Parasite Eve Jumpchain

Version 1.0. By Aabbcc



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 in the 'base' timeline, the events that lead to it don't happen unless you take the relevant **Drawback**.

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, or 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.

If you are starting in the second game, you may be part of MIST.

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.

As above, depending on your starting point you may be part of MIST or the Neo Ark project.

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 Origin**, 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 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, marksmanship, physical fitness, and general skill at firefights of an accomplished marine. You have the will to charge at the unknown, even if it means certain death.

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 even other similar organizations approved.

This is not a guarantee, however. Someone higher up screwing you over or you making a mess of things can still stall or end your career.



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 a 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 working for Japan, USA, and/or the Neo Ark Project (if it still/already exists).

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 you consider a hero 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, and if you're in over your head, you will receive a modest boost to your skills.

You have a great deal of luck at surviving doing just that, particularly if someone else holds 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 luckily land correctly 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 destroy one to enhance the other, doing any number of the following:



- Convert the 'recipient' item to the materials, technology, weapon/armor type, caliber, projectile type, laser type, etc., of the 'donor' item, or a mix between those of both items. IE: take a phaser and a shotgun and make a scattershot phaser, a mithril sword and a rifle to make a mithril rifle, one which also has a bayonet, or a gunblade.
- Transfer or merge any attachments, enchantments, pockets, gem/materia slots, rune carvings, etc.. IE: take a rifle with a scope and bayonet, and another with an underslung grenade launcher and night scope, then merge the scopes and keep the grenade launcher instead of the bayonet.
- If the donor item has any number of easily-quantifiable attributes that are unusually good for its type and setting, you can improve the recipient item by 'how good' the donor was. IE: a modern revolver that has X more meters of effective range compared to other modern revolvers, you can then add X to the recipient's effective range. Or a medieval fantasy armor that is +X better enchanted than normal for its setting, then you can add +X to the recipient.
    - Positive attributes, that is, those that are better the bigger they are like range, magazine size, damage, or toughness, can be added up with no upper cap.
    - Negative attributes, that is, those that are better the lower they are like weight, are proportional rather than additive, providing diminishing returns the closer you get to 0 without ever reaching it (or whichever value makes sense).

    You can tell roughly how much better than normal such an item is in its various quantifiable attributes so long as you take a few moments to examine it. Unlike the game, you do not have to worry about "tuning down" your weapon if you use something that's subpar in one of its attributes.
- Transfer any properties, attributes, abilities, etc., from the donor to the recipient that don't contradict something already there, even fiat-backed ones. For properties that are too similar or in conflict, pick one to keep and discard the other. IE: between an item that self-repairs if damaged in a week, and another that does it in an hour, you can keep the latter property and discard the former. Similarly, you can discard a fire attribute to keep an ice attribute, if they would normally clash.

    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 old cooldown the original item had. IE: if you have an armor that you can sacrifice to make a wish, and it respawns in a decade, and pass that power to another that if destroyed it immediately respawns, you get an armor that immediately respawns if destroyed UNLESS it was sacrificed to make a wish, in which case it takes a decade.

Keep in mind that permanently destroyed is permanently destroyed, this bypasses indestructibility, and the donor item won't ever respawn/restock/whatever after this. It's gone forever.

The appearance of the finished item is up to you, it can be like either item, a merge of the two, an entirely new appearance, whatever. It can even make no sense, like a derringer that shoots anti-tank rockets in shotgun spread and holds enough rockets to give entire armored divisions pause.

Scientist:

PhD in Genetics (100 CP):



You have a PhD in genetics and the knowledge and skill to back it up, particularly about mitochondria. 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.

This is not enough to play god with that knowledge on its own, but 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.

This ability to understand and find counters extends to future Jumps.



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 can understand and know how to replicate.

Bystander (400 CP):



While the above perk will not help you if you stray within biting range, this one will. So long as you are not actively hostile, mundane wild animals and the various non-sentient mitochondrial creatures found here will be at worst, indifferent to your presence. Even sentient monsters like **Eves** will be more inclined to 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 they won't be in any hurry to off you, and may even seek some way to keep you around.

