and regeneration) and can achieve FTL speeds for interstellar travel, but it has also its own set of unique features. Unlike the original godlike spear, the Spear of Lucretius lacks a mind and a will of its own, but, similarly to the Copy-Lances, it's capable of partially operating on its own, being able to autonomously and instantly shapeshift to adapt against some barrier and even defend its user automatically sometimes or refuse to attack its master, if used by anyone else.
Despite lacking a mind, the spear's targeting system is better than any of its counterparts, capable of easily predicting the movements of any possible obstacles to correct its trajectory if needed, enabling it to precisely hit a target, even if said target is on the other side of the galaxy, while the other spears would need precise calculations to even arrive on another planet if thrown.
As the spear that embodies philosophy instead of the myth, it has a special effect on extra dimensional and/or metaphysical entities and structures that doesn't follow the universe's "traditional" physics (if said universe naturally have magic or another supernatural feature, they'll be included on the set of traditional physics, preventing them from being affected by the spear), being able to force them to take a physical, three-dimensional form that can be affected by more conventional means.
Some examples of things that can be affected by this are the Angel Leliel (literally described as an extremely bizarre entity that exists in a pocket-dimension explained only by higher-order physics theories, whose form in our dimension is a

bidimensional shadow), Seele's Tree of Life (a metaphysical structure/tool formed by a deviant type of AT Field that manifest as a part of "collective consciousness" and used by Seele to control an Impact), the World Tree, possibly Armaros' true form and many other weird things that a Jumper may find in future settings. The result of this effect varies according to the nature of the entity. The World Tree became a literal network of floating roots made of non-conventional matter around the Earth, while a being like Leliel could be forced to take a physical, monstrous form made of a shadow-like substance that can be attacked directly.
Additionally, the spear can also be used to force invisible beings to become visible again and intangible beings into tangible again. In its original form, the spear is made to be used by an Evangelion (more specifically by the Super Evangelion), but, with some experimentation, you could conceivably convince the weapon to shapeshift into a smaller form to use by yourself.
Lastly, the Spear of Lucretius will consider you its master and can be recalled back to you at any time. If lost or destroyed, you'll receive a new one at the start of the next jump.

Commander Items:

Mechanical Limbs (100 CP): You gain a complete set of latest generation cybernetic limbs, two legs and two arms, similar to the ones used by Toji. These mechanical prostheses have dexterity and strength similar to natural limbs and are connected directly to the body's nervous receptors, being controlled by the user's nervous system and enabling them to send signs of touch directly to the user. They may be coated by a lifelike synthetic skin if you want. If lost or destroyed, the protheses will reappear in your Warehouse next day.

Quantum Flow Inclinometer (200 CP): You get the same device used by Nerv Japan to detect and track back Angels, Evangelions and similar entities. The quantum flow inclinometer is capable of detecting quantum shifts generated by supernatural/metaphysical influences, like AT Fields, structures/beings that don't follow the laws of physics, dimensional travels and others. This isn't an universal sensor, as mundane movement and phenomenons don't cause enough quantum noises to be detected, but beings like Angels and Evangelions that passively emit powerful AT Fields will be easily detected as long as they're within the device's range of 10 kilometers. Giant robots like Akashima won't trigger the device, unless they utilize some kind of artificial AT Field. Post-jump, the inclinometer will be upgraded to not only be able to detect quantum interferences, but also any kind of magical and similar supernatural interference. Purely technological and/or biological things (as long as they don't utilize any form of other supernatural ability), like quirks and advanced machines, won't be detected by the device.
For example, a mage will only be detected if they use a spell or release their magical aura, unless said mage already has a powerful enough magical reserve capable of passively affecting the surroundings, which would result in them being constantly detected by the inclinometer. Creatures made of magic wouldn't be able to hide from the sensor too.

Hammer of Aten (400 CP): During the battle against Arael, Rei and her Unit-00 throwned the original Spear of Longinus to destroy the Angel but it escaped from Earth's gravity and ended up landing in Mare Crisium on the Moon. The crater by the collision became an area of constant surveillance from both Nerv and the UN. As a way to guard the spear, the UN created its own anti-Angel weapon, the Hammer of Aten. The Hammer of Aten is basically a modified big stone of 6100 tons and equipped with rockets and nuclear pulse engines, which stays stationed around the Moon's orbit. When used, the hammer is capable of accumulating tremendous kinetic energy, with a speed above 100 km/h and its impact results in an explosion of 1,25 gigatons. Even an Evangelion with its AT Field manifested would be severely damaged or even destroyed with such power, but don't expect it to cause any considerable damage against monsters like the Super Evangelion and Armaros.

You gained the control of a copy of the Hammer of Aten, one that is orbiting Earth instead of the Moon. Your version has been modified to be able to resist the friction caused by the entry into the atmosphere without losing much mass and energy and can be controlled by any computer or similar device that you want, regardless of distance. The hammer can be deployed against any target on Earth's surface and, if used, a replacement will appear in Earth's orbit (or, post-jump, in the orbit of whatever planet you're currently in) a year later.

Glass Egg (600 CP): You receive your own version of the Glass Egg, a structure originally found buried at the bottom of Lake Ashi. The transparent egg has 666 meters of diameter and an opening on its side with 90 meters width that serves as gate, as well as ventilation to everything within it, and it's possibly being the remains of Lilith's Chronostatic Sphere from the past world. It's unknown what the Glass Egg is made of, or if it's really made of matter, being also possible to be made of some kind of energy field. Regardless of what it is made of, what is known is its durability, being absolutely immune to every form of mundane damage (with a possible exception being conceptual damage) and capable of blocking the passage and conduction of any and all forms of electromagnetic mechanical waves. Despite being able to be physically moved, the inside of the shell will stay unaffected no matter how strong an impact might occur on the outside. Like how Nerv Japan originally wanted to do, the Glass Egg can be turned into a disaster proof shelter if properly equipped. If the Glass Egg is somehow lost or destroyed, you'll receive a new one at the start of the next jump.

Specialist Items:

Engineer Team (100 CP): Multiple heads think better than one and multiple pairs of hands work better than one. You become the leader of a group consisting of ten engineers, with each of them having enough training and experience most of the military technologies used currently, but more advanced ones, like graviton floater technology and other more specialized machines, are outside their capacity, unless you or someone else teaches them how to fix them. By themselves, they're normal humans, having little combat potential, but they're pretty brave, willing to stay in dangerous conditions if needed, and are generally loyal to you, as well as also being good friends. As a bonus, they'll be able to eventually fix any technology you have, as long as it's completely based on pure science and doesn't use any form of exoteric mechanism to work. They count as your followers.

Thought Protection Suit (200 CP): When working with Angels and Evangelions, there are many risks involved, including the threat of mental contamination due to exposure with such alien beings. As a way to help avoid this, you gain a special suit, with an appearance similar to a plugsuit, developed to protect its user from external mental influence of any form by electromagnetically blocking any wavelength close to brain waves. The protection granted by it is nowhere absolute and active psychic attacks may break through it with enough effort, with a being like Arael being able to easily pass it without effort for example, but any passive emission that could cause mental contamination or similar effects will be completely blocked. If you also have purchased a **Plugsuit**, you can choose to grant this mental protection feature to it.

