

- - - - - -

Evangelion X JRA - [2012] - A Jumpchain CYOA Document

- - - - - -

Version 2.0

- - - - -

Change Log :
Changes from V1.0 to V2.0

Page Count:
- Increased from 18 to 36

Tone:
- Added tone select

Arrival Type:
- Added arrival type

Items:
- Added 2 Items
[- - Added ‘Genius’ Follower Item
[- - Added EVA Transport Vehicle Item
[- - Added S2 Engine equipped Eva + Eva Impact upgrade versions as a more expensive item

Companions :
- Added Canon Companion section with + 5 Canon Companions and descriptions of how I think they might be in this alternate jokey universe.
[- - Misato
[- - Shinji
[- - Asuka
[- - Ritsuko
[- - Gendo

- Added Non Canon Companion Section + 4 Non Canon Companions
[- - The Horsegirl
[- - The Tough Guy
[- - The Protestor
[- - The Conspiracy Theorist

Drawbacks:
- Added Crossover Drawback Section +

Scenarios:
- Added Scenario Section + 8 Scenarios
[- - A New Track for a New Race
[- - Public Relations Disaster
[- - The Horse Whisperer
[- - The First Race
[- - Championship
[- - Merchandise Campaign
[- - Pilot Exploitation
[- - A Slice of the Pie

Balance :
Added 300 Point Stipends to Perks, Items and Companions.

Note:
- Not sure why i felt the need to come back to this , i think the absurdity still makes me laugh a little.

- - - - -

==========
- - - - -
==========

Index :

- - - - -

Index : **1**
Intro : **2**
Playtype : **3**
Tone : **3**
Arrival Type : **4**
Arrival Location : **5**
Discounts : **5**
Perks : **5**
Items : **7**

Companions : **12**
- General - 12
- Non Canon - 13
Drawbacks : **14**
Scenarios : **18**
- A New Track For a New Race - 18
- Public Relations Disaster - 19
- The Horse Whisperer - 20
- The First Race - 21
- Championship - 22
- Merchandise Campaign - 22
- Pilot Exploitation - 23
- A Slice of the Pie - 24
The End : **24**
Notes : **25**
- Images to Potentially Use - 25
- Credits - 28

==========

- - - - -

==========

Intro :

- - - - -

In this world the Angels were Defeated and 3rd Impact never came to be and despite all of this, despite saving the world NERV still suffers from severe budget issues. How does the Clandestine organisation go about solving this issue? Why by partnering with the Japanese Racing Association of course!

You'll find yourself arriving about a week before NERV Japan makes an official partnership with the Japanese Racing Association and about 2 months before the creation and public reveal of the first Eva-Impact, a 50 to 60 meter tall racing horse

This is kind of a more light-hearted, jokey Jump. For now it might be one of the less-dangerous and more lighthearted Versions of Eva you can Jump into… though that doesn't make it a safe place to be.

Here take these ***1,000 Points*** to help you enjoy your ***1 Year long Stay*** in this World.

- - - - -

[This was an actual collaboration between Gainax / Khara and the Japanese Racing Association, below is a link to the video they made for it. It's short, just 40 seconds long.]

https://youtu.be/FV36QPB0pew

- - - - -

==========
- - - - -
==========

Playtype :

- - - - -

[01] - ***Standard*** -
This is the standard way to play Jumpchain with this doc acting as a stand alone Jump that can be played as part of a chain.

- - - - -

[02] - ***Supplement*** -
This jump can work well as a jokey supplement for other Eva Jumps, but you may supplement it with any other Jump of your choice.

- - - - -

==========
- - - - -
==========

Tone :

- - - - -

These toggles allow you to choose your preferred tone for the jump.

- - - - -

- ***Comedic*** - [Free]
By default this jump takes on a more comedic tone than you'd expect from Evangelion, letting you have a sort of relaxed adventure in that universe without needing to worry about the end of the world or Angel attacks. This is the recommended and intended way of experiencing this jump.

- - - - -

- ***Serious*** - [Gain 600 + Double the reward from all Drawbacks and Scenarios]

This tonal shift dramatically shifts the tone from what is generally described throughout the jump to something darker and more brutal, making it closer to what you might remember when watching Evangelions more difficult to watch episodes. This toggle will make everything more dangerous and difficult, whatever in the world could make you so desperate for points as to feel the need to place yourself in such danger i wonder.

- - - - -

==========
- - - - -
==========

Arrival Type :

- - - - -

- ***Drop In*** - [Gain 300]
You arrive as you are, with nothing but the things you've brought with you and have bought here. You have no connections or history in this world.

- - - - -

- ***Insert*** - [Free]
You arrive in a body of your design that is of an age of your liking; it has a history and connections in this world that make sense for it. This makes sliding into the world easier.

- - - - -

- ***Long Haul*** - [Gain 600]
You arrive in this world as a baby and have to live out your life until your 18th birthday, at which point you will reach your desired starting location. The family you have will depend on your background and what makes sense for your other choices. This is essentially Insert, but the long way. Enemies and drawbacks won't take effect until your 18th birthday.

