Parasite Eve Jumpchain

Version 1.0.1. By Aabbcc, (doc link, pdf link)



Billions of years ago, mitochondria became part of the vast majority of complex organisms on earth, providing energy for the cell to function and maintain living, in return for getting nutrients from the host cell. But what if they were not content with merely being passive agents, what if they had a will of their own, what if they desired to take control and be the ones in charge?

Parasite Eve is a series of 3 video games by Squaresoft and later Square-Enix, published in 1998, 1999, and 2010 respectively. The series is based on a 1995 horror novel by the same name written by Hideaki Sena, which was later adapted into a film in 1997 and into manga in 1998. There is also a manga adaptation of the first game published in 1999.

Before you start, here's:

+1000 CP

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General Setting Information

As mentioned in the intro blurb, this setting starts from the premise that mitochondria can have wills of their own, can decide they'd rather have control over the cell and body, and can use (and grant) superpowers. Unsurprisingly, Biology and Physics here are only a thin coat of technobabble over the bullshit that mitochondria do.

The main villainesses of the Parasite Eve novel/movie and the first game are **Mitochondria Eves**, hive minds of mitochondria who slowly take possession of someone, and (after achieving control) rapidly grow in power, moving towards the goal of creating an **Ultimate Being**, a fast-evolving creature that would become the first of its kind, and replace humanity.

They display several supernatural powers, with the second Eve, hereafter referred to as **Eve-2** in this document, being significantly stronger than the one from the novel/movie, hereafter referred to as **Eve-1**.

Where Eve-1 could possess someone and set individuals in the same room as her on fire, Eve-2 could affect large groups of people at the same time in a large concert hall, and demonstrated a much greater variety in powers than her predecessor did, such as shapeshifting and generating laser blasts.

In the original novel, which was later adapted to film, the conflict is fairly small scale. It only covers one university/research institute and one hospital, relatively few people are killed, and the 'heroes' are all regular scientists and doctors. The conflict revolves around trying to stop this seemingly unstoppable creature, and the plot is resolved in a fairly short timeframe. There are several deviations between movie and novel, generally in toning down the amount of squick, and in presenting the plot in a much more compact form; it is your choice which of the two you'll be Jumping to.

If you pick this starting time, this Jump will start after most of the exposition and setup is done and the action is just about to begin. The plot will likely resolve itself if left alone, but leave a few dead and traumatized people.

The first game takes place in New York, and its conflict is larger and a great deal more violent, although it only lasts a few days. The events begin when, during a Christmas Eve opera performance, Eve-2 takes possession of **Melissa Pierce**, a young ingenue, during her debut performance in the lead. Eve-2 causes most of the audience to self-immolate before fleeing the scene.

One of the few survivors of this event is NYPD officer **Aya Brea,** the protagonist of the game. If Eve represents the parasitic form of mitochondria, Aya represents the symbiotic, as her mitochondria, rather than becoming a hive mind bent on dominating her and taking over, seek to work with her, leaving her regular human personality in charge, giving her a bunch of superpowers, and making her immune to Eve-2's mutative presence. Thus Eve-2 cannot make Aya spontaneously combust, turn her into goo, and other such nastiness. For a lack of a formal name for what Aya is, this document will use the term '**Awakened**'.

As previously mentioned, Eve-2 is a lot more powerful than her predecessor. Apart from being able to make anyone confronting her melt or spontaneously combust, one of her powers is the ability to awaken the mitochondria in regular animals and turn them into monsters. These **N**eo **M**itochondrion **C**reatures (**NMC**s) form the bulk of the generic enemies and bosses in the game; they demonstrate various powers, although these are often limited to one or two per enemy. NMCs melt into goo when killed.

The game follows Aya as she awakens her powers and tries to stop Eve-2, with some backup aid from the police and, later, the military. Eve-2 turns the entire audience of a second concert into a giant blob,

the island of Manhattan is quarantined, a very, very tiny nuke deployed, and in the end, Eve-2 and her Ultimate Being are defeated. A lot of this depends on Aya and her support cast, so be careful about butterflies if you don't intend to solve things yourself.

In New Game+, an optional dungeon/boss is unlocked, this document assumes that if you don't take the relevant **Scenario**, it is either dealt with by Aya or it was never there in the first place, whichever you prefer.

Between the first game and the second, the surviving NMCs fled west. Several law enforcement task forces were formed to deal with this threat, and eventually they coalesced into the **FBI**'s **M**itochondrion **I**nvestigation and **S**uppression **T**eam (**MIST**). Aya has left the NYPD and joined this organization as an **NMC-Hunter**, although most, if not all of her powers have gone dormant, mostly because she consciously rejects them as they set her apart from the rest of humanity.

The second game opens with a large-scale attack by NMC-like creatures, led by a crazy humanoid individual. Aya is sent to investigate and deal with it.

Afterwards, she is sent to investigate a second location, a small town in the middle of the Mojave desert where NMCs have been sighted. Clues there lead her to a nearby missile silo that has been decommissioned and sold to a private owner.

The silo has been transformed into a laboratory / zoo-like complex called the **Neo Ark**, although all humans there have either been killed or mutated. The NMC-like creatures Aya fights in the game turn out to be artificially-created, these **A**rtificial **NMC** (**ANMC)** are humans that have been warped into monstrous forms by a retrovirus created by the shadowy organization that made the Neo Ark and were responsible for the opening attack in the game. This organization, predictably, has an insane plan that threatens all of humanity, and it's once again up to Aya to stop it.

For the third game, things get weirder, as the plot revolves around time travel and souls, a significant step away from the previous installments.

New creatures which have stepped from ripples in the air, dubbed **Twisted**, have appeared, killing any human they encounter. Later, giant tree-root-like towers called **Babel** sprout from the ground in cities all over the globe, with the Twisted gathering living and dead humans inside.

Aya Brea is found amnesiac in a bloodied wedding dress around the time the Twisted first appear, and it is quickly discovered she has a new ability, dubbed **Overdive**, which allows her to send her soul forth and bodyjack people (or when used on weakened Twisted, destroy them). After studying her ability, a special machine called the **Overdive Device** is created that allows her to send her soul into the past.

The game revolves around traveling to the past, learning more about the Twisted and Babels, changing some detail, and returning to the present. After her first dive she starts to encounter giant boss Twisted disguised as humans at the end of each dive. More specifically, disguised as humans with a connection to Aya. Killing them causes significant ripples in the timeline, but this seems to strengthen the Twisted as well.

Given the game's reception, how much it changed the base premise, and how difficult it is to work in any origin that isn't replacing the protagonist into the story, this game is not available as a starting time, but as a **Scenario** which occurs in a separate timeline. **You can assume that unless you take the relevant Drawback, the events that lead to it won’t happen and even the capability of it happening is not possible.**

Location and Time

Pick one of the following for free, or roll a 3-sided die to pick randomly. For **3rd Birthday**, see the **Scenarios** section.

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0. Parasite Eve Novel/Movie: 1991, Japan, School of Pharmaceutical Sciences**.**

Doctor **Toshiaki Nagashima** has been manipulated into growing a culture of cells from the liver of **Kiyomi**, his dead wife. These cells are being controlled by their mitochondria, which form a hive mind, and they have taken control of his assistant, **Sachiko Asakura**.

Meanwhile, **Mariko Anzai** is in a nearby hospital due to complications arising from the recent transplant operation in which she received one of **Kiyomi's** kidneys.. Her immunosuppressants haven't been working well and she's been having blackouts and numerous nightmares.

The Japanese Biochemical Society's conference is being held at the School; right now it's around 5pm and you are at Sachiko's presentation, the last of the day. As she steps into the podium, however, rather than the expected topic, she opens with the phrase: "**At long last, the day has come for mitochondria to break free**".



1. **Parasite Eve I:** 1997, December 24th, Carnegie Hall, New York.