Dimensional Mirror (400 CP): You receive your own version of the Evangelion Killer developed by Mizusato. This killer is a "magic" mirror of 10 meters of diameter capable of reflecting extradimensional quantum waves in a range of a few meters, preventing them from entering in our own dimension. In a few words, the mirror can essentially block any form of dimensional traveling if used correctly. The reason that enables this mirror to kill Evas (and possibly Angels too) is that, as an Eva's Core have a meticulous contact with other dimensions (even if it lacks a S^2 Engine), by blocking this contact, the mirror is capable of "suffocating" the Core, which eventually would led to the Eva's death. There is a durability limit to how much energy the mirror can support before being damaged and possibly destroyed, but not even the Unit-01's collapsing S^2 Engine managed to reach said limit. You also receive the blueprints to recreate the technology used on the dimensional mirror.

External S^2 Engine (600 CP): After the battle in the Geofront, Nerv had enough time to remove the S^2 Engines of three of the nine Mass Production Evangelions before they disappeared, but apparently someone else removed a S^2 Engine from a fourth MPE or even from one of the deceased Angels hidden from Nerv and it ended up in your possession. You receive a backpack-like support unit that contains the reused S^2 Engine and can be connected to an Evangelion through the socket in its back of the artificial spine segment or to other systems through cables. The S^2 Engine is not

only stable, but also capable of operating at full capacity, and you won’t need to worry about it overheating or even starting to regenerate the body of its original owner if used too much.

Intelligence Department Agent Items:

Containment Unit (100 CP): You receive a special suitcase, which while appearing to be mundane on the outside, has been modified especially to contain and transport dangerous, unstable, easily detectable and/or fragile artifacts. When you put any artifact inside it and close the suitcase, it'll be encased in a special variant of bakelite in order to freeze it and make it easy and safe to transport. While encased, it'll be in stasis and will remain stable for an indeterminate period of time, as well as blocking any kind of signal the artifact may generate. For example, if you use the suitcase to contain Adam's embryo, no Angel would be able to sense their progenitor's presence.

Orichalcum Amulet (200 CP): You gain a set of two simple bracelets made using the legendary metal known as Orichalcum. When worn, the bracelets completely protect the user's body and mind from any negative esoteric effect (but not direct attacks) from AT Fields and similar spiritual sources, like mental contamination, image failure due to exposition to an Anti-AT Field, coreification caused by an L Barrier and the transformation into salt caused by the Spear of Longinus and the Ark. The amulets also protect from other hax abilities, like mind control, soul manipulation, biomancy and curses, but just if they come from a spiritual source, as long they aren't significantly stronger than a Seed of Life or one of the spears.

Ancient Metal Supply (400 CP): You gain a self-replenishing supply of a ton of Orichalcum, an anomalous metallic alloy that is mentioned in several ancient writings and whose origin is probably tied to the artifacts that were brought by Lilith and Adam. This ancient metal, while being chemically equal to lead, is more durable, more malleable and less dense than its mundane counterpart, to the point it could be used to produce armor plates or weave it as if it were a fiber for example. Despite this, what truly makes it special is its property of blocking/hindering/suppressing mental and spiritual influences. Even a simple plugsuit made using fibers of Orichalcum would have a greater rate of mental protection than a Thought Protection Suit and would be capable of protecting a pilot from being forcefully by their Eva in any circumstances for example. There are many usages a clever Jumper may find to this metal. If used, your supply of Orichalcum is replenished once a year.

Time Brake (600 CP): This black sphere with the size of a baseball that you have in your hands is what could be easily described as the most powerful battery that can be found in this setting. Despite looking like a singularity/black hole, the Time Brake isn't one but instead it's a region of space-time in a near absolute stasis, where time is so slow to the point it's the nearest it can physically reach without breaking the laws of physics, and, thanks to this, it becomes able to safely store any amount of any kind of energy without any limit, regardless of how unstable, dangerous and/or powerful said forms of energy are. Just to use a basic example, in the canon story, the Time Brake was able to hold approximately 0,9 seconds worth of energy from the peak of an Impact, also called by Maya as the most immense form of energy in the

entire known universe, without showing any sign of instability due to it. In addition to it, the Time Brake is also capable of growing up to the size of a small house or shrinking back to its original size of a baseball to better fit the system this is plugged into.

Rebel Items:

Black Dress (100 CP): A certain Evangelion pilot would have some PTSD just to see a dress like this. This black dress (or alternatively black suit if you prefer) with a design of your choice works as a symbol of rebellion and freedom. In addition to being stylish, anyone who wears it gains an enhanced resistance (remember, it grants resistance, not immunity) against corruption and mental control, giving even mundane people the chance of fighting against both using their own willpower. The dress is able to repair and clean itself and, if lost or destroyed, it'll reappear in your Warehouse the next day.

Darkened Shard (200 CP): As the end of days advances, the biological data inside the Ark will tend to become more unstable and start mutating nearby creatures or spontaneously generating pseudo-living beings in the form of black sea monsters, with each one of them having unique characteristics but almost all of them will have around the size of a elephant (unless they were already bigger than this originally) and some of them may even have access to a weak form of AT Field. You managed to acquire a shard of the Ark that contains the needed data to weaponize this phenomenon. When an organic living being touches this dark glass shard without protection (with the exception of you and your Companions), they'll start mutating and, in a few minutes later, will become one of those black creatures.
The black creatures born this way will inherently be loyal to you, but, even if they were sapient before, their decreased intelligence will limit them to just obey basic orders, like follow me, don't attack someone, attack using this thing, among others. They'll also retain any supernatural ability they had before, but they won't be able to use any ability beyond its instinctual level, so complex abilities like magic will probably be outside their capacity.
Normally, as these pseudo-living beings are born from remains of creatures that didn't manage to gain life, they would be unable to reproduce and will just die after a few hours due to their incomplete biology, but as you're paying a special price for this, they'll just return to normal after a few hours instead of dying.
The dark shard has enough power to convert up to a hundred living beings, but, once its power reserve is depleted, it'll need an entire month to recharge completely. If lost or destroyed, the shard will reappear in your Warehouse in the next year.

Tower of Babel (400 CP): Each Angel Carrier wields a Sasumata-shaped staff in the place of their lost Copy-Lances, but what may look as a mundane Evangelion-scale weapon at first glance, in truth they hold a special function when used correctly. When one or two of these staffs are moving in a circle or three or more staffs are put in the ground forming a geometric shape, they collectively generate an energy barrier capable of resisting the attacks from an Evangelion for a few minutes around a specific area between the staffs. Inside the barrier, communication of any form is enhanced, but, at the same time, in an area of effect that extends up twice the barrier's radius from the staffs, the opposite effect happens, which grants the name "Tower of Babel" to this phenomenon. The size of the area of effect and of the

barrier, as well as the intensity of the effect, are dependent on the number of staffs used to form the Tower of Babel. You receive six of such staffs.
One staff would create a barrier big enough to cover a section of Nerv Japan HQ and inside it misunderstandings would be impossible and data from computers and sensors would reach faster, while outside people would be unable to comprehend written language.
Three staffs would be capable of covering the entire Nerv Japan HQ and its effect would enable even mundane humans to temporarily use telepathy and power transmitters like the QR Signums would receive much more energy than before while inside the barrier, but outside it any language more complex than simple hand signs will be incomprehensible.
Four or five staffs would enable even limited precognition in the range of its positive effect.
Lastly, six staffs together would generate a barrier capable of covering an entire city and there is the chance of powerful beings like Evangelions being capable of generating temporal “ghosts” that represent possible alternative choices they could even take and that are capable of physically interacting with the world before vanishing after a few seconds, but the negative effect would become so powerful to the point that any communication among intelligent beings would become impossible.