- - - - -

- ***Native*** - [Gain 1,000]
This is your home universe; you are from here. Can only be taken as a First Jump or if you're literally from the Signs setting.

- - - - -

==========
- - - - -
==========

Arrival Location :

- - - - -



[01] - ***Japan, Earth*** -
You arrive to find yourself sitting in a seat overlooking a massive horse racing track, you might want to move as in just a few minutes a giant spear like object, the Lance of Longinus will drop down from orbit digging itself deep into the track… though doing surprisingly little damage all things considered.

- - - - -

==========
- - - - -
==========

Discounts :

- - - - -

This Jump has no origins, as such you are provided with ‘free floating’ discounts. Those can be used on ‘Perks’, ‘Items’ and ‘Companions

You gain 2 Discounts for each price category, 100 point purchases that are discounted become free. For Free discounted items, additional purchases after the first free one cost half as much.

==========
- - - - -
==========

Perks :

- - - - -

You have a 300 Point Stippend to spend exclusively on Perks

- - - - -

- ***Local Lingo*** - [Free]
This perk grants you the ability to speak japanese, if you didn't already know it. It's not much, but at least it should make you able to interact with the locals without needing to go through a whole load of language courses first. If you wish, you can forgo this perk and Gain 300 points in the process.

- - - - -

- ***Piloting Skills*** - [100]
You are capable of piloting Vehicles with a great degree of skills, being at least as good at piloting any Vehicle as Asuka is at piloting her Eva.

- - - - -

- ***Animal Handling Skills*** - [100]
You are among the best in the world when it comes to taking care of and even riding animals, yes this even includes mutant god like animals as well.

- - - - -

- ***Business Skills*** - [200]
With this you are an incredibly savvy businessman, capable of running any business, including say a racing association very well and baring extreme extenuating circumstances you will always make a profit.

- - - - -

- ***Peak Capability*** - [400]
Your body is at the peak of what is possible for your species, which is likely but not guaranteed to be human.

- - - - -

- ***Genius Intellect*** - [400]
You are a Genius, much like Ritsuko Akagi or Yui Ikari, your mind is absolutely brilliant.

- - - - -

- ***AT Field*** - [600]
The AT Field is a thing possessed by all living things in this universe, it is essentially the manifestation of one's soul and can be used for everything from defense to attack. What you get here is your own version of the AT Field, which can even function if you as a person do not have a Soul. This AT Field is on the same level as Kawrou Nagisa.

- - - - -

==========
- - - - -
==========

Items :

- - - - -

Any Item lost will be returned to you after either a week, a month or a year depending on its size.

Any Follower will come with their own Home, they will be fiercly loyal to you but if you mistreat them they may leave, though will be replaced if they do.

Any Follower or Pet you lose will be revived or replaced depending on your preference.

You may import other items into items in this jump

Any Items you purchase come with the Blueprints to build more, if you have the right facilities.

You have a 300 Point Stippend to spend exclusively on Items.

- - - - -



- ***Animal*** - [100]
What you get here is a very well trained, very intelligent and perfect specimen of any real world animal, or animal from a Jump you've already visited, of your choice. These will be in 'peak' physical form, in much the way say Batman or Daredevil from DC and Marvel Comics are 'Peak' Humans. While this animal is highly intelligent, they aren't quite up to human levels but they are a genius for their given species. This Animal will be revived if killed, returning to you after a week's time no worse for wear. Along with the animal you gain a weekly supply of the food and water to look after them.

If you were to say, purchase a horse, you could probably go far in the horse racing league.

- - - - -



- ***Riders // Pilots*** - [100]
What you have here are an odd bunch, either a group of 3 Horse riders or other Animal handlers of great skill or a group of 3 Eva Pilots, or pilots of Mecha such as a manned Jet Alone Variant. The Riders are just normal people, outside of their skill as are their animals, they each get their own animal, for example a Horse.

The Pilots do not gain any Evas or Mecha of their own, but they do have a Pet, even a potentially exotic one such as a Penguin.

Each of these Followers has their own Home and will be revived if they are murdered, returning after a week. Where do they go in that week? Who knows.

- - - - -



- ***Genius*** - [200]
Each purchase of this item allows you to recruit a genius who has an intelligence on the level of Ritsuko Akagi, they are absolutely brilliant in multiple fields and honestly are over qualified for just about any job you might give them.

- - - - -



- ***Dead Sea Scrolls*** - [200]
A Collection of instructions that foretell the end of the world, or perhaps more accurately how to bring about that ending for yourself. Each Jump you will receive a new set of Scrolls, which may come in book or even digital tablet form if you prefer which provide you with precise instructions on how to end the world.

