



Rebuild of Evangelion Jump

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Introduction

In the year 2000, a scientific expedition, led by Dr. Katsuragi, to the Antarctic, entered in contact with four inert ancestral beings, resulting in a worldchanging cataclysmic event that later became known as the Second Impact. Fifteen years later, alien-like invaders born from these beings laid siege to the world in an attempt of starting the Third Impact.

Welcome one more time to this world. This world is familiar, almost nostalgic. The sky smells the same as it did when you first arrived here in the world of Neon Genesis Evangelion, but this is different.

This time, you're arriving in a different world than the one you know. Welcome again to the world of Rebuild of Evangelion.

This is a "retelling" of NGE, with some major differences compared to the world you may know. Maybe in an alternative timeline or maybe not, who knows. You'll arrive in 2015, one week before Rei is injured during testing with Unit-00 and two weeks before the arrival of the Fourth Angel in Tokyo-3.

You'll spend fifteen years in this world. Good luck.

+ 1000 CP

Origins

Your gender is the same from your last jump and your age varies according to your origin. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In.

Now, let's see what the Dead Sea Scrolls have for you.

Pattern Red - Children of Lilith

You're a Lilin, more especially a human, descending from the Primordial Ooze released by Lilith during the First Impact. Humankind received from their progenitor the Fruit of Knowledge, making them tool users, focusing on the scientific method and technology to make up for their lack of individual prowess. As a human, just by living in the dysfunction junction that is the world of Evangelion, you need to take the **Neuroses** drawback.

You may start anywhere in Tokyo-3 or in one of Nerv's bases.



1. Pilot (200 CP): You're an Evangelion pilot, with an appropriate history, background and memories. You'll gain an Eva that will function for you, so you'll also have some kind of personality disorder that justify why your Evangelion works. You can choose to study in the same class (or school) as Shinji, Rei and Asuka. Your age is $12+1d6$.



2. Commander (Free): You were given an authority position in one of the Nerv installations, any one of them from 01 in Japan, 02 in Boston, 03 in Berlin, 04 in Nevada and whichever other ones you like. Even if you're one of its supreme leaders, there will still be a few others above you in the hierarchy. It's your responsibility to make choices and endure the consequences of said choices. Your age is $20+1d8$.

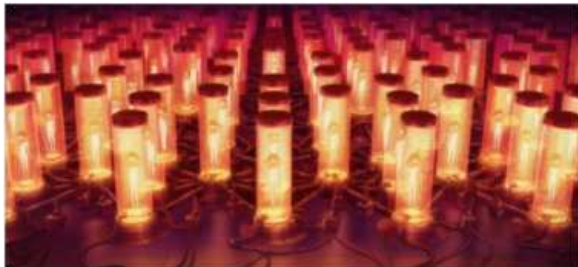


3. Specialist (Free): It's not just metaphysics, politics and espionage that this world is made of, but also science. You're a (wo)man of science, regardless if you have a focus on neuroscience, metaphysical biology, engineering, weapon manufacture, tactics, computer science or any other field of science you want to be specialized in. There is a lot of work on developing new technologies, be it related to the Evangelions or

not, and if you're not building or repairing something, then you're probably instead acting as staff operator when an Evangelion pilot or a commander needs a status report, you're probably the one giving it. Your age is 20+1d8.



happen, you'll have a lot of work after the actual Third Impact. Your age is 14+1d8.



4. Explorer (Free): Much like Kensuke, you're someone that can be described as a sort of military otaku or even a "survival otaku". You're a survival specialist, having a lot of skills related to it to the point of being a "jack-of-all-trades". Someone with your talents would be more useful in places in the world that suffered the most with the Second Impact, but, if the canon events

5. Clone (Free): You were created artificially by Gehirn's scientists around the same time Rei I was born and they were developing the Evangelions. You're a clone, either as part of a super soldier series like the Shikinami Series or even as a key part of Seele's scenario like the Ayanami Series depending on your choices below. Your age is 12+1d6.



6. Civilian (+200 CP): I have bad news for you. You have nothing to do with Nerv, Angels, Evangelions or Seele, because you're just a mundane civilian, which is both a blessing, because you aren't automatically involved with them, and a curse, because you won't have access to important things like protection against the Angels with the exception of the not so much safe shelters in Tokyo-3. Your age is 15+1d8.



accepted as a true Member of Seele. In this world, you'll finally be able to have the benefits this position brings to you. Your age is 28+1d8.

7. Member of Seele (400 CP/Free for those that finished the Road to the Next World scenario in the NGE: ANIMA jump): Seele is a secret and mysterious organization whose influence and power is way beyond than anyone initially thought. Maybe in a previous world, you were just an heir of their will once they vanished, but, with your efforts, you were recognized and

Pattern Blue - Children of Adam

You're an Angel, one of Adams' children born after the Second Impact. In contrast to the spawn of Lilith, the Angels received from their progenitors the Fruit of Life, they focus on their individual prowess instead, with most of them having powers to make them godlike compared to humankind. As an Angel, you have the compulsion to follow your progenitors' last order, so you need to take the **Divine Mission** drawback.

You may start anywhere on Earth or even on the Moon if you want.

1. **Angel (300 CP/Free if you were an Angel in the original NGE jump):** As an Angel, you're a giant alien-like existence, being formed almost exclusively of Particle-Wave Matter instead of conventional matter, which is gave shape by your AT Field that makes your physiology and appearance more dependant on your self image and ego barriers, than any proper material component. Unlike humans, your AT Field is absurdly more powerful, giving you various paranormal abilities, with some examples including barriers, levitation and metamorphosis. You'll also have a single weakness, your Core, which will contain your vital organs and S² Engine if you have one. You're free to customize your form as you want, but it'll be restricted to more "common" forms like Sachiel and Zeruel than the more esoteric ones, like Leliel. Alternatively, if you were an Angel in the original NGE jump, you can import your Angel form for free. Your age is measured in time elapsed since the Second Impact, so you'll start the jump as 15 years old.



Pattern ≈Blue - Angel-like Entities

You're weird, the sensors indicate you're close to an Angel, but not quite actually one. You were created artificially by mankind from the remains of Adams in a sort of asexual amoeba-like fission process, but, unlike the Seed of Life's actual progeny, you seem to lack some important traits like the Fruit of Life.

In a few words, you're a cloned Angel.

You'll arrive in one of Nerv's bases of your choice.

1. **Evangelion (200 CP):** I would advise you to not choose this option, because it's highly probable of being a brutally traumatic experience for you, but I can't stop you if this is what you want. You're one of Evangelion controlled by Nerv. As you may already know, an Evangelion is a giant, cybernetically modified humanoid living being used as a combat platform created by the organizations Gehirn and its successor Nerv to face the Angels and to be another part of Seele's Human Instrumentality Project which pretend to use them as a tool to evolve humankind further. You'll be the body of Eva, having several similarities to the Angels, like being formed of Particle-Wave Matter and having a Core, but you'll retain a humanoid form. In addition to it, while normally the Evangelions are born soulless, you're going to retain your soul in your Core, but it'll work exactly like it would work if you had the soul of another random human within you. By default, you'll be just a basic unit of the Drone Series, like the Mark 04 series, but this can change depending on the perk you purchase in the next section. As an Evangelion, you'll be required to take the **Mechanized God** drawback due to your current situation. Lastly, your age is irrelevant as an Eva and can range from a few years old to a few weeks old.



Pattern Orange - Outside Context Problems

Now, things got more interesting. Between the duality human/Angel, you fit in neither of them, with the Dead Sea Scrolls having nothing for you. While you still have a soul, for the purpose of in-setting metaphysics, you won't be affected by things like the effects of an Anti-AT Field due to not being made of LCL and AT Field.

You may start anywhere on Earth.

1. **Outsider (100 CP):** You're basically just a being from outside this universe, this is why you weren't predicted by the scrolls. You'll retain exactly the same body from your previous jump, with your age also staying the same. Maybe you were an EVO, an Ōtsutsuki, an Elf, a godlike android or even a human from an alternative version of Evangelion.
2. **Kaiju (300 CP):** You're a strange existence, one that originally wasn't a part of Earth's biosphere, but that still is there, like how it happened in the crossover. You're a Kaiju, a super-organism that evolved from some kind of prehistoric marine animal to a massive beast of nearly unstoppable power similar to Gojira from Shin Godzilla by exposure to radiation. You may even be millions of years old, but just recently you awakened from your hibernation.



Perks

Each perk is discounted to their respective Origin or Pattern.

Discounted 100 CP perks are free.

General Perks:

Half-Angel (100 CP/Can be Purchased by Pattern Blue but Requires Pseudo-Lilin if Pattern Red or Eldritch Existence if Pattern Orange, Free with Nebuchadnezzar's Key or with Tainted By The Angel of Fog): You've ascended to become a being closer to an Angel, becoming what can be called a Half-Angel, granting you a powerful human-scale AT Field, which can be amplified if used together with an Eva unit, energy blasts and an inhuman durability, as well as allowing you take Pattern Blue/Angel perks.

If you're a human, this status is a further stage of losing your humanity as the result of being contaminated by an infectious Angel like the Ninth Angel, similarly to what happened with Asuka. Unlike her, you'll be unable to ascend into a complete Angel. Alternatively, if you gained this by absorbing the transcendental data contained on the Nebuchadnezzar's Key, you'll be classified as an Angel-like entity, which works fundamentally the same.

If you're a Pattern Orange, for the sake of classification, you can choose to be a Half-Angel, born from angelic contamination, or an Angel-like entity, born from a third unrelated Seed of Life similar to the Adams.

Lastly, if you're an Angel, instead of some kind of "ascension" to divinity, this perk instead grants you the ability to condense your non-euclidean form into a human-like body, basically making you descend to become a being closer to a human. This also comes with the added benefit of making you resistant to effects which try to discern if you're human or not, causing most tests to detect you as a human or be inconclusive.

Evangelions can't take this perk.



Pattern Red Perks:

Mandatory Fanservice (100 CP): From the pale and delicate features of Rei and Kaworu to the handsome appearance of Shigeru and Toji to the sexyness of Kaji and Misato. Most people you can find in this world tend to have good looks, either by looking handsome, beautiful, delicate, strong, cute, hot or whatever, but almost always looking good. You're also a prime example of this, having a clearly 10/10 appearance and considered beautiful, handsome and/or cute to almost everyone that would be attracted by your gender/species or just by those of your preferred gender(s). As a little bonus, you'll also always remain clean and any wound won't leave any permanent mark that would damage your appearance.

Power of Many (200 CP): Not only limited to this universe, the humans, to make up for their lack of individual prowess, focus on the power of the collective and the potential of their teamwork. As a spawn of Lilith, you're strengthened when fighting together with your allies, essentially giving you and your allies a power increase that scales on how good your teamwork is, capped at a solid increase of 50% of your original power by default if you reach a perfect teamwork and coordination with your allies.

Pseudo-Lilin (400 CP/Exclusive to Pattern Red): The Curse of Eva is a consequence that comes from partially or even completely losing your humanity due to the contact with Angels, LCL, Evangelions and/or Seeds of Life, usually triggered as a consequence of piloting an Eva unit for years, surviving a Contact Experience (like how happened with Mari) or being exposed to excessive Synchro Rate/Plug Depth (like how happened with Shinji and Asuka). You've developed the Curse of Eva, becoming a metahuman, or also called pseudo-lilin. The Curse stops your aging process, locking you in whatever age you had when you first arrived here (post-jump, your aging process will stop once you reach your prime), and alters your biology to increase your physical condition to peak human condition and grant you immunity to the effects caused by an Anti-AT Field and the L Barrier, preventing you from being dissolved into LCL or being converted into core matter.

Fruit of Knowledge (600 CP): In opposition to the Fruit of Life possessed by the Angels, the Lilims received from Lilith the Fruit of Knowledge, the so-called "power of science", that is, the ability of cogitate that is specially noted on the humans and not so much in other Earth's life forms, but, you, my friend, seems to be particularly a lot more blessed by it. Your intellect is not only amplified to be on par with some of the humankind's greatest geniuses in history (only mundane geniuses, not on par with comic books geniuses like Tony Stark or Reed Richards), but this perk's main benefit is to work as a Booster for any and all intelligence perks you might have, not limited to ones from this jump, enhancing their power to a whole new level. Each perk will be boosted differently, a perk that boosts your intelligence will stay simple and grants a greater enhancement while a perk that grants knowledge will be amplified to give you more specific information in some way.

Pilot Perks:

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

If you have both the **The Sixth Child** and the **Synchronization** perks, your experience with piloting Evangelions grants you a unique talent. You can freely control your Synchro Rate from 0% up to 100%, letting you decrease your synchronization to avoid sympathetic damage or increase it while fighting. You can also easily raise your Synchro Rate to above 100% but you won't be able to control it accurately like you could with lower rates.

Adaptable Body Control (200 CP): Part of why pilots can synchronize with Evas is because of their humanoid forms, with two arms and two legs, but it isn't every Evangelion that has these default forms. We've seen animalistic Evas, like the US Evangelion/Wolfpac, and units with more/less than two arms/legs or even with different limbs at all, so you can call yourself a reliable pilot when you aren't able to properly synchronize with your Eva if it doesn't have exactly a humanoid shape? Fortunately, this isn't a problem for you, as you're able to instantly adjust to any different form and different controls your Evangelion unit might have, like the Unit-08 that had its arms replaced by a rotating set of machine guns that were controlled literally by a steering wheel in the Entry Plug. Additionally, you're also able to instantly adjust to any new form your own body takes, instinctively understanding how to use any innate attributes of the body and any natural ability so very well.

Super Pilot Program (400 CP): Much like Asuka Shikinami Langley, you were trained almost like a Spartan from a very young age in one of the institutes controlled by Seele to become an extremely proficient pilot and, consequently, an extremely skilled martial fighter and combat specialist. In addition to having already a peak human physiology as a result of your training, you also have an extensive understanding of combat and an encyclopedic knowledge in several fighting styles and battle strategies that allows you to quickly understand and analyzing the style of combat and flaws in the opponent's attack and defense, even when said opponent doesn't have similarities with humankind, like the Angels. Your knowledge also extends to the skills needed to use every Evangelion equipment and how to pilot the units themselves, including a few tricks to help you to synchronize with your designated unit.

Type of Rejection (600 CP): Certain Angels are disillusioned, as they never had the chance of reaching to begin with and usually attacked only once provoked, but others, the so called "Types of Rejection", are born for real combat and are truly

worthy the title of living war machines. Even if you're merely a human piloting your Evangelion, together, you both can now be classified as a Type of Rejection.

Your combat proficiency goes beyond the mere encyclopedic knowledge and extensive understanding of the **Super Pilot Program** perk, having a literal innate and instinctive master over the fighting style that currently better fit your body and your abilities, regardless if it involves complex martial arts, focuses on the usage of specific supernatural abilities or even relies on a brutality normally seen in beasts.

Your instinct of self-preservation is also enhanced to a near supernatural degree, which allows you to sense danger near you and the killing intent of others, as well as allowing your body to react autonomously in the case of you being caught by an attack off-guard or if you're currently unconscious and unable to defend yourself.

You can also weaponize any of your powers, like using a defensive barrier to smash your opponents instead.

Lastly, by training your abilities to their utmost limit, you can make them evolve into a further form, in which, in addition to being stronger than before, it'll lose some of their restrictions, downsides and/or limits, like how Shinji acquire the ability to reach an Infinity Synchronization Rate after staying within the Unit-01's Core due to being absorbed as consequence of using 400% Sync Rate. In theory, it's possible to keep evolving your abilities in new forms without a defined limit, but each subsequent form will be even harder to achieve than the one before.

Commander Perks:

All is Right in God's Heaven (100 CP): To your subordinates, you're a bastion of seriousness and professionalism when needed, as someone that can remain normal even in the harshest situations. This may be the truth or not, but they won't know it, as you're able to hide/suppress any of your emotions and hide how broken you're, allowing you to make people think you're normal and well adjusted. Remember, suppressing isn't the same as leading with your emotions and problems, so it might bring some consequences in your mental health at some point of your life.

Alone in Your Own Paradise (200 CP): Nothing will stand between you and your goals. This perk gives you the ability to, at will, close yourself off, basically shutting out any and all unwanted external influence so you can remain completely focused on achieving your goals, whatever they may be, without having to worry about inconvenient distractions and unrelated problems.

The Long Journey (400 CP): Both the protectors of humankind, like the part of Nerv not affiliated with Seele that futurely became Wille, and the ones that are willing to sacrifice them to fulfill their objectives, like Seele and Gendo, already sacrificed a lot of things in an attempt to complete their respective goals and probably will still do even more sacrifices. Regardless of which side you are on, you won't need to worry about any sacrifice done by you to be meaningless. This perk ensures you'll be able to find the needed opportunities or resources for which you had to sacrifice something, but not necessarily giving you the wherewithal to go through with the deal on its own without a price, just ensuring the sacrifices won't be in vain.