World Tree (600 CP): The World Tree is a root-like system of extradimensional pathways around the Earth and reaching up to the Sun and the Apple’s Core, staying connected with the ground. According to Kaworu, this “space below the stage” was used by the servants of Seele to freely teleport to anywhere within the range of the tree’s roots. Regardless if you’re affiliated with Seele or not, for the duration of this jump, you’ll be able to travel through the World Tree, enabling you to use its pathways network.
The World Tree’s roots are spread all over the world, both surface and underground, and the Moon, with at least a root reaching the Apple’s Core and another root reaching near the Sun. You just need to be on ground to access the roots, which visually looks like as if you were merging with the ground, but teletransportation through the roots isn’t instantly, requiring a few seconds to reach anywhere in Earth or in the Moon while it would take a few hours to reach a planet like the Apple’s Core that is on the other side of the Solar System. While inside the network, you’ll have an innate sense of where you need to go to reach your destination. It’s not possible to physically interact with the roots due to its extra dimensional nature.
Post-jump, this universe’s World Tree will continue here, but you'll gain a sapling of the World Tree instead. By planting it on the ground of a planet, it’ll grow and start spreading the roots around it, requiring just a month to cover all of its surface. It’ll also connect to any personal dimension that you might have, if you want. You just need to plant it just once, as your own World Tree will follow along you in your Chain, appearing in your starting planet. There is no limit to how much it can grow and, with

enough time, your World Tree may even cover all the local multiverse. It won't be able to reach any dimension outside the local multiverse until post-Spark.

Heir of Seele Items:

Keel Lorenz's Visor (100 CP): You receive a visor of the same model of the one used by Chairman Keel, who was the head of the Human Instrumentality Committee of Seele before their disappearance. Despite looking just like a cool visor, in truth, it hides a special feature. The visor is capable of storing information in the form of memories and knowledge or even entire consciousness/souls inside it. Initially, your visor will be empty, unlike the one used by Keel that is currently housing all the memories and knowledge of the members of Seele, but you or other people can copy to it any knowledge and/or memories they want by putting the visor on. It's also possible to remove/copy souls/consciousness and store them in the visor, but the one that is doing it must be willing.
You can also program the visor to transfer all the information stored on it (or just specific things if you prefer) to the next person who puts it, but, depending of how much information is transferred directly to their mind and the mental strength of who is received this information, there is the risk of mental contamination that can even lead someone to be brainwashed or have their mind overwritten by the memories.

Map of Secrets (200 CP): You receive a map that contains the location of every base used by Seele, from the more known ones (which were already invaded by those that were hunting each member of the committee) to the secret bases that are hidden in various different countries around the world. Most of Seele's bases are abandoned but most of them may have some interesting loot and information stored there and some of them may even be safe places, like bunkers and similar structures.
Alternatively, if you aren't affiliated with Seele, you may choose the map to show the location of each base of the organization you're affiliated with. Post-jump, the map will be updated to include the location of each base of any organization you're currently part of in future settings.

Törwatcher System (400 CP): Seele developed the two Evangelions known as Törwatchers as an extra form of control over the one that inherits the mantle of Armaros and now you have gained authority and control over a secondary set of Törwatchers. The Törwatchers are a abnormal type of Evangelions, being literally empty Eva armors without living creatures inside them and don't have souls, that looks like Armaros but are smaller and have just a single wing. They're capable of acting autonomously in a similar way than the MPE, but their AIs are superior when compared to theirs, enabling them to fight efficiently, use various different types of weapons and even improvise in the heat of battle if needed. The main reason they work as Armaros' stabilizers is because they mimic two loved ones, or even absorb them if they're still alive, of its current vessel. You'll also access to a similar

Törwatcher System, enabling you to summon two Törwatchers at your current location that are loyal to you and will follow your orders. They won't be equipped with Armaros' wings due to not being connected to it and it isn't possible for someone to pilot them. In addition to being able to use the basic AT Field that any Eva can use, they are also capable of using an **Artificial Field** similar to the one described in the Evangelion Supplement.
Lastly, your Törwatchers can also absorb people to use them as their souls, but they must be willing or defenseless to it be possible. After absorbing someone, the Törwatcher will become even smarter, acquiring the victim's combat experience and intellect, and capable of using all of their abilities they have (if a Törwatcher absorb a fire mage, it'll be able to use fire magic for example). You can release any absorbed people at will if you want. If a Törwatcher is somehow lost or destroyed, you'll gain a new one at the start of the next jump to replace it.

Apple's Core (600 CP): As there is no more any remaining member of Seele (with the exception of the Seele's Vessel that accidentally stayed here), it's fair that you, as the one that inherited their will and is focused on fulfilling their last goal in this world, to become the rightfully master of the original testing ground for the first Human Instrumentality Project and the place that could be called the Garden of Eden (due to probably being Lilith's original destination before falling on Earth by accident), the Apple's Core.
This place is an almost destroyed planet located on the other side of the Sun, sharing Earth's orbit but without interfering with it, as well as having a similar diameter, composition, density and gravity. The similarities with Earth ends from that point. The Apple's Core doesn't have a natural satellite orbiting it and was lost most of its mass in the past that was used to make the Earth's Moon (as it's implied that the White Moon, Adam's transport vessel, was somehow lost during one of the cycles), but the planet still managed to remain stable thanks to a gravitational anomaly located on its core, responsible for generating gravity on par with Earth regardless of its current mass.
With the lost mass, the planet gained a form similar to an eaten apple, with two main land masses on each side of the core. The anomaly also causes a tidal lock, locking the first "continent" in an eternal day, causing it to become a lifeless desert, while locking the second in an eternal night.
There are also two special tree-like superorganisms located on each continent: the now-dead Tree of Knowledge in the solar continent and the Tree of Life in the lunar continent. The Tree of Life is a near immortal giant tree (with absolutely no connection with the Angels' Fruit of Life) with a size of around five times the size of the Super Evangelion and in a state of symbiosis with a white fungi capable of absorbing any form of radiation that reaches the board of the continent. Around the tree, there is also a forest that survives due to their connection with the tree. There are also several structures built by Seele that hold lost secrets about how they developed some of their technologies.

As the master of this planet, you'll be able to teleport here at any time even without the need of using the World Tree. Post-jump, the Apple's Core will appear on the opposite side of your starting planet in the same planetary system and it'll remain hidden even from supernatural detection at a distance, unless it's observed directly.

Nerv Japan Items:

Type-N Robot Companion (100 CP): Even when Nerv was just a singular organization, before being dissolved in different organizations, they already had problems with lack of personnel (to the point of not even having a therapist or a psychiatrist working for them), so, after it, this problem just became worse. With too many people that need near constant surveillance, it's impractical to remove someone from their regular functions to only follow them around. To solve this problem, Nerv Japan started to use autonomous small robots as companions. For some reason, Nerv Japan (or whatever organization you're affiliated with) decided to assign one of these robot companions to follow you. The Type-N robot is smart and small like a house cat, can follow simple orders and its battery lasts for an entire week before needing to be recharged. While it's physically weak and doesn't have any weaponry, it can record and transmit both audio and video and it's extremely durable, to the point it could survive being literally sent to space by a kick from an Evangelion with little to no damage. The robot counts as your follower.