- - - - -



- ***U:MAGI SYSTEM*** - [200]
The MAGI System is an incredibly advanced Biomechanical Super-Computer used by both NERV Japan and her sister groups from around the world, these are massive computers that require a small buildings worth of systems to function but they are well worth it given their effectiveness and efficiency compared to other Supercomputers of the Era. What you have here is perhaps the greatest invention of Ritsuko Akagi, it is all of that processing power put into a smart phone, capable of doing everything you'd expect from such a phone to boot.

If lost or destroyed your Smartphone will be replaced within a week.

- - - - -



- ***Evangelion Transport Vehicle*** - [200 or 400]
Eva Units and their new animal hybrid equivalents are massive, incredibly heavy and have a short battery life of just five minutes. This generally leads to NERV moving them around using ships, massive trains and aircraft. If you'd like your own supersized transport vehicle for moving any Evas you own, then this purchase could be for you. These come with an inbuilt N2 Reactor and a set of large rechargeable battery supplies that can be used to replenish your Evas own and can act as mobile shelters or workshops in a pinch. These batteries require some time to recharge from the N2 Reactor and you'll only get a single charge for your Eva out of them after they've been fully expended. They come fully crewed with pilots, mechanics and so forth, the exact number of which will varry depending on if it's a landship, naval ship or an aircraft.

It is up to you if this is a land vehicle, sea going ships often used to supply entire naval fleets or a gigantic aircraft that make strategic bombers look small. If you have an aircraft, it can land or take off both on the ground and on water. Whichever type of transport you pick, it will be large enough to comfortably accommodate 1 Eva Unit or a single Eva Impact, depending on your preference and will have semi decent housing for their pilot as well as more barracks style accommodations for the vehicles crew.

For an additional 400 the EVA Transport is increased in size significantly, up armoured, equipped with an additional N2 Reactor , improved propulsion systems and armed with heavy artillery, missiles and CIWS defences, allowing it to support its EVA Unit in battle.

- - - - -



- ***EVA-Impact*** - [400]
What you have here is a Animal version of an Evangelion, rather than being created utilising the genetics of humanity mixed with that of the Angel ‘Adam’ like most Eva Units or ‘Lilith’ as with Eva Unit 01, yours has been created by fusing the genetics of an Animal of your choice with that of either Adam or Lilith.

These beasts have AT Fields comparable to, if not stronger than a normal Eva Unit. The strength of which is comparable to an Eva depending on the type of animal you’ve chosen to base your EVA-Impact on. For example, if you chose a bear its body and AT Field may well be much stronger, however the risk of ‘going berserk’ may also be increased. Similarly a ‘Horse’ would be much, much faster than a Normal Eva which can already move at stupidly fast speeds when at a full sprint.

If lost or Destroyed your Eva-Impact will be revived and returned to you within a year.

For an additional 400 points, or 800 points total, your EVA-Impact will come with an inbuilt S2 Reactor, a special organ that allows it to operate indefinitely without needing to be plugged in or recharged.

- - - - -



- ***Evangelion*** - [400]
An abomination of science and nature created by fusing the Dna of Mankind with that of an alien progenitor species, the weapons designed to both defend and destroy humanity. With

each purchase you gain 1 Eva Unit of your choice, it can have a custom design or it can be based on an existing model, such as having a Copy of Eva Unit 1 for example.

Unlike with Standard Evas, yours will not go Berzerk without you wanting it too and you will be able to Sync with it at will. You may also choose to import it as a Companion in future jumps, should you wish.

If lost or destroyed your Eva will be revived and returned to you within 1 Year.

For an additional 400 points, or 800 points total, your EVA Unit will come with an inbuilt S2 Reactor, a special organ that allows it to operate indefinitely without needing to be plugged in or recharged.

- - - - -



- ***Jumpers Racing Association***- [600]
This is a Racing Association that is comparable to that of the largest in the world, with thousands of employees and dozens of Tracks of various sizes that can each themselves accommodate thousands of people. Each of your tracks can also be used for plenty of activities such as events or even weddings as well as other non-horse related racing.

- - - - -



- ***NERV***- [600]
This isn't the actual NERV, but it is your own version that is comparable. What you have here is a massive Pyramid-Esque command center which has thousands of staff members, including technicians, engineers, scientists and more everything you'd need to keep a clandestine military organisation running. The Command Center has enough space to repair, refit and modify up to 6 Evangelions or Eva-Impacts at one time.

- - - - -

==========

- - - - -

==========

Companions :

- - - - -

You have a 300 Point Stippend to spend exclusively on Companions.

- - - - -

==========

- General -

- - - - -



- ***Import // Create*** - [Free / 50 or 200]
You may import any previous Companions for Free if you wish you may spend points in order to empower them granting them with 1,000 points each to spend as they see fit. This Costs either 50 points per Companion or 200 for a group of 8. You may 'create' new Companions, but in order to do so you will either need to pay 50 points each or 200 for a group of 8.

- - - - -



- ***Export*** - [Free or 50]
You may bring anyone from this world with you if you can convince them to do so for free or you may pay 50 points to guarantee that they will want to actually come with you, this isn't mind control rather you are paying to arrive in a version of the world where the person in question is predisposed to getting along with you.