   In 1977, **Mariko Brea** and her daughters **Maya** and **Aya** were involved in a car accident on December 23rd. All three of them were brought to **St. Francis Hospital,** where Maya and Mariko died, but Aya survived.

   Both of the deceased were marked as organ donors, and while Mariko's body was too damaged, Maya's wasn't. Her kidney was transplanted to 9-year-old **Melissa Pearce**, while her cornea was preserved and transplanted into Aya, who was born with a defect in her right eye.

   Eventually, Melissa began to fall ill, which her doctors attributed to rejection, prescribing immunosuppressants. Still, she didn't let that stand in the way of her dream of becoming an opera singer, managing to land the lead role in an opera. In the weeks before the Christmas Day performance, in order to feel strong enough to perform, she began taking extremely large doses of her immunosuppressants.

   As the jump opens, Melissa Pearce's performance has turned into a nightmare; everyone except police officer Aya Brea, her date, and yourself have either been turned into goo or lit on fire while 'Melissa' sang. She has just taken exit, stage left, with Aya in pursuit, and within moments you'll hear the sirens of police and first responders arriving outside. I wouldn't recommend following 'Melissa' unless you are resistant to having your mitochondria immolate you from within.



2. **Parasite Eve II:** 2000, September 4th, Akropolis Tower, Los Angeles.

   Nearly three years have passed since the tragic loss of life during the incident in Manhattan. **Aya** has left the NYPD to join the FBI's new **M**itochondrion **I**nvestigation and **S**uppression **T**eam (**MIST**) task force as an **NMC Hunter**.

   With the creatures heading west from New York, the NMC Hunters have tracked and eliminated them, reducing their numbers until there are barely any incidents anymore. Having never encountered any of the mutant mitochondria that had created Eve, it appeared that the end of Aya's struggle was in sight.

   Until one chilly, late summer evening, a large number of never-before-seen NMCs attacked the top of the **Akropolis Tower** in Los Angeles.

   Meanwhile, **a shadowy organization** has constructed a secret underground research facility inside a decommissioned Cold War missile base outside **Dryfield**, Nevada. Using DNA obtained from the previous incident, they've created a retrovirus capable of producing entirely new artificial breeds of monsters: **ANMC**s.

   As the jump starts, contact with the SWAT team sent inside first has been lost, and Aya Brea has just arrived to investigate and deal with the situation. You may have been at the tower, a part of the SWAT team if that makes sense for your Origin, or you've just arrived like Aya.

   Alternatively, you may start a day later, having just reached Dryfield by car.





Origins

Pick one of the following origins. You may be of any age and gender that makes sense for them, and any of the origins may be a **Drop-In**, receiving no memories and possessing no connection to this world, if you so desire.
Your (possibly former) position or rank within your job is any you wish that makes sense for your age and that is not already occupied by a canon character (unless you take the **Character Replacement Drawback**). If you are too old, you are retired and have a pension instead. You may also decide to be an OC family member of one of the canon characters.

Officer of the Law:

You are a current or former member of the local police, FBI, MIST if it already exists, or a similar law enforcement organization. Alternatively, you may be a retired soldier. Despite being a normal human, you are, or were, *very* good at your job.

Scientist:

You are involved in the field of (mundane) science of your choice. Depending on your age, you may be a student, or you may have a job in your field at your location. Doctor, researcher, engineer, whatever makes sense. You are quite gifted in your field, and (to a lesser degree) in academia in general. You may be an independent researcher, working for a local company or university, part of MIST or even the Neo Ark project if they exist.

You receive **a 600 CP stipend** for the **Items** section.

Awakened:

Your body is host to special mitochondria. They have awakened and begun evolving rapidly, possibly during the events immediately prior to the Jump's start. Rather than attempt to take over, they have decided to leave you in charge and give you superhuman abilities. This makes you highly resistant to attempts to subvert them, be it by means viral or through mitochondrial powers.

This evolution allows you to gain **Mitochondrial Powers**, supernatural abilities governed by your mitochondria and used at your command. Developing these abilities is easier while under high intensity conflict or other evolutionary pressures.

You may be a clone of or have received an organ transplant in the past from Kiyomi, Mariko, Maya, or Aya, if it makes sense for your starting time and location, or your mitochondria may have simply reacted to recent stimuli. Alternatively, they could have been altered directly by your Benefactor.

If you have the skills and age for it, you may be in any of the jobs offered by the previous two Origins, or something more mundane of your choice.

Mitochondria Eve (100 CP):

Rather than a human, you are a collection of sentient mitochondria currently in a human host, one who may have a regular mundane job, a job from those offered by the Scientist Origi**n**, or be married to someone who has one of said jobs.

You are resistant to attempts to subvert parts of your hive of mitochondria, and like Awakened, you can learn and use **Mitochondrial Powers**. Said powers start stronger than as an Awakened.

As a hive mind, it is easy to divide your attention between different things by setting different parts of you to each task, but keep in mind that smaller fractions of yourself have proportionally less power and thinking ability to use.

It is heavily recommended that you be a **Drop-In** unless you have or get some method of coping with billions of years of memories without being overwhelmed.

Perks

Backgrounds provide 50% discounts to their category, with 100 CP ones free.

Officer of the Law



To Protect and Serve (100 CP):

If you didn't have them already, you have the training, fitness, skill, and experience of an accomplished marine. You also have the will to charge at the unknown, even if it means certain death.

Barring someone higher up being against you or you making a mess of things, you'll find it is easy for you to be accepted into military and law enforcement organizations, getting the assignments you want, advance in rank, and get your requests for transfer to other departments, branches, or other similar organizations approved.



Triple Agent (200 CP):

You are an accomplished spy and investigator, skilled at hacking, faking identities, forging paper trails, infiltrating organizations, getting blackmail, and other such skills of the trade, as well as surprising luck for getting away with switching sides or quitting your job.

You are good enough to, say, infiltrate an apocalypse cult, getting the many interested organizations off your new girlfriend's back for having superpowers tied to three major bioterrorism events, getting said girlfriend's newly-found kid clone a relatively normal life out of sight of said organizations, fall entirely off the radar, or erase someone's existence from all records.

In this Jump, instead of the jobs offered, you may be a spy for an employer, or even employers of your choice, with one or more cover identities.

Big Damn Sidekick (400 CP):



While fighting hyper-evolving monsters that can set you on fire with a thought or Gunblade-slinging rooftop-hopping ape-like zombie cyborg supersoldiers might be beyond your skills, supporting someone else who does is definitely up your alley.

If someone you care about or someone who is trying to save the day is in danger or in dire need of a plebothium, you have an uncanny talent to arrive right when and where you're needed to help, receiving a modest boost to your skills.

You have a great deal of luck at surviving doing just that and other heroic actions, this is already noticeable when you’re on your own, but it can get quite ridiculous if someone else is holding most of the hostile attention. For example, even if you were set on fire while hopping off a helicopter in order to toss the plebothium bullets to the hero, you'll land safely on water, get to a safe distance before the ship explodes, and show up later completely unharmed.

Lastly, if you or said other person are being accosted by a reporter, you may punch them without repercussions so long as you don't kill them or cause them a permanent injury.

Tune-Up (600 CP):



Some people can tinker with their weapons to make them perform better, you can take this a few hundred steps further. If you have two weapons or two armors of around the same 'scale' (meant for regular humans, for giants, for mecha, for tiny sentient ants, etc), then you can permanently merge them.

This works like an enhanced version of importing items, you can decide whether to keep both 'forms', discard one in favor of the other, or merge them, for example you could merge a sword and a rifle into a rifle with a bayonet or a gunblade. You can do the same with attachments, materials, technology, calibers, projectile types, enchantments, materia slots and so on, deciding what to keep, merge, or discard. The end result doesn't need to make sense, like a derringer that shoots anti-tank rockets in shotgun spread. This even works on fiat-backed properties, letting you keep whichever you consider best of both for any property they share.