N² Flanker (300 CP): The N² Flanker, better known as Su-27 SMN² Platypus II, is an aircraft developed by Nerv Japan with cooperation of the JSSDF, being initially planned to be used as air support for Evangelions in battle, but due to the lease of Hakune from the UN, the cooperation between both organizations fell through, so it started to be used only for transportation, mainly for Deputy Commander Tōji Suzuhara's frequent travels. You receive your own N² Flanker. The N² Flanker is the progenitor of the graviton floater technology, combining both its internal N² reactor and a diamond-slit array, whose technology would later be used on the UX-1 Allegorica unit and on Eva Euro-II Heurtebize in an expanded version. It's also equipped with a N² Reactor, which grants it a virtually unlimited operation time as long as it's working. The aircraft is capable of freely flying at any speed up to Mach 2, has resistance against electromagnetic interference and still has an offensive capacity, being equipped with a railgun that uses the power from its N² reactor. If lost or destroyed, the aircraft will reappear in your Warehouse next week.

Nerv HQ (600 CP): You gain a copy of the new Nerv Japan HQ built after its old HQ was isolated from the outside world due to Lilith's Chronostatic Sphere. The new HQ has a similar size than the old one, but it was modified according to the lessons that were learned after the attack by the JSSDF and Seele, with its structure being composed of mobile blocks. Facing the front, the base consists of a command block, a well-equipped arsenal block, a storage block and an information block, as well as more social areas, such as a cafeteria and a dormitory, and a hangar equipped with an Eva launch driver. Some blocks are also equipped with automatic defenses, like semi-autonomous artillery batteries and autonomous gun emplacements.
While your copy of the HQ will come with any vehicle, resources and weapons used by Nerv Japan, it won't have any Evangelion equipment and will lack a MAGI system. Your HQ will follow you along your Chain, appearing somewhere of your choice in future settings, and any of its resources will be replenished monthly.

Nerv Euro Items:

False Plug (100 CP): Being possibly inspired by the Dummy System developed by Seele and Nerv, the Nerv Euro created the False Plug system during the development of Euro Eva Heurtebize as a way to safely harness the power of the QR Signums without the risk of mental contamination. Similarly to the dummy plugs, the False Plug also utilizes an integrated combat Artificial Intelligence to control an Evangelion, but there is a key difference between both. Due to being unable to emulate a pilot's thought processes, the False Plug can't pilot an Evangelion by itself, but also requires a pilot capable of synchronizing with the Eva to work as a "bridge" to the AI's control and as a sort of ignition key. The False Plug's AI is mostly autonomous, but it can receive orders or even be directly controlled by its central computer, and its control over the Evangelion is shared with the pilot. At the most basic level, the Eva is controlled entirely by the pilot with the AI working only as an extra barrier to protect their pilot's mind against mental influence from both internal and external sources, but, the more control the pilot relinquishes to the AI, the more the pilot is induced to a semi-awake state where their brain activity is limited and they become mostly unable to consciously perceive their surroundings. The differences between the Dummy System and the False Plug brings their own sets of advantages and disadvantages, as while the DMYSYS can control an Evangelion without the need of a human pilot, it isn't possible for an Evangelion unit to become incompatible with the False Plug, unless it becomes incompatible with the pilot themself. You receive your own False Plug system, which can be easily installed on a Evangelion's Entry Plug, as well as a set of blueprints if you want to build more false plugs or add modifications to the system.

Gravitational Mirror Trucks (300 CP): While the original function of the technology used on the dimensional mirrors utilizes reflection of extradimensional quantum waves to block the connection of other dimensions with our own, Nerv Euro discovered another usage for these mirrors and weaponized them for their own goals. The result of this are squads of armored vehicles equipped with modified dimensional mirrors that work as a gravitational lens to project and enhance gravity in a specific area in front of them. The enhanced gravity is strong enough to force mundane humans struck on the ground and can even make an Evangelion fall if activated at the right moment of the start of its movements. You received the honor by Nerv Euro of receiving a squad of ten of these armored vehicles, with each one of them being equipped with gravitational mirrors, an electric motor and an on-board computer capable of calculating the most efficient way to use the enhanced gravity in combat.

Evangelion Replacement Parts (600 CP): Like shown in Rebuild of Evangelion, Nerv Euro has a large collection filled with several Evangelion spare parts, weapons, munitions and components that futurely would be used on the Jet Alone-02, as well as components of the technologies show in the ANIMA continuity, like the Allegorica unit and the gravitational mirrors, located in giant lockers on the underground of its

base. You receive an equal collection of equipment, located in an attachment to your Warehouse. The collection is replenished yearly and if you have an Evangelion or similar mechs, it'll update to add spare parts and munitions to them.

Nerv USA Items:

Genetic Database (100 CP): After the incident involving Unit-04, Nerv USA started to develop projects involving genetic manipulation, especially focusing on splicing animal genes on humans and Evangelions in a try to reduce the requisites for someone to be a pilot. To an organization with such ambitious projects, it's natural that they have a database containing the genetic information of various diferente lifeforms, a database you have received too. This database contains at least a few samples of each known non-extinct animal species on Earth, as well as various preserved samples of each Angel. Post-jump, the genetic database updates itself to add samples of native species in future settings.

Stratospheric Communication Network (300 CP): Due to Armaros using the Spear of Longinus to steal mass from Earth and send it to the Moon through the World Tree, the planet's gravity was notably weakened, causing most of the satellite network to leave orbit and escape into space, and the changes on its crust caused the loss of the underground cable network. As a consequence, all the world's communication became dependent on a network of stratospheric aircrafts, mainly from the USA and China, to transmit messages about the rapidly shrinking planet. You receive your own version of this network, consisting of ten stratospheric aircrafts instead of just seven, capable of working as flying satellites with a planetary range. The aircrafts, similar to a military UAV but with some key differences, are capable of flying autonomously for months before needing to be recharged and are equipped with a basic AI able to change routes to avoid obstacles and threats by themselves, but their routes can also be remotely altered if needed. If one of the aircrafts is somehow lost or destroyed, a new one will reappear in your Warehouse next month.

Secondary MAGI System (600 CP): During the times of the unified Nerv, each branch had its own trio of MAGI supercomputers, but they were lesser when compared to the original trio in the Japanese base. Apparently Nerv USA decided to use a part of its virtually unlimited resources to upgrade its set of MAGIs to you or maybe you managed to acquire a copy of the supercomputers by yourself or with the help of another organization, but, regardless of the exact reasons, you gain your own trio of MAGI supercomputers, which will become part of any building you have or will appear as an attachment in your Warehouse. The MAGI system is composed of three bio-computers, each one of them implanted with an AI made to mimic three different human personality aspects. Together, the computers can handle a fantastic number of independent operations and run several precise simulations, capable of acting as the control system for an entire automated city, run the needed programs to supplement a pilot's action in an Evangelion and even analyze the weird metaphysics that are involved with the Evas and the Angels.
Additionally, the MAGI can be used to answer questions, in which the three individual towers will discuss among themselves before giving an answer, with the more information they have access to, the better their predictions will be. Despite how advanced the AIs that the system is composed of, you don't need to worry about

them achieving free will and self-awareness or deciding to betray you for some reason.