People come with what you would expect them to, for example Shinji would come with his Mother, while Misato would have her Sports Car and so on.

- - - - -

==========

- Canon -

- - - - -

- - - - -

- ***Misato Katsuragi*** - [50 or free if you can convince her]
With the Angels defeated and the world saved Misato now has a load off her back, with her being able to focus more on taking care of Shinji and Asuka helping to be a more stable adult in their life. She still enjoys drinking both by herself and with her two old university buddies as well as making questionable decisions from time to time, but at least those decisions no longer determine the fate of humanity.

- - - - -

- ***Shinji Ikari*** - [50 or free if you can convince him]
No longer needing to pilot the Eva, Shinji can now just be a normal kid living with his adoptive guardian Misato. Things are still going to be strange for quite some time, but at least the future looks bright. He has recently taken up music again and is slowly discovering what he wants to do with his life, spending much of his free time out in nature with his highschool friends Toji and Kensuke.

- - - - -

- ***Asuka Langley*** - [50 or free if you can convince Her]
Left without a purpose she was lost for a while after the defeat of the angels, but now? With the advent of the Eva Impacts? She has a new goal, to be the greatest Eva Racer in the world! She still lives with Misato and Shinji and has a better chance of having a more normal life than before, though it's unlikely to ever be properly normal with her ambitions.

- - - - -

- ***Ritsuko Akagi*** - [50 or free if you can convince her]
A genius whose intelligence is now being used to create glorified race horses, despite the absurdity of it at least she no longer has to worry about the end of the world.

- - - - -

- ***Gendo Ikari*** - [50 or free if you can convince him]
His plans in ruins and his wife still very much unavailable, Gendo now finds himself burdened with budget meetings, sponsorship negotiations and public appearances. Unfortunately he appears to dislike these almost as much as he disliked the Angels.

- - - - -

==========

- Non Canon -

- - - - -

These characters will not exist unless you choose for them to.

- - - - -

- ***The Horsegirl?*** - [50]
This is an unusual hybrid creature, who is half human and half horse. she's taller than a normal human being roughly as tall as a horse and is incredibly muscular, being able to run as fast as a horse despite having a human 'form'. She was built using similar technology that created the Rei series of clones, without suffering the same kind of instability that she does. Though why this hybrid was made remains to be seen, given there is no obvious practical use for a creature such as this at least to most people.

Perhaps she was built as a potential prototype Eva Impact pilot, with NERV Scientists going under the initial assumptions that a horse human hybrid may have an easier time synchronising with an Eva Impact than a normal human.

Or maybe she was designed as living merchandise, a way to make Eva technology more acceptable to the public. Sort of a way to say 'see, we don't just make crimes against nature!'.

Perhaps you can discover the true reason she was built, or maybe you don't care at all?. If you do you're likely to struggle to find an answer, even Ritsuko the head of NERV RnD has no idea who approved of the hybrids creation, with her being the one who wrote 'Horsegirl?' on the hybrids official file folder.

As far as her personality goes, she's a bit nervous around people, not because she is scared of them as much as she is afraid she'll accidentally hurt them. She can be quite perceptive as well, noticing things going on from an extreme distance with great detail.

Companion Quest:
- If you can discover her origin, Gain 50 Points.
- if you can help stop her from being nervous around people, Gain 50 Points.
- If you can help her figure out who she wants to be, Gain 50 Points.

- - - - -

- ***The Tough Guy*** - [50]
A gangster with a heart of gold, his boss ordered him and others from his family to extort some of the construction workers building an Eva Impact racetrack in order to cause them to cut corners and shift the money to the Yakuza, but this 'thug' knew that doing such could cause lord knows how much havoc and potentially loss of life, this wasn't a restaurant or a laundromat it was a city sized racetrack designed to hold competitions for giant god beasts. Honestly, he thought his boss was insane, it was as if the boss had completely forgotten about the kind of damage Evas and the Angels could cause. Fortunately, using his silver tongue he managed to convince the others sent with him to not exploit the workers and to leave the gang, essentially forming his own small gang in the process.

Now, don't get me wrong, he doesn't mind getting his hand dirty too much if the need calls for it. But he does still have a conscious and some degree of common sense, he'd rather not hurt anyone if he can get away with it, much less potentially hurting thousands of people.

Companion Quest:
- His old boss is not happy with him and is sending other members of his old family to 'deal with him' if you can help the 'tough' survive this then Gain 50 Points.
- Help him establish his own business or organisation, legitimate or otherwise.
- If you can help him bring down his old family, either legally or not then Gain 50 Points.

- - - - -

- ***The Protestor*** - [50]
This woman is quite smart and socially conscious and she is terrified of the Eva Impacts and has serious concerns about the prospects of what are essentially trotting weapons of mass production being built for public entertainment. She is scared of what might happen if one goes berserk, if one escapes, or if this kind of technology becomes more widespread. Don't get her wrong, she's not a luddite, but she does believe that certain technology is too dangerous to be used for something as simple as horse racing.