Determination of a Broken Man (600 CP): Everyone has their own personal goals, some simpler and easy to achieve while others more complex and difficult, and you, my friend, aren't an exception to this rule. Choose your main goal to do in this jump: you'll receive an enormous determination and efficiency boost to fulfill your objective, enough to boost these traits to beyond peak human levels or even beyond this level if combined with other boosts, as well as greatly enhancing your scheming abilities to match the likes of Gendo and even Lelouch and giving you the mental skills you would need to do it, ranging from the ability of lying without being detected by truth detectors to the ability to perfectly hide your emotions for example. You'll also have an innate intuition for every needed requirement and step to bring you closer to the end of your quest, almost like an intuitive Path to Victory, but way less omniscient unfortunately. You can set a goal at the start of each jump, but, post-Spark, you can set a new goal every time the previous one is achieved and the intuitive "Path to Victory" will be boosted to be a lot closer to the original ability with the same name.

Specialist Perks:

Pressure Resistant (100 CP): Let's imagine you need to hack into some system quickly while enemy ~~stand users~~ Evangelions are approaching. This kind of pressure is guaranteed to make people anxious and anxiety, instead of helping in any form, just make them more prone to failures and commit mistakes, as well as reducing their overall efficiency. While you're still vulnerable to anxiety and similar things, you won't be more prone to make mistakes under pressure than you're in a normal, calm day, so your work efficiency will remain the same, calm or anxious.

Following the Tutorial (200 CP): It's not always that you'll be the big brain leading the teams of scientists, so it's good to be ready to at least sometimes follow other people's teachings and suggestions and you're especially good at it. Everytime someone is passing some instruction to you to do some task or to comprehend some concept/subject, you'll not only be able to follow their instructions in an impeccable way, but also actually learn it in around half the time you'd need to learn in normal circumstances.

Metaphysical Mechanics, PhD (400 CP): While the studies of the metaphysical phenomena that involves the Angels, the Seeds of Life and even the technology used by the First Ancestral Race don't actually have a single, specific field of study, like how the study of the anatomy of the soul is encompassed in Metaphysical Biology, you would have a doctorate in this hypothetical discipline. This comes with an intuitive grasp on the mechanisms involved in esoteric/metaphysical phenomena, like the Impacts and the working of artifacts like the Lance of Longinus and even of nonsensical organs and tissues found on beings like the Angels, like the S² Engine. This also comes with the knowledge to create tools and machines capable of observing, manipulating or even replicating said phenomena, even if just at a far lesser scale initially. This means you have the foundational knowledge to understand AT Fields and the Impacts, though not the full extent of their natures, but with sufficient time and effort, you could divine every one of their secrets.

Computer Genius (600 CP): When it was created, the Magi System was already an incredible creation, but, fourteen years later, the technology used on it continued to evolve and develop, resulting in the creation of a far more impressive system, the Magi Achiral, which is a collection of several modules, each one made up of three much smaller computing units that originally would constitute a single Magi System, capable of working together or even separating each module to execute different tasks. The minds behind the creation and development of these two systems are Naoko and Ritsuko, two geniuses mainly when it comes to computer science, and you, my friend, are one of the few people in the world that can claim to be their equal. You're extremely skilled with general computer science, artificial intelligence, hardware development, machine language and coding, which is not only limited to conventional computers but also the organic computers developed by Naoko.

Even the trinary-assembly language of the original Magi and the AIs that control Seele's autonomous Evangelions are something basic and even simple for you while creating something on par with the Magi Achiral is something that can be considered a proper challenge for you.

Explorer Perks:

Non-Hostile Presence (100 CP): What's a mere human compared to a god? For them, you're no more dangerous than a mere ant. Regardless, if they're actually wrong in this belief, you'll still be underestimated by them and basically by any other hostile being. This makes you be ignored by most threats that aren't directly targeting you as long as you don't pose a threat for them or at least don't appear to be a threat for them.

Actual Survivalist (200 CP): Like any good "survival otaku", you have a excellent set of survival skills in both urban and natural environments, including, but not limiting to, intuition about detecting poisonous food, ability to more easily evade followers and hide your tracks, basic parkour skills, how to find basic resources like food and water, how to build shelters, how to properly cook and some others, as well as some kind of "sixth sense" capable of detecting hostile entities near you, being more like a basic instinct than an actual Spider-Sense or another kind of similar supernatural danger sense.

Built By Myself (400 CP): With the shortage of professionals in many different areas caused by the Second Impact and worsened by the Third Impact, there won't be so many people capable or available to teach you some skills you'll need to learn to better survive in this harsh world. Fortunately, you have a knack when it comes to learning something by yourself. As long as you're actively performing a task or using some equipment you have no previous experience in, your intuition will be strong enough to make up the difference and even allow you to learn that task or how to use said equipment with ease, allowing even a completely newbie to when it comes to piloting an Evangelion into an professional pilot within a few weeks. This perk also works as a learning boost, as your intuition also makes you learn anything twice as fast when properly taught by someone else.

What Doesn't Kill You... (600 CP): After the terraformation caused by the Third Impact, Earth is going to become almost like a deathworld to the Lilim, but, while this isn't set in stone to happen, your body suffered a mutation and developed two abilities related for the two main environmental hazards that will be present in the world after the Impact. First, you gained the ability to emit a L Barrier capable of causing coreification of matter in a range of a few meters around you and, second, you gained the power to control the gravitational anomalies caused by the Impact, like being able to spread an aura of decreased/increased gravity around yourself and even control its direction with some training for example. Despite these abilities being powerful, they're just a result of your main ability gained by the mentioned mutation: you're able to assimilate and gain abilities related to any and all actual environmental hazards you're exposed to, as long as you manage to survive their effects of course, basically assimilating them and getting the ability to generate them at a personal scale. Getting struck by lightning? You gain access to electrokinesis. Surviving the extreme temperatures of a polar region? You gain the ability to emit an

aura of extreme cold. Being exposed to a specific kind of ionizing radiation? You become able to emit said radiation. You'll never be harmed by your own abilities, so you don't have to worry about being turned into Core Matter if exposed to your own L Barrier or freezing in the aura of extreme cold for example.

Clone Perks:

Artificial Cold Heart (100 CP): As shown by every Kaworu's clones and the entire Ayanami Series, with the clear exception of the Shikinami Series, almost every clone seems to have an almost natural calm when leading with basically needing anything. While you can still feel emotions normally, you also share this innate trait, being able to remain calm and capable of rational decisions even during situations like being confronted by someone else or being exposed to life-threatening dangers.

Advanced Series (200 CP): You were created artificially by Gehirn's scientists as a test of a type of clones that would be eventually mass-produced to serve both as workers on Nerv's automated Evangelions factories and as pilots/sacrifices to the Adams' Vessels, the Advanced Ayanami Series. As a clone of an experimental Advanced Series, you were made as a being with a pure soul, one lacking the tainted traits present on human souls. Unlike the Advanced Rei's clone, you won't be locked in a state of agony where you basically lack any kind of personality and self-image due to having a "pure" soul, but it still will allow you to count as pure when you want to for whatever purposes and to synchronize with other beings with little to no chance of rejection. As a last benefit, your soul was modified to retain its purity regardless of the circumstances, so it gives you enormous resistance against spiritual corruption, powerful enough to resist even Armaros' power with little effort.

I Was Born to Meet You (400 CP): While it might not be the case of earlier models, it was revealed that every clone of the Ayanami Series is programmed to have an innate attraction to Shinji as a part of Gendo's manipulations, to the point that it's almost like they have been literally born to meet him. Even if you're not part of this series, you'll have the chance to run into someone of your choice who you're 'tailor made' for, in a sense. You aren't compelled to interact with them and aren't necessarily changed physically, but for the individual this affects it gives you a better rapport and perceived charisma, greatly enhancing the odds of developing some sort of relationship with them, be it just friendship or even a romantic one. Post-jump, you'll be able to choose another individual to be affected by this perk in each setting you visit.

Hollow Vessel (600 CP): During Project E, Gehirn and Seele salvaged both Lilith and Adam's souls and created two artificial beings to become their vessels, with Rei possessing Lilith's soul and Kaworu possessing Adam's soul. As a way to not lose such precious resources as the Seeds of Life's souls, in the case of Rei or Kaworu's death, their soul automatically went to another one of their clones, but someone more cautious decided to modify you to be used as a backup plan in the case of not remaining not even a single one of their clones. Initially, you were made to only be able to absorb and host disembodied souls of any nature within yourself, but your power grew stronger and surpassed their expectations, making you able to strengthen yourself with each absorbed soul, as well as assimilating any energy and spiritual ability each one of them had, including access to their AT Fields. You can

only absorb souls a few meters close to you and need to overpower the soul's will before consuming them but, as your power grows stronger, the easier it'll be, so it'll take a while until you become able to consume the souls of powerful beings like the Angels or even the Seeds of Life.

Civilian Perks:

Exemplary Citizen (100 CP): Like how expected of any good citizen, you have good general homemaking skills, like cleaning, cooking, sewing and many others, as well as being generally fit and athletic.

IMPACTS! (200 CP): This is a cruel world for everyone, from the consequences and disasters caused by the Second Impact to the Angels' attacks. Many families and friends were forced to separate, with a good example of this being the musical group Impacts that broke up after one of its members left Tokyo-3 due to the Angels' assaults upon the city having increased in their ferocity. Fortunately, you don't need to fear this. You're able to keep any kind of relationship with someone stable and working regardless of external difficulties and/or distance, like being separated from your friends/lovers or when Angels are attacking.

World's Rarest Talent (400 CP): Due to literally more than half of the Earth human's population being wiped out by the Second Impact and its aftermath, there is a shortage of professionals in many different areas, to the point that even an important organization like Nerv not being able to hire a simple therapist or a psychiatrist to treat their personnel and more importantly their pilots (even though we know it wasn't in Seele's interest for them to have good mental health anyway), but, if they were searching to hire someone for this role, you would be perfect for it. You're extremely talented when it comes to psychology, having a much better understanding of the hidden psyche of people, underlying desires and fears or what could lead them to the way they act, allowing to help healing someone's mental health or mentally mess with them even further. In a few worlds, this grants you a lot of power in a world where teenaged existential angst and trauma are weaponized and also makes you an excellent psychiatrist/therapist if you want to follow a normal career.

King/Queen of the Lilim (600 CP): You aren't part of Nerv personnel or a member of Seele, much less a supernatural being like an Angel or a Kaiju. You're a common, mundane human in a world filled with conspiracies and threats that put people like you in the cross-fire. But even so, some people like you are still forces to be reckoned by Nerv and Seele. These people are politicians and heads of state and, even if you aren't one of them, you surely have the potential to become as influential and powerful as them. You're a true master of politics, capable of intuitively understanding the mechanics behind any policy, political systems and power dynamics, as well as understanding how to manipulate it for your own interests. This also includes an intuitive mastery of the associated political skills, speech and body language, which allows you to expertly send all the right signals to grant you major leverage in any political situation. All of this combined allows you to easily be successful in any political situation regardless of who you exert these talents on. Using this ability, you can become powerful and influential very quickly and easily and perform feats such as almost always making the right choice when it comes to advancing their political agenda, increasing their political power, predicting sources

of political crises, among others. For someone of your talents, even reaching the status of head of state of a powerful nation capable of spreading the influence over the entire world and especially over the UN isn't beyond your reach if you play your cards right.

Member of Seele Perks:

Behind the Veil (100 CP): As someone that is an active part of the conspiracy that basically commands this world, you got used to how your fellow members of Seele act and this experience granted you a special talent in discovering and identifying conspiracies with ease. Conspiracies like hidden cults, secret societies, immoral experiments, organizations that maintain the supernatural concealed, subtle alien invasions, among many others, none of them can stay hidden from you for too long. Remember, this perk only makes it far easier to discover said conspiracies, but has no effect on proving their existence to the rest of the world, so people will still find you crazy if you don't have any actual proof.

Patience For Cycles (200 CP): The members of Seele have been in this game since the first cycle, a long, long time ago. Even now, countless cycles later, they retain their motivation to follow their ideology and do another attempt of completing the Human Instrumentality Project. As a member of Seele yourself, you share the same mental resilience of your coworkers, having an endless determination and patience, as well as a sanity capable of resisting time and isolation and having a general immunity against boredom.

Malleable Existence (400 CP): In their current incarnation, the members of Seele, with the exception of you, altered the shape of their souls and transferred them to their monoliths as a way to extend their limited lifespan indefinitely. Even if you haven't been modified like them, you seem to accept these kinds of self-modifications way better than most people. This includes modifications of any nature, regardless if they're biological, mechanical, psychic, magical, spiritual or of some more esoteric nature. There is no chance of rejection from both biological and artificial implants, your mind doesn't suffer any harmful effect from having most of your body replaced by cybernetic parts, you won't lose your self-identity from directly altering your very soul/mind, you'll still be "you" if you transfer your consciousness to another body, among many other examples.

Soul Sculptor (600 CP): Since the days of Neon Genesis Evangelions, Seele already showed having some ability relating to modifications in souls, but, countless ages later, they managed to improve a lot the art of soul manipulation and you also acquired this knowledge. Going beyond the basic intuitive grasp of the soul mechanics, you also have the ability to create techniques and tools capable of directly manipulating souls, allowing you to manipulate memories, enhance them, split souls into multiple parts, even create entirely artificial souls, among many other things you can learn how to do with some experimentation. You can also replicate all of the feats done by the members of Seele, which range from transferring their own souls and consciousness to their monoliths to creating the pure souls of the Advanced Ayanami series.

Pattern Blue/Angel Perks:

Pattern Red and Pattern Orange origins can't take Pattern Blue Perks without taking the **Half-Angel** perk.

Angelic Lifeform (Free and Exclusive to Angels): As one of the Adams' children, like how mentioned before, your angelic physiology grants you an improvement of any shape-shifting ability you might have, because your body is now an ego-defined construct. which basically also combines your mental presence, physical body and spiritual health into a single unified trait while in your Angel form. This works as a double-edged bonus, as it means that spiritual damage and recovery affect your physical and mental health, and vice versa, but you can still suffer damage from physical/mental/spiritual sources. A strong self image and ego also improves your resistance to effects that would change your mind or body against your will.

Power of One (200 CP): The Angels aren't social beings like the humans, almost like lone wolves that focus on their own individual prowess instead of focusing on cooperation with others. Instead of being strengthened when working with others, your power is increased when working alone. Fighting your opponents alone is enough to activate this enhancement, but only when acting truly alone, without the help or support of anyone, directly or indirectly, this power boost is maximized, being capped at 50% of your original power by default.

Alien Mind (200 CP): An Angel's mind is so eldritch to the point that it's too powerful to be touched by human minds, which is the reason why even Arael's basic telepathy causes mental contamination on the humans touched by it. Even if you lack psychic abilities on your own, your mind shares this same trait, allowing you to cause mental damage to anyone that tries to form a psychic connection of any nature with you if you don't allow them to do it. It also grants you immunity against conventional mind manipulating abilities because your mind works in a way radically different from a conventional human mind.

The Devourer From Heaven (400 CP): You've developed the same ability of the mighty Tenth Angel, the ability to devour and absorb your opponents as a way to assimilate them and steal their physical abilities and strengths, much like how the Angel did with Rei and Unit-00. To absorb someone, you need to devour most of their body, but, unlike an Evangelion with **Overlapping Compatibility**, your ability to assimilate them is limited to only traits and powers related to their physical bodies, so abilities connected only to their souls and/or minds are beyond your assimilation. Furthermore, once you absorb someone, your body might suffer alterations and change to become closer to the devoured victim's nature if the power difference is big, like gaining a feminine human-like body after assimilating a girl whose potential is way stronger than you for example. This aspect of your ability might be negative, as in addition to some specific traits, like the most powerful ones, requiring time to stabilize and be fully assimilated, you may also temporarily absorb a few negative

traits from your opponents, like gaining a weakness to kryptonite if you absorbed a Kryptonian for example. It also takes some time to fully assimilate anyone, but, once fully absorbed, you'll be able to deactivate their abilities and return to your previous state at will.

Master of Light (400 CP): You have a grasp over the light of your soul that the Lilims can only barely comprehend and only grasp in fleeting snatches. In addition to already having all the basic functions of the AT Field, your natural affinity with it grants you mastery over one of **Master AT Field Functions** from the supplement, as well as mastery over other two **Advanced AT Field Functions** of your choice and the ability to use them in human-scale if you can shift into a human form too. The master function can be used with the same ease you can use your basic field, without requiring a lot of concentration and energy from your part to effectively use them in battle like it would normally.

The Essence of Life is Evolution (600 CP): The blessing of life is particularly powerful within you, even when compared with your siblings. In a manner similar to superorganisms like Shin Godzilla and angelic beings like Ireul, your very body is in a constant state of mutation and evolution, making you capable of developing adaptations to not only lead and resist against various types of threats, obstacles and damage, but also take advantage of them if possible. Got burnt? Your skin becomes more leathery or starts generating a fireproof mucus to increase your heat resistance. Being exposed to a toxic substance? Your metabolism is altered to also be able to process said substance and even use them to generate more energy for you. You're a microscopic virus-like entity and are blocked by a machine? Your physiology evolves into a circuit-like pattern, making you into a biomechanical being capable of hacking computers by infecting them. You're a giant monster that is currently restrained? You can start splitting into smaller versions of yourself or start spawning small creatures from your biomass to act as your minions. You can grow resistant even to esoteric and exotic damage and threats, but, the more complex it is, the more time it'll take for you to adapt against them, although this time can be reduced with more exposure to said damage, as long as it doesn't kill you. Remember, even with your adaptation ability, you aren't immortal and/or invincible, as somethings can be too powerful to lead even with your adaptations or still destroy before you have time to evolve to surpass them.