JSSDF Items:

Personal Squad (100 CP): You're the commander of a personal squad of 14 trained soldiers. The soldiers received the same military training done by the JSSDF, as well as having the having the same equipment by the infantry, like a light combat suit, ballistic shields and some standard-issue small arms (Heckler & Koch G11 Assault Rifle, the Fabrique Nationale P90 Submachine Gun and the Hi-Power Pistol for example). Their equipment is fiat-backed and, if lost or destroyed, they'll receive replacements the next day. The ammo will replenish over time. They count as your followers.

Type-3 Prototype Maser Howitzer (300 CP): The Maser Howitzer is a mobile weapon equipped on an armored truck, developed by the JSSDF to suppress Angel-scale threats. The maser cannon can't produce as much energy as the Gamma Ray Laser Cannon or the Positron Rifles used by Nerv, but the weapon can focus its beam for almost uninterrupted four seconds, which results in a greater cumulative energy output. The substantial power required to project the microwaves from its laser is provided by a built-in miniaturized N² Reactor. You receive your own fiat-backed copy of the Maser Howitzer. If lost or destroyed, it'll reappear in your Warehouse next month.

Integrated Mechanical Soldier Type-4 Akashima (600 CP): For a long time, the battle against Angel-scale threats was technically monopolized by the Evangelions, due to not existing another finished weapon capable of fighting such foes and projects like the Jet Alone would take longer to complete than the appearance of all the Angels. In most past worlds, these projects never were finished, but this situation is different here, as years have passed since the failed attempt of causing the Third Impact and at least one distant successor of the Jet Alone project was finished.
This successor is the Integrated Mechanical Soldier Type-4 Akashima, built by the JSSDF with the assistance of Nerv Japan. Normally, only one of such weapons would exist, but now you receive your own version of the JSSDF's giant robot.
The Akashima is a transformable anti-Angel weapon, in the form of a humanoid giant robot, being completely mechanical in nature, unlike the Evangelions. Its humanoid form enables it to cross any terrain and holds weapons, as well as being able to engage in melee combat if needed. The Akashima has around half the size of the first generation Jet Alone, but being considerably stronger and more resistant, thanks to its protective armor and artificial muscles that grants it physical attributes on par with an average Evangelion.
The robot's power source is a built-in N² Reactor, which grants it a virtually unlimited operation time as long as it's working. Like the N² Flanker, the Akashima was also a testing unit for the graviton floater technology, having them equipped on its wings,

enabling it to fly when its wings are open. Unfortunately, Akashima's flight capacity is considerably weaker than Allegorica Unit's, with its usage being restricted only to a ground-effect cruising mode. Besides being able to use Evangelion weapons, it's also equipped with twenty automatic high-caliber cannons that shoot powerful projectiles made from depleted uranium and a type of fluorinated incendiary smart projectiles, capable of severely damaging an Evangelion if it manages to pass through its AT Field.
By default, it would require two pilots, one driver and one gunner, to control the machine, but your version was modified to enable just a single pilot to control it.
While weaker than the Evangelions, the Akashima still have its own advantages. First of all, it's much easier to control and doesn't run the risk of going berserk or becoming a godlike being that will end up destroying the world. It's also much easier to build and repair.
As a bonus, you also gain all the blueprints needed to build more Akashima-model robots and, with enough infrastructure and resources, you could even mass-produce them if you want.

Seele Items:

Seele Surveillance Drone (100 CP): You gain one of the many Seele Surveillance Drones. The drone have an appearance similar to the american B-2 Stealth Bomber, to the point of even sharing its stealth characteristics, but it's smaller, having around the same size of a military drone. In addition to this, the drone is equipped with a high-precision radar, visible light/infrared cameras, as well as an organic artificial intelligence, which requires less energy and data than a conventional one and is capable of autonomously changing routes to avoid obstacles and threats by themselves, but their routes can also be remotely altered if needed. If lost or destroyed, a new one will reappear in your Warehouse next month.

QR Signum (300 CP): As one of Seele's allies, you gain access to one of Armaros' scales, the QR Signum. A QR Signum is a scale-like plate that is essentially a piece of Armaros' armor that is used by it to transmit its power to its servants and allies, including you. While attached to someone or something, the scale will transmit Armaros' dark power to them, granting them a virtually unlimited supply of energy, but such power has a price. The longer they stare at the abyss that is Armaros' darkness to receive its power, the more this abyss affects them, with a real risk of mental contamination and corruption. In addition to this price, the signum has a non specified limit of how much energy it can receive at a time and it isn't particularly durable as an Eva like the Super Evangelion was able to crush one with its bare hands. During the duration of this jump, anyone using the QR Signum will be connected to Armaros and will gain the ability to travel through this setting's World Tree. Additionally, as you're paying a special price for this, you won't need to worry about being remotely controlled by Armaros if you're using the QR Signum on yourself. Post-jump, the QR Signum will receive its own source of darkness power separated from Armaros and its power won't corrupt anyone unless you want to.

Replica Spear of Longinus (600 CP): Each one of the Mass Production Evangelions brought with them an artificial replica of the original Spear of Longinus, but, among the twelve false spears, one of them appears to be special. This one isn't just a mere pale imitation like the other Copy-Lances, but a true replica instead, which holds a considerable portion of the original's power, as well as being capable of even achieving some feats on par with the original if used on the right hands. As the original spear is currently in possession of the Minister of the Human Instrumentality Project, Armaros, this replica is the closest thing from it you can acquire in this world.

In a manner similar to the Copy-Lances, your Replica Spear of Longinus have the ability of completely ignoring AT Fields, being able to piercing them with little to no effort, with the only way to temporarily hold the spear is by adding extra barrier layers, is capable of limited shapeshifting to change to more efficient forms when needed and can regenerate from damage overtime, but these basic features are just the start. Initially, the Replica shares with the original Spear of Longinus the ability to damage down to the very soul of those that are wounded by it, nullifying passive

healing this way, can achieve FTL speeds during interstellar travel and, if thrown at a human, Angel or similar being with a soul, it'll hit the target without fail, but when used by those that know its true power and/or are powerful enough, it can even use some more advanced abilities.
Some of these advanced abilities include being capable of putting any being (in special progenitor beings like the Seed of Lifes) into stasis when impaled, releasing bursts of light capable of decaying organic matter into a salt-like dust, creating mighty barriers/force fields like the Spatial Lens and the Longinus Curtain, manipulating gravity and pressure, growing to gigantic sizes with no know limit (but it would take an entire year to become big enough to surround a planet like Earth) and many others. Unlike the original godlike spear, your replica lacks a mind of its own, but, similarly to the other pale imitations, it's capable of partially operating on its own, being able to autonomously and instantly shapeshift to adapt against some barrier and even defend its user automatically sometimes or refuse to attack its master, if used by anyone else.
Unfortunately for you, your replica is just a copy of the Spear of Longinus, so its abilities are weaker than the original and it lacks the abilities exclusive of the original's alternative form, the Spear of Cassius. While its default size is made to be used by Evangelions, with some experimentation, you could conceivably convince the replica to shapeshift into a smaller form to use by yourself. Lastly, your Replica Spear of Longinus will consider you its master and can be recalled back to you at any time. If lost or destroyed, you'll receive a new one at the start of the next jump.

Companions

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Scenarios

You can take as many scenarios as you want, as long as they aren't incompatible.

