Evangelion Supplement

Made by Aleph_Aeon

Introduction

So you decided to acquire your own Evangelion, or Eva for short. Maybe you needed it to punch some Angels and other giant monsters, but no matter the exact reason. What does this mean? What exactly is an Eva? What does an Eva get and what it doesn't get? It might sound complicated and daunting and alarming but don't worry because we're here to guide you through everything you'll need to know.

This supplement works to help Jumpers to make their own customized Evangelions, with a broader selection of options from the many different series from the Neon Genesis Evangelion franchise, including, but not limiting to, the original anime series, Rebuild of Evangelion and Neon Genesis Evangelion: ANIMA.

What follows will be your introduction to everything you need to know about having an Eva as well as a step by step guide to making one. You'll be able to use this supplement everytime you purchase an Evangelion from any jump, but, If said jump already has a customization section, you may use it instead of this document.

+ 1000 Evangelion Points (EP)

Basic Mechanics

Here is some of the basic information and concepts about the Evas important to know for a better understanding.

What's an Evangelion?

An Evangelion, despite being often mistaken for giant robots, is a giant, cybernetically modified humanoid entity used as a combat platform. Originally, the Evas were created by the organizations Gehirn and its successor Nerv, with their ostensible function being to serve as general-purpose weapons against the threat of the Angels and prevent the catastrophic event known as Third Impact, but their creation was an attempt to acquire the power of Adam, the Seed of Life that originated the Angels, and just another part of Seele's Human Instrumentality Project to use them as a tool to evolve humankind further.

The Evangelion are living creatures with cybernetic mechanical and computer components incorporated on their bodies. They're covered from head to toe in 1200 pieces of a metallic plate armor that hide their true organic form, capable of resisting even a low yield nuclear blast and can protect them from most conventional weapons. This armor also serves to restrain them and bind them to Nerv's control,

and they are restrained heavily at all times when not in combat, probably using a combination of physical restraining and other mechanisms to restrict their power. The shoulder pylons also serve as part of the restraint system, attaching to external restraints as well as serving as storage for weapons, like the Progressive Knives for example. Besides the armor, the Eva also have computerized targeting systems, Radar and Sonar, as well as around 255 terabytes of memory available to the software used to run all the needed programs.
An Eva has essentially the same physical form as a normal human, albeit with exaggerated torso/waist proportions and varying head forms, skull shapes, number of eyes and nostril position and with limbs identical to human limbs in structure, down to the point of the fingers having fingernails and the feet having toes. Evangelions have internal organs including a complete digestive tract and apparently have red blood. Normally, their senses are similar to the humans', although scaled to their size, but they, or their pilots, are able to temporarily enhance specific senses, enabling an Eva to see light outside of the visible spectrum and zoom in their vision, hear sounds from kilometers away or theoretically even sense vibrations in the air if their skin is exposed. Despite Evas being made of inorganic matter, their bodies behave like organic matter, with dead tissue even decomposing overtime for example, and, while they don't age, their bodies are still able to develop as the years go by, still having the capacity of changing their form. This brings an opportunity that may include the development of new abilities, regeneration, degradation and regression. This also manifests as them gaining a form more similar to their pilots, gaining a more proportional anatomy and a silhouette more similar to them. Unfortunately, while it makes it easier for their main pilot to synchronize with the Eva, the Evangelion became so customized to their pilot that it makes it almost impossible for another person to synchronize with it. Despite this relation with humans, their entire basis and creation stem from the Angels themselves, created from the remains of Adam in a sort of asexual amoeba-like fission process, with some exceptions, like Unit-01 being made from another Seed of Life, Lilith, instead and the Mark.04 series, or better known as the Nemesis Series, probably being made from the Failures of Infinity from the accident caused by Unit-04's S^2 Engine. Like the Angels, their massive bodies are also formed of Particle-Wave Matter, but, unlike them, their shape appears to be determined genetically rather than through their AT Fields since they were born without souls.
Additionally, in the original series, the Evas don't have a fixed size in the show, and vary in size as the situation demands, going from 40 meters to a towering 200 meters in height, but they have around 80 meters in the Rebuild continuity. As mentioned in ANIMA, the weight of the Evangelions is around three to four thousand tons.