Extension of Me (600 CP): To the Angels, mind, soul and physical body are deeply connected, but this is even more true for you. Much like Angels like Bardiel (in the original continuity), your self is now distributed among each part of you, making any piece of your body to count as an extension of your existence, regardless of factors like distance. This comes with a few benefits, like allowing you to swap bodies with any clone you have stored somewhere, remotely manipulate severed parts of your body as long as they're big enough and haven't rot yet and even control/possess those that implant your cells/organs if you manage to overcome their willpower. In

addition to allowing you to quite easily cheat death, this ability synergies very well with the ability to infect other beings, as you'll be able to make them your possible vessels once you contaminate them.

Fruit of Life (600 CP): From their progenitors, the Angels, and consequently you included, inherited the Fruit of Life, which manifested as a special organ located on their cores, the S² Engine. This organ basically works as an extradimensional powerhouse that looks like a wormhole and is able to capture the gravitational energy that exists in excess on this higher plane of existence, this way having access to virtually unlimited energy. In general terms, your S² Engine grants you an infinite energy tap, but still having a limit on how much it can exert at any given instant, being capable of supplying equivalent power to a modern power plant, but it can further exerted to temporarily generate even more energy during short periods of time and, additionally, you'll also be able to turn it off (or decrease its energy output) without problems in the case of it becoming unstable. The organ also grants you an exceptional AT Field capacity, allowing it to exert greater feats and reality-warping efforts, and, if you're purchasing it as an Evangelion, it'll free you from your energy dependency. Post-jump, your S² Engine will retain its connection to the higher plane of existence that is needed for it to work, so it'll still be able to work on other multiverses. Such power still has an inherent downside: if the engine is damaged to the point of being unable to work anymore, it'll explode releasing any contained energy. Fortunately, your S² Engine is alive within you, so it'll share any healing factor you might have, so, even if the engine is damaged, it'll become temporarily unstable but will eventually regenerate and become functional and stable again over time, preventing it from fully destabilizing and opening a dimensional breach, which was what happened with Nerv's Second Branch in Nevada during its experiments in installing the Fifth Angel's S² Engine on Unit-04.

Pattern ≈Blue/Evangelion Perks:

Pattern Red and Pattern Orange origins can't take Pattern ≈Blue Perks without taking the **Half-Angel** perk.

Drone Series (Free and Exclusive to Evangelions): As one of Evangelion units controlled by Nerv, you're a giant, cybernetically modified (normally) humanoid living being used as a combat platform, with "you" being more precisely the body of the Evangelion, but still retaining your soul in your Core. Like how I mentioned before, you're just a basic unit of the Drone Series, like the Mark 04 series and its variants, which have way less quality compared to the other models and many times are made of recycled parts and are incomplete units. You'll receive 400 EP to customize your form in the Evangelion Builder Supplement, but you won't receive the extra stipend to spend on the Equipment section.

Synchronization Manipulation (100 CP): Logically speaking, the only ones that would have a natural capacity of synchronizing with you as an Eva are your Companions and maybe some of your followers, so, if you don't import any of them as pilots, there is a risk of Nerv not finding anyone able to pilot you, therefore, as a unusable Eva unit, your safety will be in risk. To avoid it, you now have the capacity of making it easier for other people to sync with you, as well as doing the opposite, blocking and rejecting their synchronization attempts. Post-jump (or if you're not an Evangelion), this translates in you having more ease with maintaining and blocking any kind of mental link you have with other people.

Mass Production Series (200 CP/Requires Drone Series): I was wrong, because you aren't just a basic unit of the Drone Series, but instead a complete unit of one of the Mass Production Series produced by Nerv/Seele, much like the MPE. While still weaker than an actual unique unit due to being of a model developed to be mass produced, thus having a simplified design and lesser quality parts, you receive an extra 200 EP to use in the supplement, representing your upgraded form.

Non-Fixed Pattern (200 CP): Every Evangelion is detected as Pattern ≈Blue, with a sole known exception, the Unit-00 whose signature is detected as being Pattern Orange instead, which makes it clearly different from the other units. Another good exception of this "patterns" rule is the Angel Armisael, whose malleable physiology allowed it to fluctuate between Pattern Blue and Pattern Orange. Either as an accidental ability or a feature they purposely installed on you, you now have a trait in common with the Angel of the Womb, which makes you capable of switching between your normal, natural signature as a Pattern ≈Blue to a fake signature as a Pattern Orange, essentially making your nature ambiguous to anyone trying to discern through tests. Post-jump, while activated, this perk will also make it impossible to detect your nature even by any other means, like aura readings and genetic analysis for example, which will always give inconclusive results.

Production Model (400 CP/Requires Mass Production Series): Instead of a mere mass produced model, you're the finished product of the Evangelion's development, in a manner similar to Unit-02 which was the first Evangelion unit to be made as a anti-Angel weapon instead of a prototype or an experiment, being as powerful and unique as any other numbered unit. Additionally, you also receive an extra 400 EP.

Love of a Mother (400 CP): Even mechanized and slaved, there is still a fiery will in you, one that reveals that you're still there. After all, every Evangelion can enter in a Berserk Mode and you're no exception, although the humans just call this state "berserk mode" due to them being unable to control you, not because you lose control over yourself, but because you recover it. This perk allows you to temporarily enter in a state where you ignore any energy and/or time limit you might have, like the limited charge of your battery, and grants you an absurd endurance and determination to resist damage and pain. This state can only be maintained for a limited period of time, usually a few minutes, but this time can be extended past its limit with your own willpower. Lastly, even before you fully free yourself from your restraints and limiters, you'll still be able to have some independent movement, which post-jump will enhance your resistance against any form of mind manipulation while in this state.

Cutting Edge Model (600 CP/Requires Production Model): You were upgraded to be one of Nerv and Seele's most precious assets, with your construction being so expensive to the point of literally costing a fortune as well as having been built using the highest quality parts available for them and with state-of-the-art technology, putting you on the same level as other very precious units like the Evangelion 13 for them. Lastly, you receive an extra 400 EP, totalizing 1400 EP with the bonus points granted by the other three perks.

Apex Monster (600 CP): Among all the Evangelion units built by man, Eva-13 stands on a whole different level as an unique existence to the point that not even Unit-02 could bring itself to damage it. Normally, only Eva-13 would stand as the apex of the Evangelions, but now it has a rival on the same level as it, you. This manifests in a few ways, starting with the fact of you always having peak physiology for whatever species you're currently, as well as retaining it regardless if you train to maintain it or not. In addition, any being that is also of your species will feel your status as their superior, either becoming more prone to obey your orders, which is way more efficient when affecting a species that are already submissive to/controlled by individuals in higher position in their hierarchy, or literally making them to shake of fear due to your pressure if they are on your bad side. This also makes them instinctively unable to attack you directly and makes them prefer to run away instead of facing you, with only someone with an extremely powerful willpower being able to overcome this effect to attack you. Lastly, species that are related to your current race will also be affected by this perk, but they'll be more resistant to this effect, like

how your presence will also affect Angels but not to the same degree as Evangelions will be affected.

Pattern Orange Perks:

True Physiology (Free and Exclusive to Pattern Orange): When you take how metaphysical biology works in this universe, it's easy to reach the conclusion that the humans (as well as any spawn of Lilith) from Neon Genesis Evangelion aren't actually living beings with actual physiologies, but just puddles of LCL with souls mimicking human physiology. Even if this doesn't seem the case with the humans in Rebuild of Evangelion, as they don't turn into Fanta due to image collapse unless in rare situations, you're clearly a being that aren't related to any of the Seeds of Life, thus having a true physiology instead of being formed by LCL/Particle-Wave Matter molded by your soul, which grants you immunity to the effects of the Anti-AT Field or similar phenomena.

Plot Relevance Detector (200 CP): Imagine walking past a legendary sword and didn't recognize its importance because it looked like a mere rusted sword. Fortunately, this won't be your case, as you have a knack on detecting the relevance to the setting's plot of something or someone by merely looking at them. Remember, this allows you to detect how relevant something or someone would be in the canon story and not how powerful they're or how much potential they have.

Eldritch Existence (400 CP/Exclusive to Pattern Orange): You're a being whose very existence goes against this universe's metaphysics, either due to being a kind of superorganism that defies logic or literally an existence from beyond this universe. Either way, this grants a certain benefit: you're immune to any attempt to influence, manipulate or rewrite the reality within you, granting you complete immunity to any reality warping below the power of a R.O.B., but you're still vulnerable to indirect effects. Reality warpers will find themselves unable to change your body in any way, like erasing your mouth or disintegrating you, but will still be able to throw a building or something similar at you.

Jumper's Cut (600 CP): Basically all franchises at some point had their creators planning to add some new content but deciding to cut them out the finished version due to the most varied reasons. Even Neon Genesis Evangelion and Rebuild of Evangelion aren't exceptions to this. But wouldn't it be interesting to have the opportunity to go to the worlds where these cuts didn't happen? This perk grants you the ability to decide which cut content will be present or not in each setting you visit at the start of each jump. Using this setting as an example, you may choose to re-add some of the original ideas of the 3.0 movie, where Shinji was removed from the Unit-01 before being it was sealed in the Tesseract, Kaji was still alive but unable to survive away from Nerv and Gendo would had several prosthetics to keep him alive, but you don't want to the Evangelion Factory's manpower to be constituted by an army of Advanced Ayanami clones so you can decide to this part of the cut content to be out. This perk's usefulness may vary according to the setting you're currently in, but, if used correctly, it has a lot of potential and can make things way better for you or way worse for your enemies.

Outsider Perks:

Thematic Music (100 CP): You receive your own soundtrack, optionally composed by Shiro Sagisu and/or performed by Hikaru Utada (or by another composer/singer if you prefer), which will start playing whenever the mood is right. It's basically perfect for getting your blood pumping during fights or, well, making sad moments hit you all that harder. This effect can be turned on or off at will. As an added bonus, you also get a great singing voice, comparable to that of a professional singer.

Basic Meta-Knowledge (200 CP): Let the Jumper who has never entered (or will never enter) in a setting with little to no previous knowledge about it cast the first stone. This perk ensures that this situation never happens with you anymore. In this one and in each future Jump, you'll acquire a general knowledge about the setting and how it works, from knowing the main characters and their abilities and objectives and understanding its power system to knowing each plot-relevant area and even the canon story. Remember, you'll just know the setting at a surface-level with this perk only, so this won't grant you an encyclopedic knowledge of the world.

The Pack Leader (400 CP): On a weird alternative universe, a strange phenomenon caused by unknown reasons projected waves of mental contamination, similar to the ones used by Arael, to the Moon and used its surface to reflect them to Earth. This contamination that infected humankind initially caused only mental effects, like reducing the victims to a beast-like behavior, but, as time progressed, it evolved and became also a biological contamination with the capacity of changing the bodies of the infecteds into werewolf-like creatures with peak human attributes (you didn't read wrong, see notes for explanation). Even if said phenomenon won't happen in this world, you still managed to be infected before entering this jump, but, instead of being reduced to a mere beast, the contamination evolved you into something akin to an alpha werewolf. In addition to retaining your humanity intact and gaining control over your transformation that allows you to switch back from your werewolf form to your human form at will, you're also able to spread this biological contamination through your bite as a disease if you wish to. The first ones infected directly by you will still retain their intelligence and will be able to return to their human forms too, but, as they spread the contamination to others, the strain of the infection that allowed their humanity to remain will become diluted so further infecteds will be affected by it normally and will become mere beasts. These beasts will still be instinctively loyal to you and can be healed through scientific means, but it'll require research to discover the cure.

Power From Beyond (600 CP): With this world's weird metaphysics, just adding more power usually isn't enough to surpass opponents like the Angels due to their strange abilities and physiologies, as someone that is not even from this universe, you should have even more difficulty when leading with opponents like them. But this isn't your case, as you don't need anything beyond your own sheer power. You have the ability to break through any kind of special ability, strange effect or "hax" through

the application of just superior raw power, which also includes the esoteric barriers and effects caused by AT Field. If someone slows or actually stops time, you can break through and continue moving as normal simply by possessing more raw power than your opponent. A power that is able to cut through anything by slicing the very space would fail on you simply because you were just too strong for the opponent to be able to hurt. Even a being that is basically a two-dimensional shadow wouldn't be safe from as you can destroy them with only pure strength. The limitation of this is that the stranger and/or stronger the ability, the greater the difference in power there must be between you and your opponent, but obviously nothing is ultimately too absolute or weird for you to crush with your sheer strength.

Kaiju Perks:

Giant Monster Physiology (Free and Exclusive to Kaiju): You're now a Kaiju, a super-organism in the form of a massive beast whose power and size matches even the godlike Angels. To design your form, there are two options for you: first, gain a generic Kaiju form with appearance and traits of your choice with power to match a single Evangelion or, second, customize your form using the Kaiju Creation Supplement in the Generic Kaiju Jump made by FutureMobile4. If you choose the latter, you'll still gain 1500 Kaiju Points (KP) as normally.

King of the Beasts (200 CP): Most times, the kaijus operate in a form of hierarchy, as the most powerful among them usually being referred to as their Alpha, with such rank of alpha is earned through combats in which the victor wins the allegiance of almost all kaijus, although rebellious kaijus and rival alphas will refuse to submit. Regardless if you're the only kaiju in this world or not or even if you aren't an alpha in their definition, you're able to make creatures with animalistic minds to fully submit by utterly defeating them in a fair battle, making them instinctively and absolutely loyal to you as well as being willingly to follow any orders without hesitation. This doesn't work with beings smarter than mere animals, with those that aren't controlled by instincts or with mindless beings, but most kaijus and even a few Angels will be susceptible to this perk's effect.

Radiosynthesis (400 CP): You share a special trait with Godzilla and his many different incarnations around the Omniverse. Your physiology is adapted to grant you the ability to absorb different forms of radiation to both sustain and heal you, allowing you to literally sustain yourself without any other kind of sustenance and healing from most not immediately lethal wounds by absorbing large amounts of radiation. As a bonus, you can also utilize excess radioactive energy you have absorbed to both empower you and any ability you might have and even as an attack, granting the ability to project it in the form of Godzilla's famous Atomic Breath.

Alien Monarch (600 CP): Unlike Godzilla, you're not a beast native to Earth, but being a creature hailing from some distant planet instead (not necessarily Venus though), in a manner similar to the alien kaiju King Ghidorah, the Devil with Three Heads. Your extraterrestrial physiology grants you several benefits, starting with independency from oxygen, allowing you to survive even an absurd weapon of mass destruction like the Oxygen Destroyer, and a very powerful healing factor, allowing you to passively regenerate entire limbs in less than a minute and heal most non-lethal wounds even without needing to absorb external energy to speed up your regeneration. Your metabolism also generates high amounts of electricity that can be used in attacks, like EMP, electric aura or even shooting beams of concentrated electrical energy from your mouth for example. Lastly, you also have some gravity manipulation, allowing you to levitate yourself in the air (or even actually fly with some experience), crush your opponents by increasing the gravity around them or

project it as powerful gravity beams, which are able to damage and break through AT Fields, so even Angels and Evangelions can be your prey now.

Items

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

General Items:



AAA Warship (600 CP/Discounted to Pattern Red): One of the Wille's main achievements against Nerv is managing to steal one of the four Guardians of Guf, originally designated as NHG Buße, during its construction and repurpose it to become the organization's main aerial battleship and base of operation. You got in your possession a copy of the Autonomous Assault Ark Wunder used by Wille, having almost all the benefits of the completed airships, like having the ability to maintain powered flight for itself, as well as for other objects and even being equipped with an artificial S² Engine to grant it a virtually unlimited operation time, together with the capacity of generating an extremely dense and powerful AT Field in combat. But, due to being an incomplete battleship, it lacks some features, like integrated weapons and the capacity of operating autonomously, with just a part of the inner functions remaining autonomous, so a crew is needed to pilot and fully operate it, but it also retains all the modifications done by the Wille's personnel. Some of these modifications include a protection against the passive generation of a L Barrier, more traditional weaponry in the form of multiple arrays of controlled turrets on the top of the ship, its own Magi Achiral system, emergency pods and several rooms to be used by human personnel. Like the other four airships, including the original AAA Wunder, yours was also made using the fragment of a Seed of Life, in this case the of a third unrelated one, making it as powerful as the others. The airship, if lost or destroyed, will reappear in your Warehouse next year. Even if your version of the AAA Wunder is a copy of the original, Eva Mark.09 won't be its master, so you don't need to worry about this unit being able to control your airship. Lastly, if you also gained an **Evangelion Unit** in this jump, you can take **Horseman of the Apocalypse** for your Eva for free, making it the master of your airship.