In future Jumps, this extends to other monsters, particularly those of a similar parasitic nature like Blacklight or virus-based zombies.

You are also somewhat fireproof, so long as temperatures don't get too extreme, you could get away without even 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 get the gist of things, and 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 not down to 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 serves as a 10x learning booster for it until you reach that point.

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. Hey, PETA stays afloat somehow.

If you have the **second perk** of this **Origin**, you know how to build, maintain, and operate the **Overdive Device** and understand its workings, though this will not help you get the biological material required to make it, nor let you skip the restriction of needing someone capable of using the **Overdive** skill to use it.



Awakened:

Balance (100 CP):
You're just as capable of running, fighting, and doing other similar activities while wearing high heels and 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 horses 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 more efficient at both producing energy and utilizing said energy to perform mitochondrial and other biological powers. Overall, you can expect a fivefold increase on how much you can do or for how long in this regard.

Liberation also grants the ability to enter into **Liberation Mode**, releasing the limits on your mitochondria and pushing them into overdrive, transforming your body into a combat form not unlike how **Mitochondrial Eves** can with **Mutation**, with an appearance of your design.

This combat form upgrades your mitochondrial powers similar to how being an **Eve** would while it's active.

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 world has to offer and without an external source of energy. This will slowly improve as you evolve to possess more power and as you become more efficient at managing your mitochondrial energy.



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.

While controlling them in this way, you are invisible to forms of mind-reading and detection that rely on detecting or affecting a brain, they may affect/detect your host this way, but not you.

Instead of this passive control, you can take direct control as well, either shoving the original mind into their subconscious or destroying their personality, whichever you prefer. Doing this will waive the above invisibility, since you'd be using your host's brain now.

Over time, you can make other alterations to their biology, like slowly altering their appearance, or preparing an organ for some nefarious purpose.

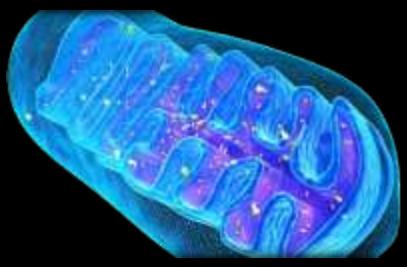
You are not limited to being a hive mind of mitochondria within a single host or body or even controlling only one body, but the mitochondria that make up your hive must be nearby (1,000 km minimum, improves with your raw mitochondrial power) from your main body to maintain control of them.

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 will cause a cascade failure on the rest of the hive mind, resulting in your death, barring something else preventing it.

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, or form their own intelligence if there's enough of them within the same body. You can decide what your mitochondria default to if you're unable to make that decision.

This intelligence can, if you wish, possess as much of your memories up to the point of separation as you wish, but they will have none of your perks/abilities/etc. except this one, and their control range for this one will start off much smaller (100 m, which like yours, improves with their power).

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 (see the **Mitochondrial Powers** section), 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 while this won't make your memory perfect, it greatly enhances your ability to retain useful memories regardless of how many eons have passed.

Your determination when it comes to staying on task regardless of time and setbacks is greatly boosted.

Mutation (400 CP, Mitochondria Eve Only):
You can induce greater change in your infected cells and your host body. You can create physical mutations like altered limbs, extra arms, wings, caparaces, hardened skin, electricity or poison-producing organs, improve your regeneration, turn into goo that can move on its own, etc., and you can do it in a matter of a few seconds. You can cheat on conservation of mass to some extent.

Changes take energy proportional to how large and extensive they are.

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 Jump, whenever you would die due to damage and so long as some of your body remains, instead of dying, your cells will enter into 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 or your strength will double until the end of the Jump.

You can consciously trigger these transformations at will, but this will waive away that use of the death-prevention effect.

Mitochondrial Powers

Only **Awakened** and **Mitochondria Eves** can acquire these abilities, several parts of this section specify extra effects and abilities for those of the **Eve Origin**. **Awakened** in **Liberation Mode** gain access to those while their transformation lasts.