Piloting Modifications

All Evas have an artificial section of spine, which is left incomplete by a circular gap on one of their cervical vertebrae that the Entry Plug fits in. Inserting the entry plug completes the nerve connections from the head to the rest of the body. While in

operation, the entry plug is kept covered by a flush-fitting armor plate, although it can be lifted to eject the entry plug in an emergency.
The end of the Entry Plug is inserted into the core, which has a cylindrical cavity drilled out to accommodate it. The depth of the Plug inside the core can vary according to the synchronization rate and other factors, such as the Eva going berserk. The Entry Plug is flooded with a special liquid called LCL, which is either generated by the core itself or is pumped in from external storage before being processed and purified by the life-support systems. It serves to both provide oxygen and establish the link between the Entry Plug's occupants and the Eva, being one of the fundamental basis of the control system, although the Interface Headset on their plugsuit appears to be also necessary to actually pilot the Eva. To enrich the LCL with oxygen and purify it of any accumulated impurities, the plug is equipped with three circulation pumps, as well as a small fan installed in front of the seat in case the pilot has a lower lung capacity and has some difficulty breathing while immersed. Another function of this liquid is to distribute the destructive-level acceleration forces of the Eva's erratic and rapid maneuvers and lessen the physical burden on passengers. An Eva is unable to function if its neck is currently open.
In addition, there appears to be an extensive computer interface between the pilot and the Eva, as the system must be set to the pilot's native language (the language in which the pilot thinks) to allow the Eva to be activated and be piloted. It might also link to the view screens in the Eva cockpit (Which can flicker on and off depending on the activation state of the Eva). Besides, there is also a set of manual controllers, called Image Controllers, whose function is to send the verification code to confirm mental commands and help the pilot become aware of their own thoughts.

Core

Like the Angels, all Evangelions have a core, located on the solar plexus region in a similar manner to the more humanoid Angels, with some of them possessing also smaller, secondary cores.
A core is a luminescent red, spherical organ which contains the entity’s soul, usually located on Angels and beings related to them, being their only vital organ. As an Evangelion’s core is still intact, the Eva will stay alive and can still be repaired from any damage with enough time, effort and resources. It’s also possible to temporarily remove an Eva’s core to replace it with another core containing another soul.
Unlike humans’ bodies that are composed of regular matter and Evas and Angels’ bodies that are composed of Particle-Wave Matter, cores are composed of another form of esoteric matter, called core matter or just core. This material is capable of passively generating an effect called L Barrier, which is directly responsible for the phenomenon of core-conversion, or also referred to as coreification, that causes non-core matter to become core matter. While in their normal state, cores don’t cause corrosion on nearby objects, but, without some kind of control, Evangelions that have undergone awakening, appear to subsequently enter a state where they convert other objects or entities into core upon contact. These Evas can be placed into specialized forms of containment to curb the spread of this effect.

Nerv's technology allows the core to be prepared for a Contact Experiment or for piloting. Cores appear to have their own supply of LCL, and pipes for the liquid connect to the back of the Eva's head. The mysterious material comprising the cores appears to have some unexpected technological uses beyond their employment in Evangelions. An example of another usage are the monoliths which function as vessels for the members of Seele.

Soul

All Evangelions are born without souls, so, to make them operable, it's needed a core with a soul inside it that is receptive to their pilot. If you take an Eva, by default, it's guaranteed that a random being, compatible with the pilot, in this case you, is already secured inside. Alternatively, this role can be filled by any of your companions or even followers if they're willing to or if you have some way to acquire souls by yourself. It's also possible to use an artificial soul instead of a soul from a living being. It might be possible to pull them out and back into a corporeal form, but that would render the Evangelion inoperable.

Energy Source

Normally, Evas run off power from an umbilical cable attached to a socket in the back of the artificial spine segment. How electrical energy is converted for the Eva's usage, or if the Eva is indeed capable of motioning off raw electrical energy alone, is not elaborated in the show. If the cable is broken or disconnected (for increased speed and mobility), Evas have to run off on their Internal Battery backup power, being able to function up to one minute in full power mode, four minutes in combat operation, five minutes in low power mode and twenty four hours in stasis.

AT Field

The Absolute Terror Field, or just AT Field for short, is an energy barrier generated by the light of the soul of every living being in the NGE universe. While humans have considerably weaker AT Fields, serving only to bound their ego and sense of self and granting them an individual form (this concept is apparently changed in the Rebuild continuity, as the humans appear to have a true physiology instead of just being LCL mimicking a human form), the Angels and Evangelions have so powerful fields that they're capable of much more powerful feats. In this case, the AT Field is a nearly impenetrable force-field barrier which Angels and Evangelions can generate, being used mainly as an almost impenetrable shield. Conventional weapons are almost completely useless in penetrating an AT Field, with the easiest way to destroy them is to counter it with another AT Field. Only the most powerful weapons such as N^2 weapons are capable of breaching it.