She will lead rallies and protests against Eva Impacts and other commercial eva technology.

Companion Quest:
- If you can address her concerns and convince her that proper safeguards are in place, Gain 50 Points.

- - - - -

- ***The Conspiracy Theorist*** - [50]
A man who has spent much of the last few years discussing the ongoing development of tokyo 3 and the subsequent war against the angels on online forums and with others from around his home town. Now he sees the creation of the Eva Impacts, their publicity and he finds himself wondering ‘if this is what they’re showing us publicly, then what on earth are they developing in secret?!’.

He’ll stop at nothing to find the truth, even going so far as to try and sneak into NERV facilities along with his small band of conspiracy theorist buddies.

Companion Quest:
- If you can convince him to stop pursuing dangerous conspiracies and focus on living a healthier life, Gain 50 Points. If you’d rather indulge in his obsession, then If you can help him to unmask a large conspiracy, then Gain 50 Points.

[might be hard, given their almost certainly is one somewhere, especially if you take selee still surviving as canon for this joke jump]

- - - - -

==========
- - - - -
==========

Drawbacks :

- - - - -

==========

- General -

- - - - -

- ***Extended Stay*** - Weeks - [Gain 100 Per]
You may extend your stay here as long as you like, for each week, up to a maximum of 10 weeks. You may gain 100 Points per week. After which, you can choose to stay longer, but you won’t gain additional points for doing so.

- - - - -

- ***Extended Stay*** - Months - [Gain 100 Per]
You may extend your stay here as long as you like, for each month, up to a maximum of 10 months. You may gain 100 Points per month. After which, you can choose to stay longer, but you won't gain additional points for doing so.

- - - - -

- ***Extended Stay*** - Years - [Gain 100 Per]
You may extend your stay here as long as you like, for each year, up to a maximum of 10 years, you may gain 100 Points per year. After which, you can choose to stay longer, but you won't gain additional points for doing so.

- - - - -

- ***Extended Stay*** - Decades - [Gain 100 Per]
If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per decade you extend your stay, up to a maximum of 1,000 points or 100 years. You can still extend your stay further, but do try not to die of old age, will you?

- - - - -

- ***Extended Stay*** - Centuries - [Gain 100 Per]
If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per century you extend your stay, up to a maximum of 1,000 points or 1,000 years. You can still extend your stay further, but do try not to die of old age, will you?

- - - - -

- ***Lockout*** - [Gain 300 Per]
With this drawback, you can choose to lock out any combination of the following, gaining 300 points per category picked. General Perks, Skills, Powers, Magic, General Items, Weapons, Armour, Vehicles, Properties, Warehouse, Followers, Companions. Each can be picked twice, once for versions gained from previous Jumps and once for those gained in this jump. If taken in Gauntlet Mode, the first purchase instead removes all but the most necessary to function aspects of your Body Mod, reducing your base form to no better than an average civilian from this world.

- - - - -

==========

- Personal -

- - - - -



- ***Disability*** - [Gain 300 Per]
You have a disability of some kind, perhaps you need to wear glasses to see or a hearing aid to hear, perhaps you're missing an arm or a leg. It is up to you what your disability is, you may take this as many times as you are willing.

- - - - -



- ***Poor Pilot*** - [Gain 300]
Oh dear, this is bad if you plan on gaining any kind of fame in the Horse racing circuit! Or if you want to make it as a halfway decent Eva Pilot. With this Drawback you will be terrible at driving any kind of vehicle or riding any kind of Animal, if you try… well you'll end up crashing into things more than you'd like. Honestly, with this Drawback you'll make Misato look like a good driver, you're probably best off just not driving or riding an animal at all.

- - - - -

- ***Yakuza***- [Gain 300]
Did you know that in Japan the mob has a major influence on horse racing and horse betting? To the point they are willing to murder people over it? Well with this Drawback now they believe you are a threat to their interests and are going to constantly send assassins to murder you, they'll even do it if you move overseas.

If you can manage to defeat the Yakuza, Gain 100 Points. If you can capture its leadership, Gain 200 Points, if you can turn them into good people or get them to join you then Gain 300 Points.

- - - - -



- ***One angry Momma*** - [Gain 300]
The Soul of the person inhabiting Eva Unit 1, Yui Ikari, has sensed your arrival and is really, really unhappy with you for reasons only known to her. Perhaps she sees you as a threat to her son, Shinji? Whatever the case, at some point during your years stay Eva Unit 1 will activate and will go Berserk in an attempt to destroy you. If she catches you, she'll bite your head off, or at least try to.

You may Gain points if you can manage to do more than survive your encounter with Yui, Gain 100 Points if you can defeat her battle, Gain 200 if you can capture her, not easy given her current body is a giant cybernetic god creature, or Gain 300 points if you can convince her you aren't a threat to her son and get her to stop fighting of her own free will.