Your advanced mitochondria allow using their energy in order to achieve various supernatural effects. You can learn these abilities on your own, but these purchases provide extra benefits, safeguards, and serve as a learning/evolution booster for what they cover, allowing you to improve faster and safer.

Your mitochondria still need fuel to produce this energy, some of this fuel is immediately available, like the glucose and ATP in your cells and blood, the rest is in storage in increasingly more long term forms and locations, like glycogen in the liver or fat deposits across the body. Due to this, the more mitochondrial 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 replenishing these stores.

In an emergency, you can push your body to start cannibalizing cells in order to produce more energy. Think of this as casting from hitpoints.

With time, your body will evolve to become more efficient at processing foods and producing this energy, as well as how it stores it for future use. Eventually, you'll be able to produce far more energy than your body could possibly produce through what you eat.

As a **Mitochondria Eve**, or an **Awakened** that has purchased **Liberation**, you will have conscious control over these processes if you wish to.

Casting these powers is functionally similar for both **Origins** (unless you take **Parasite Import** in the **Companions** section), it takes knowledge and visualization of what you want to do, a measure of concentration, and of course, energy. Provided that, your mitochondria will use that energy to achieve the desired supernatural effect.

In general, you are immune to the 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 with **Eternity** will not accidentally erase you from the timeline, etc.

If you are capable of using these powers, you can learn, develop, or be taught new powers without purchasing them. You'd be dealing with learning individual powers rather than purchasing broad categories, you would not get the general bonuses to all **Mitochondrial Powers**, and it'll be much harder to learn something new if you don't already know something similar.

As a **Mitochondria Eve**, your mitochondria are geared to evolve in bursts, to stockpile resources to fuel greater and greater transformations. It is easier to obtain more raw power by abandoning the human form, and coupled with your greater control, stronger, longer-ranged and larger scale effects are easier for you to attain. If you have **Mutation**, you not only are better at this, but you can also specialize parts of your body towards specific powers, drastically dropping the energy cost and enhancing the effects.

As an **Awakened**, your mitochondria are geared to better evolve while under pressure, to grow as you face challenges and danger. This is a gradual growth, less dramatic, but by no means less potent. By maintaining your original form, you sacrifice raw power, making you rely more on versatility and skilled use. With **Liberation Mode**, you break some of these shackles, letting you match the raw power of an **Eve**.

Ageless (Free):
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 involve massive damage like loss of body parts will heal flawlessly. As a **Mitochondria Eve**, healing even the loss of body parts is feasible through this, although it requires a significant amount of energy.

Ageless does not cost energy to maintain your prime or prevent scarring, and only slightly more than what your body would normally need in order to rejuvenate or deal with diseases, infections and the like.

Scan (Free):
You can automatically feel other advanced mitochondria in an area a few blocks around you. As an **Awakened**, this is an inaccurate sense, able to tell you strength, distance, and rough direction if they are further than a dozen or so meters away, although with experience you will be able to develop the ability to get a rough idea of what you're facing as well.

As a **Mitochondria Eve**, this can sense regular mitochondria as well, it is sharper and more accurate, enough to be a primary sense for you like sight or hearing, and it allows you to communicate with (and through) other mitochondria you can sense. **Scan** is not entirely foolproof, however, it's quite difficult to tell the difference between "at the cusp of awakening as an **Eve**" and "actually went **Awakened**", as Eve-2 proved.

Levitation (100 CP, Free for Mitochondria Eve):
You can levitate as well as propel yourself at a fairly decent pace, easily matching a car's speed. This takes so little energy and focus to do that you could stay in the air all the time easily.

Awakened in **Liberation Mode** that do not have this ability can use it while their transformation lasts.

Halves the mental focus needed to perform mitochondrial powers, and further reducing it is easier.

Internal Manipulation (100 CP, Free for Awakened):
You can use mitochondrial energy internally for various purposes, such as speeding your movements, improving your strength, swiftly healing yourself, granting yourself regeneration for a short while, supercharging your immune system, or directly attacking contaminants, viruses, nanomachines and the like.

Doubles the amount of mitochondrial power you can produce before resting. Your mitochondrial energy regeneration improves faster as you evolve.