The boundary within an AT Field is subject to different physical laws as decided by its creator, and in the case of Angels this effect is so powerful that they are able to create seemingly supernatural phenomena within the enclosure of their field, whose some feats will be better explained later.

Evangelion Points

The options below can be purchased using your **Evangelion Points**, or just **EP** for short. You receive 1000 EP to start with and can acquire more by taking Flaws or by converting CP from the main jump to EP, but not EP to CP, on a basis of 1:1. Don't confuse the **Evangelion Points** from this supplement with the **Evolved Points** from the The Last Human jump.

Synchronization Mechanics

To activate and pilot an Evangelion, the pilot must form a neural connection with it and with the soul within the core in a process called Synchronization. This neural connection allows the pilot to not only move the Evangelion, but physically feel what the Eva feels. This form of feedback causes the pilot to also feel pain when pain is inflicted upon the Evangelion, and in extreme cases, physical manifestations of the pain can be seen. The Synchronization Rate, or just Synch Rate, refers to the degree of synchronization achieved; the higher the synch rate, the better the synchronization between pilot and Evangelion is. Higher synch rates result in better control but an increased risk of physical harm for the pilot. The Synch Rate is ultimately limited by the pilot's own abilities, but some factors may affect it. For example, the Synch rate and performance can be pulled down when the pilot is emotionally distressed and increase under duress or anger, reaching a high when in battle rage, as well as, the more compatible the soul within the core is to the pilot and the more familiarity the pilot has with said Eva, the easier it will be for them to synchronize with the Evangelion. Usually, a pilot's Synch Rate reaches its peak once at 14 years old and, after this point, it start declining until the pilot becomes unable to synchronize with the Eva again, but this can be prevented with technological assistance and upgrades in the synchronizator, which can greatly enhances someone's Synchro Rate. Additionally, the Synchronization Rate also affects another mechanism within the Entry Plug: the Plug Depth. This concept designates the proximity of the Entry Plug's interior array to the Evangelion's core. The internal array of the entry plug, upon which the pilot is seated, can move up and down the entry plug on a track and go closer to or further from the core. The movement depends on various conditions, such as excessive synchronization or a backdoor entry into the Evangelion unit. An Evangelion entering berserker mode can also cause the internal array to drop. The violation of the acceptable safe depth purportedly threatens the humanity of the pilot, which could end up making them partially or completely lose it, turning them into metahumans, or also called pseudo-lilin. This loss of humanity is called the Curse of Eva and usually stops the aging process of the pilot and grants them immunity to the effects caused by an Anti-AT Field and the L Barrier, like what happened to Mari Makinami Illustrious, probably after a Contact Experiment during the development of the Evas.

Synchronization Rates

0-29% Sync: With this rate, the pilot will be unable to move the Eva, but it's still good for testing.

30-49% Sync: You can walk, move, even shoot, but it's very clear that you're piloting something with learned reflexes and motions. Treat all eva-scale motions as if you're taking them at half speed or half as alert. Pain sensations are halved as well.

50-99% Sync: You're so in tune with your eva that it barely feels like you're sitting in a cockpit. You feel the pain your evangelion feels, in relation to your sync score. Sympathetic damage is possible, but is largely psychosomatic.

100% Sync: You are now functioning at 1:1 scale, moving the Eva is exactly as easy as moving with your real body. You also feel pain at a 1:1 level, and sympathetic damage is guaranteed, with physical manifestation likely.

200-300% Sync: You are now moving and reacting two to three times as fast as a normal human would, despite sitting inside a 80 meter tall cyborg godbeing. Physical sympathetic damage is guaranteed. Beyond that point, your own humanity will be threatened due to the Plug Depth and there is a possibility of you ending up acquiring the Curse of Eva if you stay too much time with this high Synch Rate.

400% Sync: Your Sync Rate achieved the theoretical limit and, for a few minutes, you'll be able to make your Evangelion fight like a true Angel, greatly enhancing its combat power and AT Field and entering in a berserk-like state, ignoring any energy dependency during this period. After this time, your ego barrier will dissolve, and while you won't die, your soul and consciousness will be basically stuck in the Eva's core, until someone manages to salvage your soul and implant it again in your body. By default, if your Eva's core is destroyed before it, it'll count as death, and you'll be unable to go to your next jump until you get out of it, but other jumps may have their own rules of what will happen to you if this happens.