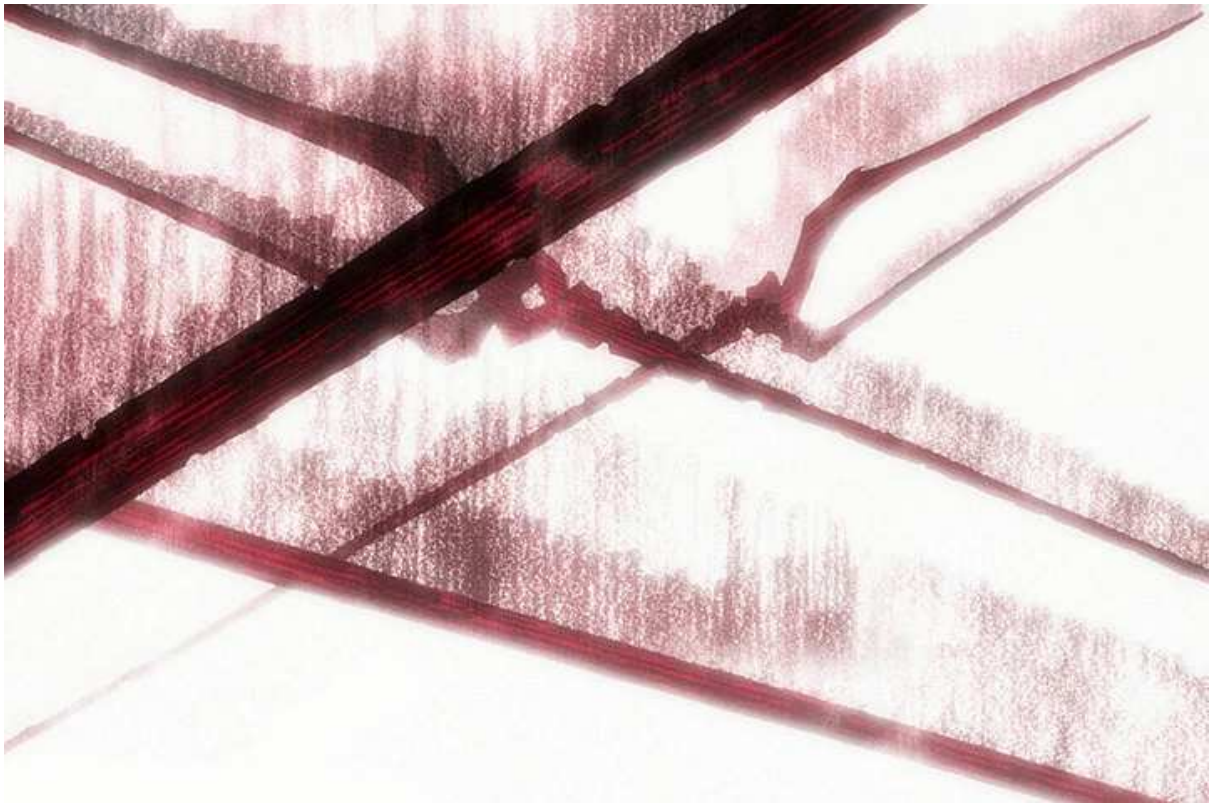
The Spear (800 CP): Together with each Seed of Life, the First Ancestral Race sent a godlike spear which would serve as a security device capable of safeguarding the First Ancestral Race's plans should they somehow be compromised, like being able to put its counterpart Seed in suspended animation for an undefined time in the case of two Seeds of Life arriving on the same planet, like how happened with Lilith and Adam during the First Impact.

In theory, there are just seven of these Spears, one for each Seed of Life, with two of them currently on Earth, the first one for Adam and an unknown second one, but, somehow, what is in front of you is a third spear, one loyal to you and unrelated to any existing Seed of Life.

The Spear is a godlike shapeshifting weapon, possessing the ability of completely ignoring AT Fields, being able to piercing them with little to no effort, with the only way to temporarily hold the spear is by adding extra barrier layers, is capable of limited shapeshifting to change to more efficient forms when needed and can regenerate from damage overtime, can even achieve FTL speeds for interstellar travel and if thrown at a human, Angel or similar being with a soul, it'll hit the target without fail.

The artifact is also technically alive and even has a will of its own, allowing it to operate on its own if needed, being able to autonomously and instantly shapeshift to adapt against some barrier, correct its trajectory to hit its target if thrown and even defend its user. As a security device, it can also put any being pierced by it into a state of suspended animation that can last until the spear is removed from them.

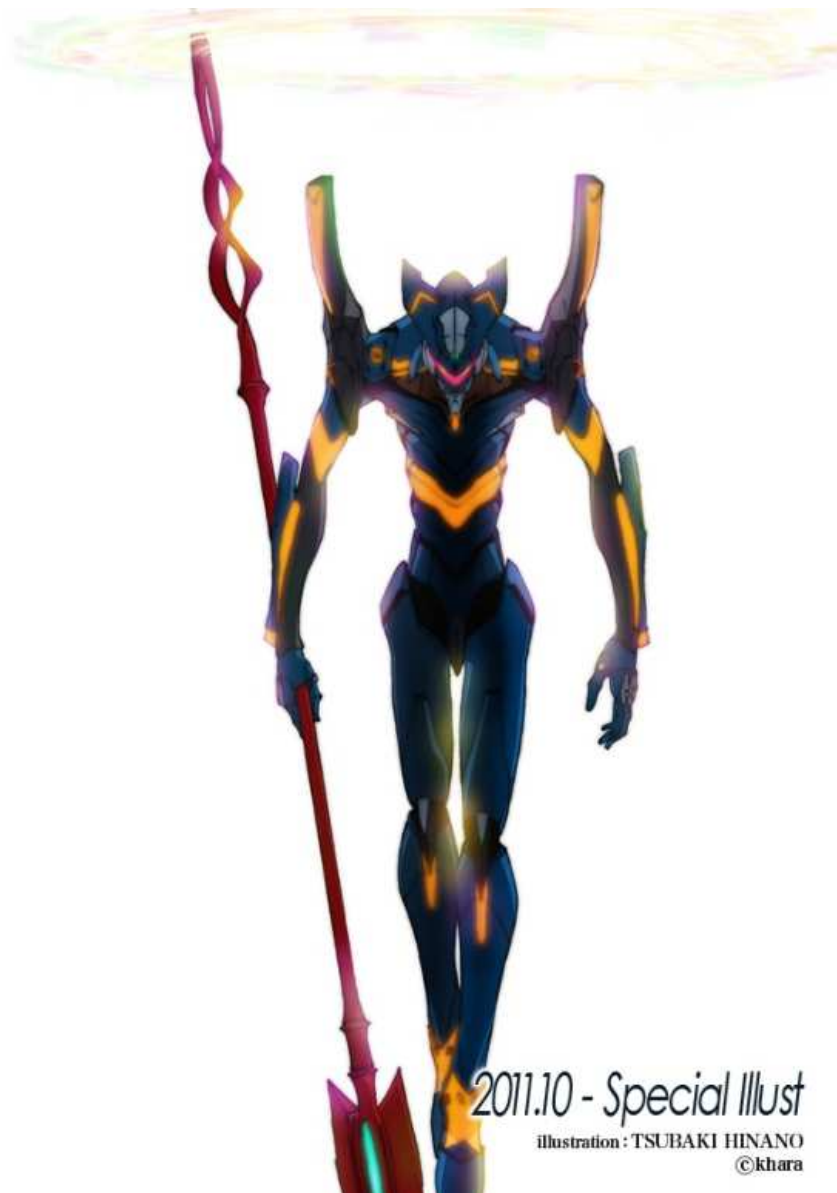
In addition to these abilities that it has in all moments, the Spear also has two main forms that it can assume depending on the will of whoever is currently holding them, with each form possessing advanced abilities that are unique for them.



The first form is the legendary **Spear of Longinus**, also called the Spear of Despair. In this form, the Spear represents destruction and death and thus has abilities connected with these concepts. Wounds inflicted by this weapon not only damage the body, but also cut down to the very soul, as well as being unable to be healed by any form of passive regeneration and guaranteeing sympathetic damage on pilots or beings with similar connections to whatever was injured by it.

The Spear is also capable of releasing bursts of light capable of decaying organic matter into a salt-like dust, creating mighty barriers/force fields like the Spatial Lens and the Longinus Curtain, manipulating gravity and pressure, growing to gigantic sizes with no know limit (but it would take an entire year to become big enough to surround a planet like Earth), spreading the effects of L Barrier and many others.

Lastly, the Spear of Longinus is said to have the right of “ending any life”, having potentially the power to kill almost anything wounded by it that isn’t stronger than the Amalgam Being born from the fusion of Adam and Lilith.



The second alternative form is the **Spear of Cassius**, also called the Spear of Hope. Unlike its counterpart, in this form, the Spear represents creation and life and thus has abilities connected with these concepts instead. Unfortunately, the Spear of Cassius didn't have the same emphasis as the Spear of Longinus, with its only known advanced ability being capable of reverting the effects of the L Barrier. Some other abilities it might have includes healing, soul manipulation, biokinesis and maybe even the power to resurrect the dead.

While its both forms are big enough to be used by Evangelions, with some experimentation, you could conceivably convince the replica to shapeshift into a smaller form to use by yourself. Lastly, your Spear of Longinus/Cassius may have many hidden abilities that will need a lot of experimentation and experience for you to truly master. The Spear will also consider you its master and can be recalled back to you at any time.

If lost or destroyed, you'll receive a new one at the start of the next jump.

Pilot Items:

Plugsuit (100 CP): As a pilot, you receive your own latest generation high-tech plugsuit. This pilot suit is thin, skintight, flattering and some may even call it fetishistic. It utilizes a special mechanism located on the wrist that decompresses the air inside the suit to fit and comes equipped with a number of vital life support and safety functions built in, including several devices to monitor the pilot's health condition, as well as being able to provide at least some medical aid due to being equipped with built-in defibrillators. It also has other basic system displays, such as an internal clock that displays how much internal battery power remains in the Eva, located on the back of the hand. While plugsuits are mostly unisex, male and female plugsuits do differ in aesthetic detail, but, in general, their appearance mimics the pilot's Evangelion. The main function of the plugsuit, when used with the Interface Headset that comes together with the suit, is to reduce synchronization interference, making it easier to pilot an Evangelion. Your fiat-backed version will always fit you and will automatically repair itself from damage. You'll also receive five spare suits to use if needed. If lost or completely destroyed, they'll reappear in your Warehouse next week. Lastly, unlike the original continuity's plugsuit, the rebuild's model comes with a slightly better environmental protection, including a oxygen filter and protection against the L Barrier, as well as coming together with a helmet for added protection.

A Little Entertainment (200 CP): It's always good to have a hobby to relieve the stress and tension caused by the pressure of having one of the currently most important and dangerous jobs in this world. Fortunately, you have this. This item can take the form of some personal entertainment device, like a music player, similar to Shinji's old cassette player, or a game console, mobile or not, but, whatever it is, spending time with it helps you relax after those absolutely terrifying days or sleepless nights.

Evangelion Unit (400 CP/Free for Pilots): After the Second Impact, Gehirn, during the Project E, created the Evangelions with the supposed goal of serving as general-purpose weapons against the threat of the Angels and prevent the Third Impact, but, in truth, their creation was an attempt to acquire the power of Adam, the Seed of Life that originated the Angels, serving just as another part of Seele's Human Instrumentality Project to use them as tools to evolve humankind further. Pilots receive an Eva for free, but other origins must pay 400 CP to purchase it. You can customize it on the Evangelion Supplement.

Omega Base (600 CP): By using the data acquired from each Nerv facility and base from around the world, we managed to build the definitive base to support the operations of an Evangelion unit and you gain a copy of it. Your base can be located anywhere in the world of your choice (including the Moon if you really want) and has a similar size to the Central Dogma, but it'll be modified to better fit the surrounding areas, being more similar to the Bethany Base if it's currently in the middle of the

ocean or more similar to the Tabgha Base if it's literally in the Moon for example. Your base will contain rooms like a command block, a well-equipped arsenal, a storage block and even an information block, as well as more social areas, such as a cafeteria and a dormitory, and a hangar equipped with an Eva launch driver. It has a crew of hundreds of people that are loyal to you and will fulfill the most diverse roles to keep the base working, from janitors, cooks and guards to commanders, engineers and scientists, which will count as your followers. Its specialist crew will have all the needed skills and knowledge to be able to maintain and do any repair to any Evangelion unit you might as well as any of its equipment. Your Omega Base will follow you along your Chain, appearing somewhere of your choice in future settings, and any of its resources, like equipment and meals, will be replenished monthly. Lastly, if you have one of the below items, the Omega Base will be upgraded and gain new features.

If you have the **Completed Guardian of Hell** or the **AAA Warship** item, its hangar will be upgraded to also be able to maintain and launch the warship (or both of them if you purchased the two items).

If you have the **Tesseract** item, a new underground section specialized in the containment and study of any prisoned Angel using some of the Tesseract's technology, based on the Cocytus containment unit that was used to contain the Third Angel on the Bethany Base.

If you have the **Environmental Suit** item, the arsenal will also include a few environmental suits to be used by the base personnel.

If you have the **Cloning Chamber** item, one of the base's laboratories will now also include a giant cloning chamber, capable of creating and storing even dozens of clones at once.

If you have the **Tokyo-4** item, the city will now contain its own artificial version of the Geofront (still no Liliith included), which can be integrated with your Omega Base if you want.

If you have the **Chronostatic Sphere** item, around 2 kilometers below your Omega Base, there will be a hidden underground section in resemblance to the Terminal Dogma that will now become the hideout of your Seed of Life and can also be utilized to basically any work you want to maintain hidden from the rest of the personnel.

If you have the **Evangelion Experimental Parts** item, the specialist crew will now be trained to be able to install the parts in any Evangelion unit.

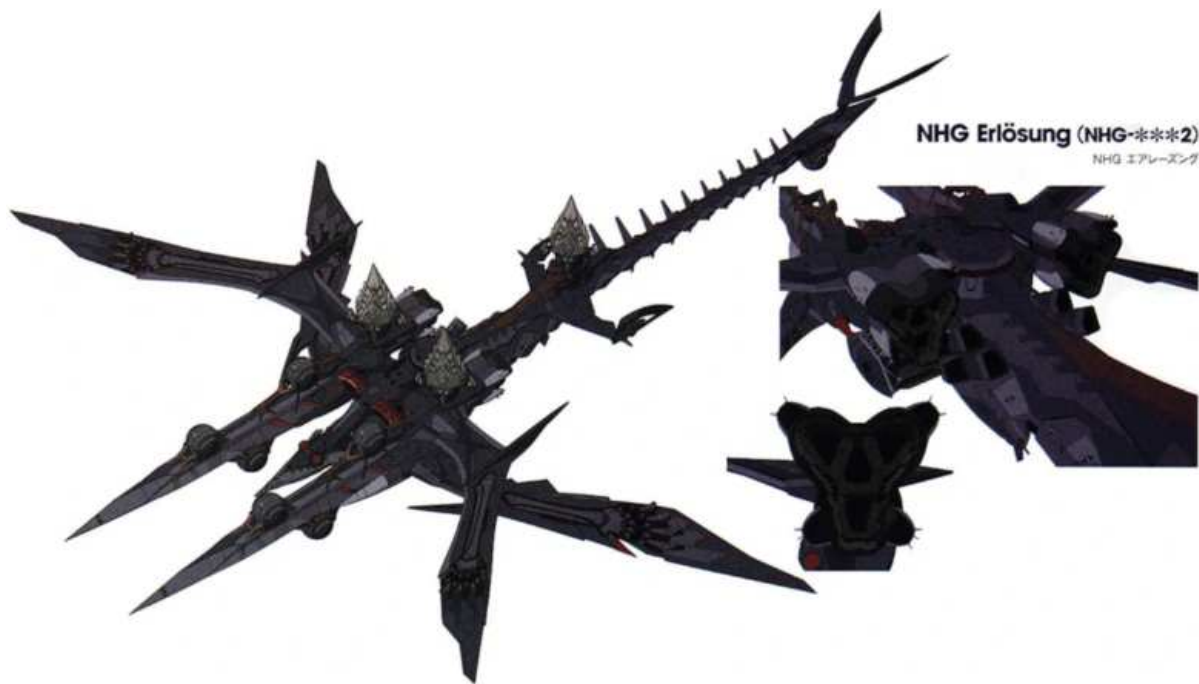


Commander Items:

Symbol of Authority (100 CP): Your look as a commander won't be complete without this. Maybe it's an iconic eyewear/headwear, a pair of sinister sunglasses or even some slightly more generalized accessory, but, regardless of its specific form, it's something that will not only complete your look but also comes with the secondary benefit of enhancing the efficiency and effect of your attempts to influence others when you're acting in some capacity of authority.

Vital Support (200 CP): You gain a complete set of latest generation prosthetics, which includes cybernetic limbs and artificial versions of each organ, with the obvious exception of the brain. These mechanical prostheses have capacity at least on par with their natural counterparts, with the arms and legs having dexterity and strength similar to natural limbs and being connected directly to the body's nervous receptors, being controlled by the user's nervous system and enabling them to send signs of touch directly to the user, and the organs working normally without chance of rejection. The prosthesis that have external components may be coated by a lifelike synthetic skin if you want. If lost or destroyed, the prostheses will reappear in your Warehouse next day.