Domination (200 CP, Discount Mitochondria Eve):
You can spend your mitochondrial energy to influence the mitochondria in other organisms, affecting them from within.

- Allows the use of **Internal Manipulation** and **Elemental Conversion** through them, permitting things like healing others, slowing them down, inducing sleep, or lighting them on fire from the inside.
- Allows the application of **Possession** and **Mutation** at range and without needing to get your mitochondria inside them first. This allows you to control others with **Possession**, and liquefy or mutate other organisms into subservient monsters with **Mutation**, although some may need additional nutrients or merging several organisms in order to achieve the desired size and power.
  While you can't make **Eves**, **Awakened** (you'd need a more direct involvement with **Possession** for these two), or Ultimate Beings (they also require a more direct involvement) this way, you can

make NMCs, replicate most ANMCs, and if you also have **Eternity**, you can make Twisted and High Ones.

As an **Awakened**, you can affect those within a few dozen meters. As a **Mitochondria Eve**, your range is measured in city blocks, and you can extend it for a particular target within sight if you concentrate.

Doubles the range of your mitochondrial powers. Improving your range is now easier.

Elemental Conversion (200 CP, Discount for Awakened):

Allows you to convert mitochondrial energy into electricity or heat, as well as magnetism within a very short distance.

As examples, you can shoot balls of fire 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.

Doubles the casting speed of your mitochondrial powers. Improving your casting speed with them is now easier.

Advanced Applications (400 CP):

Improves your skill at both precise and energy-intensive applications of all your purchases on this section, as well as your ability to synergize different areas together to achieve new effects.

For example:

- **Levitation**: higher speed flight, starting at subsonic.
- **Internal Manipulation:** regenerating lost limbs or even severe loss of body parts.
- **Internal Manipulation + Domination**: drain energy from any number of creatures within your Domination range to heal yourself.
- **Elemental Conversion:** use radioactive isotopes found inside microbes to cause nuclear fission. Create orbs with a sizable charge of electricity and control them through magnetism to orbit you or hurl them against enemies, fire energy beams and lasers.
- **Domination + Elemental Conversion:** induce seizures, lasting paralysis and nerve damage on any number of creatures within your Domination range using electric conversion.
- **Eternity:** rapidly Jump between hosts with **Overdive**, spend longer time exploring as a free-floating soul before needing to enter a body, achieve small-scale time manipulation and travel without needing an external aid.
- **Eternity + Domination + Mutation:** create Babels and Queen Twisted.

Doubles the raw power of all your mitochondrial powers. Improving your power with them is now easier.

Eternity (700 CP):

Stepping past the merely biological, this evolution empowers your soul.

You gain the ability to **Overdive**: your soul can leave your body, when you do, time seems frozen around you, and you can walk and explore your immediate surroundings briefly before having to enter a body, either back to your own, or someone else's.

If it's one that can support your soul, you can attempt to either possess them or destroy their soul. The result depends on the strength of your respective wills and souls, but failure will just boot you back to the body you dived from, with both of you being briefly stunned.

If you are possessing someone, they retain any injuries they had. You may use your powers, including your mitochondrial powers, while possessing them. When you dive out, any changes to their body due

to possessing your powers is reverted. IE: damage they received is kept, so would healing, but they would not keep any advanced mitochondria, ki, magic powers, fiat-backed cybernetic arms with punching action, etc.

Be warned: dying while inhabiting someone else's body will leave you with a few moments where you must dive into a nearby body, if you fail to do so, you will die.

As an **Eve**, you'll be able to teleport short distances instantly. Be it slowly fading, through ripples in the air, or merely appearing there with no delay. You can also create short-lived translucent clones, echoes of yourself which can fight for or alongside you.

But it is regarding time where **Eternity**'s greatest strength lies.

For monstrous amounts of power and some external aid to channel and contain that power (like a Babel), you can physically travel to the past, as well as send 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.

For a lot less energy and external aids, like using an **Overdive Device**, you can send your soul to the past with **Overdive**, possessing people and changing the course of events. A couple years is about as much as can be achieved with the existing model of the **Overdive Device** and 2014 NY's electric network.