∞**% Sync:** This should be impossible to achieve, but, apparently, logic doesn't apply to the Evangelions. Very specific circumstances and requirements are needed for a pilot to be able to attain an infinite Synchro Rate, other than just ability, compatibility and talent, so you won't be able to achieve this rate without gaining access to it from some source. After attaining an infinite Synchro Rate, you would be able to make your Evangelion fight like a true Angel for an indefinite time period, without needing to worry about any energy dependency. At this Synch Rate, there is no way to break your connection with your Eva to the point that you and your unit would basically become just two separate manifestations of the same being. You and your Eva will just return to normal after you decide to exit this state. You don't need to worry about having your soul being absorbed by the Eva's core after it. In a few words: this state is a more powerful form of the 400% Sync without any of its downsides.

Body

Now, let's start making your own Evangelion unit. Firstly, you need to decide which will be the basis for the creation of your Eva's body. You can just choose one of the options below, with the exception of **Testbed Body**.

Adam-Based Unit (Free): Like most Evangelions, your Eva unit was created from the remains of Adam, or from one of the Adams if you're in the Rebuild continuity. Evangelions descending from the progenitor of the Angels, while innately lacking the Fruit of Life, tend to be stronger and tougher, with greater directive AT field use, regeneration and physical feats, when compared to those descending from the progenitor of the Lilins. Due to their heritage, it's also harder for humans to synchronize with them, with some cases of a pilot needing months to achieve synchronization with them even if the soul is compatible in more extreme cases, like what happened with Rei II and the Unit-00.

Lilith-Based Unit (Free): Like Unit-01, your Eva unit was directly created from Lilith. Evangelions descending the progenitor of the Lilins, while lacking the Fruit of Knowledge at its fullest, tends to be smarter and have a stronger will and self image, meaning that these Eva are able to sometimes act by itself without needing to completely enter in the Berserk Mode to defend from an attack or protect their pilots and even when it loses control, the unit will avoid attacking those that it recognizes as allies. Due to their heritage, it's also easier for humans to synchronize with them.

+Testbed Body (100 EP/Must be Taken Together with Adam-Based Unit or Lilith-Based Unit and Walking Dead): Unlike many might think, the main difficulty in building an Evangelion isn't to build its physical body, which can even be described as relatively easy, but stabilize the core and imbue it with a soul instead. There are several imperfect Evangelion bodies around the world on Nerv's many branches, being used as testbed bodies to develop new technologies and weapons or as replacement limbs and organs for the active Evas. Your Eva unit, instead of a reanimated corpse, was somehow builded using one of these testbed bodies. Due to the construction process, your Evangelion lacks a core, so it isn't possible to imbue a soul in your Eva, but this isn't needed either. Unfortunately, your Eva still retains most of the downsides of the **Walking Dead** flaw, with the exception of it being alive, as long as at least most of its head and/or torso is undamaged, so it'll still have its regular strength and healing capacity.

Failure of Infinity (+ 100 EP): Your Eva unit was created using a Failure of Infinity from the Second Impact as a basis. A Failure of Infinity is an inert, crystalline red copy of a being that caused an Impact (in this case, Adam), created from the remains of the beings caught by such a catastrophic event. While they usually stay inert, in a state of suspension of activity, these copies can be used to make Evas, like how the Mark.04 series was made using the Failures of Infinity created from the Impact-like event caused by the overheat of the Unit-04's S² Engine. Evas created from Failures, like yours, tend to lack the innate advantages of the other two types, being weaker than Adam-based units and less smart than Lilith-based units. Optionally, due to the Failures being incomplete copies, most of them are headless, so, if you want, your Evangelion will also have this trait. In this case, its head will be replaced by a completely artificial helmet and, while it doesn't need a head to live, it still needs the head as a sensory receptor to see and hear.