The one exception to this is for very powerful fiat things restricted by a heavy cooldown between uses, like most 1-Ups, in such cases that use in particular works with the original cooldown the original item had.

The truly special thing is that when it comes to easily-quantifiable metrics, you can add how much an item is better than normal for its type and setting instead of picking 'best of both'. Got a bunch of extra pockets in that coat you merged into your favorite denim jacket? Your end result now has that many more pockets. Merged 20 of those into that jacket and a bunch of EOD vests? Now your jacket has a lot more pockets, a lot of protection, and yet still remains the same comfortable denim jacket.

You can tell roughly how much better than normal an item is in these various quantifiable attributes if you take a few moments to examine it.

Scientist

PhD in Genetics (100 CP):



You have a PhD in genetics and the knowledge and skill to back it up, particularly about mitochondria. This knowledge updates in future jumps to the mundane cutting edge of your origin's faction / species.

While this only covers mundane scientific knowledge, you'll find yourself capable of grasping the mechanics of the crazy nonsensical stuff that's trying to pass itself as biology that you'll find here and in the future.

While that's not enough to play god, it is enough to understand what's going on and find and design simple counters. In fact, you're particularly good at those, like figuring out something is weak to a particular sound frequency, cancerogenous cells, or mitochondria from that one person.



And in Engineering, Electronics, Landscaping, Cybernetics... (200 CP):

Not content with genetics? You are a modern day Renaissance (wo)man, just as capable of turning an abandoned nuclear bunker into a multi-biome natural preserve with its own climate and realistic-seeming lightning as you are of making cybernetic supersoldiers or designing and grafting a flamethrower to a monster's mouth. Just try to stay out of biting range.

Basically, everything non-biological the Neo Ark Project did, you understand and know how to replicate.

Bystander (400 CP):



So long as you are not actively hostile, non-sentient animals, monsters, and other such creatures will be at worst indifferent to your presence, and sentient ones like **Eves** here will be far more inclined to ignore, manipulate or work with you to fulfill their goals than to immediately turn you into a human candle.

Now, granted, their genocidal work may involve eventually turning you into a pile of goo alongside the rest of humanity, but you'll be at the bottom of the list and they may even seek some way to keep you around.

This particularly applies to other monsters with similar symbiotic or parasitic origins like Blacklight or the various Resident Evil viral products.

You are also surprisingly fireproof, if a firefighter could stand it briefly while in full gear you could handle it in regular clothes without even getting first degree burns.

Artificial Neo-Mitochondrial Creatures (600 CP):

You have full knowledge of how the various breeds of NMCs and ANMCs work, alongside all the technology that was used to create the latter. You could create retroviruses capable of creating them from the appropriate host even without any specific DNA samples to start from.

This does not cover those from 3rd Birthday, Eves, Ultimate Beings, or Awakened like Aya. You can understand what's happening and how their abilities work, you can certainly clone them, but what result you get and what powers it'll have is not something this can help you predict since it is down to their personal choices and not their biology. For example, Melissa's and Aya's special mitochondria came from the same source, yet one produced an Eve and the other an Awakened.

You're also able to do boring things like curing cancer and such.

In future Jumps, if the crazy biology you're dealing with can be understood and recreated in a lab, then you can get there, and this boosts the speed and efficiency of this research by an order of magnitude.

You are surprisingly capable of finding gullible investors for your projects, even crazy things like trying to turn all of humanity into non-sentient monsters.

If you have the **second perk** of this Origin, you know how to build, maintain, and operate the **Overdive Device** and understand its workings, although you'll still need someone with **Overdive** or a similar ability to make it work.



Awakened



Balance (100 CP):
You're just as capable of running, fighting, and doing similar activities while wearing high heels and a dress as if you were wearing something more practical. This applies to other impractical outfits, within reason.

You're also capable of effortlessly maintaining your balance on rocking boats, moving vehicles, atop speeding trains, or even on top of a buggy being pulled by a horse through New York's icy winter streets, which are running all out because *they are on fire*. All while fighting for your life.



Reasonable Authority Figures (200 CP):
You have great luck when it comes to authority figures, be it those you work under or those of different branches and organizations, like the chief of police you work under or the admiral in charge of the current problem.

More often than not and unless you give them reason otherwise, they'll be the kind of people that will believe you, treat you fairly, give you reasonable amounts of leeway for the circumstances, warn you in advance if the government is calling down a nuke on the area, and even risk their lives to rescue you.

Surprisingly Well-Adjusted (400 CP):
Trauma, be it combat stress, witnessing horrible situations, or even terrible childhoods designed to break you, while they may affect you initially, you will cope and overcome them quickly, removing any negative impact they have on you.



People exploding in a shower of gore or being eaten in front of you? The first time it might surprise and scare you, but a few seconds later you'll be as good as new and ready to fight. Raised to be a mute weapon meant for genocide with no knowledge of language while wearing a machine suppressing your thoughts? Give it a week out of that situation and you'll be laughing and going to school alongside kids your age. You won't even have nightmares about it.

Liberation (600 CP, Awakened Only):
You have reached a higher level of symbiosis with your mitochondria, there is no longer a difference between 'you' and 'they', you are one being, with one will.

Turning your mitochondria against you is now impossible, and your mitochondria will actively assist you in fighting off microscopic threats within you attempting to affect you in an undesirable way, either by destroying them or subverting them if able.

Your body has become significantly more efficient at both producing energy and utilizing said energy to perform biological powers.

This perk also grants the ability to enter **Liberation Mode**, releasing the limits on your mitochondria and transforming your body into a combat form not unlike what Mitochondrial Eves can accomplish with **Mutation**, which, beyond improving your physical abilities, it greatly enhances your biological powers, particularly your mitochondrial ones.

You can customize this form's appearance and any mutations and tradeoffs you want it to have whenever you want so long as you have some uninterrupted time to do so.

Initially, you would only be able to maintain this form for a few minutes before running out of energy, at least with only what this jump has to offer and without an external source of energy. This will slowly improve as your mitochondria evolve and your skills at using your powers improve.



Mitochondria Eve



Possession (100 CP, Mitochondria Eve Only):

As a mitochondrial hive mind inside a host, you need a way to control that host, or anyone else you manage to get some of your changed cells inside of.

Through subtle alterations to your host's biology, you can make them ill or healthy, alert or unconscious, alter their likes and dislikes, influence what they feel, draw their attention to things, and even communicate with them, if you so wish. Over time, you can make other alterations to their biology, like slowly altering their appearance, or preparing an organ for some nefarious purpose.

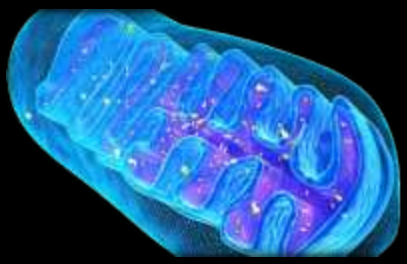
You can also take direct control, either shoving the original mind into their subconscious or destroying their personality, whichever you prefer.

You are not limited to being a hive mind of mitochondria within a single host or body or even controlling only one body at a time, and while your range is not unlimited, you could easily reach anywhere in the world even as the weakest **Eve**.

The body with the greatest concentration of advanced mitochondria (and thus, the greatest concentration of power) is your main body, and the death of most of its 'infected' cells could cause a cascade failure on the rest of the hive mind, possibly resulting in your death.

Mitochondria that leave your range or that you will to separate from your hive mind can be set to revert to normal, become inert until they come back under your control, split as a mental clone of you with a copy of any number of your mitochondrial powers, or form their own intelligence either from scratch or from any of your memories and personality traits you wish to leave them with. You can decide what your mitochondria default to if you're unable to make that decision.