You could also use **Overdive** to use a Babel's core like an **Overdive Device** by diving within.

Traveling in time this way 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. It also has strange interactions with others using the same or similar method of time traveling.

When the dive is ended, you'll find yourself in **Overdive Space**, a crack between the timelines, while the new timeline restructures itself. You are protected from paradox and the aforementioned ripples here, and you'll be able to remember the past timeline even after you leave.

Once the timeline is restructured, you will return to the moment just before you dived.

Purchasing this also grants two things:

- You can extend the ability to remember the previous timeline and the protection to paradoxes and ripples you cause to your Companions, unless it is something you directly did. IE: you prevented their death, you killed them in the past, etc.
- Normally, stumbling upon or learning this ability on your own has several potential pitfalls. You do not have to worry about that, nor anyone you teach this ability to. The ability simply works as described.

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.

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 and higher energy consumption than the above.

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, 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.

It comes 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 through USB to install the required software to do more complex operations, like watch through the satellites telescopes. The designator respawns after a day in your Warehouse or a property you own of your choice if lost, stolen, destroyed, etc.

In later Jumps and on a per-Jump basis, you can decide whether to have either or both of them appear in orbit over your starting location, or stored in your Warehouse (say, if you want to use **Tune-Up** on them and don't have a convenient spaceship). They become self-repairing, self-restocking, and respawn after a day if destroyed/lost/stolen/etc.. Only you and those you allow can communicate with them remotely, and until revealed, they appear to be harmless observation satellites appropriate for the local technology.

You can import another satellite or orbital facility into either satellite, you can also import a weapon of the appropriate size as a replacement for either satellite's armament.

Scientist:

Lab (100 CP):

You own a small genetics lab (~200 square meters, or around 2152 square feet), located somewhere reasonable of your choice in either your starting area or a city in the USA of your choice, or as an attachment to or part of a property you own.

It is fully stocked with state of the art (for your starting year) self-repairing and self-maintaining equipment, as well as daily-restocking chemicals, though with no genetic samples. All utilities are paid for the rest of the Jump.

After this Jump, you may have it become an attachment to your Warehouse or one of your properties, or appear in the Jump at a reasonable location, with all paperwork in order and utilities paid for. The equipment and chemicals inside match the local tech level, but it never degrades below 1990.

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 own a learning institution of similar prestige if it makes sense for the setting.

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, and perform much better in smaller scale engagements and ambushes than on open ground unless field leadership is provided.

Each rack contains 4 GOLEMS, you have 11 racks: one of Bishops, two of Knights, two of Rooks, and six of Pawns.

- **Pawns** are the lightest-armored, half of them are equipped with energy swords, and half of them with grenade launchers that fire in four round bursts.
- **Rooks** are the most heavily armored, equipping a riot shield in one hand and similarly armed as Pawns.
- **Knights** are 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.
- **Bishops** are special operation models and an upgrade to Knights. They are stronger, faster, tougher, and their poison is paralyzing rather than merely debilitating.

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, 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 (although it contains everything needed to make them) nor the adorable and traumatized little clone.

You know its location, have full legal ownership of it, and 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.

You may import another property into this one, allowing you to merge them, attach one to the other (for example, a surface property serving as camouflage for this one as basement, or concealing one of its entrances), place this within a larger property, or something along those lines that makes sense.

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 guns in the games instead, including special ones like the Hypervelocity or the Blazefire Saber (which can change forms, unlike in the game).

It's customized for your hands, it never jams, and 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.

You may import a firearm you already have into this item, gaining all the special properties listed.

Carrie (200 CP):
A ground vehicle of common make and model for your starting year (as in, not military, sports, luxury or the like) which you may or may not have named Carrie. It can be anything from a compact car to a trailer home, or even a bike. If you are a cop in this Jump, it can be your cop car, if you are or were in the military, it can be a street-legal military vehicle.

The trunk 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. Nobody finds any of this weird.

You have all the paperwork and insurance required for it, and this self-updates in future Jumps.

You can import a car into this item.