Burning Heart (Requires an Evangelion with a S² Engine): During a battle, you receive an attack that resulted in your Eva's core and its S² Engine being partially destroyed. Initially, the organ didn't explode, but it started to overheat and become increasingly unstable, starting to leak and lose mass to the other side. The scientists that work for your affiliated organization tried to install a triangular plate of Dimensional Mirrors on it in an attempt to stop this process but not even it was capable of stopping it, the worst happened and the S² Engine fully disappeared to the other side and a dimensional breach appeared in its place instead.
Fortunately, a miracle happened and the mirrors managed to stabilize the dimensional breach in the last instant before everything within a 90 kilometers radius was swollen by a Sea of Dirac.
As the final result of this miracle, your Evangelion unit gained a Center Trigonus localized on the place where its S² Engine was before. The Center Trigonus is a dimensional breach that is maintained stable thanks to the fragile balance created by the set of dimensional mirrors and, while it retain the organ's capacity of acquiring energy from higher planes of existence, it gain a much greater capacity, being able to acquire much more energy on a whole new scale and it isn't an exaggeration to say that the energy captured by it is like a torrential river of wild, pure power.
While a disaster was initially avoided, it doesn't prevent another from happening. The very essence of the Center Trigonus is dangerous and destructive, as it continuously gathers energy without stopping.
This is where you enter. Your task here will be to maintain the Center Trigonus localized on your unit stable until the end of this jump, without letting it explode and cause an Impact that could potentially destroy the entire world.
To maintain the Center Trigonus stable, you'll need to use the energy produced by it, through piloting your Evangelion to avoid it accumulating energy above its safe limit. At the best hypothesis, if the Eva is left inactive, it'll take less than a week to reach its critical limit and explode. If you think you can be clever and use the energy produced by the rift to fuel other machines to not need to pilot your unit, I advise you to not do it because, if you attempt to do it, there'll a very high risk of it breaking the fragile balance between the dimensional breach and the dimensional mirrors.
If you manage to maintain the Center Trigonus stable without causing an Impact or evolving into a Radiant Giant until the end of your ten years here, this scenario will count as completed.

-Reward: As your stay here reaches its end, your Eva's **Center Trigonus** suffers a metamorphosis similar to the one that happened with the Unit-01 Final Model when it became the Nameless Baby. It became totally stable and your unit is now completely adapted to it. There are many benefits granted by this, but, to avoid needlessly writing a huge wall of text twice, the benefits of gaining this upgrade are better explained in the Evangelion Supplement, as it directly affects your unit.

Mantle of Endless Darkness (Requires an Evangelion with Overlapping Compatibility or an Evangelion and the Dark Affinity perk): There are many rules that command this world and one of such rules is “The one who kills Armaros becomes the next Armaros“. This is a near absolute rule (that just works for Evangelions and similar beings apparently) that not even Armaros itself can defy it, but it’s exactly this rule we’re going to take advantage of.



Thanks to your Evangelion being capable of stealing and assimilating the physical data from others or you having a greater affinity with darkness than anyone in this world, combined with a help from your Benefactor, you’re the only one capable of inheriting Armaros’ mantle without being dominated by it, if you have enough willpower to resist its influence.

Your goal in this scenario is simple: kill Armaros using your Evangelion. Unfortunately, this is much easier said than done. Before starting, you need to have at least an idea of what exactly is your target and how powerful it is.

Armaros was created by Seele probably through a process that involved the removal of Adam’s darkness and combining it with an AI and thousands of QR Signums in the form of black scales. In its true form, Armaros is a serpentine mass of darkness, but it isn’t seen in this form normally, as it needs to possess an Eva unit to act and interact with the world. While possessing a vessel, Armaros covers it using thousands of black scales that are its QR Signums, greatly increasing their strength and size and, if there was a human pilot together with the unit, the Törwatchers absorb or replicate their loved ones as an extra way to control them.

The current incarnation of Armaros is the Unit-01 from the previous world that managed to defeat the former Armaros, being around 250 meters tall and having all of its vessel’s abilities but also being considerably stronger physically and having a legion of thousands of layers of Artificial Field generated by its black scales protecting it. Even the Super Evangelion isn’t strong enough to penetrate its defense without using some powerful weapon. Armaros is capable of using the original Sacrilegus without any side effect, can freely teletransporting through the World Tree and have control over the Angel Carriers and the Törwatchers (despite it’s possible to arguably say that the Törwatchers have control over Armaros instead), as well as having enough authority over the true Spear of Longinus to summon it to its location at any time and use it as a weapon.

But it’s not only this, as Armaros also has a last ace up its sleeve in the form of fusing with the World Tree’s roots and accessing its innate power as an artificial Seed of Life by entering in a Darkness Giant state. In this state, which is a counterpart to the Giants of Light, Armaros becomes several times taller than an

Evangelion and its power becomes superior to a fragment of a composite type Seed of Life, but it's still weaker than a complete Seed of Life.
This scenario will just count as finished once you destroy Armaros using your own Evangelion unit and manage to resist its attempt to possess you.
Good luck. You'll need it.

-Reward: Congratulations, you managed to do the impossible, by defying an absolute rule and winning over it. Thanks to it, your Evangelion has been upgraded, having inherited **Armaros' Mantle**, as well as its powers, but, unlike of its predecessors, it'll remain free from the AI and the Törwatchers that previously controlled Armaros and you won't need to worry about being corrupted by piloting it.
Like the above scenario, to avoid needlessly writing a huge wall of text twice, the benefits of gaining this reward are better explained in the Evangelion Supplement.



The Resistance (Incompatible with Seele affiliation): After the triumphal appearance of Armaros in the Moon and after it threw the Spear of Longinus on Earth, humankind is at the closest of its extinction since the failed Third Impact. It's time for all human factions to join forces to defeat the threat that Seele's servants represent, even if many still insist in fighting for their own interests and for old rivalry and problems with each other.
Your goal in this jump is the same one as Nerv's original goal without Gendo and Seele's influence: protect and save humanity from extinction.

Some of the dangers and threats that humanity are facing are:

The world is currently having its mass "stolen" by the Spear of Longinus that is orbiting the planet and, thanks to the spear growing larger and larger each day, in approximately six months, it'll grow large enough to reach its own tail and surround the planet, causing the Earth's total destruction.

At the same time, Armaros and the Angel Carriers are fighting to prevent any meaningful attempt of humanity to survive and they'll hunt any Evangelion that grows powerful enough to be a threat to the cycle.

To prevent any chance of the humans escaping from Earth and going to space, the spear will generate an almost impenetrable barrier that can just be pierced by a mighty AT Field, as well as attacking anyone that comes close enough to it. The barrier will also project a illusion that just conceal the rapidly growing Moon, but, if someone actually manage to pass through it, the barrier will change to become similar to a mirror that reflects an enhanced image of Earth above itself and, depending on the angle, it'll also reflects the Sun on the opposing side of the planet, turning the night in day, and will sometimes concentrate the solar light, which will cause several forest fires and create strips of dry land.

The Spear of Longinus' influence will also cause a massive migration of birds that will result in the disappearance of all the world's birds. This will also lead to an explosive growth of the insects' population in a few weeks that will devour plantations and forests, spreading hunger to hundreds of millions of people that will lose their food sources.

Even with this all, things will get even worse as the months advances, due to effects caused by the reduced Earth's diameter and mass.
This is just a basic list of some of the dangers humanity will face during the entire story of ANIMA.