- - - - -



- ***One Last Angel*** - [Gain 300]

This shouldn't exist, it is an Angel that despite looking like a giant horse is infact nothing of the sort. This has all of the Powers and Abilities of an Eva-Impact, however its AT Field is enhanced dramatically being roughly 3 times stronger.

- - - - -



- ***Selees Attention*** - [Gain 600]
The mysterious cabal running the world aren't disgusting old men at all… they're horses?! What's worse, at least for you, is now they've set their attention on you. They view you as a danger to their plans of dominating the world of Horse Racing and will use every resource at their disposal to ensure you can't threaten their plans. This is essentially the Illuminati if it were ran by sapient horses, be careful as anyone, man or beast could be working for them…

As a special reward, You may Gain Points for each of the 7 Leaders of this Secretive Group that you manage to defeat. For defeating a member, Gain 100 Points. For Capturing a member, Gain 200 Points or 300 Points if you manage to turn them into Either good people or to convince them to join you. Do keep in mind however that this will likely be very difficult, with each member having massive amounts of resources at their disposal… despite being horses.

- - - - -

==========

- Crossover -

- - - - -

These drawbacks combine this universe with the one of the selected drawbacks creating some odd potential combos and difficult to predict changes.

[I'm likely to stick to comedy or mecha crossovers for this]

- - - - -

- ***Clannad*** - [Gain 600]

- ***Shuffle*** - [Gain 600]
- ***FLCL*** - [Gain 600]
- ***Muv Luv: Extra*** - [Gain 600]
- ***Full Metal Panic*** - [Gain 600]
- ***Ummamusume*** - [Gain 600]

- - - - -

==========
- - - - -
==========

Scenarios :

- - - - -

Scenarios are optional ways for you to gain points, you are not required to participate in any of them.

Scenarios will only take place if you choose for them to.

- - - - -

==========

- A New Track For a New Race -

- - - - -

Evangelions are incredibly powerful, not just because of their AT fields or their size , but their speed. Eva unit 01 managed to break the sound barrier when it was pursuing the falling angel, Sahaquiel. Eva Impacts are on average much, much faster than a typical Eva Unit, with the difference being for example the difference between the speed of a horse for a horse based EVA impact and the speed of a human for a normal eva unit. This means breaking the speed of sound is not just possible for Eva Impacts, it's normal.

This presents a number of issues, the first being the fact that an Eva impact can't really let loose on a typical horse track, though that should be obvious from the get go. The second is the sonic booms caused by the Eva Impacts racing their racing speeds could tear apart nearby buildings and landscapes.

That's all without getting into other concerns, what if the Eva Impact goes berserk? What if it runs off, what if it trips and falls and goes tumbling for kilometers or if it manifests its AT field in an unusual way? For example some manifestations of AT fields caused significant damage to local terrain and that was simply by 'activating' them in a defensive manor and who is to say if an eva impact that feels threatened wouldn't 'activate' their field in such a way. All of these situations and more could lead to disaster.

Nerv and the JRA have came together to try and design a new track that would allow Eva Impacts to go all out during their races, perhaps you can help them?

- - - - -

Rewards **=**

[- - ***A New Track*** -
If you can help Nerv and the JRA design a new Eva Impact racing track, then Gain 300 Points. You will also gain your own copy of the track for free, which will come fully staffed.

[- - ***Safety First*** -
If you newly designed track passes all possible safety standards, which includes things like say an Eva Impact going berserk inside of the track, then Gain an additional 300 points.

[- - ***Spectators*** -
Unfortunately given the effect of multiple cascading and enormous sonic booms could have on the human body, normal spectator stands at close distance to the track are unlikely to be a smart idea. But if you can design a way for the spectators to view the races while on site without being hurt then Gain an additional 300 points.

[- - ***Entertainment*** -
If your newly designed track has all of the kinds of fun and entertainment expected in a typical racetrack or more, such as bars, gambling areas and so on, then Gain an additional 300 points.

[- - ***Security*** -
There is a potential chance of Criminals, Gamblers who bet on a race and lost everything, anti evangelion technology groups, including terrorists, attacking the stadium targetting the Eva Impacts, their pilots, fans or staff. If you design in security measures to help defend against those kinds of threats, then Gain an additional 300 points.

[- - ***Defences*** -
There is a very real chances of an Eva Impact going berserk during a race if things go wrong, if that happens the risk they pose to the public can be immense. If you can build in defences to your track that can help deal with a berserk Evangelion, such as missile pods, artillery batteries and so on then. Though thinking on it, those didn't help much against the angels now did they? I suppose you'll have to come up with your own measures. Gain an additional 300 points.

[- - ***Cost*** -
Just about any facility related to Evangelions costs a fortune to design and produce, unfortunately Nerv is on a tight budget right about now even with the JRA helping to fund this track. If you can help keep costs of the track low, then Gain an additional 300 points.

- - - - -

==========

- Public Relations Disaster -

- - - - -

Nerv staff honestly should not be allowed to handle public interviews, at least not the higher rankings members. Gendo has made a comment on live TV that has faced severe backlash from several national governments, not the least of which being Japan, France and the United States!