Nebuchadnezzar's Key (400 CP): Nebuchadnezzar II was a Babylonian king that is said to have attempted to make the Jews worship a golden statue of himself as a god. Even if the key is probably unrelated to the king, its myth became the inspiration behind its name. Somehow, you managed to acquire a backup copy of the Nebuchadnezzar's Key, a device that looks like a stylized syringe attached in the neck of what resembles a miniature humanoid nervous system. The key's function is to work as a recipient to contain the Angel's physical data that allows a human (or another non-Angelic being) to abandon their humanity and ascend into a higher existence, as an Angel-like Entity, gaining abilities similar to Gendo after he used the key on himself, which includes a powerful AT Field (but still far weaker than an actual Angel's AT Field), energy blasts and an inhuman durability. The key can be used just once due to it expending the transcendental data contained on it, but it'll recharge and become usable again after a year.



Completed Guardian of Hell (600 CP): To serve as Guardians of Guf during the Fourth Impact planned by Gendo Ikari and Fuyutsuki, Nerv will build four aerial battleships (NHG Erlösung, NHG Erbsünde, NHG Gebet and lastly NHG Buße, latter know as AAA Wunder after it be stolen by Wille) using four of the five Adams, with each airship being commanded by a specific Evangelion unit (Eva Mark.10, Eva Mark.11, Eva Mark.12 and Eva Mark.09 respectively). Either you remained loyal to Nerv and Seele as a commander or joined forces with Wille, you got in your possession a completed prototype of the airships of the same model as the other Nerv controlled warships. Your airship has the ability to maintain powered flight for itself, as well as for other objects, indefinitely and it's equipped with an artificial S² Engine, granting it a virtually unlimited operation time as long as it's working. In combat, the airship is able to generate an extremely dense and powerful AT Field at command and it's equipped with weapons like crystalline spikes which can be used for close combat and has the ability to fire angelic cross-shaped beams. Most of the inner functions, like maintenance for example, are autonomously and controlled by machines, so it's not needed any crew to pilot it. As a finished model, your airship is able to act autonomously, but it can also be controlled manually in its command bridge. Obviously, your airship lacks the many modifications done on the AAA Wunder, but, at least, it's equipped with a protection against the passive generation of a L Barrier, so it's possible for people to stay inside it without problem. Unlike the other four airships, yours wasn't made using a Seed of Life, like the Adams in this case, being instead made using a common Evangelion as its basis, so it isn't as powerful as the others. The airship, if lost or destroyed, will reappear in your Warehouse next year. Lastly, if you also gained an **Evangelion Unit** in this jump, you can take **Horseman of the Apocalypse** for your Eva for free, making it the master of your airship.

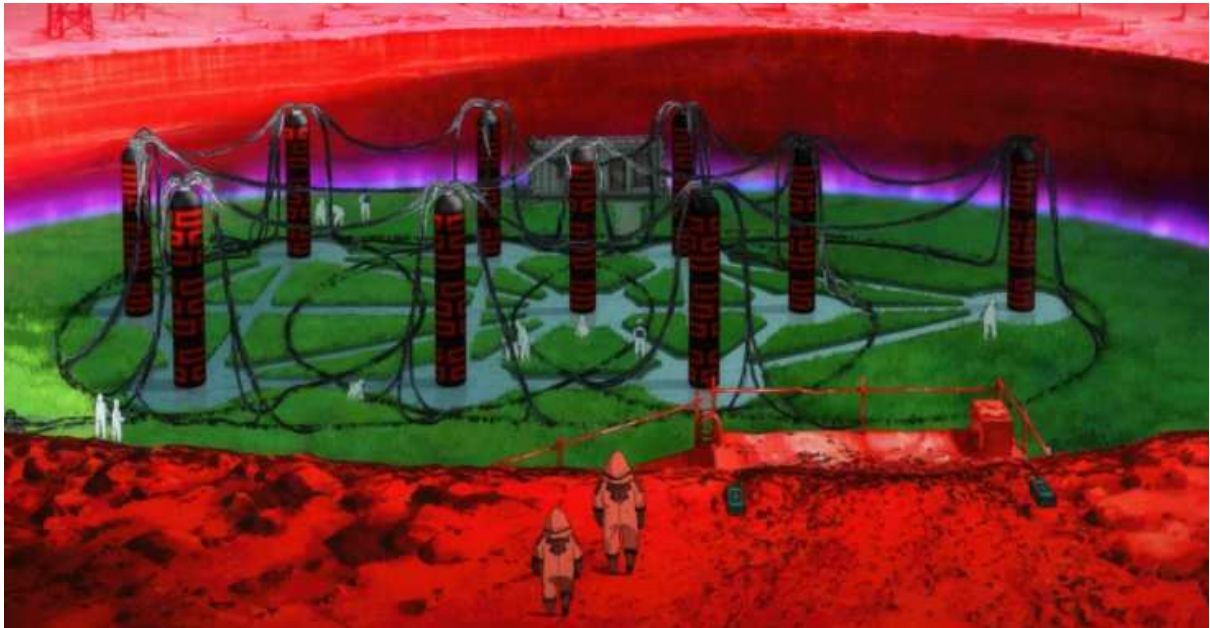
Specialist Items:

Personal Laptop (100 CP): You receive your own fiat-backed laptop, being of the most advanced model available to the Nerv personnel. It never runs out of charge and will always have a top-quality signal and bandwidth. It also will connect to any form of wireless network in its normal range, without needing a network key or password, as well as being protected from invasions of any source and has an innate resistance against most kinds of malwares. The quality of your laptop will also automatically update itself to maintain cutting-edge tech whenever something new becomes available to the public and will update if you go to a more technologically advanced setting, without decreasing in quality in the case of you going to a less technologically developed setting. If lost or destroyed, it'll reappear in your Warehouse next month.

Evangelion Combat Simulation System (200 CP): There are several imperfect, failed Evangelion bodies around the world on Nerv's many branches, so, it's normal for them trying to find other usages for them. A few of these incomplete Evangelions were repurposed to be used as part of the tests and training of the pilots. You receive one of these incomplete Evangelions, one lacking most of its body, including its own Core, with the exception of its spine, part of the skull and brain, as well as having several mechanical parts implanted on it. The main function of this incomplete unit is to serve as the basis of a combat simulation system, allowing a pilot to train their ability to synchronize with their Evangelion at the same time as using VR technology to simulate a combat against the Angels and other Evangelion units. Unfortunately, this failed unit can't be used to build a new complete unit due to being unable to regenerate the missing parts and to connect with a Core.

Tesseract (400 CP): The Tesseract is the prison developed by Nerv to hold Unit-01 in the case of its pseudo-evolution, but, as we know, it proved to be a failure, as the Eva was able to escape from it by itself. You, on the other side, managed to develop your own Tesseract, as a more successful version compared to the original. The Tesseract is a cross-shaped, coffin-like structure, made specifically to contain a single powerful entity like an Evangelions and even an Angel with some luck. In addition to being resistant enough to endure several N² bombs, it also has a defense system in the form of a swarm of drone Evangelion units of the same models of the Mark.04A and Mark.04B specifically programmed to protect it from any threat. Unlike the original, your Tesseract comes with a few extra features, like internal mechanisms capable of better restraining the sealed entity and keeping it in stasis for an undefined period of time, as well as two defensive artificial AT Fields, an external one to protect the coffin from attacks and an internal one to hold the prisoner in the case of it awakening from the stasis. Theoretically, even a being like the Tenth Angel could be properly sealed there if you manage to restrain for enough time to be able to seal them adequately, but something like a Seed of Life is already too powerful to be sealed for a long time. Your Tesseract and its guardian drones are powered by a N² Reactor by default, but it can also drain the energy of the sealed

entity for extra power. If destroyed or somehow lost, you'll receive a new Tesseract at the start of the next jump.



Angel-Sealing Hex Pillars (600 CP): This world's version of Nerv appears to be more well prepared to lead with Angels than its other interactions, mainly thanks to the developments of the Angel-Sealing Hex Pillars and derived technologies. The pillars are devices which use special square glyphs (named Angel-Sealing Hexes) to control, suppress and even seal Angels and their contamination, including the Ninth Angel's infection and the coreification caused by the L Barrier. These dark pillars can have different sizes, varying from a few centimeters to hundreds of meters tall, with bigger pillars having a larger area of effect and increased potency, but even a small device is powerful enough to prevent the development of a half-Angel like Asuka with direct contact. You receive a set of ten giant pillars, capable of cleansing an entire city like Paris from coreification when activated together or greatly suppressing an Angel like Sachiel, as well as the blueprints to make the different models of pillars and a special manual explaining the usage of the Angel-Sealing Hexes, allowing you to learn how to infuse their effects on other technologies. With enough time and effort, it's possible for you to discover how to modify the glyphs to make them able to affect other kinds of spiritual/magic-based beings other than only Angels. Lastly, if lost or destroyed, you'll receive new pillars in the next year to replace the lost ones.

Explorer Items:

Parachute (100 CP): You receive a flat-backed backpack type parachute, one that, in addition to being extremely more durable than its mundane counterparts and reusable as long as you repackage it between uses, it's also guaranteed to never fail. It also will alter itself if needed to always be able to save you from a fall regardless of your size and/or weight. If lost or destroyed, a new parachute will appear in your Warehouse after an hour.

Environmental Suit (200 CP): At some point after the Near Third Impact caused by Shinji and the awakened Unit-01, the Twelfth Angel will manage to possess the Mark.06 and fuse with Lilith, causing the actual Third Impact. This cataclysmic event will end up resulting in the coreification of a great portion of the world as well as also ending most life on Earth. The world will become a hostile, near inhabitable place for humans, so it's good for an explorer like you to have some protection to bring with you. You gain a special suit, one with an appearance similar to a plugsuit, developed to protect its user from several environmental dangers, including extreme heat, extreme cold, extreme pressure, Anti-AT Field, L Barrier, biological contaminants, ionizing radiation, among many others. The suit also has a filter capable of removing toxic substances from the air. If you also have purchased a **Plugsuit**, you can choose to grant this environmental protection feature to it.

UNAF Close Air Support VTOL Aircraft YAGR-3B (400 CP): The YAGR-3B is a VTOL aircraft used by organizations like the JSSDF, the UN and even Nerv itself, serving in combat operations with integrated weaponry like a series of machine guns and missile pods mounted under its wings, as personal transport for VIPs or even as a heavy cargo lifter when operated in tandem with other multiple YAGR-3Bs. You receive five of these aircrafts, each one of them not requiring any fuel source to keep working, allowing them to have a virtually unlimited flying time, as well as being flat-backed, so if one of them is lost or destroyed, (it'll reappear in your Warehouse next week).

T•RIDEN•T Land Cruiser (600 CP): Normally, in this world, JSSDF wouldn't have time to be able to build their own anti-Angel weapon, but you still managed to acquire this mecha. The T•RIDEN•T Land Cruiser is a non-humanoid huge mecha, similar in size to an Evangelion unit, developed by the JSSDF in another timeline to be used in a future conflict. It requires just one pilot to control and it's equipped with six back thrusters that allow ground gliding and a hydrojet that allows water gliding and underwater activities, as well as having optional equipment like a cannon at the tip of the nose and a medium-range missile launcher on the pylon part of the shoulder. Despite being able to engage in melee combat and even use close range weapons like Progressive Weapons, its strength isn't very high. The Land Cruiser normally would be powered by a thermonuclear reactor, but, as it isn't a safe option for a combat mecha due to the consequences that can happen if it ends up being damaged and you're paying a special price for it, I'll upgrade it to be powered by a N²

Reactor instead. The pilot's cockpit is located on the mecha's nose and is equipped with a life-saving capsule for emergency escape. The original mecha had some problems involving maneuverability which could damage the pilot's body, but your unit was already upgraded with data from the Evangelion units, so you don't need to worry about this flaw.

While weaker than the Evangelions, the Land Cruiser still has its own advantages. First of all, it's much easier to control and doesn't run the risk of going berserk or becoming a godlike being that will end up destroying the world. It's also much easier to build and repair. As a bonus, you also gain all the blueprints needed to build more Land Cruiser-model robots and, with enough infrastructure and resources, you could even mass-produce them if you want.



Clone Items:

Deification Shutdown System Choker (100 CP): Whatever organization you're working for, be it Nerv, Seele or even Wille, they definitely don't trust you, at least not completely. You receive one of the DSS Choker developed by Wille to be used by its pilots, which is equipped with a bomb designed with the primary function of killing the wielder in the case of them awakening an Evangelion unit and/or ascending to godhood. Your version of it also shares this function and can also be detonated remotely through a coded detonator. If it explodes, it'll be replaced with a new one at the start of the next month. Additionally, if you want, you also receive the blueprints to build more of these chokers.

Individual Collection (200 CP): This small personal collection is more one sign of your individuality despite your nature as a clone of someone else. By default, you receive a small collection of books, or another similar mildly useful/entertaining set if you prefer. In addition to helping pass the time, there are also a few hidden jewels in the middle collection, like some more obscure works and a few that you're liable to enjoy mixed in among some more broad bits of insight into local culture or social cues to be better at the people thing, but don't expect to find supernatural books like parts of the Dead Sea Scrolls, the Necronomicon, the Book of Vishanti, the Book of Ages, among many others across the wider multiverse. Your collection will expand with each jump you visit, adding new books native from each future setting.

Cloning Chamber (400 CP): You've got in your hands a special chamber of the same model of the ones used by Gehirn and Nerv to create their clones. This tank-like chamber, big enough to even fit dozens of human beings, is filled with a nutrient-rich LCL, capable of keeping any immersed organism alive and in stasis for an indefinite period of time if needed. It's also equipped with special machinery capable of creating entirely new beings or even modify already existing living beings utilizing any genetic samples that are added on the computer attached with the chamber. You'll have freedom to mix the genetic data to create hybrid organisms, as the chamber can work with any traits and features as long as they're biological, even if their respective samples aren't organic in nature, like the Angels that are biological beings but formed of Particle-Wave Matter instead of organic matter.

Sample Reservoir (600 CP): Regardless if you were created by Gehirn or some other third party, you managed to acquire one of their treasures, a large storage container storing genetic samples of several different species with useful traits from all over the world, as well as also containing conserved samples of practically every Angel, of important individuals to the cycle and even of the Seeds of Life themselves. Rarer samples will be fewer in number, with common animals having dozens of samples while having four or five samples of Lilith for example. Of course, the samples are limited, but they do regenerate in number yearly and the collection will grow to add new usable samples for the notable species and important beings of each future jump you visit.

Civilian Items:

Fridge of Endless Beer (100 CP): You receive a special fridge that requires no electricity to work and already comes with three six-packs of Yebisu beer, coincidentally the favorite brand of beer of a certain Nerv's operation director, which is a really good beer to the point of being able to make you get buzzed after two cans and fall down drunk



after four or at best five, regardless of how powerful your alcohol tolerance is, but, fortunately, you will never get a hangover, an addiction or any other negative effect beyond getting drunk from this beer. To make it better, the packs will replenish itself once an hour and the fridge itself is fiat-backed, so it'll also reappear in your Warehouse the next day if lost, stolen or destroyed. A certain Misato Katsuragi would probably swear her everlasting devotion to you, if you decide to share this with her.

Home Sweet Home (200 CP): Even if you aren't part of Nerv's personnel like Misato, you still received an apartment to call your own, either as part of some incentive to attract you to Tokyo-3 or just because you had contacts in high places. As a basic apartment, it's equipped with everything a mundane house needs, with its basic resources being restocked daily, so don't worry about needing to buy food or pay for electricity and water anymore. During your stay here, your apartment will be located in Tokyo-3, but post-jump, it'll reappear in any city of your choice in future settings. To make things better, it's also rent free and its air conditioner is working, which is extremely useful with the high temperatures during the summer, or rather, during the entire year as the Second Impact fixed Japan in a perpetual state of summer.

Anti-Angel Bunker (400 CP): Tokyo-3 was initially started as a kind of satellite city adjacent to Nerv's HQ and was even developed to replace Tokyo-2 as the capital of Japan, but later it became a fortress-city meant to be the bastion that intercepts all incoming Angels, regardless if it put all of their innocent inhabitants, mainly composed by Nerv personnel's dependents and migrant workers, in danger. To try to protect them a little more, there are various Anti-Angel shelters spread around the city to be used by the citizens, but they aren't the safest places to be. Fortunately, you managed to acquire a better shelter to use during these critical situations, in the form of a bunker specially projected to be the perfect protection against the Angels. The bunker is as big as a mansion, has two different entrances and it's located a few kilometers deep in the underground, as well as having all the needed rooms and machines capable of maintaining it habitable, from air/water purifiers, bedrooms and greenrooms to surveillance rooms, reinforced doors and even an advanced communication system to keep contact with the outside. The bunker is currently located outside Tokyo-3, but it'll be located in any place of your choice in future jumps or it can be integrated with any property you might have equipped with

enough resources to keep an adult human for an entire year, which are restocked overtime. Lastly, the bunker itself is made of condensed, inert core matter, making it durable enough to endure the direct explosion of a basic nuclear bomb, while maintaining anyone inside it unaffected, so even the Angels themselves would find it very difficult to invade the shelter without the usage of more esoteric abilities.