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 **Ageless**, **Scan**, and instinctively know how to heal themselves of minor wounds. 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 reappear repaired in your Warehouse if completely destroyed. It'll also repair itself if stored away for a couple hours.

You can import another outfit into this one.

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.

If it's attached to your Warehouse or in a location inaccessible to the public, it's self-cleaning, repairing, and maintaining; and it matches decor and technology available for 2000.

If it's on the world and in an accessible location to the public, it matches locally-available technology and decor. If the world has a Carnegie Hall, it can be Carnegie Hall if you wish.

While it would then lack the self-cleaning/maintaining/repairing properties, the Hall would run itself, with all bookkeeping, taxes, staffing, ticket sales, advertising, scheduling of artists, etc. automatically handled, providing a steady income equivalent to what a similar venue in the setting could do on a good year every year.

It would also have perfect insurance, 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 **300 CP**, you may import 8 Companions and each receives 600 CP to spend.

- **Host Import (Requires you or a Companion to be of the Mitochondria Eve Origin):**
  Rather than an OC, you may import a Companion as the host a **Mitochondria Eve** would inhabit. They gain the **Awakened Origin** for free, but cannot purchase anything from the **Mitochondrial Powers** section, as the **Eve** would be the one in charge of that.
- **Parasite Import (Requires you or a Companion to be of the Awakened Origin):**
  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 although for the purposes of the **Mitochondrial Powers** section, they would gain the discounts of the **Awakened Origin** rather than their own.

For both of these import options, both individuals are stuck together for the duration of this jump, with their shared body being the **Eve's** main body. 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 the **Awakened** purchases **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 (50 CP):
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.

A Hero (100 CP):
Similar to the above, this applies to either Aya or Eve Brea, providing the same plot armor and circumstances.

At the end of the Jump, rather than a stipend, both would gain **Balance** and **Signature Weapon**, Aya would gain **To Protect and Serve** and **Reasonable Authority Figures**, while Eve would gain **Surprisingly Well-Adjusted**. Power-wise, Aya would gain everything except **Levitation** and **Eternity**, while Eve would only gain the free picks and **Eternity**.

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. If you value your life, I'd recommend preventing a certain event in 2010.

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 1991/'60s or Melissa Pierce if you started in 1999. 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, nor will your **Origin** protect you from subversion or possession until then.

This drawback, of course, alters what job/family/housing you would have, if any.



Visions of A Little Girl (+50 CP):
From time to time, you 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 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 until the end of the Jump.

Imported Companions of the first two **Origins** may be part or all of this family, but all their powers/perks/abilities/etc. are disabled until the end of the Jump, even those 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. 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 flaming horses. 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 an **Eve** or otherwise 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.



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 prior to waking up here. For an extra **+200 CP**, this is full blown amnesia instead, with only the memories of this Jump's **Origins** being recoverable at all until the end of the Jump.

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 **Ageless,** 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 the most minor applications, like minor healing and pyrokinesis.

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.

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 **A Hero** 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.

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.

The reward for this jump is actually something you get right from the start by deciding to tackle this scenario: the **Overdive Device**:



It is a Warehouse attachment, or if you don't have one or is unavailable (for example, if you are under **Lockout**) it'll be in a bunker at a remote location you are made aware of after starting the Jump. Inside, you will find a room with an **Ovedive Device**, the strange machine you can see in the picture, alongside several consoles to monitor and control its operations as well as for operators to provide information and mission control to the one diving with the machine.

If it's outside the Warehouse or your Warehouse does not have the capacity of powering it, it possesses a generator that can only be used to power it and the consoles, which can power the machine up to what it canonically accomplished.

The **Overdive Device** is a time travel machine, capable of sending the soul of someone with the ability to **Overdive** into the past.

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 past. When the machine is used, any past versions of it cannot be used until the dive ends (and future/alternate-timeline/whatever versions as well, if you somehow modify the machine to allow that).

At any point of a dive, whoever was sent may end the dive, or someone manning the consoles may abort it.