While you can't control whether they'll become an Eve or turn their host into an Awakened, given you can decide what memories they'll form from and can communicate with them, you have considerable influence over their decision.



The Long Con (200 CP):

As an entity that has been planning against the nuclei's control for *billions of years*, you have learned a few things about patience. You are immune to boredom, isolation and sensory deprivation will not negatively affect your mind, and your determination when it comes to staying on task regardless of time and setbacks is greatly boosted.

Being a sentient mass of mitochondria also comes with advantages when it comes to memories, while your memory is not outright photographic, your long term memory is essentially perfect, it is limitless, faces no loss of performance no matter how many eons you remember, and you have full, conscious control over what memories to keep, what to suppress, and how much emotional weight they have over you.

You can also decide ahead of time how you'll apply this control whenever you gain new memories through unusual means, like those billions of years of watching early multicellular life from this origin, or memories taken from your host to better emulate them.

Mutation (400 CP):

You can induce greater changes in your infected cells and your host bodies. You can create physical mutations like altered limbs, extra arms, wings, caparaces, hardened skin, poison, fire, or electricity-producing organs, biochemical lasers, improve your regeneration, turn into goo that can move on its own, specialize parts of your body to enhance specific powers, and more, and you can do it in a matter of seconds.

Changes take energy proportional to how large and extensive they are and how fast you want them to happen, you can even cheat on conservation of mass to some extent this way.

This allows you to invest energy in order to speed up any changes done with **Possession**.

You could achieve some of these without this perk, but keep in mind it took Eve-1 considerable genetic knowledge and access to radiation and mutagenic chemicals in order to induce the mutations that allowed the most minimal aspects of this.





What are you, Sephiroth!? (600 CP, Mitochondria Eve Only):

3 times per decade or Jump, whichever is soonest, whenever you would die due to damage and so long as some of your body remains, instead of dying your cells will enter a frenzy, rapidly regenerating your body and transforming it into a more (or less) monstrous form.

Your health, stamina, energy, mana, and whatever else of a similar nature that you have are fully restored. Each time this happens, your combat-related parameters like the above will double until the end of the Jump.

You can consciously trigger these transformations at will, waiving that use of the 1-Up effect.

Mitochondrial Powers

Only **Awakened** and **Mitochondria Eves** can acquire these abilities. If you are or become either, you can eventually develop or learn from others anything on this section except for **Eternity**.

Your mitochondria can use their energy in order to achieve various supernatural effects, inducing changes in other's cells and bodies, befuddling and controlling minds, producing heat, electricity, magnetism, accelerating biological processes to a blistering pace, and perhaps more arcane effects.

You still need fuel to produce this energy, which barring some biological changes, it'll come from food and stored in various ways through your body, so the more energy you consume with your powers, the slower it'll regenerate until you replenish your body's stores. Food and drinks with high sugar and fat contents are particularly good for this. In an emergency, you can push your body to start cannibalizing cells in order to produce more energy. With time, your mitochondria will evolve your body to become more efficient at processing foods, producing this energy, and improving how it stores it.

In general, you are immune to the immediate collateral effects of these powers, ie: shooting fireballs from your hand does not burn you, creating a small nuclear explosion at point-blank range does not damage or irradiate you, changing the past will not accidentally erase you from the timeline, etc.

As a Mitochondria Eve, or an Awakened that has purchased **Liberation**, you will have conscious control over these processes and abilities if you wish to, letting you direct your own evolution, have granular control over these powers, and getting much better feedback from them.

Levitation (100 CP, Free for Mitochondria Eve):

You can levitate and propel yourself at a fairly decent pace, effortlessly matching a car's speed and staying in the air all day if you wish to, and achieving more should you spend the energy for it. Awakened in **Liberation Mode** temporarily gain this ability while the transformation lasts.

Scan (Free):

You can feel other advanced mitochondria around you, with your range and the amount of detail you get varying depending on what you are and how powerful you are. A fresh Awakened would be able to tell strength, distance, and rough direction within a few blocks, while an Eve or an Awakened with **Liberation** would have a better range, be able to sense regular mitochondria as well, be accurate enough to be a primary sense like sight, and allow them to communicate with (and through) other mitochondria they can sense.

Internal Manipulation (Free / 200 CP, Discount Awakened):

You do not age past your prime, and if beyond that, your body will slowly return to it. You are immune to all mundane diseases, and non-supernatural injuries that don't kill you will heal flawlessly and faster than normal.

You can spend your mitochondrial energy to temporarily improve your biological processes, you can speed up your regeneration to recover from grievous injuries in moments, you can boost your immune system to handle poisons, viruses, nanomachines and the like, you can enhance your muscles to improve your strength and speed up your movements, and more. For **200 CP**, you can improve your initial skill at this to the point that so long as you had the energy, you could regenerate having half of your body destroyed and pre-set a buffer of energy to instantly heal from otherwise lethal wounds.

Elementalism (Free / 200 CP, Discount Awakened):

Heat, electricity, magnetism, you can turn your mitochondrial energy into these to accomplish various effects, shoot fireballs or lightning from your hands, use high-temperature ions to create shockwaves that flatten your foes, speed up your projectiles and melee attacks with magnetism or draw upon the earth's magnetic field to shield yourself. You start with knowing one or two basic applications and the ability to get the rest with some experimentation.

There is more depth to this of course, and for **200 CP** you can start doing things such as using radioactive isotopes in bacteria to set off nuclear fission,or create orbs of plasma contained and controlled by magnetic fields, or even creating lasers.

Control (400 CP, Discount Mitochondria Eve):

By bending lesser mitochondria to your will you can accomplish a wide assortment of effects directly inside your targets, what that is depends on what else you know how to do, how strong you are, and how many targets you're aiming at, but causing everyone in a concert hall to self-immolate wouldn't be a particularly difficult trick. Just about anything you can do within yourself with mitochondrial energy, you can apply this way, plus plenty more if you don't care about the longevity of your target.

Eternity (700 CP):

The powers of Eve. No, not that Eve. No, not that one either, the little girl clone of Aya turned pseudo-Eve in the second game and the accidental cause of the third game.

You gain the ability to **Overdive**: your soul can leave your body, seemingly halting time and letting you briefly explore your immediate surroundings before needing to enter a body, either back to your own or attempting to possess someone else's, a clash of wills and souls where failure merely stuns both of you and knocks you back to your body, while success will let you suppress their mind and soul, or should you wish to, shatter them.

You may use your powers, including your mitochondrial powers while possessing them, and their body will revert back to normal should you dive out.

This power serves as a partial protection from bodily death, giving you a few moments to dive into another body.

With evolution and more power at your disposal, you could teleport and create short-lived translucent echoes of yourself to fight alongside you, and with significantly more and perhaps some external aid to channel and contain that power, you could send your soul back in time, or with even more you could physically send yourself or others back in time.

Even as an Eve, it'd probably require consuming a good chunk of the world's population to power a handful of years of travel, although with the right setup in your destination time, you can ease the burden.

Sending your soul back in time has its own peculiarities. The timeline isn't changed until the 'dive' is ended, either voluntarily, or by inflicting a big enough modification that you are booted outside it. Changing time this way can cause ripples in the timeline, causing unpredictable changes backwards and forwards in time, and it has strange interactions with others using the same or similar method of time traveling.

You and your Companions, however, are safe from this, you'll find yourself in Overdive Space, a crack between the timelines while the new timeline restructures itself, before you are returned to the moment just before you dived with your memories intact.

Unlike other powers of this section, you may not develop Overdive nor anything related to time travel unless you purchase this.

Items

Like with Perks, each background provides 50% discounts for their items, with 100 CP items becoming free for their first purchase, and 50 CP afterwards. Items can be purchased multiple times. You may import similar items into these purchases, even from this document.