Seed of Life (500 EP/800 EP): It's even understandable that humans crave the power of divine beings like the Seeds of Life, but, to restrain and mechanize a god, this is going too far even for them. For 500 EP, your Evangelion Unit was made using a fragment of a composite type Seed of Life, or a direct clone of a progenitor entity that absorbed its soul, having power on par with one of the five Adams from the Rebuild Continuity. Alternatively, for 800 EP instead, your Evangelion Unit was made using a true Seed of Life, being strong as Lilith and Adam in the original series. Unfortunately, due to this entity being restrained to be used in the creation of your unit, its original power is locked, being currently just strong as an Adam-based unit and smart as a Lilith-based unit. There is a way to access this innate power and make your Evangelion regain its original form, which is through entering the Pseudo-Evolution State. This state is divided in two different phases: the Initial Phase requires you to attain an Synchro Rate greater than 300% or even 400%, causing your unit's eyes, mouth and any luminescent armor section to glow and greatly enhancing its power, to the point of surpassing the power of the Angel of Might (or even the power of Unit-01 in its Initial Phase if you have taken the 800 CP option). At this state, your Eva will be able to manifest a halo above its head and two Wings of Light. The second phase, the Awakened State, causes your Eva to fully return to its original form, becoming a godlike entity similar to an energy condensate (which could also be called Radiant Giant) and capable of causing an Impact by itself (an Impact could be described as a catastrophic event with a extremely high power capable of terraforming an entire planet, if the responsible for causing it is a complete Seed of Life, or an area with size up to a small continent, which would be the limit to a being with just a fragment of their power, affecting not only the land, but also the bodies, minds and souls of any living being caught by it). But, to recover this power, it's needed much more than just Synchronization and willpower, but also a sacrifice. To awaken, your Eva must completely consume an Angel or another being

with a S² Engine or similar power source. The exact appearance of your awakened Evangelion is up to you to choose, but must be at least similar to the other Seeds of Life. For example, Unit-01 fully became a Radiant Giant and gained an extra eye, a dark Angel face, dark chakras around its body and a second core, as well as giant Wings of Light, while Eva-13 gained a double halo on its back, crystalline Adam-like wings and its armor became glowing white. To get an idea of how powerful even just a fragment of a composite type Seed of Life is, an Awakened Eva-13 was able to withstand a full assault of the AAA Wunder, taking virtually no damage from it. Furthermore, the power of an awakened Evangelion made using a complete progenitor entity would be at least a magnitude above this. Additionally, after awakening, your Eva will get access to its own Chamber of Guf, also called Anti-Universe or Minus Space by those that prefer more scientific terms, which basically works as an infinite storehouse for souls and basically anything that you want to store on it. This place isn't ruled by the physical laws and, as human minds are unable to perceive it and matter reacts weirdly to this environment, the LCL present there creates a virtual environment for the minds of those inside to see, composed of their memories, but only beings with power similar to a Seed of Life are able to travel inside this space. To gain access to this place, your Eva is able to temporarily open miniature versions of the Door of Guf, which doesn't require starting an Impact like their complete versions. Lastly, your unit isn't directly related to Lilith and Adam, being made from a third Seed of Life instead.

Special Features

Each feature counts as innate abilities of your Eva, with most of them being independent from any equipment (with some exceptions, like **Advanced Armor** and **Horseman of the Apocalypse** for example).

Berserk Mode (Free/100 EP): Almost every Evangelion runs the risk of entering in a Berserk Mode, if certains circumstances and factors are met, like incompatibility with the pilot and the core for example and some others. While in this state, an Eva is beyond humanity's ability to control them, displaying a savage, nearly animalistic battle frenzy in which their strength and capabilities dramatically increase and will attempt to act on the urges of whatever soul is inside, in a violent and destructive manner. It'll usually continue to act until its power reserves are depleted, but, in some cases, the Eva will be able to act even past this point for a few more minutes before reaching the limit to this berserker-fueled independent movement. It's also possible for some units to move independently in short bursts without fully entering in this state. Your Evangelion unit isn't an exception to this rule, so it receives access to the Berserk Mode for free.
For an extra 100 EP, free with **Shared Soul**, you'll have slightly more control over this state, being able to make your unit temporarily enter in a semi-Berserker Mode, similar to the one used by Unit-05, granting control of specific body parts to the Eva itself. If this state is maintained for a long time or overused in a short period, there is a high chance the Evangelion fully enters into Berserk Mode, so be cautious when using it. Additionally, if you manage to have the same goal of your Eva while it's berserking, you'll be able to stay synchronized with it even during Berserk Mode and you'll maintain control over it, but this is very improbable to happen, as the only ones that managed to do this feat were Asuka and Unit-02 during their fight against the Mass Production Evangelions.

Self-Destruction Mechanism (Free): As a last resort to be used only when there really is no other alternative, your Evangelion unit has been equipped with an N^2 Mine close to its core that can be fired manually via a lever located on the Entry Plug. The resulting explosion will destroy anything that has no means of effectively defending itself, like almost every mundane being and building, within a radius of at least 50 meters, including you and your Eva, with a considerable chance of even its core also being destroyed by the detonation. You don't need to worry about infectious agents (like the Angels Bardiel, Ireul and Armisael and even computer viruses, both mundane ones and the more advanced ones, for example) or even damage on it detonating the bomb without you wanting to. Even if the bomb is completely destroyed by an attack, it won't accidentally explode and will just become unusable instead. Optionally and for free, you may remove this mechanism if you don't like the idea of piloting a mecha equipped with a low-yield nuclear warhead.