Misato in a drunken stupor has gone on multiple channels promising ‘fan service’ to those who watch the races, despite such activities clearly being against the Japanese television broadcasters rules and regulations! Ofcourse, her promises have brought in a lot of potential viewers and an increase in ticket sales but there may be some angry folks out there when they realise she was just teasing to gain extra viewership.

And last but certainly not least Ritsuko made an off the cuff comment in an interview about ‘her’ eva impacts being superior to normal horses in every way, upsetting horse fans around the world.

- - - - -

Rewards **=**
[- - ***PR Nightmare*** -
If you can help fix the PR nightmare caused by Gendos ‘comment’ then Gain 300 Points. If you can spin things to make Gendo's comment seem not only not offensive but ‘good’ then Gain an additional 300 points.

[- - ***Fanservice*** -
If you can reign misato in and stop her from making such silly comments on TV, then gain 300 points.

[- - ***Off the cuff*** -
If you can get Ritsuko to publicly apologise, or prove she is right empirically , then Gain 300 points.

- - - - -

==========

- The Horse Whisperer -

- - - - -

An Eva Impact has proven particularly difficult, it doesn’t attempt to hurt people but it does go berserk whenever a pilot is inserted into its entry plug and then it proceeds to essentially rip the person out of its spine until they either eject or the Eva Impact is shut down.

When it comes to people who aren't attempting to force themselves into it's body, it seems relatively calm but also hesitant. If a breakthrough isn't made soon there are chances that this Eva Impact will be deemed a failure and it'll be destroyed.

Can you perhaps calm it? You don't need to allow it to pilot you, but if you can convince it to follow simple commands then that's the job done.

- - - - -

Rewards **=**

[- - ***Horse Whisperer*** -
If you can figure out why the Eva Impact is rejecting riders, then Gain 300 Points.

If you can convince the horse to take simple commands, Gain 300 Points… but perhaps you don't want it to be forced to live in such a way? In such a case if you can free it then Gain 300 Points.

In either case, if you can earn it's trust then you may take it as a companion or follower or perhaps a pet or vehicle, whatever you would classify an Eva Impact as.

- - - - -

==========

- The First Race -

- - - - -

Might just end up being the last race as virtually everything that can go wrong is going wrong, One of the horse riders has gone missing just a few days before the race and nobody can find them, Misato spent a quarter of the events budget on Yebisu Beer and perhaps worse of all one of the EVA Impacts has gotten out of its 'stable' just hours before the race was set to begin and has galloped off into the Japanese countryside.

- - - - -

Rewards **=**

[- - ***Oh where art though*** -
If you can find the missing rider, Gain 300 Points. They'll be scared and convincing them to race again would be very difficult, but if you can do so then Gain an additional 300 Points.

[- - ***Did someone say beer?*** -
If you can salvage the event's budget and make the rest of it possible, then Gain 300 Points. If you can make Misato's decision to buy an insane amount of drink look like a good idea, then Gain an additional 300 points.

[- - ***Missing Horsey*** -
If you can bring the horse back to its stables, Gain 300 Points. If you can calm it enough to and convince it to join in the Race again, Gain an additional 300 Points.

- - - - -

==========

- Championship -

- - - - -

Do you like the idea of participating in the races yourself? If so then you're in luck. There are plenty of openings for both regular jockeys as well as pilots of Eva Impacts and so if you'd like to participate you've got plenty of chances.

Don't worry too much about competing timelines, the horse races and the eva impact races won't ever happen at the same time, though you may find yourself exhausted quite quickly if you try to do each one.

- - - - -

Rewards =

- ***Horse Racing League*** -
[- - ***Win 1 race*** = Gain 50 Points
[- - ***Win 3 races*** = Gain an additional 100 Points
[- - ***Win 5 races*** = Gain an additional 200 Points
[- - ***Win the Championship*** = Gain an additional 300 Points

- ***Eva Impact Racing League*** -
[- - ***Win 1 race*** = Gain 50 Points
[- - ***Win 3 races*** = Gain an additional 100 Points
[- - ***Win 5 races*** = Gain an additional 200 Points
[- - ***Win the Championship*** = Gain an additional 300 Points

- - - - -

==========

- Merchandise Campaign -

- - - - -

Money is the name of the game and unfortunately NERV really, really needs some of that good stuff right about now. Fortunately Ritsuko has come up with a fantastic idea for gaining more than a little profit and that is through merch. Selling clothing based on Eva Units and Pilots Plug Suits, selling toys of Evas, Angels and Eva Impacts as well as NERV Vehicles

such as their gunships on top of action figures of pilots and other key staff, including Gendo with desk and removable glasses!

It's your job in this scenario to help NERVs head of RND in either designing , Testing or selling this new merch. Be that designing custom toys, clothing, plushies, comics and so on or testing if the new Eva-02 lipstick is human safe or modeling for the Unit-01 tracksuit.