General Items

The Basics (Free):

For this Jump, you (or your human host) have a home near your starting location appropriate for your job's salary, all the normal legal documentation you would need, utilities/rent/whatever paid for the month, groceries for themselves & family for the same amount of time, appropriate wardrobe, anything they'd normally require or be provided by their job like uniforms, lab coats, badges, service pistols (although probably not a taser if you're NYPD), etc.

These are all entirely mundane, non-CP-backed items, although you may import any similar enough item in their place to replace them if you want people to think you've always had them and not find them weird.

Officer of the Law

Gun Collection (100 CP):



A large gun collection (two of every real world firearm in the games alongside all their attachments available in the games and any standard miscellaneous accessory for them), alongside permits for them all, and enough mundane ammo for them to feed a small war.

Enough to arm a good chunk of people to deal with monsters attacking everyone, or to merge them all with **Tune-Up** and produce a gun that can seriously threaten all but a few bosses here.

The gun collection does not restock or respawn, but in any future Jumps, for any gun you own that you want it for, you will automatically gain any gun carry and ownership permits available, with all paperwork in order.

You may import an armoury-like item into this item's place to expand its selection / stock / contents / whatever with what this item offers.

Police Station (200 CP):

A police station similar to the NYPD's 17th district precinct seen in the first game, located in your starting city. It's fully staffed by competent and honest officers, all doing their best to protect and serve.

You may start this Jump as the one in charge of it, if so, you'll find that unless you want to handle things personally, your routine administrative tasks and paperwork seem to solve themselves to your satisfaction.

In future Jumps, you may choose to be in charge of a precinct (or whatever the local equivalent is) of a similar scale, which has the above benefits. If no such thing exists, you may have a copy of the 17th precinct appear near your starting location, staffed by locals with the best intentions and the closest local equivalent to police training available.



Ortillery (400 CP):

The SDI Project Hypervelocity Gun is a military satellite camouflaged as a regular observation one, with a railgun capable of firing tungsten rods down to earth every few seconds and accurately hitting its target.

There is a second camouflaged military satellite, the Hammer of Dawn, possessing a powerful laser with a 3-second charge time. It's a more precise weapon, but with poorer penetration.

Normally, the first wouldn't have been available until the second game's incident, and the second wouldn't have been put into orbit until well past that, but your benefactor has moved their timetable for you, so both are already deployed by the Jump's start.

You have the access codes to alter their orbits and fire them, and in this Jump you have the authorization to do so as much as you wish so long as you aren't doing something like overriding the president or firing at population centers without due cause.

They come with a hand-held laser designator that can be used to call down strikes either where it's pointed at or by inputting coordinates on its touch screen, and which can be connected to a computer to install the required software to do more complex operations, like watch through the satellites telescopes. This software is compatible with whatever you connect it to, same for the designator’s connector.

In later Jumps at Jump start you can decide whether to have either or both of them appear in orbit over your starting location camouflaged as more innocent civilian satellites that match the local technology if possible, or stored in your Warehouse (say, if you want to use **Tune-Up** on them and don't have a convenient spaceship).

Both the satellites and the designator are self-repairing, never run out of energy, fuel, ammo or whatever else, they respawn in a day if destroyed/lost/stolen/etc, and keep any upgrades you make to them. Only you and those you allow can communicate with them remotely.

Lab (100 CP):

You own a small genetics lab (~200 square meters, or around 2152 square feet), located somewhere reasonable of your choice in your starting area, or a city in the USA of your choice. You may also attach it to another property you own.

It is fully stocked with state of the art (for your starting year) self-repairing and self-maintaining equipment which keep any upgrades you made to them and new equipment you add, as well as chemicals and other consumable supplies that restock daily, though with no genetic samples.

In future Jumps, at the start of each Jump you may decide to have it as a Warehouse attachment, attached to one of your properties, or appear in the Jump at a reasonable location. Both the equipment and supplies can update to the local tech level and its mundane lab supplies if you wish them to once a year, either updating everything wholesale, doing a cosmetic reskin, or merely including or replacing select pieces. All utilities, taxes and the like are paid and the paperwork is in order.

College (200 CP):

You own an institute of research and learning of similar size and prestige as the School of Pharmaceutical Sciences seen in the book and movie, although it does not need to have the same focus if you don't wish it to, located somewhere reasonable of your choice in either your starting area or a city in the USA of your choice. It's fully staffed, requiring little to no input from you in order to handle day to day tasks or stay solvent and without scandals, and while not all your professors are of the talent and skill of Maeda or Toshiaki, a couple of them might be.

In future Jumps, you may choose to own any of the closest local equivalent to such an institution, if there's any, and it will gain the above benefits.

GOLEM Racks (200 CP):

As an attachment to one of your properties or to your Warehouse, you have a cold room containing several racks of GOLEMs: cybernetically-enhanced failed ANMC humans with elongated, ape-like arms:



The racks provide them nutrients and keep them in an artificial coma, ready to be awakened and deployed through a command on a nearby console.

GOLEMs have lost much of their intelligence and all of their self-awareness and free will, following any orders you give without question, but they are significantly stronger than regular humans, able to leap great heights, and between their natural toughness and body armor, they can take a surprising amount of firepower to take down.

GOLEMs were designed for close quarters in order to deal with ANMCs, and perform much better in smaller scale engagements and ambushes than on open ground unless field leadership is provided.

You have 11 racks with 4 GOLEMs each for a total of 44:

- **Pawns:** The lightest-armored, half of them are equipped with energy swords, and half of them with grenade launchers that fire in four round bursts. You have 6 racks of Pawns.
- **Rooks**: The most heavily armored, with a riot shield in one hand and the same weaponry as Pawns. You have 2 racks of Rooks.
- **Knights**: Night operation stealth models, they wear low-light image intensification goggles and their armor has built-in active camouflage. They are not armed, as that would not be covered by the camouflage, but they have sharp, claw-like hands that naturally secrete poison, and are skilled at stealth. You have two racks of Knights.
- **Bishops**: Special operation models and an upgrade to Knights. They are stronger, faster, tougher, and their poison is paralyzing rather than merely debilitating. You have one rack of Bishops.

Whenever any of these GOLEMs die, a replacement appears in its rack after a day. These GOLEMs don't run out of ammo, their energy swords don't need recharging or batteries, themselves and their equipment will keep any upgrades and additions you make to them, and they don't need to eat, sleep, use the bathroom or anything of the sort.

Neo Neo Ark Shelter (400 CP):

Formerly a forgotten cold-war missile base, the Neo Neo Ark has been heavily expanded and retrofitted. It possesses an armory, a large garage, multiple labs with all the equipment and samples required to recreate any of the ANMC seen in the game, and one of its levels has been turned into a giant park, with a fake sky and several fully-functional earth biomes.

It is currently empty of any creatures, which means it's currently only powered by a backup diesel generator and its garbage disposal is out of commission. It does not come with the above GOLEM racks nor the adorable and traumatized little clone (although it contains everything needed to make them).

You know its location, have full legal ownership of it and the land around it, and you have the only keycard that will open its doors. In future Jumps you may have it become a Warehouse attachment or have it follow you between Jumps and appear in suitable remote locations on them.

The labs of this shelter have the same self-stocking/updating/repairing properties of the **Lab** item.

Awakened



Signature Weapon (100 CP):

A handgun of any real world model existing in your starting time. For 100 CP extra, it can be any of the man-portable weapons in the games instead, including special ones like the Hypervelocity or the Blazefire Saber (which can change forms, unlike in the game) or a weapon seen but not available to the player.

It's customized for your hands, it never jams, it self-repairs, and it never needs maintenance or cleaning, it comes with a holster that's always comfortable and if the weapon is pistol-sized, it'll be entirely unnoticeable even when searched if worn under clothing.

Whenever you run out of bullets/battery/whatever, you'll find a fresh reload in a pocket on the holster.