Tokyo-4 (600 CP): Apparently, Japan decided to build a backup city in the case of Tokyo-3's destruction or some other third party decided to build their own fortress city, but, regardless of the reason, you're the one that was benefited by it. You receive a copy of the central part of Tokyo-3 (not counting the old part of the city), including even an artificial Geofront (Black Moon and Lilith not included) located anywhere in the world, that will follow you along your chain, appearing in any place of your choice in future jumps, as well as retaining any modification done to it and being legally yours. Most of the city's buildings are capable of quickly retracting beneath the surface, through massive hydraulic actuation systems bringing them down and holding them in place and then being protected by layers of heavy armor plating that rapidly slide over, while the other buildings are constructed as automated defensive emplacements, with multiple auto-cannon and guided missile turrets. There are also facilities and hidden weapons caches to support Evangelion units in battle and various emergency civil defense shelters located around the city perimeter; each shelter is fortified with thick ferroconcrete walls and large enough to keep thousands of anxious residents protected and supplied with ample amounts of food, water, sanitation, ventilation, and heating. The electrical power of the city is generated by massive solar energy collection blocks located on its southern part. Lastly, the city also counts with a specialized Magi System responsible only for the city operations and decision-making functions.



Member of Seele Items:

Monolith (100 CP): In previous worlds, the members of Seele used monoliths to communicate, representing them in their remote meetings among themselves and with their subordinates, but the importance of these monoliths is greater in this world. Currently, the members of Seele were lifeforms, not necessarily humans, gifted with the Fruit of Knowledge who altered the shape of their souls as a way to live indefinitely, that is, they abandoned their former bodies and transferred their souls and consciousness to their monoliths, which utilizes some of sort of technology that utilizes core matter as its basis. Even if you're still a human, you still receive a monolith made specifically for you, one marked with your title of SEELE 08. You'll be able to connect with the monolith to speak through it by using any computer you have access to. Unlike the other seven monoliths, yours has its own power source, so it doesn't need to be connected to an external energy system to stay working. While you will still retain your human body, your own monolith still can be used as a vessel to souls and similar contents, due to also being made of core technology.

Pale Workers (200 CP/Discounted with AAA Warship or with Completed

Guardian of Hell): The Seele's aerial warships weren't meant to be operated by humans, to the point of them having no protection against its passive generation of L Barrier, but instead being fully autonomous. Due to essentially having no human space in the airships, it was originally intended for them to have a specific model of automatons as crew to be their "working cells", thus replacing manpower. These automatons/drones are similar to the Mass Produced Evangelions, both in appearance, nature and operation, and are also controlled by an AI similar to the Dummy System, but the similarities ends here, as they're considerably smaller, being 2 meters tall, and have just a human-scale AT Field. Apparently, you became the master of a group of twenty worker drones, with each one of them programmed to be completely loyal to you, and only you, and are guaranteed to never enter Berserk Mode. These human-sized MPE, while possessing artificial souls and not actually being fully sentient, are intelligent enough to follow complex orders but don't count as your followers. You can also reverse-engineer them to build more automatons if you want.

Dead Sea Scrolls (400 CP): What lies in front of you are the relics responsible for turning Seele into a group of religious fanatics obsessed in ascending into a godlike being by fusing with the entirety of humankind and that became their primary guide and philosophy, the legendary Secret Dead Sea Scrolls. The secret scrolls you're receiving are a set of documents created by the First Ancestral Race to serve as a manual on the use and purposes of the contents of the Black and White Moons, the Seeds of Life and the Spears, and of the Impacts, as well as containing some prophecies about important future events. While the scrolls you're receiving are the real ones, as Seele has already acquired all the knowledge from them that they could, and not only a copy, they'll be repaired to their former glory but will still be written in a long lost alien language that will be up to you to discover how to translate

them. In addition to the wealth of knowledge contained in the documents, new prophecies will be added in each future world you visit.

Automated Evangelion Factory (600 CP): You were granted the control of one of Seele's automated factories that will be responsible for mass producing Evangelion units of the Mark series in years past the Third Impact. The factory is a gigantic complex with a size similar to Nerv HQ, equipped with several womb-like chambers to grow Evangelion bodies, as well as also having various Failures of Infinity stored, and a production line controlled by an AI that requires minimum human intervention to control its many large facilities, as well as counting with a few modified Evangelions piloted by the Dummy System to work there and serve as guards, like many-eyed units responsible by inspecting the factory and large many-armed units to assemble other units for example. Additionally, if you also have the **Cloning Chamber** item, the factory will also have their own set of twenty chambers already prepared to produce several Advanced Ayanami clones that can be trained to be workers, pilots or whatever role you have for them. Your factory will follow you along your Chain, appearing somewhere of your choice in future settings, and any of its resources will be replenished monthly.

Chronostatic Sphere (600 CP/Exclusive to Member of Seele): The original Chronostatic Sphere, a region of space-time where time is so slow to the point it's the nearest it can physically reach and being almost an absolute stasis, is the "egg" generated by Lilith everytime the Instrumentality fails and used to transport her to the next world. While investigating some of Seele's lost relics and treasures, you've found a lost Chronostatic Sphere sealed deep in one of their secret bases, but it definitely shouldn't be here, because Lilith is already free from her "egg" and currently located on the Terminal Dogma. After some investigation, you discover that there is something sealed inside this sphere, a third, inactive Seed of Life, one outside of the main set of seven Seeds created directly by the First Ancestral Race, so completely unrelated to the problems of Adam and Lilith, which was born through mitosis of another Seed of Life that was able to fulfill its goal of spreading life on their planet. Once released, this Seed of Life will awaken and peacefully start spreading some random form of life (sometimes it'll be angelic lifeforms, sometimes it'll be organic lifeforms, sometimes it'll Lilin-like lifeforms, sometimes it'll be machine lifeforms, among many other different kinds of lifeforms) on the planet it's currently in, without needing to reset all life before doing this unless threatened, which would result in the Seed deciding to actually trigger an Impact to ensure the survival of its progeny and to terraform the planet if needed. This Seed of Life is mostly loyal to you and will never do any harm to you or your Companions, but doesn't expect it to follow many of your orders as it's just interested in spreading life and terraforming planets. The main limitation is that it can only do this once a decade (or once a jump), so, after spreading life, it'll usually teleport back to your Warehouse if possible and return to its Chronostatic Sphere, unless you order it to stay around.

Armaros (600 CP/Exclusive to Member of Seele): As an backup plan to ensure that the current cycle will end and another one will start in the case of the Instrumentality fails, Seele created the Minister of the Human Instrumentality Project, Armaros, probably being made from Adam's darkness combined with an AI and thousands of QR Signums in the form of black scales. The current situation of the black giant in this world is unknown, maybe it was finally destroyed in some previous world or as Instrumentality would just actually fails once Shinji took control of the Additional Impact to free the world of the Evangelions, but, regardless of the reason behind its disappearance in the canon universe, you managed to recover this relic of a lost past and reprogrammed it to obey you, making Armaros absolutely loyal to you instead of being loyal to Seele. As I mentioned before, Armaros' true form is that of a serpentine mass of darkness capable of possessing a vessel to interact with the world, covering them with QR Signums and greatly enhancing its power, but it's currently lacking a vessel. Normally, Armaros would be restricted to only be able to use Evangelion units as vessels, but as you're paying a special price, I'll lift this limitation, which will allow it to use any machine or living being as its vessel, as long as said vessel doesn't have enough power or willpower to overcome Armaros' control. Additionally, it still retains the property of being able to possess anyone that kills it. As a last bonus, Armaros will count as your follower.

Angel Items:

Halo (100 CP): As a symbol to represent their divinity, each Angel has a ring of energy, a halo, floating around some part of their body. While you'll still have a halo formed from your AT Field if you're an Angel and chose to not take this item, by purchasing this, you'll be able to manifest a halo in any Alt-Form you might have, mostly as a cosmetic effect, but can have some utility if you want to pose yourself as a divine beings to other people.

Decoy Core (200 CP): You receive an empty giant Core, made in the image and likeness of your own Core. It lets you use a strategy similar to the one used by the Seventh Angel, which involves carrying this false Core with you as a way to trick your opponents into attacking it instead of attacking your real Core, to the point it'll be literally impossible for them to differentiate the fake one from the real one, unless they have some way to track your soul's location. Even if you aren't an Angel, it still has its utilities due to being an empty Core and a potential source of Core Matter that can be used in many different forms by a clever Jumper like you. If destroyed, you'll receive a new false Core in the next month.

Pure Land (400 CP): The Second Impact caused consequences around the entire world, but no place on Earth was so affected as Antarctica. Thanks to the powerful Anti-AT Field and the L Barrier, the South Pole became a true "Dead Sea", with the entire region became coreified and all Lilith-based life, even down to microbial life, in the surrounding area were destroyed, becoming a alien-like land free of the taint of human sin. What you receive isn't Antarctica, but instead another land that was also purified by these extreme effects, located somewhere in the world of your choice. This pure land is a hostile being to basically any form of life based on conventional life, as the L Barrier converts them into more Core Matter, but this effect is harmless with angelic lifeforms like you due to your exotic composition. This angelic paradise is small, just 20 miles or around 32 km, ending in a set of giant, black stone monoliths that have the anomalous effect of containing the L Barrier, preventing it from spreading to other places, but, if you want, you can destroy the monolith to allow the paradise to spread to other lands, being able to grow to the size of a small country with little less than a decade. At the start of each jump, you can decide where exactly in the world your pure land is located, but, regardless of its location, the giant monoliths will be repaired.

White Moon (600 CP): In the face of extinction, the First Ancestral Race sent seven progenitor life forms, the Seeds of Life, to spread life descended from themselves in specified planets across the galaxy as an act to ensure the preservation of their legacy. Each Seed, imbued with the soul of a member of the First Ancestral Race and accompanied by a godlike Spear, was placed aboard a carrier vessel known as a "moon", including Lilith and Adam, whose vessels are the Black Moon and the White Moon. As the rightful right of an heir of Adam like you, or as the right of a usurper if you aren't an Angel, you managed to get control over Adam's space

vessel, the White Moon, currently located in the underground of Antarctica's Pacific coast and which would originally be destroyed or heavily damaged by the Second Impact. The White Moon is a giant space vessel, with the shape of a planetoid having 13.75 km of diameter and being made of a exotic form of matter and the First Ancestral Race's precursor technology. In addition to being able to FTL travel and having all the accommodations to be capable of housing billions of living beings (as well billions of souls) for an undefined period of time, due to the Moon's exotic matter, the vessel is also able of feats like regenerating from damage, phasing through matter and even shapeshifting, like getting bigger or smaller or taking other forms, like a holy grail-like form or even a spear with capacity similar to that of the Spear of Longinus. Lastly, the White Moon's system also has some degree of autonomy and intelligence, allowing it to understand and follow your orders even at a distance.

Evangelion Items:

Artificial LCL Recipe (100 CP): The LCL, affectionately also called Tang by some people, is an amber-colored liquid with unique properties (like sharing some traits with the primordial ooze and the capacity of passing by a “phase shift” when an electrical current is run through it, which makes its density, opacity, and viscosity appear to approach that of air despite remaining in liquid state) that is also strictly the only thing a pilot absolutely requires to sync with an Eva. If you’re an Evangelion yourself (or purchased a Eva unit), you’ll already receive a self-replenishing supply of purified LCL, by taking this item, you’ll also receive a special file containing detailed instructions about how to artificially create more LCL, without needing to drain it from Lilith if you need more of it for some reason.

Evangelion Transport Plane (200 CP): You receive a special large-scale military plane developed specially to transport Evangelions in its cargo hold, which has essentially turned into an aerial "**Evangelion Cage**" with all the needed equipment to safely store the unit. The plane can also perfectly integrate the **F-Type Equipment [Airborne Warfare Equipment]** to transport the unit outside if you have purchased it in the supplement.

Equipment Stipend (400 CP): Despite being extremely powerful on their own, Evangelion units like you still require different sets of additional equipment depending on the mission they’re currently assigned to, regardless if it’s used for support or for offensive tactics. Most of these equipment aren’t exclusive to specific units but shared between all allied Evas, but, luckily for you, they decided to assign a special set of equipment to be used only by you. You receive an extra 500 EP to spend only on the Equipment section in the Evangelion Builder Supplement.

Evangelion Experimental Parts (600 CP): The Third Branch of Nerv is shown to have a large collection filled with several Evangelion spare parts and equipment, located in giant lockers on the underground of their bases, but, in addition to it, they also contained a set of parts related to the research of a certain special ability that futurely would be integrated in the Unit-08 once Wille manage to reactivate the Angel-Sealing Hex Pillar located on Paris and recover part of the city from the effects of the Third Impact. You receive these same parts that, when installed on an Evangelion unit, grants them the special feature of the **Overlapping Compatibility**, which works exactly equal to the one that you can buy using CP on the supplement. The main limitation of this is that you still need the knowledge to install the experimental parts by yourself or at least need to find someone that can do it for you, but, with a lot of experimentation and research, it isn’t impossible for you to discover how to grant this ability to other machines/being other than just Evangelion units. The experimental parts are replenished at the start of each jump.

Outsider Items:

The Bat (100 CP): Considering your background as a being from beyond this universe, it's only natural I offer you items that also aren't from this universe.

The first one is a seemingly mundane baseball bat, very like the one wielded by Gendo in NGE: Shinji Ikari Raising Project, but, what makes it special is its unnatural durability, which is always enough to be able to resist its wielder's physical strength, regardless if the one using it is a mundane human or even Saitama himself.

Prototype EVA (200 CP): No, I'm not talking about giant humanoid mechas used to punch Angels, but to another kind of EVA, the one from the world of Campus Apocalypse. The EVA is a manifestation of the most powerful form of its user's will, but, even if you haven't awakened one yourself, you still acquired a similar weapon. Choose a mundane small-scale weapon, like a sword, a spear or even a basic gun, in addition to gaining to summon and unsummon it at will, the weapon has the ability to damage and destroy supernatural barriers of any nature with a few hits, be them magic or even AT Fields. If your incomplete EVA is destroyed, you'll just need to wait for an hour before being able to summon it again.

The Virus of Terror (400 CP): Ireul, the Angel of Terror and also possibly the Eleventh Angel, is a unique case among its siblings, due to being the only Angel to not needing an Evangelion to be defeated and also the only one that Nerv actively tried to hide its existence from Seele, as they would have another way to futurely attack the Geofront if they put their hands in the remains of this Angel. But, what if Seele managed to gain access to its remains? This is the result. You acquired a pen-drive containing a special program made by replicating Ireul's data, being meant to be an extremely powerful malware programmed to serve you and developed to be able to invade and take control of any system it has access to, as well as even having some degree of adaptability to better interact with different systems and to avoid any attempt of reverse-engineering from any of your enemies. Fortunately, the program comes with mechanisms to limit its adaptability so you don't need to worry about the virus evolving to the point of it developing some kind of self-awareness or you losing control over it.



Corrupted Core (600 CP): The Nebuchadnezzar's Key wasn't the first artifact created with the function of containing physical data that transcends humanity to serve as a trigger for someone to ascend into a higher existence. In an alternative reality, an evil version of Dr. Katsuragi managed to survive the Second Impact thanks to the help of a Core-like object. You receive the same artifact used by him, which takes the form of a miniature Core, one that works similarly to the Nebuchadnezzar's Key, but, while it also has the ability to turn those that enter in contact with it into an Angel-like Entity by injecting the Angels' physical data into them, there is a key difference between these two, as the Angel-like Entities created by the key retain their original bodies, souls and minds intact after the transformation while the entities turned by the Core end up being monstrous, giant creatures whose appearance resemble more the Angels than their original forms, with their minds being mostly lost due to being unable to support the process. Unlike the original Core, yours won't permanently fuse with someone, as it'll separate itself from them after the transformation is finished, but, after being used once, it'll only become usable again after a year. Additionally, you don't need to worry about accidentally turning someone into a monster if you don't want it to happen and any Angel-like Entity created by the Core will also be instinctively loyal to you and, due to not being the true Angels born from the Adams, they will lack the compulsion to fuse with Lilith.

Kaiju Items:

Proof of Existence (100 CP): This is perfect for you if you're the kind of Jumper that wants to be known by the masses instead of hiding your existence. This is a video that not only proves your existence and your supernatural abilities (just the abilities you want them to know actually, not necessarily all of them), but also is guaranteed to go viral if you spread it in the Internet or through physical video tapes, to the point that even in world where the veil that hide the supernatural is fiercely protected by powerful organizations would take at least a month to be able to take down the video. Alternatively, this item can take other forms in worlds where videos, or similar equivalents, aren't present yet, like photos or precise reports/illustrations from trustworthy sources.

Blood Coagulant (200 CP): As a way to defeat Shin Godzilla, Rando Yaguchi and his team postulate that since the kaiju is a nuclear creature, they reached the right conclusion that it was possible to immobilize the creature by freezing its blood, with the beast freezing as well, using a blood coagulating drug developed by them. Somehow, you managed to acquire a supply of the same drug used by Yaguchi's team to defeat Godzilla during the Operation: Yashiori, having enough of the substance to freeze even a kaiju like Godzilla himself. Additionally, while the blood coagulant was just able to immobilize Godzilla due to his nature as a living nuclear reactor and as a ever-evolving organism, it would probably have a much more lethal effect on other beings that don't have the means to resist and/or adapt against having their blood being literally frozen.