Until the scenario is completed, however, there will be several alterations and limitations in place for this device:

- Diving with this machine will allow you to enter the scenario rather than traveling in time.
- Any attempt to study, disassemble, break, copy, enhance, etc. the machine, will fail and cause the scenario to be lost.
- Stopping/aborting the dive will pause the scenario rather than its normal effect.
- Death while diving will cause the scenario to be lost, even if you or whoever you sent would respawn. Death-prevention effects work as normal.
- If you fail the scenario, be it due to death, giving up, being rendered incapable of succeeding, just not completing the scenario before the Jump ends, etc., the machine that initiated this scenario will disappear alongside the room that contained it, dumping all occupants right outside its former entrance. If the failure is due to death, you will still face the regular consequences of that.

When the machine is used to enter the scenario, 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 events 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, and 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, identical to the one that sent you here, 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 timeline 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.

Your **Overdive Device**, of course, is freed of the scenario-specific restrictions and special rules mentioned above. It is as capable as its canon counterpart, and it also becomes self-maintaining, self-cleaning, and self-repairing. If it wasn't a Warehouse attachment, it will become so at the end of the Jump, or become an attachment to a property that follows you between Jumps that you own, if you prefer it that way.

If you have purchased **A Hero** 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.

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 companions get their perks 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, Both **Aya** and **Eve Brea**, either of the regular or the alternate timeline of the 3rd Birthday scenario, gain the protections against complications and side-effects of the **Eternity** power that this document's CP version provides.

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 so long as Aya is around, **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, and you'll start limited to seconds of transformation rather than minutes.

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 that does nothing.

Version History:

1.0:

- Nobody has made any suggestions in years, so might as well call it 1.0

0.9.2:

- Typo fixing.

0.9.1:

- Redaction changes due feedback.
- Price/stipend adjustment to Eve origin, since the previous one was done before another Eve-inspired drawback was added. Adjusted prices of those drawbacks a tiny bit.
- Added a bit more fluff to differentiate power growth by Awakened and Eves, as part of the process to present two good options rather than Eves being better by most metrics. This wasn't a concern when Eves required a hefty CP investment, but it is now.

0.9:

- Moved the car to Awakened, since Aya has a named car and nobody else has any custom ride. Added a police station to the LE origin to fill the gap, and the College to the Scientist one to beef it up a little.
- Changed the organ box so that a Jumper without medical knowledge can use it, since the origin doesn't provide any.
- Reworded Eternity and a few others like Liberation.
- Rewrote several other things in response to feedback.
- Changed most mentions of training in regards to powers to learning and evolution. I was unhappy with the former since PE is not a place where the power-equivalent of lifting weights does you any good.
- Did a lot of overall minor rewording/rewriting/typo-fixing.
- Toyed around with formatting.
- Reduced drawback CP, added a new drawback.
- Removed invisitext sections.
- Tentatively rebalanced costs of origins:
    - Reduced CP stipend and cost of Eve. Now it's free, and grants a 200 CP stipend.
        - Taking inspiration from Eve2, one could take all Eve perks and all but Eternity in powers, and all Eve items sans the hall for a total of 1300 CP, which can be obtained with 100 CP to spare by taking the three drawbacks inspired by Eves.
    - Removed the CP stipend from Awakened and made the origin free.
        - This makes both the Eve and Aya companion purchases come with around 900CP worth of purchases each. 1200 with Liberation from their respective scenario, which is exactly twice the stipend the 50 cp companion purchase gives.

0.8:

- Added brief definition of a few things to a new setting information section, since I couldn't figure out where to put the definitions for NMC, ANMC, Twisted, etc.
- Tried to move as much spoilers as I thought reasonable to clearly delineated invisible text sections.
- general redacting/rewording of a lot of things.
- minimal changes to Liberation and Possession.
- Added the scan ability, clarified healing, added Eternity.
- Reworded and clarified monster creation through Possession, Domination, and SCIENCE.
- Minor rewording of GOLEMs.
- Added orbital artillery, an item for Awakened, and two for Eves.

- Added more detail to the Character Replacement drawback, toyed with costs and wordings of others, added a new drawback.
- Added Scenarios and endings.