Whenever you need it, it's always there in its holster when you reach for it, even if it makes no sense, like after **Overdiving** into someone and leaving behind your gun in your previous body. If destroyed, it'll respawn in a day.

Carrie (200 CP):

A street-legal ground vehicle available in your starting year, which you may or may not have named Carrie. It can be anything, from a bike to a trailer home.

The trunk or equivalent is twice as big as it looks like it should be from the outside, it never runs out of gas or battery, never needs a tune up or maintenance, keeps all upgrades, repairs itself in a day if damaged, and it respawns in a day in your Warehouse or a property you own of your choice if lost, stolen, destroyed, etc. You can use this instead of any job-related vehicle if it’s capable of the task, like using this as your patrol car as a cop. Nobody finds any of this weird.

All its licenses, paperwork, insurance, taxes and the like are always in order and already paid, with any of them showing up on the glovebox or similar whenever you search for them.

Organ Transport Box (400 CP):

A white, sturdy box with metal clasps, it has "HUMAN ORGAN FOR TRANSPLANT" written in big red blocky print on its side. If you open it, you'll find a fresh non-brain human organ of your choice inside, ready for transplant. It's always compatible, and such an operation will go without complications even if done by an entirely untrained hand.

When transplanted, it will spread its special mitochondria through the new host, and in about a week, they will become an Awakened, about as strong as Aya was right after she gained her powers. They gain Mitochondria Powers’ section freebies. They may learn or be taught further powers.

Mitochondria Eve



The Dress (100 CP):

A fancy, well-made dress or formal attire, tailored for you. Alternatively, it can be a pair of pants or shorts.

If you were to suddenly grow and change shape, it'll rip and stretch artistically, looking very flattering in your new form and do things like flowing dramatically on the breeze if you levitate.

While it doesn't offer any more protection than normal, it is surprisingly resistant to damage. It may rip, stain, or get singed, but far less than what it should, usually in a way that still looks good, and very rarely in a way that gets in the way or makes it fall off you.

It'll respawn if destroyed/lost/etc, it'll also repair itself whenever you want it to.

The Carriage (200 CP):

At will, you can summon your very own carriage like the ones you'd see around NY's Central Park. It's comfy, a new one will replace it if it gets wrecked or you lose it, and it comes with its own trained horse.

The horse is on fire.

The Theatre (400 CP):

Your very own concert venue, of about the same size, luxury, and prestige as Carnegie Hall. It can be a venue in the world, or an attachment to your Warehouse or one of your properties, a decision you can change at the start of any Jump. If the world has a Carnegie Hall, it can be Carnegie Hall if you wish.

All the maintenance, cleaning, repairing and so on is handled automatically. It can keep its original aesthetics and technology or change either or both of them to match the current Jump.

If it is in the world, the Hall will run itself, with all bookkeeping, taxes, staffing, ticket sales, advertising, scheduling of artists and so on automatically handled, providing a steady income equivalent to what a similar venue in the setting could do on a good year every year. None of this or its supernatural capabilities will draw any attention from the Jump's population.

It will also have perfect insurance even if the automatic maintenance would already handle it, covering everything from the mundane to fires due spontaneous combustion, monster attacks, bioterrorism, and exterminator costs for rodents of unusual size.

Companions

Companion Import (Varies):

Import a **Companion** into the Jump, they start at the same time as you, and at a location that makes sense. They may not take anything of the **Companions** or **Scenario** sections, but they may take **Drawbacks** that affect only themselves.

For **0 CP**, they receive no CP. For **50 CP**, they receive 600 CP. For **200 CP**, you may import 8 Companions and each receives 600 CP to spend.

- **Host Import:**

  Rather than an OC, you may import a Companion as the host a Mitochondria Eve would inhabit. They gain the Awakened Origin, but cannot purchase anything from the Mitochondrial Powers section, as their Eve would be the one in charge of that.

- **Parasite Import:**

  Normally, an Awakened would be for all practical purposes fully in charge of their mitochondrial powers, and the will behind their mitochondria would rarely be a factor.

  With this, you may change that by importing a Companion as an Awakened's mitochondria. Said Awakened would not be able to purchase anything from the Mitochondrial Powers section, instead, the Companion imported with this option would cover that role, gaining the Mitochondria Eve Origin for free.

For both of these import options,once the Jump is done they may either separate or stay together permanently. If they stay together, they count as one character from then on for the purposes of imports. If both are Companions, they now occupy the same 'slot' for import purposes, if you are one of them, they would stop being a Companion occupying a slot and become a part of you.

If you use either of these options and **Liberation**, then it is up to you whether it represents greater synchronization between both, a temporal merging of minds, or a permanent one.

Support Character (Free):

Pick a regular human character from the setting, they are now protected by low-grade plot armor, and circumstances will conspire for you to encounter each other time and again while in this Jump. If you convince them to come with you, at the end of the Jump they'll lose the plot armor and gain 600 CP to spend on this Jump's non-Companion purchases. They must be of the background that most closely matches them, and they must purchase any perks inspired by them, but the rest of their budget is up to you.

Hero or Villain (Free):

Similar to the above, this applies to either Aya or Eve Brea, or any of the Eves, providing the same plot armor and circumstances. At the end of the Jump, rather than CP to spend they will gain any perk matching their capabilities or inspired by them.

Drawbacks



Mariko Brea is Mariko Anzai (+0 CP):

This moves the events of the book/movie to the 60s, and as the name says, assumes that Mariko Anzai would have later moved to the USA and married. If your starting time is the book/movie, then this extends your stay until at least 2001.



A Red Wedding (+50 CP):

This extends your stay until December 25th, 2013. and **removes the fiat protection preventing a certain event in 2010 and Eve's capacity for causing it**.

Character Replacement (Varies, not available for Drop-Ins):

Rather than a new individual, you may replace one of the existing canon characters that matches your Origin and is alive at your starting time. For **+0 CP**, you may be one of the human support characters, like Daniel, Rupert, Maeda, or Klamp. For **+50 CP**, you may replace a major protagonist or antagonist of your starting time.

For **+0 CP**, you may be Eve Brea, and you now start at the point in PE2 where Aya takes the suppression/control helmet off you.

For **+200 CP**, you may be Mariko Anzai if you started in the book/movie or Melissa Pierce if you started in PE1. You must be Awakened, but until your current troubles are solved, any Mitochondrial Powers as well as the **Liberation** perk are not available to you, and any protection against possession or subversion that you have will be capped at, at best, a constant, even struggle between you and **Eve**.



Visions of A Little Girl (+50 CP):

From time to time, you'll see a little girl, who may laugh or give a cryptic comment before running off and vanishing, usually in a direction that will lead you into more mitochondrial trouble. You'll feel it's incredibly important for you to protect her and to find out just who they are. Optionally, this little girl may at times have a monstrous face.

Also optionally, you may recognize them as a deceased close family member or someone of similar emotional importance to you, somehow back from the grave. You won't find that part suspicious.

Neither you nor your Companions/Followers/etc remember this drawback nor this part from the games, and any memories, records, notes, etc. similarly have this information suppressed from them.

Walking Infodump (+50 CP):



You have an irresistible urge to lecture others about subjects you're knowledgeable about and they aren't, particularly when they ask or after encountering supernatural phenomena related to it. Eve? NMCs? You'll be droning on about mitochondria and evolution, pursued by an animated T-Rex skeleton? Time to dust off that paleontology degree you got in Jurassic Park.



A Family (+100 CP, not available for Drop-Ins):

You have a family here, whom you care about very much. The specifics are up to you, but they live in your starting city, and have an outstanding capacity to attract trouble, particularly of the monstrous kind.

While their death will not fail your chain, the guilt and trauma will be real, ignoring any perks/items/powers/companion abilities/etc, preventing them or helping you recover faster than normal until the end of the Jump.

Human Companions may be part or all of this family, but they'll find themselves under power lockout until the end of the Jump, as well as any supernatural powers they may purchase from this jump. If they could respawn/revive/etc, they can no longer do so until the end of the Jump.