You don't need to save Earth from destruction or stop the cycle created by Seele to complete this scenario, you just need to maintain humanity alive and capable of surviving even after the apocalypse.
If during the ten years of your stay here, if the population of humans ever drops below a stable breeding pool, this scenario will count as failed and you won't receive any reward for it.
As a last tip, if you achieve a similar result as the one that happened in the canon ending of ANIMA, with the Apple's Core receiving the Earth's Ark and becoming a

part of the cycle at the same time as freeing the Earth from the Spear of Longinus and from the apocalypse (which is probably the only way to save humankind without using out-of-jump things), you'll want to search for a new moon soon to stabilize the Earth's orbit.
Good luck, you'll need it.

-Reward: As the apocalypse is finished with an ending that was unsatisfying for Seele due to humankind's survival, the time for your efforts to be rewarded arrives. Due to you being one of the heroes responsible for saving them, you'll be able to import all the **Humans** that are still alive at the end of your jump as your followers in future jumps, as well as being able to choose specific surviving humans to import as Companions instead.
In addition to it, if you manage to save **Earth** from destruction, the planet, or rather saying what's left of it, will follow you along your chain, becoming a pocket dimension or appearing somewhere adequate in future settings, and, if you and/or your companions have Evangelion units, they'll be upgraded with an integrated **S-Type Equipment [Space Combat Use]**, allowing it to be used in zero-gravity environments and having a protection against ionizing radiation.
After all, they'll need it if they want to participate in the efforts of the Project Moon Thief to find a new moon for the moonless Earth.



Road to the Next World (Exclusive to Heir of Seele): With the failure of triggering the Third Impact and fulfilling the Human Instrumentality Project on December 31st 2015, this world's purpose ended, so a new world may be born to another attempt to be made and, this way, continuing the cycle.
Much like how a kryptonian warlord said, nothing can be built from nothing and everything needs to be built above something. To a new world be born, the previous one must be destroyed. The stage must be clear before the next attempt.
As every member of Seele already abandoned this world, it's your duty as the heir of their will to ensure that their last goal to the current world be concluded and that the cycle will continue intact.
In a few words, to complete this scenario, you must ensure that a new Earth will be created and that the tools important for the project be present there, whatever it takes.
To help you in your mission, I'll give you a small list of tips and objectives that will help a lot on the continuation of the cycle.

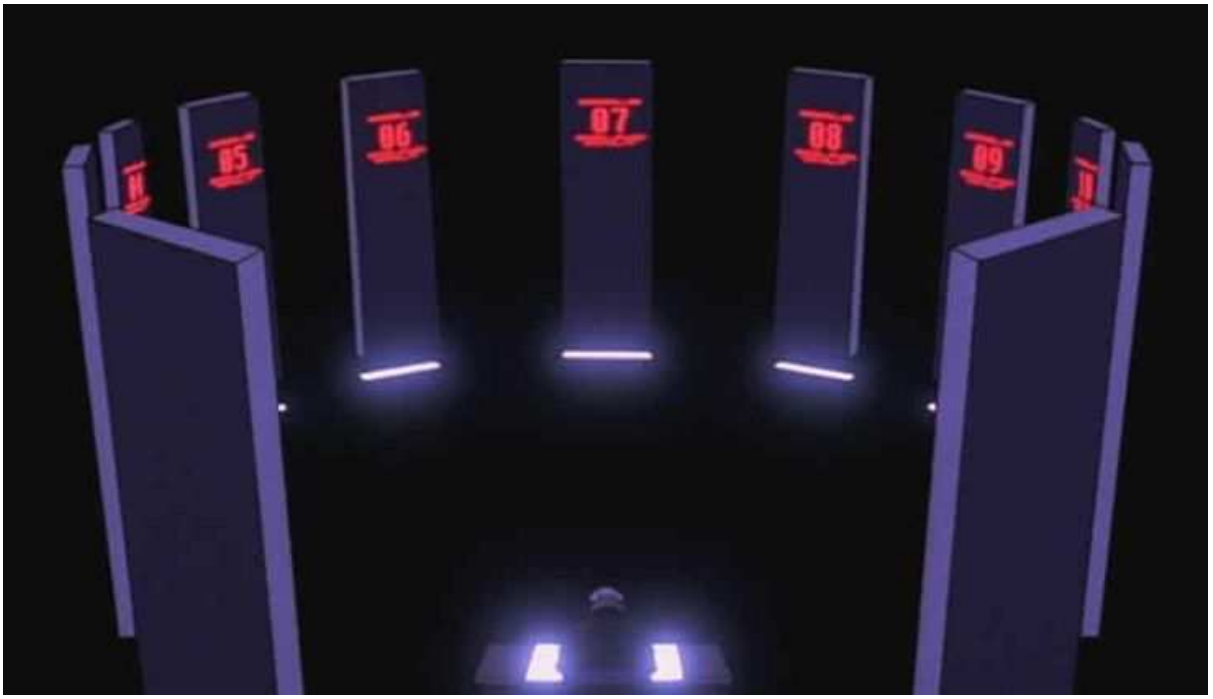
1. Normally, each "world" is composed of the Earth and the Moon, which with each cycle they switch places, so the current Earth will become the next Moon (by having its mass sent to the current Moon thanks to the action of the Spear of Longinus and through the World Tree). Each Earth and each Moon must have their own part of the Ark, but as just Armaros can touch them and it'll let them on their right places, this will be the easiest part;
2. Both the original Spear of Longinus and the Replica Spear of Longinus must be present in the next world, as the replica apparently was extremely hard for Seele create it;
3. A new Moon and a new Earth must be created, but it doesn't necessarily means that the current Earth must be destroyed, so, if you prefer, you can just use the Apple's Core to create a new Moon/Earth instead by sending one of the Arks to there;
4. At least part of the Earth's ocean must be drained and sent to the next Earth. This normally is done by the Spatial Lens that will be created by the Spear of Longinus;
5. Lilith must go to the next world and be used to spread the biological data contained in the Ark. She probably is also involved on the revival of Adam, as how he'll return isn't mentioned in the light novel;
6. If some Evangelion (aka Yui inside the Unit-01) decides to pass the rest of eternity floating on space, someone will need to go after it to recover the soul that was inside its Core;
7. The entire process of the creation of the next world will takes at least a few months, while the time needed until the story begins again is around four thousands of years (formerly the time needed was around of thousands of millions of years, but the creation of the Ark greatly reduced it), but you won't need to stay during the entire process, as the scenario will be finished once the creation is finally guaranteed.

A last message: while your mission doesn't require exterminating humanity, it doesn't require preserving them either, so think about it.

-Reward: As the birth of the new Earth and the new Moon is ensured, your mission is finished, so, if you want, you'll be able to finish this jump even before staying ten years here. Furthermore, your efforts in protecting the cycle didn't go unnoticed.

As you reward, you aren't just a mere someone that inherited Seele's will, but now you were recognized and they accepted you as a true **Member of Seele** in future worlds.

You'll still need to wait to see the benefits this position will bring to you, but, for now, I just want to congratulate you and welcome to Seele.



Drawbacks

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Neuroses (+100 CP): Before the nightmare that was brought back by Seele's servants, the world and the people were recovering from the consequences of the Second Impact and the Angels' attacks and building a better future than the one that was predestined to them.
Thanks to it, many of the problems, but not all of them, of the dysfunction junction that is the world of Evangelion were solved and, while three years ago the rule was that every human had their own set of neuroses, this isn't the rule anymore so it isn't mandatory for human Jumpers to take this drawback in this world.
But it isn't everyone that managed to overcome their past neuroses and you're among them.
By taking this drawback, you manifest a particular social disorder or intrapersonal issue that reflects how hard it is for you to make connections. No matter what form it takes, it's some form of antisocial trait that will make you have a real difficult time making friends.