Integrated Weapon (100 EP): It's not always that an Eva unit will have support to be re-equipped with extra equipment if needed, so it's good to have some way to defend itself if it has no remaining weapons. Your unit's fists or feet are equipped with an integrated weapon, in the form of a progressive weapon, like a brass knuckle, a boot knife, a hidden blade, claws or some other kind of melee weapon, so, as long as your Eva still has these limbs, you won't be unarmed.

Extra Limbs (100 EP): Each Evangelion normally has a physical form similar to a human being, with two sets of functional limbs, in this case, two legs and two arms. Your Evangelion unit is an exception to this rule and has an extra set of completely functional limbs, be it a second pair of arms or legs, similar to the Eva-13. It's up to you to decide exactly how these extra limbs will be located, but, regardless of their nature and position, controlling them will always be instinctive to you. If you also take the **Non-Humanoid Form** feature, this extra pair of limbs can have other forms, other than just human-like arms or legs, like tentacles, wings capable of gliding or fins for example. This feature can be purchased multiple times for extra sets of limbs. Your unit's anatomy will also be adapted to fit its new set of limbs. For example, if your Eva has ten arms, its thorax region will be elongated to fit the extra limbs.

Increased Size (100 EP): By default, your Eva's size will follow the Rebuild pattern, having about 80 meters tall (being slightly taller than this if you purchased the **Seed of Life** option to match with Eva-13), but, with this, your Eva will be significantly bigger than this, having around the same size of the Super Evangelion, with 120 meters tall. For an extra 100 EP, your unit will be even bigger, being around 250 meters tall, gaining a similar impressive height to Armaros, one of the tallest known Evangelions. Together with the increase in size, your Evangelion will also receive an equivalent physical boost, enhancing its strength and speed,

Protective Core Plate (100 EP/Free with Vessel of the Adams): Your Eva's core is equipped with a special disc-shaped protective armor plate in front of it, adding an extra physical defense to protect it, as well as working as a protection against Anti-AT Field weapons, like specialized ammo and others. Optionally, the protective plate may be shaped like an Angel mask, similar to the one worn by Sachiel, looking like the plates equipped on the Vessel of the Adams.

Dual-Entry Plug System (100 EP): Like Eva-13 and possibly Unit 02+08, your Evangelion unit has been modified to be piloted simultaneously by two pilots, each one in their own Entry Plug, which are now located near the unit's shoulders instead of being located on its neck. When working together and if both of them are compatible, the two pilots are able to achieve a greater Sync Rate than they would achieve alone. Despite this feature, your Eva can be piloted by a single pilot and, when there are two pilots, its control system can be changed to give full control to a single pilot, overwriting the control of the other one.

Basic AT Field Functions (Free): These are some of the most basic usages of an AT Field, which can be used by almost every Evangelion. Each one consumes little to no energy and can be used almost at any time.

- **Basic Field:** Just by being alive and regardless of the current physical and emotional condition of the pilot, both Angels and Evangelions passively generates a basic field that allows them to violate the square-cube law and make their nerve impulses travel inside their body through multiple quantum leaps happening all the time. Additionally, thanks to their human-like existence, Evangelions also generate a second basic field in their feet without fail, enabling them to walk in most terrain without sinking, which would be impossible without it.
- **Defensive Field:** This manifests as a normally invisible barrier, becoming visible when in contact with another AT Field or when deflecting something with enough power to damage it, which can be projected by Evangelions in front of them. The barrier is impenetrable to most conventional weapons and physical attacks, with just something on the level of high-energy reactions, positron beams and nuclear or near-nuclear explosions can penetrate it. The more distant the barrier is from the Eva, the more difficult it is to maintain it and the weaker it tends to become.
- **Offensive Field:** The easiest way to destroy an AT Field is to counter it using another AT Field. Any AT Field tends to passively corrode opposing fields and, this way, slowly overwrite the authority of said field over its range, disabling its effects. This can also be used as an active configuration, through inverting your unit's field, to use it to directly corrode other AT Fields in a much greater degree and inflict physical/mental/spiritual damage on Angels and other Evangelions, as well as being useful in beating down ego-powered defenses and soul/mental based constructs.