Out of Shape (+100 CP, Human Origins only):



You're out of shape. Maybe you've been hitting the donuts too much, maybe you're missing an arm or leg, maybe you're just old and really feeling those years. Your choice, although you may pick a proportionally lesser version of two or three of them rather than the full strength of one. This ignores any items, perks, powers, etc. letting you avoid or recover from this.

Dramatic Flair (+100 CP):

You have a strong appreciation for theatrics, giving you an irresistible urge to include them in your life, particularly your nefarious or heroic actions. It's not enough to take over your host, you must do it at the cusp of her life's dream, in front of many witnesses, with plenty of fire to set the mood while you sing the piece they've been practicing for weeks. It's not enough to confront your enemy slash possible future fellow Eve when you could do it atop a buggy pulled through Central Park by a flaming horse. It's not enough to give birth to an Ultimate Being, you must do it where it's thematically appropriate, by the sea after taking over the Statue of Liberty.



Bounty Mode (+150 CP):

This increases the variety and number of foes you would face, and improves their teamwork. It also removes the intelligence inhibitor implants from many of the ANMC from PE2, making them fight smarter and use better tactics. If you're working against humanity this improves how well said humans will respond instead, applying military force earlier and with better tactics.

Gloating (+200 CP):



Like a bad Bond villain, you are instilled with the irresistible urge to gloat about your inevitable success to your foes, and you won't even kill them right afterwards, leaving the task to some minion or trap. Those of little consequence you may immediately kill without issue, but against named characters you'll find yourself giving them several chances before finally doing the deed yourself.



That Critical Detail (+200 CP):

Any plans you or your Companions make tend to miss that one critical and easy to hit flaw that will unravel and wreck it, and none of you will be able to notice it. You won't commit the same mistake twice, but that still leaves plenty of mistakes to make. Maybe hire a five-year-old?

Target (+200 CP, Human Origins only):



A certain shadow organization considers you a threat to their plans. At some point past 9/5/2000, intelligent ANMCs like the Burner, squads of GOLEMs, or even No. 9 himself may come after you, although only one of those at a time.

All of these attacks have a tendency to happen at bad or inconvenient moments, particularly when you least expect it, like when driving in the middle of nowhere, while you're showering, or at a wedding.

Even if the organization is ended alongside all of its assets, they've set up a contingency so a squad of operatives will attack you one last time. Luckily, it's only one squad.



Ridiculous Outfits (+200 CP):

For the duration of this Jump, you'll be restricted to clothing that is in no way practical for winter weather nor to wear in a firefight. It'll rip easily, and nothing you'll wear will provide more protection than regular cloth.

Even if you were to **Overdive** into someone else, no matter what they're wearing, it still won't provide more protection than a thin t-shirt.

A free wardrobe full of cosplay and fetishistic outfits tailored for you is included with this drawback. Any that are destroyed or lost will reappear there, good as new.

Amnesia (+200 CP):

Neither you nor your out-of-Jump Companions remember anything about the setting outside any Origin memories prior to waking up here. For an extra **+200 CP**, this includes any memories from before this Jump as well.

Any records, notes, etc. of the Parasite Eve media are also gone until the end of the Jump.

Dormant (+100 CP, Awakened only):

Your Mitochondrial Powers except for the freebie levels of skill as well as the **Liberation** perk, now imply potential rather than ability. Furthermore, without constant fights with serious mitochondrial monsters and other threats, these powers will degrade within a few months and revert back to their unlearned state, starting with your most powerful ones.

Lesser enemies, such as what Aya hunted down between the first two games, will only let you maintain slightly above the freebie level.

If this is your first Jump or you are under **Lockout**, this provides **+300 extra CP**.

Target of Obsession (+200 CP, Human Origins only):



Mitochondria Eves and other intelligent monsters tend to obsess over you. Perhaps they want you to be the parent of their Ultimate Being, perhaps they really want to make you awaken as another **Eve**, or become one with you, and not in the fun bedroom kind, but in the sheer violation of your very being with them ending in control and your chain ending kind. The exact nature of the obsession depends on the circumstances and individual, with benign ones being far less obsessed and dangerous. Taking **Bystander** might be a good idea.

Lockout (+300 CP, only available if this is not your first Jump):

Your out-of-Jump powers, items, Warehouse, and non-imported companions are not available until the end of the Jump, and the same applies to any out-of-Jump powers/items/etc. of imported Companions.

Merry Christmas (+400 CP):

For everyone else, it is a time of merriment and family, for you, those connected to you, and all those vaguely near you? It's the mother of all bad luck days. Monster attack? Christmas. Apocalyptic tree-towers wrecking the world? Christmas. Your dog died? Christmas. Accidentally screwed your plans of world domination? Christmas. Every Christmas, something bad, likely dangerous but not immediately lethal will happen to you, someone close to you, or the general area you're at.

All fate-bending and luck-improving effects will not work at this date, attempts to time-travel past it will also fail.

Scenarios

At the start of this Jump, you may decide to tackle one or more of these **Scenarios**, although some of them may have special prerequisites in order to tackle them.

Truebred Eve:



This scenario requires starting at or before the events of the first game, and must be tackled at some point between the start of said events and the lifting of the New York Blockade.

It is **heavily recommended** that you have some way to tackle this scenario without having your mitochondria turn you into goo. Each origin is either innately capable of this or has a perk for it, otherwise, some manner of immunity or telepresence from outside this Jump would do.

If you do not take this Scenario, it will not happen. **Taking and failing to complete this Scenario can have dire consequences**.

Even after the defeat of Eve-2, there is one location where NMCs seems to have congregated in strength, they are oddly not venturing forth and causing even more chaos yet, but in everyone's opinion that's only a matter of time, and something that has to be solved before the blockade is lifted and citizens are allowed to return home.

The location is the **Chrysler Building**.

Detective Aya Brea, likely with more questions than answers after the events so far, has been tasked with clearing the building, but more than that, she feels a calling to it, an instinct telling her that the answers she seeks are there.

Your task is the same as hers: to clear the 77 floors of the Chrysler Building, which you may do on your own terms or accompanying (or being, with the right **Drawback**) Aya as she does so.

Every floor contains enemy NMCs, and every 10 floors as well as the 77th floor contain a Boss. Some, similar but stronger to some of the ones that Eve-2 created (or would have), while others are entirely new.

There are two rewards for this scenario, but each have specific conditions you must accomplish:

If you cleared the building without bringing it down or overly wrecking it, you will be rewarded with the **Chrysler Building** itself. For this Jump, ownership of the building will be transferred to you, and after this Jump, on a per-Jump basis, you can have it be a Warehouse attachment, placed in a reasonable location in-Jump, or have it replace the original building if it already exists in the Jump.

The building starts in the state it was left after you cleared it, minus any gooey bits which have thankfully melted and evaporated without leaving any stains, but it doesn't degrade further with age or weather and keeps any repairs and upgrades done to it.

If the building is in the world, All utilities, taxes, etc. are paid and any paperwork cleared, and if you wish, any cleaning, maintenance, and basic security personnel are automatically hired for free from the local population.

If the building is a Warehouse attachment, you may have it be populated with respawning non-sentient simulations of the foes you fought to clear it. If you do, you may also make it so that any deaths inside cause unconsciousness instead, teleporting the unconscious individual just outside the entrance.

If you have purchased **Hero or Villain** for Aya and she manages to reach the top and confronts the final Boss, not only will this give her some answers and help her come to terms to what has happened so far, but she will gain the full benefits of the **Liberation** Perk and her powers will no longer dwindle from disuse.

3rd Birthday:

In order to take this scenario, either you or a **Companion** must have purchased the **Eternity** power in the **Mitochondrial Powers** section, if it is a companion who has it, they will go into this scenario instead of yourself. Only one individual may enter this scenario, the scenario may only be attempted once, all properties are left behind while in the scenario, since it all happens in an alternate timeline.