- - - - -

Rewards **=**

[- - ***The Bare Minimum*** -
For each type of merch you either create, test or model for Gain 50 points, up to a maximum of 500 points. For example these can include clothing, model kits, makeup, plushies and more.

[- - ***Success*** -
For each type of merch you either create, test or model for that becomes a successful product Gain 100 points, up to a maximum of 1,000 points. For example these can include clothing, model kits, makeup, plushies and more.

[- - ***Recall*** -
Uh oh, there is a specific line of plushies that seem to be causing significant distress for people who have bought them. These are based on Rei and look normal enough on the surface, but people have reported nightmares and horrific visions featuring the plushie after purchasing it and keeping it in their house. Now you have to lead the product recall on these toys. If you can help with the recall, Gain 300 Points. If you can discover what is wrong with the plushies, Gain an additional 300 Points.

- - - - -

==========

- Pilot Exploitation -

- - - - -
[Needs a better name]

The Eva pilots aren’t strangers to being exploited by adults, they’ve been the victims of such for their entire lives, they might have even thought that it would be over with now with the defeat of the Angels and the whole ‘saving mankind’ thing, but they would be wrong.

Now groups with money on their mind are seeking to form contracts with Eva Pilots, to make the child stars, celebrities and figure heads. These predatory arrangements are not in the kids best interests and are likely to use significant mental manipulation in order to achieve their ends.

For Shinji, his loneliness will likely be exploited
For Asuka, her need to be best will likely be exploited.

Your mission is simple, stop these kids from being exploited.

- - - - -

Reward =
If you can help prevent the kids from being exploited, Gain 300 points per person. If you can become a solid, genuinely caring adult figure in their life who doesn't exploit them? Then Gain an additional 300 points per person.

- - - - -

==========

- A Slice of the Pie -

- - - - -

The Yakuza , Japan's equivalent to the Mafia, have significant connections to horse racing in Japan and now with an entirely new breed of horse racing coming into being they want a nice big slice of that pie too.

A few thugs from a family tried to rough up Asuka, one of the Eva pilots taking her for an easy mark, not realising that those pilots are monitored 24/7 by secret agents, needless to say they didn't get the reward they were after.

More intelligent Yakuza groups have been taking more subtle approaches to getting some cash from this emerging 'sport', infiltrating merch stores, legal and illegal gambling, food stalls and more.

- - - - -

Rewards =
If you can stop the Yakuza from profiting from Eva Impact, Gain 300. If you can bring the Yakuza to justice, Gain 600.

- - - - -

==========
- - - - -
==========

The End :

- - - - -

- - - - -

- ***Stay Here*** - [Gain 1,000]

- - - - -

- ***Go Home*** - [Gain 1,000]

- - - - -

- ***Move On*** -

- - - - -

==========

- - - - -

==========

Notes :

- - - - -

Evangelion has had a lot of weird collabs over the years, but this one at least offers something kind of useful and kinda cool.

==========

- Images to Potentially Use -

- - - - -








U:MAGIシステム仕様書
NERV


JRA






緊急







==========

- Credits -

- - - - -

Thanks to

Domar7431
AMercer237
musab99666
JasonFrost7
Aleph_Aeon
glocknar1

==========
- - - - -
==========
My Build :

- - - - -

- - - - -

Arrival Type :
- ***Drop In*** - [Gain 300]

- - - - -

Items :
- X 3 - ***EVA-Impact*** - [400, Discounted to 200]
- X 3 - ***Evangelion*** - [400, Discounted to 200]
- X 3 - ***NERV***- [600, Discounted to 300]

- - - - -

Companions :
- X 8 - ***Import // Create*** - [200]
[Each has essentially the same build as the Jumper]

- - - - -

Drawbacks :

General:
- X 10 - ***Extended Stay*** - Weeks - [Gain 100 Per]
- X 10 - ***Extended Stay*** - Months - [Gain 100 Per]
- X 10 - ***Extended Stay*** - Years - [Gain 100 Per]
- X 3 - ***Lockout*** - [Gain 300 Per]
[Local] - [Perks, Powers, Items]

Personal :
- X 3 - ***Disability*** - [Gain 300 Per]
[- - Need Glasses
[- - Need Hearing Aids
[- - Can’t Walk

- - - - -

Points to Spend =
1,000 + 300 + 1,000x3 + 300x3 + 300x3 + 300 + 300 = 6,700

+300 from arrival type
+300 for items only
+300 for companions only

Points Spent =
300x3 = 900
200x3 = 600
200x3 = 600

900+600+600+200 = 2,300

- - - - -

Notes for use
Take this jump before a proper Evangelion Jump to get some Evas and other useful stuff, like NERV all so i can get an Eva Unit to Ride an Eva Impact into battle , which either would be very cool or very very silly. TBH no idea if it would be a force multiplier or not, would probably make fighting harder haha.

- - - - -

==========

- - - - -

==========

Bottom

==========

- - - - -

==========