Nuclear Waste Deposit (400 CP): While you were traveling around the world, you bumped into a hidden, underwater cave located somewhere in the ocean. What makes this cave special is that some world power decided to sneakily dispose of part of their reserve of highly radioactive waste there, consisting of around 50000 metric tons of nuclear waste emitting massive doses of radiation, which basically prevents any form of life from staying in the cave. Fortunately, this is another story if you have the **Radiosynthesis** perk or some other way to take advantage of this material, because this will be a great boost of power for you. By default, only you will know the location of the cave, so, unless someone directly follows you or you personally inform them, it'll be impossible for others to discover it purposely or accidentally. Post-jump, the cave will appear anywhere similar in future worlds, as well as replenishing its content at the start of each jump.

Upgraded Ancient Weapon (600 CP): It isn't every kaiju that focuses only on their own strength and size, but also uses their wits and even monstrous weapons to fight. This is a size-shifting melee weapon made from the remains of a fallen kaiju, which in addition to making it incredibly durable, also grants it the capability to absorb, store and channel energy to augment its attacks' strength, being able to store even a Tsar Bomb-worth of energy within it thus making extremely dangerous to enemies that rely on energy attacks. You can choose which type of weapon it is, with blunt

weapons like hammers, maces and battle axes being able to hit with immense force and while bladed weapons like swords and scythes will be able to cut through all but the toughest substances. In addition to these features, a group of scientists have found your weapon before you acquired it and they decided to upgrade it using modern technology. If you have a bladed weapon, they installed ultrasonic generators which will generate high-frequency vibrations to improve its cutting ability, allowing it to cut through a much wider range of materials more easily without damaging the blade, essentially making it akin to a heavier Progressive Weapon. Alternatively, if you have a blunt weapon, they installed a series of thrusters powered by a built-in N² reactor to enhance its speed and greatly increase its impact force. If this is lost or destroyed, a new one will appear in your Warehouse next week.

Companions

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

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

-nami Unit (50 CP): This girl (or boy if you prefer), that might or not be an artificial being or even a clone of someone else, who is pretty much 'tailor made' for you. Between their looks, their personality and/or at least some facet of their own beliefs/psyche, they have your better interests at heart. While they might not necessarily be who/what you want down to the last iota, they really do mean well and will definitely contribute to your personal well-being and/or stability in a big way if you help/let them.

Special Companions

Some of the companions in this jump are special, being worthy of more than just 50 CP. These companions follow the same rules as the ones from the purchase of **Canon Companions**.



Mana Kirishima (100 CP): Mana is a transfer student to the school where Nerv's pilots study, but actually she is a test pilot for the T•RIDEN•T Land Cruiser that was being developed by the JSSDF. Daughter of a former Tokyo reclamation worker and a magazine editor, she has traits similar to both Rei and Asuka, but she is more similar to latter appearance-wise, due to her brown short hair, and more similar to the former personality-wise, due to being energetic and passionate, but also less Tsundere. Mana is also a skilled pilot and has all the needed training to control a war machine like the mecha, as well as also having the potential to be a pretty powerful Eva pilot if there is some unit compatible with her. By default, Mana wouldn't be present in this world, due to her being native from the Iron Maiden world, but, by taking her as a companion, she'll become present in this universe. This also means that JSSDF will also be developing the Land Cruiser, but this won't make so much difference after all.

Scenarios

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

Human Instrumentality Project (Exclusive to Member of Seele): Since Seele discovered the Dead Sea Scrolls during an expedition, the organization's secret goal is completing the Human Instrumentality Project, which is the forced evolution of humankind through bringing the Third/Fourth Impact under their control and uniting all Lilin souls into a single existence, as a being on par with God, thus creating a state of being for humanity where not even the concept of individuality existed and where the flaws in every living being would in theory be complemented by the strengths in others. While this may look like a good motivation behind the project, it's clear that the members of Seele are probably more after achieving godhood for themselves than ending all the wars and individual struggles of mankind.

Unlike many may think, this project already failed countless times and every time it failed, the world was destroyed and a new one was born, establishing a cycle that would just end once the Instrumentality succeeded. Even this one is a new attempt to finish the Instrumentality, an attempt that would be destined to fail again, if it weren't for one specific detail: Seele has you now.

It's your duty to finally complete the Human Instrumentality Project, whatever it takes. Unfortunately, while you'll still have access to all the power and influence of Seele, don't expect much help from the other members, as they have already given up from their goal and will be even more apathetic and inactive than their canon versions. In a few words, the success of this quest will fully depend on you.

To help you in your mission, I'll explain which objectives and requirements you need to fulfill in order to complete this scenario.

1. The first step is already done, as it involves the "purification of the sea" which was the result of the Second Impact caused by the Adams during the Katsuragi Expedition;
2. You'll need to ensure the defeat of each Angel, including those that will appear thanks to drawbacks;
3. You need to have at least one of the godlike Spears in your possession as they're essential tools when it comes to controlling the Impacts. Without them, the Impacts will be destructive and unstable in nature, running wild and having unpredictable effects;
4. The second step is the "purification of the land", which will involve the Third Impact and the massive coreification of the entire planet. It'll be up to you to decide how the Impact will be caused, either using a fully powered, awakened Unit-01 or Lilith herself;
5. You need to find a suitable recipient to hold all the souls (the Black Moon, a Seed of Life or even the entire planet if it successfully becomes a giant Core) as well as the suitable body to become the vessel for the deity that will be born from Instrumentality. The three main candidates for vessel I would recommend to you are an Eva unit equipped with a S² Engine (specially

Unit-01 and Eva-13), a soulless and controlled Seed of Life (like an artificial Seed of Life like the Evangelion Imaginary or even Armaros in the absence of better choice) or a body made from the Black Moon itself;

6. The third and final step for the project is the “purification of the souls”, the Fourth Impact, planned to be caused by the awakened Eva-13 but not necessarily. In this Impact, the Doors of Guf must be opened and the physical bodies of all the Lilins must dissolve so their souls can be finally unified in a single entity inside the Chamber of Guf. Just once the unification and the Instrumentality is finally done, this entity can be transferred and inhabit its chosen vessel. An advice I have for you is not letting a being outside your control to have influence over this part of the project, as this was one of the reasons why Instrumentality failed in countless worlds before, with the Lilith-dominant Amalgam Entity always letting the broken boy she loved to decide the fate of mankind.

Lastly, in addition to already having to lead with oppositions like the Angels, part of Nerv (which futurely will become Wille) and other governments that you need to manipulate, someone you must not underestimate is Gendo, as he'll be even more willing to go ahead with his own plans now that the other members of Seele aren't acting.

-Reward: As the birth of a new divine being happens, you've found yourself to be in the center of the unification of the souls, causing your mind, soul and individuality to remain intact even after the entire process, while all the individuality and ego of all the other humans ceased to exist. As a result, you achieved apotheosis and ascended into an existence that transcends the limits of the Lilins and the Angels and can be classified as a **Human God**. As a newborn deity, your current power and physiology is now on par with a complete Seed of Life, having an AT Field which is literally the fusion of each individual AT Field of the humans and capable of even causing a planetary-scale Impact with some effort. Furthermore, your unique existence as a godlike entity born from the amalgamation of every human soul has some additional, unique traits. Firstly, while you're still yourself and don't need to worry about being influenced by the other humans in any form, you acquire all the memories and knowledge of each person that is part of you now and can even communicate with simulations of the ego of specific individuals within your mind. As a being formed by the unification of every human mind, you also gain a deeper understanding of human psychology that goes even beyond the knowledge granted by the **World's Rarest Talent** perk.

Angel of the End (Exclusive to Pattern Blue): Each Angel has the compulsion to execute their progenitors' last order and fulfill the terraforming mission of the White Seed by fusing with a Seed of Life and causing the Third Impact, but some of them interpret this compulsion in different ways. Some of them want to fuse with Lilith to reset all life, some of them had nothing in mind and just blindly follow the compulsion and some are just trying to recover what they think that is their progenitor.

As an Angel yourself, you're no exception to this situation, being also compelled to fuse with Lilith and cause an Angel-based Impact. Normally, if you voluntarily united with Lilith, it would count as your death, but, by taking this scenario, this is now your goal.

To complete this scenario, you'll need to directly cause an Impact to reset all life on Earth and fulfill the terraforming mission of Adam, which is much easier said than done. The more simple way of causing an Impact is to merge with Lilith, but, to be able to do it, you'll need to assault Tokyo-3 and invade the Terminal Dogma, which is programmed to self-destruct in the case of a being detected as Pattern Blue enter there and is located 2008 meters below Nerv HQ, so you'll need to remove anyone that stand between you and your goal. Unlike how you might expect, this opposition isn't limited to just the JSSDF and the Nerv's Evangelions, but also includes your own siblings, the other Angels, that won't be your allies but competitors instead and also the forces of Seele, which won't just watch you, an unknown Angel beyond their control, reaching Lilith without doing nothing.

Alternatively, you can try to fuse with one of the Adams instead of Lilith if you prefer, but you'll need to discover where they are currently, as they're probably hidden in some of the secret Seele bases located in different countries around the world.

Good luck. You'll need it.

-Reward: After successfully merging with Lilith without losing yourself in the way and finally reclaim the Angels' right to dominate the planet by resetting life, you've found yourself to being reborn as a new divine being yourself, as a deity that combine the power of the Angels and of Lilith. As an existence that can be described as an **Angel God**, your current power and physiology is now on par with a complete Seed of Life, having an AT Field with power way above any other Angel's AT Field and capable of even causing a planetary-scale Impact with some effort. Furthermore, your unique nature as an ascended Angel that evolved to become an existence closer to Adam has some additional, unique traits. In addition to every one of your angelic abilities greatly enhanced, you also gain the ability to spawn Angels by creating their eggs from pieces of your body. These Angels will greatly vary in power, form and mentality, much like the children of Adam, but the trait that all of your children will share is that all of them will be instinctively loyal to you. Lastly, as the world is reclaimed by the Angels, the remaining Angels that are still alive after the Impact caused by you will be forever grateful to you and will live by themselves from now on.

Welcome to the Therapy Coven (Requires World's Rarest Talent or another psychology perk): In a world like this, your talent with leading with the human mind confers you great power and, as Uncle Ben once said, with great power comes great responsibilities. Your goal in this scenario is pretty simple: help as many people as possible to deal with their anguishes, traumas, anxieties, fears, neuroses, loathing and other psychological problems in general. Almost everyone in this world has some problems that you could help them, with a few examples being Misato with her problems with her father and her survivor guilt, Kaji with his childhood traumas, Asuka with constant need to prove herself, Rei with her apathetic emotional state, Gendo with his inability to lead with the trauma of losing Yui and, of course, the broken boy himself, Shinji.

In a few words, therapy for everyone.

-Reward: As your reward, you can bring those you helped as your **Companions** without needing to spend any extra CP if they wish to follow you along your Chain.





Embodiment of Hope (Requires an Evangelion/Can't be taken by Member of Seele): Humankind is locked in a loop of suffering, death and rebirth for countless ages, but this will end in this specific cycle, one way or another, but, preferably, by your own hands. In this scenario, you'll need to take Shinji's role as the one with the mission of stopping the cycle, saving the world, defeating Seele and Gendo as well as stopping the Human Instrumentality Project once and for all.

But things can't be so easy and simple. To complicate this situation, your own Evangelion unit reached in this universe even before your actual arrival and ended up replacing Unit-01 completely and even had Yui's soul implanted on its Core, meaning it accidentally became an essential part of both Seele and Gendo's plans. If you're part of Nerv's personnel, there's a good chance of you end up being designed by Gendo as your unit's pilot, however, if this isn't possible, Shinji will still be able to synchronize with your unit thanks to his mother's soul and will take his role as pilot, but he definitely will be even less determined to do something than he was in canon, so, without your intervention, things are going to be even worse than the canon story and Gendo will eventually complete his plans without much opposition to stop him.

In addition to needing to find a way to permanently stop the cycles and ensuring your unit's survival, you also need to maintain humanity alive and capable of surviving even after any Impact that occurs.

If during the ten years of your stay here, if the population of humans ever drops below a stable breeding pool or your unit is destroyed, this scenario will count as failed and you won't receive any reward for it.

-Reward: Your first reward for saving the world of Evangelion from the cycle and freeing the people from the control of Seele is another one of the spears of humankind, the **Spear of Gaius**, even if it hasn't been created during your stay here. The Spear of Gaius, in contrast to the Spear of Longinus and the Spear of Cassius that represent despair and hope respectively, symbolizes the will of humanity and is formed from the AAA Wunder's spinal cord, that is, from one of the Adams' spinal cord. The spear also shares the Spear of Longinus' ability of completely ignoring AT Fields, being able to piercing them with little to no effort, with the only way to temporarily hold the spear is by adding extra barrier layers, it's capable of limited shapeshifting (and regeneration) and can achieve FTL speeds for interstellar travel, but it has also its own set of unique features. Unlike the original godlike spear, the Spear of Gaius lacks a mind and a will of its own for now, but, similarly to the Copy-Lances and to the Spear of Lucretius, it's capable of partially operating on its own, being able to autonomously and instantly shapeshift to adapt against some barrier and even defend its user automatically sometimes or refuse to attack its master, if used by anyone else.

As the spear that embodies the human will, while lacking any unique ability of its own, it reacts exaggeratedly to the emotions of its wielder, greatly enhancing its power as the emotions rise, to the point it can even surpass the other godlike spears when it comes to raw power. For example, if its wielder decides to willingly sacrifice themselves, the sacrifice and the involved emotions will enhance the Spear of Gaius' power, allowing it to control an Impact to the point of being able to manipulate reality itself at a large scale.

Lastly, the Spear of Gaius will consider you its master and can be recalled back to you at any time. If lost or destroyed, you'll receive a new one at the start of the next jump.

Your second reward is the result of fighting side-by-side with your Evangelion unit in this epic quest, acquiring a compatibility strong enough to allow you to achieve an **Infinity Synchro Rate**. There are many benefits granted by this, but, to avoid needlessly writing a wall of text twice, the benefits of gaining this upgrade are better explained in the Evangelion Builder Supplement, as it directly affects your unit.



Embodiment of Despair (Requires an Evangelion): Who's the person you love the most? Or even the thing or power you love the most, if you aren't the kind of Jumper that cares about the others? This someone was taken from you by forces beyond your control and, not only this, but also implanted inside the Unit-01's Core, effectively replacing Yui's soul. It's so unfair, as it isn't possible to just salvage your loved one from its Core, but, fortunately, there is still a way for you to recover them. To recover them, you'll need to take Gendo's role of causing the Additional Impact to save this important someone.

That is, you need to cause and control an Impact within another controlled Impact, which will grant you enough to save your loved one. You'll need to manipulate almost the entire world and maybe even Seele itself to ensure that you'll have access to all the needed tools for this herculean task.

Just to have an idea of how hard this task is going to be, to cause his Additional Impact, Gendo needed to awaken Eva-13 by devouring an Asuka that had ascended into an Angel to use the Evangelion to trigger the Fifth Impact, as well as using the false spear made from the Black Moon to control it and the Guardians of Guf to keep the Doors of Guf open even with the absence of the trigger. Later, he fused both the Spear of Longinus and the Spear of Cassius to use them as the material needed to make the Imaginary Evangelion real and capable of triggering another Impact.

Unlike Gendo's Additional Impact, yours don't need to be a part of the Instrumentality and, much like him, you don't need to worry about whatever happens with mankind and with the world after it, so, while this scenario doesn't require exterminating humanity, it doesn't require preserving them either, so think about it.

Lastly, your own Evangelion unit can now effectively replace Eva-13 if you want, granting it the ability to navigate inside the Minus Space if it hadn't before, and, on the good side of your situation, Gendo finally managed to overcome the trauma of the loss of Yui and will finally be able to be a proper commander for Nerv and maybe even a father for Shinji, which unfortunately for you means another obstacle for your plans.

-Reward: The first and obviously main reward of completing this herculean task and becoming the enemy of the world is being able to finally reunite with your most loved person (or thing or power, like how I said before), with them mostly probably being grateful to you by saving them from the traumatic prison that there are in. But, of course you also acquired a few other rewards in addition to recovering them. You managed to put in your hands in your own **Spear of Hope and Despair**, the accursed artifact created from the fusion of two different and opposite godlike spears, a Spear of Longinus and a Spear of Cassius, that allows the one with it to wield the powers of creation and of destruction at the same time. In addition to having all the default abilities and traits of the original godlike Spear, but more

powerful as the opposite power of each half feedback each other, your Spear of Hope and Despair have both the unique abilities of its previous two main forms, without needing to switch between different forms to use them.

While your Additional Impact was happening, you also managed to acquire the **Evangelion Imaginary**, an imaginary and fictional existence born from the humankind's fantasy of replicating the power of the Seeds of Life Adam and Lilith, which is also the very idea behind the concept of the Evangelions. The Evangelion Imaginary, as an part of humankind's collective imaginary, isn't actually a part of reality and thus can only exist in the Minus Space, so only by giving it its own portion of "reality" through merging it with the Spear of Hope and Despair could make it exist on our reality too, but, as you're deserving it, I can make it real without needing to sacrifice your spear. As a real existence, the Evangelion Imaginary takes its true form, an artificial Seed of Life and copy of the Lilith-Adam Hybrid Being, having all the powers it means. The false Giant Rei is a similar being to the Seed of Life inside the **Chronostatic Sphere** item, but it lacks the Seed's ability of spreading life, having only the power to trigger Impacts that it can control, and it's also completely loyal to you, so it'll follow your orders and don't have any interest in spreading life and terraforming planets. It's up to you to decide if the Evangelion Imaginary is sentient or not.