In a remote bunker at a location you're made aware of at the start of the Jump, you'll find the **Overdive Device**, alongside several consoles to monitor and control its operations as well as provide information and mission control to the machine's user.

The **Overdive Device** is a time travel machine, capable of sending the soul of someone with the ability to **Overdive** into the past. Well, the real thing is, this version is more a random assortment of machinery and cables resembling it, which will send you to the Scenario in an alternate timeline by sheer Fiat.

Only one person may use the device itself at a time, and only someone with the ability to **Overdive** may do so. Others, however, may access the consoles in order to observe the situation and communicate with the user while they are in the Scenario. At any point of a dive, the user or anyone manning the consoles may abort it, pausing the Scenario.

Death during this Scenario will fail the Scenario, making the device inoperable.

When the machine is used the user will be sent to an alternate timeline, specifically, they will wake up in December 24th, 2013 of the canon timeline, in the body of Aya Brea, which has no memories of anything prior to 2010, and only brief, confusing dreams to fill in the blanks.

The previous mind/soul behind the wheel is suppressed and asleep, tagging along as the user jumps bodies while within the scenario, and retaking control when the scenario is completed (or failed).



To complicate matters, ever since 2010, strange creatures called **Twisted** have been appearing seemingly through ripples in the air, attacking people. On December 24th, 2012, gigantic, tree-root-like towers dubbed **Babels** sprouted in cities all over the globe, teeming with Twisted, who drag their victims inside.

Military force has proven ineffective against the Babels, and the satellite weapons in orbit barely scratch them. Nuclear ordinance has been considered, but they have not been deployed yet due to their location.

Aya has been imprisoned, studied, and trained since she was found due to the discovery of the ability to **Overdive** and the implications thereof. She is currently under the authority of the **C**ounter **T**wisted **I**nvestigation team (**CTI**), which is under the oversight of the FBI.

The **CTI** has built a machine, the real Overdive Device, capable of sending the soul of someone with the Overdive ability into the past, with the hopes of ending the Twisted threat.

This also happens to be your goal for this scenario.

Since you (or whoever you sent), are the only one who can use the **Overdive Device**, the entire operation relies on you.

The machine, however, is not capable of sending someone as far back as the initial sightings of the Twisted. At most, it can send someone back up to two years. The plan so far is to send you to several incidents in order to learn more about the Twisted and learn how to defeat them.

All is not what it seems, however: there is a dark plot afoot, every change to the past seems to send unpredictable ripples across the new timeline, and every time this happens, the **Twisted** seem to gain in strength and numbers.

If you stop the Twisted and said dark plot, you win the scenario.

You receive the real **Overdive Device** as a Warehouse Attachment or attached to one of your properties, it is as capable as its canon counterpart, and it also becomes self-maintaining, self-cleaning, and self-repairing.

If you have purchased **Hero or Villain** for Eve Brea, and she survives in the **Scenario's** timeline, her and her base timeline's self will gain the full benefits of the **Liberation** Perk and the **Eternity** power.

Endings

As normal, at the end of your time here, which would usually be 10 years, you may decide to **Stay Here**, **Go Home**, or **Continue Jumping**. All **Drawbacks** are removed, all purchased local companions get their perks and/or CP stipend to spend, any purchased properties that would become Warehouse attachments after the Jump do so, etc.

Regardless of if you took them as companions or left them in the Parasite Eve universe, **Aya** and **Eve Brea**, both of the regular and the alternate timeline of the 3rd Birthday scenario, will be unable to accidentally cause events like those of said game, and any further clones, Eves or whatever else that happens in the Parasite Eve universe won't be able to cause it either, even intentionally, unable to develop anything like the Overdive ability or time travel without the Eternity purchase being involved.

Notes

For questions, feedback, comments, and the like, you can contact me in SB or QQ, as I keep an eye on the relevant threads there. Alternatively, you may comment on the google doc, but keep in mind that at times it may be in a state of halfway through editing.

This Jump assumes you are visiting a 'real' version of the Parasite Eve world, so gameisms like the weapon upgrade system are not there. Consequently, tools and supertools that let you transfer properties and upgrade items are not there either. That's what the perk is for. On the upside, foes are nowhere near the bullet sponges they are in the games, matching their cutscene counterparts rather than their in-game ones.

If you're in PE1, Eve-2, is particularly deadly to be around for humans thanks to how indiscriminately she melts and immolates people, but every Origin has a way to avoid it: **Big Damn Sidekick** will protect you under its conditions, **Bystander** will do it so long as you are not a clear and active threat to her, and being an **Awakened** will work for you just as well as it did for Aya (only the optional New Game+ boss was capable of attempting to mess with her).

Creating Eves and Awakened is unpredictable through science. For example, Eve-2, Aya, and two others all got their advanced mitochondria from the same source, and three of them are genetically identical, yet they all manifested differently and developed different powers. Without a way to contact or manipulate the nascent intelligence, you can't influence what outcome will happen.

As an Eve, you would normally have the same problem, but with the freebie perk that's mostly waived. So long as you are the type of person not to take over your own companions, you could put some of your cells into them and turn them into Awakened.

As an Awakened, you could achieve the **Liberation Mode** ability if your mitochondria become strong enough and you trust them enough to risk going half-and-half on controlling your body. The rest of the perk, however, is either out of your reach or requires the intelligence behind your mitochondria to be sublimated into your own. It will also be much harder to increase the time you can stay in said mode.

As a Mitochondria Eve, you can only switch Alt-Forms if you are in control of your main body, and that's the one that switches. How does that work for the other personality? Fanwank it.

Note that death of the body doesn't kill you as an Eve, death of most of its infected cells will. You could survive in a clinically dead body's liver and be transplanted to another body, for example, particularly if you made sure beforehand to make it have the biggest concentration of infected cells.

Mitochondrial powers should be very compatible with ki and similar biologically-powered abilities, allowing you to easily scale up the powers of this doc.

Perks that make it so you don't need to eat would make mitochondrial energy regeneration stay at a steady rate instead of progressively slowing down until you eat.

No, you can't get the Hammer of Dawn with **Signature Weapon**, that's what the **Ortillery** purchase is for. Well, you can, but all you'd get is a fancy laser pointer, not the satellite.

Version History:

1.0.1:

- Perks and Origins:
  - Finally changed Tune-Up's text to something less cumbersome.
  - Gave Big Damn Sidekick some baseline plot armor, in terms of amount, let's say 'reasonable' action movie protagonist at base level and late Die Hard / Indiana Jones crying bullshit at the screen levels while being a sidekick.
  - Slightly beefed PhD and Bystander
  - Beefed up Long Con to be a better memory perk and to make it able to handle the ridiculous amount of memories from being a non-drop-in Eve.
  - Tweaked starting career options to give slightly more wiggle room for Scientists and Triple Agents
  - Tweaked the wordings of some choices, some to make them a bit more permisive, others to get rid of hard numbers.
- Mitochondrial Powers:
  - Rewrote most of it. Less purchases, less verbiage, same capacity and CP cost.
- Items:
  - Item imports are more common now, so that bit got moved to the intro description. Changed some of the text on items to loosen pointless restrictions a bit. The organ transplant box now being open to item imports should open some interesting options.
  - The Lab, shelter, and GOLEM items got a minor but important upgrade in letting them keep upgrades, that should keep the GOLEMs relevant for the mad scientists out there.
- Other stuff:
  - Made it so that 3rd Birthday cannot happen unless you take the relevant drawback. Before, the incident leading to it wouldn't happen, but the capacity remained, so let's not leave that silly ticking time bomb, eh?
  - Simplified the language of the 3rd Birthday scenario.
  - Some minor spelling, formatting, and wording adjustments.