Corrupted Mental Mirroring (+100 CP): In a manner similar to what happened with Rei and her three clones, your mind was attacked and contaminated by Armaros, resulting in you developing a mental connection with it. While this mental link can't be used to manipulate you and your actions or to cause some damage in your mind, Armaros can and will use it to temporarily take control of you to speak through you. This won't put you in danger as you'll still retain partial control over your body if you're in a battle, but it's very annoying to be used as a speaker to humankind's current greatest enemy.

World's Best Parents (+100 CP/Exclusive to Pilots): Even if you didn't have this drawback in the original NGE jump, you have been injected more directly into the plot. You are now part of one of the world's most dysfunctional families, being another relation of Gendo and Yui Ikari, like an adopted child or their nephew/niece, with a similar upbringing to Shinji. Even if you aren't affiliated with Nerv Japan, your starting location will be the new Nerv HQ, arriving together with Shinji and Toji. Armaros and Rei Quatre, of course, will interfere.

Trapped Outside of Time (+200 CP): Something went wrong during your entrance in this universe. Instead of starting in one of the bases of your organization you're affiliated with, your starting location is now the old Nerv HQ in the Geofront, which means that you became stuck inside Lilith's Chronostatic Sphere, together with part of the Nerv personnel and of the JSSDF's forces. Any form of dimensional travel from any perk or item is now blocked until you escape. Unfortunately, there is no way for those outside of time like you to escape from there, so, if you want to escape,

you'll need the help of your Companions and followers that will stay outside the sphere. Well, it won't be a question of if you want to escape, because you'll want to escape since if you stay here after 10 years, your chain ends here. You can take the opportunity to flee from the sphere together with the others when Lilith goes to the next world during the final days of Earth, but there is no guarantee that this will happen.

Lost Soul (+200 CP): You were a subject in an experiment that resulted in your soul being removed from your body and put into a small Core-like sphere. Fortunately, thanks to a quantum link between you and your soul, your soul being outside your body doesn't bring any severe consequence to you. The only consequence of your current state is that you must stay at least 50 meters near the sphere that contains your soul, otherwise you'll enter an unconscious state that will last until you return to the sphere's range. Additionally, if the sphere is destroyed, you'll die, but if you come back to life, the sphere will be repaired too. Post-jump, your soul will return to your body, but you can maintain your Core as a souvenir if you want.

You IV, V and VI (+200 CP): Well, you got cloned.
Repeatedly, more specifically three times.
Someone, somewhere, decided to create three clones of you and use mental contamination to cause them to develop their own minds and personalities, with each of them having a personality based around some specific aspect of your psyche. Unfortunately, due to the actions of some shadowy opposing organization, they have been conditioned for absolute loyalty and want to kill you. It's not like you can reason with them, but it'll be very hard to change their minds. Your clones will also have access to all of your powers, but their strength will be limited to only half of your starting strength. If one of them is killed, another different clone will be created to take its place without the memories of the previous incarnations.
At the end of the jump, if you manage to convince some of your clones to give up from killing you and become allies instead of enemies, you'll be able to bring them as Companions to future jumps.

As Was Foretold, and Still Is (+300 CP): The Human Instrumentality Project failed but, between the actions of Seele, Armaros, the Super Evangelion and even Lilith herself, some form of Third Impact will inevitably happen. It might not happen during the fall of Yomotsu Hirasaka, but it will happen at some point before the end of your jump.

Lost in the Light (+300 CP/Can't be Taken Together With the 300 CP Version of Off-Script): Something went wrong during your entrance into this universe. You're reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump.

The Remaining Ones (+300 CP): Starting with Sachiel and ending with Armisael, fourteen children of Adam were born from him after the Second Impact, attempted to cause the Third Impact and have been defeated by the hands of the Nerv's pilots. All the Angels were defeated and the only remains from them are their embryos with the Angel Carriers. But what if Adam didn't spawn only fourteen Angels but also others that weren't predicted by Seele and Nerv? Unfortunately, this was exactly what happened. In addition to the fourteen Angels that attacked Tokyo-3, Adam also spawned another six extra Angels that remained dormant until the appearance of Armaros, which caused them to awake and be born.
These six Angels are the three Rebuild-exclusive Angels (Tunniel, Clockiel and the Twelfth Angel) and three random extra-canonical Angels (like Azrael, Barakijal and the Diemay Angel for example). With Adam already dead and Lilith currently sealed in her Chronostatic Sphere, the last Angels will have no definite goal and won't be capable of causing an Impact for now, so they probably will just stay around the world and attack anyone they consider a threat, including humans and Seele's servants like the Angel Carriers, being basically wild cards in this dying world.

Off-Script (+300 CP/+ 500 CP): Due to your nature as a Jumper, your mere presence is enough to be a serious offense to Seele's design for the world and for humankind. Fortunately, your extra dimensional nature would pass unnoticed by default, but this won't be the case if you decide to take this scenario.
For 300 CP, the only ones to notice your true colors will be the Angel Carriers in their thirst to recover the life that one day they lost. Much like they can detect the Super Evangelion's heartbeats from anywhere in the world, they'll be able to detect the dimensional interference caused by you every time you use any of your out-of-jump powers and items. After detecting you, they'll consider you a priority target, even if you would be considered their ally before, with the only enemy that they'll consider a greater priority than you being the Super Evangelion itself. As the Angel Carriers aren't exactly the smartest enemies that you may face here, if you refrain from using any out-of-jump power, they'll be unable to detect you and won't attack you if you weren't their target.
Alternatively, for 500 CP instead, Armaros will also be capable of detecting the dimensional interference caused by your powers and will consider you a living heresy on par with the winged Super Evangelion and the mutated US Eva. While it won't hunt you directly like the Angel Carriers, it'll target you every time it encounters you and expect attacks from the Törwatchers every few days if you use your powers and items from outside this setting. Unlike the Angel Carriers, Armaros is intelligent enough to recognize you even if you stop from using your powers, so it can't be fooled easily. If you read the **Mantle of Eternal Darkness** scenario, you know exactly what Armaros is capable of, so I advise you to prepare yourself because you'll need it.

Ending

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Neon Genesis Evangelion: ANIMA, ending your chain.

Move On: Go to the next jump and continue your adventure.

Notes

1. For the sake of this jump, consider that the timeline of the Neon Genesis Evangelion jump is separated from this jump's timeline, so any action you did there will have no effect on the events that will happen here;
2. I preferred to not use anyone's suggestions in this jump because I'll use them in the Rebuild of Evangelion jump I'm planning to also make;
3. The **Treasure Seeker** perk has a very similar effect to the **Truthseeker** perk from the Neon Genesis Evangelion, but it works with artifacts and treasures instead of informations;
4. Perks that requires another perk/item don't count as exclusive perks for the **Not So Simple Backstory** perk;
5. If you have taken the **Immersive Synchronization** perk and try to use it in a vehicle that requires balance to be piloted, like a bike or a motorcycle, your body will autonomously continue to balance yourself without any need of conscious effort;
6. **Drawbacks** are removed after the end of your jump.

History

V 1.0: Released