Advanced AT Field Functions (100 EP Each/Discounted with Seed of Life): These functions are more refined, requiring more fine manipulation and more concentration from the pilot and relatively more energy. Most talented pilots tend to become able to use them. Additionally, it's also needed to say that, if you're using your field in some configuration other than its barrier configuration, you won't be able to maintain its defensive function, so you'll be temporarily vulnerable to an attack during the usage of said ability.

- **Flight Field:** You may use your AT field to achieve limited flight either with monstrous leaps or with the aid of field-enhancing upgrades like wings. This can also be used as an enhancer if your Eva is already capable of real flight or even as a means of rapid propulsion if you're in a zero-gravity environment, like the Mark.04A.
- **Cutting Field:** You may shape your normally defensive barrier into a cutting edge, usually around a pre-existing blade, enabling you to cut targets up to a subatomic scale. Structures and being protected against psychic and/or

soul-based manipulation can resist this cutting attempt, but it'll be easy to cut through mundane structures.

- **Lifting Field:** You're able to use your AT Field to lift objects together with your unit's own physical strength, or even push and pull them in relation to you as a form of basic telekinesis. Like any functions of your field, this action takes a moment of concentration, however. You can lift things as big as you/your Eva unit with moderate effort, but larger things take much more time and concentration.
- **Finesse Field:** You have a fine and precise control over the size and relative location of your AT Field when you manifest it. The size of your field may be anywhere between small as a coin to encompass over a dozen city blocks or even an entire city if you have enough energy to do it. The more concentrated and smaller the field is, the more resistant it becomes, but the opposite is also true, with larger fields becoming proportionally weaker according to their size. You're also able to easily manifest a barrier in front of you and can even manifest it even kilometers away from your Eva, but, the further the AT Field is from you, the harder will be able to maintain it, to the point that even if your concentration fails for a single second, the barrier will disappear. Furthermore, the edges of a barrier also tend to be weak points on its structure, so choosing a more spherical shape can be a good alternative to avoid weak points.
- **Combined Field:** AT Fields are also a sign of individuality of every being with a soul. Each field has a specific wave pattern and they separate an individual from the collective. In theory, as each field is unique, it wouldn't be possible to temporarily combine two or more different fields, but, like how Mari and Asuka managed to do it, you're also able to achieve this feat. You're able to temporarily merge your own AT Field with another AT Field as long as its user is willing and both of them are using the same configuration, greatly enhancing their power beyond just the sum of the parts. Two separate defensive barriers can be merged together to form a much stronger, single barrier for example.
- **Personal Field:** To be used in combat, the AT Field must be manifested separated from your unit's body, because, while it's possible to manifest a barrier around its body, it would just make your Eva immobile and bound by it. You learned a little trick and discovered how to instinctively manifest and control a barrier around your unit's body, easily as creating a separate defensive barrier, while your Eva moves naturally without being restricted by it. The benefits of having a personal field is that it greatly enhances the power of your physical attacks and will even protect you from any surprise attack.

Master AT Field Functions (200 EP Each/Discounted with Seed of Life): Now, we're entering the realm of the Angels. Each one of the next AT Field functions usually would be just usable by the Angels and even the Seed of Life themselves, but, in specific conditions and most times during short emotional bursts, some pilots managed to replicate these godlike feats. Somehow, your Eva unit is able to properly use one or more of the below abilities, but they will always require a lot of concentration and energy from your part to effectively use them in battle, but familiarity and training with these techniques will make it easier to use them.

- **Field Constructs:** You're able to shape your AT Field to form three-dimensional constructs, like geometric shapes, weapons or even limbs, basically any shape that you want. You can freely move these constructs and their strength, durability and speed is directly proportional to the power of your AT Field. Unlike the other functions below, manifesting a construct is as easy as manifesting a defensive barrier, just requiring you to have a precise idea of its shape.
- **Eye Beams:** Many Angels, and Evangelions that managed to awaken some of the traits of their angelic heritage (including yours), have the innate ability to fire a charged energy blast from their eyes, or equivalent, with the subsequent secondary explosion shooting straight into the sky before splitting into a cross-shaped detonation. The destructive power of these eye beams are usually proportional to how much energy is expended. As an innate ability, your Eva is able to use it easily, requiring just a few seconds of concentration to charge before firing it.
- **Wings of Light (Free with Seed of Life or Vessel of the Adams):** A trait usually possessed by the Seeds of Life and those that achieved a status on par with one, your Evangelion (after achieving the Initial Phase if taken together with the Seed of Life option or while in the awakened stage if taken together with the Vessel of the Adams option) is able to form its own Wings of Light at will, an overcharged form of AT Field in the shape of wings to the point of behaviouring as physical matter. With these wings, your unit is able to achieve true flight with speed up to twice or even three times your maximum running speed. It's up to you to design the exact appearance of these wings. Alternatively, your Wings of Light may manifest as a giant halo made of light on your unit's back, with no difference in function. Unless your unit's strength is on par with a true Seed of Life, your Wings of Light won't have a gigantic size, like Adam's wings during the Second Impact.
- **Quantum Teletransportation:** By taking advantage of the weird quantum mechanics that rules the working of AT Fields and the Eva themselves, you're able to teleport both you and your unit, as well as any equipped equipment, to a specific point in space. In addition to the significant energy expenditure, it's also needed to you to precisely know the exact spatial coordinates of your current location and of your desired destination to it properly work, unless you're currently in a place where the physical laws are "weaker" or simply just