---One Last Impact---

(Requires the Lost in the Light drawback/Endjump Scenario)

The Impact could be described as a catastrophic event with an extremely high power capable of terraforming an entire planet, being also cited by Maya as being the most extreme source of power in the entire power during its duration. Such power is not only a physical phenomenon, so, instead of just affecting the land, it also affects the bodies, minds and souls of any living being caught by it, as well as the concentration of energy being so extreme that even reality itself is twisted within it. This last fact is exactly what allows those with the capacity of controlling the Impacts the ability to rewrite reality to fulfill their goals, like how Seele wanted to give birth to a deity born from the unification of every human being and how Shinji managed to heal the world from the effects of the Third Impact and possibly destroy any remaining Evangelion, to create a new world without Evangelions. But, by warping reality using this power, there is a special possibility for you: to ignite your own Planeswalker Spark.

Everything that happened during your chain brings you to this universe and to this moment. The end of your journey, and the start of a new adventure, is near. Accepting this scenario means that, if you finish it, your chain will be over and you'll receive the grand prize for it. But, of course, you need to finish the scenario first and this won't be easy.

Your objective here is to use a specially customized Impact to ignite your Spark. But, there is the main problem and challenge for you: I won't give you the steps to how to trigger this event, so it'll be up to you, without any help from your out-of-setting perks and items, to actually study, research, experiment and discover how to ignite your Spark within the jump, using all the informations available for you. Maybe it'll take a Impact of a scale never seen before, like reuniting multiple Seeds of Life, or equivalent entities, into a single entity to serve as its trigger or at least make them act together as one, as well as a device powerful enough to control it. Maybe you'll need multiple lesser Impacts in specific locations to weaken the local reality with the objective of enhancing the effects of a final, greater Impact in the middle of the affected areas. Or maybe even a form of Additional Impact of multiple orders (an Impact inside another Impact inside another Impact...) to reunite enough power to gain full control over the Minus Space, the "realm of the gods".

You'll need to research all the information and data about the Impacts that exist in the setting to discover it, including the Secret Dead Sea Scrolls, the lost Ark that is probably deactivated now, the data contained in the godlike Spears, Seele's archives about the Seeds of Life and Angels and even the scrolls inside the Black Moon that Seele never discovered. If you have the means to do it, you can even try to go after the other five civilizations born from the other Seeds of Life in an attempt to acquire their knowledge (or even to use them as tools for your plans if that's your style) or

even try to find any vestiges of the First Ancestral Race, which, if you manage to do it, will surely speed up your research a lot. The time limit of your jump is also removed, so you'll have all the time you need to finish this scenario.

Unfortunately, there is also another problem: Seele managed to discover who you actually are and they're after you now. They'll try to end you and attempt to steal your status as a Jumper to spread their dark ideals of unification around other worlds. Even if they can't outright destroy you, they'll still try to force you to loop through some cycles in an attempt to break your spirit using their sinister schemes and plans. With all of their resources, Seele is going to be your main obstacle during this scenario, so, if you want to be able to ignite your Spark, you'll need to remove them from your path and possibly usurp the control over the cycles from them. Please, don't lose and let Seele have access to the greater Multiverse. Who knows how much damage they can cause before me or some other powerful being is able to stop them.

Just once you use this last Impact to ignite your Spark, this scenario will count as completed and you'll finally receive your rewards. This may even take hundreds of millions of years, requiring endless determination on your part, but it's time to show us why your Benefactor chose you to be a Jumper.

-Reward: Your first reward is the main reward of all of your Chain, you gain the **Spark** that you ignited yourself, receiving an extremely great power boost and the ability to travel to anywhere in the Omniverse, being able to go to any of your previous jumps. The light and power of the Impact also lingers within your Spark, which grants you the ability to trigger and directly control Impacts by yourself, even without the power of a Seed of Life, allowing you to use it to do feats that can range from unleashing a wild wave of pure destruction to large scale reality warping. While the ignition of your Spark was only possible within this scenario, all of your research also ended up revealing clues related to a process that could make the creation of entirely artificial Sparks possible, but no one has ever been able to divine this secret yet. Maybe you'll be the first one.

This is the end of your Chain, but the start of a new adventure.

Drawbacks

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

Neuroses (+100 CP): The world of Evangelion is a dysfunction junction, where they've weaponized teenaged existential angst and solipsism for the "safety" and "wellbeing" of humankind. By taking this drawback, you manifest a particular social disorder or intrapersonal issue that reflects how hard it is for you to make connections, which is also the reason you can pilot an Evangelion if you're a pilot yourself. No matter what form it takes, it's some form of antisocial trait that will make you have a real difficult time making friends

Divine Mission (Mandatory and Exclusive for Angels): Even if you aren't as mindless as your siblings, you still have the compulsion to execute your progenitors' last orders and fulfill the terraforming mission of the White Seed by fusing with a Seed of Life and causing the Third Impact. You'll always know which direction Lilith is or the Adams if you can somehow sense where they're hidden, but you need to resist the urge to hunt them down, because, if you voluntarily unite with one of the Adams or with Lilith, it'll count as your Death and, if you don't have a 1-up bonus to revive you, it'll count as a Fail Condition.

Mechanized God (Mandatory and Exclusive for Evangelions): Every Evangelion unit have built-in mechanisms that are used as limiters, like their armors and even their energy dependency, that serves to restrain them and bind them to Nerv's control, and they are restrained heavily at all times when not in combat. You're, as an Evangelion yourself, no exception to this rule, being exactly as restrained, limited and controlled like any other unit. While these limiters and restrictors stay active, you'll be nothing more than just a tool for Nerv/Seele and will be paired with a pilot that is able to synchronize with you. But even dead gods dream. You're still aware and can retake control over your body, part per part, but it'll take much effort and time, as well as probably needing a chance or external help to release your limiters.

Fanon Continuity (+0 CP): By taking this toggle, you can choose some fanfiction, doujin, spin-off and/or crossover of Rebuild of Evangelion to become a part of your jump. You can also choose to just blend specific elements or even multiple fan works if you prefer instead.

The End of Evangelion (+200 CP): While not mandatorily, the Rebuild of Evangelion marks the actual end of the franchise, so, to incentive Jumpers to opt to also finish their journey in the Evangelion verse in this specific jump, I decided to add this special option. If you have already been in the original Neon Genesis Evangelion jump and in the NGE: ANIMA jump before, you'll receive an extra 200 CP to spend anywhere you want. Good luck at the end of your journey here.

Filmed on the Set (+100 CP): Going meta now, every battle involving Angels, Evangelions or similar scale conflicts will behave in a similar way than the final fight sequence in the Anti-Universe, gaining a studio set aesthetic, complete with walls, draped tarp skybox and miscellaneous non-props in the distance like that infamous stepladder. This is mostly cosmetic because the damage caused in the battles will still be very real and only you will be aware of these metaphorical seams and features.

Not the Original (+100 CP): Rei isn't Yui. She might have been cloned from Yui's genetic material and look a lot like a younger version of her, but Rei still isn't Yui. Despite this, people still put over Rei's shoulders the pressure and expectations of her being the second "Yui". You're also in a similar situation. You're the clone of someone well known by most Nerv personnel and other important people, be it for good and for bad, such that others will keep foisting preconceptions and expectations upon you that you may not even agree with. The worst part: you'll be unaware of your origin as this someone's clone, meaning you'll forget to have taken this drawback, so you won't have the context nor know the reason behind their behavior and expectations.

Needed Sacrifice (+100 CP/+300 CP/Can't be Taken by Angels): Either it was an accident, a wound from a battle or even a disease, but you have already given something up, that is, you've already lost a decently important body part, be it a limb or an organ of your choice that will bring significant consequences to your life and will physically impair you. For an extra +200 CP, as a result of whatever injured you, you're at risk of degradation and/or mutation, like the contamination caused by an Angel that might mutate you in a negative way or corrosion caused by a L Barrier that might spread to the rest of your body. In both cases, you'll need to take medication, like suppressors for example, on a regular basis and take care of the injury to avoid it becoming worse.

The Nemesis Series (+100 CP/+200 CP/+300 CP/+400 CP): You've made some powerful enemies. A third party, not necessarily Seele, interested in destroying you or whatever organization you're part of, managed to build nine Mass Production Evangelion in secret, each one of them as powerful and hard to kill as the ones seen in the End of Evangelion. For +100 CP, they'll come after you at a random moment of your stay here and will attack one at a time, months or years apart. For an extra +100 CP, instead of attacking separately, they'll join forces and you'll need to face them all at once. For another extra +100 CP, this third party will have enough capacity and resources to keep recovering and repairing the MPE as long as you don't destroy most of their bodies along with their Cores to send them after you again. For a final extra +100 CP, instead of just nine Mass Production Evangelions, there'll be the completed series with all the twelve units. You can take each extra option separately if you want.

Curse of the Evangelist (+100 CP/+300 CP): During your stay here, your compatibility with any Evangelion unit, including your own units, will be absolutely zero. This will prevent you from piloting Evangelions directly, so no giant mecha to punch Angels and other giant mechas while here. For an extra +200 CP, your incompatibility with Evas is enhanced even further, to the point of making any Evangelion active near you more prone to enter in the Berserker Mode and will consider you their primary target once berserking. This also includes autonomous units like the Mark.04 and the Mark.07 series that by default have less individuality than their piloted counterparts.

Dead Inside (+200 CP): Well, not literally. Due to some reason beyond your control, you're almost emotionally "dead", remaining in an apathetic and emotionless state most of the time. This will greatly impact your interactions with others and your empathy skills in a negative way. Fortunately, like Rei Q, you can work through it to recover at least a part of your emotions, but it's probably going to take a nudge (and a lot of effort) from an outside party to get you to try to start caring about others again.

Immovable Mentality (+ 200 CP): You share a certain personality trait with the likes of Gendo and even Asuka and Shinji to a certain extent. You're just too stubborn and suffer a lot from shortsightedness, which causes you to have a tendency of making bad calls in favor of serving your own goals/wants rather than seeing reason and/or deciding to change your ways, regardless of how much damage you left behind your acts. It's possible for an outside party to make you try to rethink your actions but it's going to take a nudge (and a lot of effort) from them.

World's Best Parents (+200 CP/Exclusive to Pilots): Even if you didn't have this drawback in the original NGE jump, you have been injected more directly into the plot. You are now part of one of the world's most dysfunctional families, being another relation of Gendo and Yui Ikari, like an adopted child or their nephew/niece, with a similar upbringing to Shinji and being an equally important piece of Seele and Gendo's schemes, like him. You'll arrive on Tokyo-3 together with Shinji, waiting for Misato to arrive, having received her.



The Fourth Angel, of course, will interfere.

Incomplete Development (+200 CP/Exclusive to Clones): You were removed from your chamber before your development was fully finished and your form was completely stabilized. As a result, you're unable to maintain your form without

contact with LCL, requiring you to stay in the liquid for at least an hour once every few days. If you stay away from LCL beyond your limit, you'll decompose and die. The devices used to monitor the pilot's health in a plugsuit can track your current state to monitor how much time remaining you have before needing contact with LCL if you don't want to decompose.

You I, II and Q (+200 CP): Well, you got cloned. Repeatedly.

Some shadowy opposing organization or individual, somewhere, has a reserve of clones of you that have been conditioned for absolute loyalty and want to kill you, to the point of being impossible for you to try to reason with them. While your clones will lack your out-of-setting powers, they possess in-setting powers based on the perks you chose from this up. Normally, you'll just need to face one of these clones at once, but it isn't impossible for more of them to appear at the same time. If one of them is killed, another different clone will take their predecessors' place after some time with the memories of the previous incarnations, ensuring they'll improve in the goal of killing you.

Like how you probably imagine, if you're an Angel (or an Evangelion yourself), you can still be cloned, with your clones being used to build Evangelion units which will be sent after you.

As Was Foretold, and Still Is (+300 CP): One last time, between the actions of Nerv, Seele, Wille and the Angels themselves, some large scale form of Third Impact will inevitably happen. It might not happen during the attack of the Twelfth Angel, but it will happen at some point before the end of your jump.

Lost in the Light (+300 CP): Something went wrong during your entrance into this universe. You're reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. The only exceptions are the perks and items that come from other jumps that also are in the Neon Genesis Evangelion universe, like the original NGE jump and the NGE: ANIMA jump. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump. (I'll probably rename this drawback once I think in another name)

The Lost Numbers (+300 CP): Starting with the Third Angel, nicknamed Tunniel, and ending with the Twelfth Angel, ten children of Adam will be born from him after the Second Impact and will be compelled to fuse with Lilith to cause the Third Impact, thus finishing their progenitors' goal.

Of these ten Angels, seven of them were already present in previous worlds, with just three of them being exclusive to this continuity while the remaining six Angels are absent in this specific cycle. But what if Adam didn't spawn only ten Angels but also others that weren't predicted by Seele and Nerv? Unfortunately, this was exactly what happened. In addition to the ten Angels that will attack Tokyo-3 in a prophesied

schedule, the Adams also spawned another seven extra Angels that remained dormant until the appearance of the Fourth Angel.

These six Angels are the six original continuity Angels that haven't appeared in the Rebuild movies: Gaghiel, Israfil, Sandalphon, Matarael, Leliel and Arael. These former lost Angels, similarly to the other Adams' children, will also attack Tokyo-3 in an attempt of causing the Third Impact, but they'll attack off-schedule and may even appear simultaneously. It's unlikely that more than three Angels decide to act at once, but, regardless of it, they all agree that any Evangelions or human defenders have a priority, and will work together with an animal-like cunning to remove any and all obstacles between them and their goal, Lilith.

Additionally, if you've been in the NGE: ANIMA jump before and have also take **The Remaining Ones** drawback, in addition to the six original continuity Angels also appearing in this world, you'll also need to face again the three random extra-canonical Angels that you encountered in that world.

Fated Enemy (+300 CP): You've made a powerful and dangerous enemy, you simply can't fight off due to the simple fact of them being actually stronger than you and your companions or due to them possessing some hax ability that you can't counter. Be it a rebel Evangelion pilot, a mad scientist, a evil commander, a specific member of Seele or even an extremely powerful Angel like Kingsitoel, no matter what you do, this someone can't be defeated permanently and temporary victories are the best results you can achieve, to the point of being almost like the universe itself conspired to prevent you from being able to defeat them. Fortunately, there is still hope, as it's possible to negotiate with this enemy, so you can potentially reach a peaceful resolution or at least some agreement of mutual non-aggression through a lot of negotiation and some less obvious means, but it'll take a lot of effort on your part.

The Broken Boy (+400 CP): You seem to have a lot of things in common with the protagonist, Shinji Ikari. More precisely, due to this drawback, you now have his mental state. Think twice before choosing to take this drawback, because you'll share all of his loathing, fear, neurosis, pessimism, traumas, low self esteem and all that is broken within him. You may have slight improvements or worsening in your mental state, but, unlike Rebuild's Shinji, you'll never be able to heal or fully descend into madness, forever staying on the proverbial knife edge until the end of your stay here. If you're 75DW75, instead of receiving 400 CP, you'll gain 10000 CP by taking this drawback.

Ending

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

Stay Here: Continue in the world of Rebuild of Evangelion, ending your chain.

Bye-Bye, All of Evangelion: Go to the next jump and continue your adventure.



Notes

1. For the sake of this jump, consider that the timeline of the Neon Genesis Evangelion jump and of the NGE: ANIMA jump are separated from this jump's timeline, so any action you did there will have no effect on the events that will happen here;
2. The **Fruit of Knowledge** perk is basically a Capstone Booster but for all intelligence perks you have instead;
3. **The Pack Leader** perk is a reference to Sore wo Nasumono, which was Ikuto Yamashita's initial concept of what was going to become the movie we know today as The End of Evangelion. Yes, it involved werewolves, don't ask me why;
4. If you both the **Super Pilot Program** and the **Type of Rejection** perks, as their effects stacks, your fighting skills will be unmatched by anyone in this verse;
5. About the Eleventh Angel's identity, fanwank about it. My personal headcanon is that this Angel is actually Ireul, but it's up to you to decide if this is right or not;
6. The **What Doesn't Kill You...** perk was the last thing I added in this jump when I was basically already out of ideas and it was the first good idea I had for a 600 CP perk for Explorer, so this is why it might sound a bit weird;
7. **Drawbacks** are removed after the end of your jump;
8. Here are the links of the other jumps mentioned in this doc:
 - [Neon Genesis Evangelion jump](#) by an unknown author;
 - [Evangelion Builder Supplement V1.2](#);
 - [Neon Genesis Evangelion: ANIMA jump V1.1](#);
 - [Generic Kaiju jump V2](#) by FutureMobile4;
9. Thanks Nerx, -Frog-Queen- and Grimms-VI for your suggestions. They helped me a lot.

History

V 1.0: Released