don’t apply to, like the Minus Space/Anti-Universe for example, because teletransportation becomes considerably easier in these places.

- **Anti-AT Field:** You’re able to generate a specific kind of energy produced during an Impact called Anti-AT Field. This energy is capable of neutralizing AT Fields, causing them to collapse and causing any being that needs them to maintain their forms to dissolve. When used on a global scale, its effects are apocalyptic to all Lilith-based lifeforms (at least in the original series), but, when used on a personal scale, it’s able to break almost any AT Field in a few seconds regardless of their strength. An average Eva unit would be able to generate an Anti-AT Field powerful enough to cover its weapons, greatly enhancing their efficiency against opponents that utilize AT Fields, but an awakened Evangelion made from a Seed of Life would be able to achieve much greater feats.
- **Sea of Dirac:** You’re able to create and manifest two-dimensional portals, in the ground or even around your body, to a Sea of Dirac from your AT Field. This Sea of Dirac is a personal pocket dimension of sorts, from which escape is impossible without using some form of dimensional traveling and can be used to store objects and even people. There is no known space limit to this dimension and your version of it isn’t connected to any other existing Sea of Dirac, like the one created by Leliel. You can also use it to hide yourself within the sea if needed, but, once you decide to return, the portal will reappear exactly in the same place of where you were originally. Remember, time passes normally in the Sea of Dirac.
- **Energy Absorption:** Like Sahaquiel and Shateiel, your unit’s AT Field has a special property: when deployed, it’s capable of absorbing and storing energy from diverse sources, mainly kinetic energy and electromagnetic energy, as long as it doesn’t surpass your field’s durability limit or even your own energy limit, if you have one. It theoretically works on any kind of energy that you want to affect, but it works much better with mundane forms of energy, with more esoteric energies, like Spiral Power, magical energy and Ki for example, being considerably harder to lead with. The stored energy can be used to fuel any of your other abilities or just to power your Eva if needed.
- **Gravity Manipulation:** By bending space-time with your field, you’re able to directly manipulate the force of gravity to use it as powerful attacks to immobilize and/or crush your opponents or even as a means of locomotion, like hovering or gliding, in a manner similar to the one used by Azrael. At the theoretical peak of this function, it would be possible to form miniature black holes at a distance, capable of existing for a few seconds before collapsing due to emission of Hawking radiation, but it would require a power worthy of the realm of the gods.
- **Mind Manipulation:** Listen to the choir of voices, listen and rejoice. Open your mind to such a heavenly symphony. Apparently, you learned a few things with the Angel of Birds, Arael. You may shape your AT Field in the form of a tunnel made to penetrate and neutralize your target’s own AT Field, causing it

to manifest as a beam of light. Once penetrating their AT Field, you'll be able to enter their mind, enabling you to analyze and gather data from their minds and telepathically communicate with them. The main problem of this ability is that, due to an Evangelion's mind being much more powerful and alien in nature when compared to a human's mind, it may cause mental contamination on its targets, which may cause some unwanted consequences depending on severity of the damage. If you manage to use this configuration with a Sync Rate lower than 100%, you won't be able to maintain a proper mental connection to enable communication or even to search information in their minds, with the only remaining option to you in this situation being to use it to only cause mental contamination on them.

- **Cold Control:** This is one of the most delicate functions that can be used with a field. Through using your AT Field to directly stop the movement of atoms and other particles in a determined area and, by consequence, decrease their thermal energy, you're able to cause the temperature in this area of effect to decrease greatly, failing even hundreds of degrees Celsius. This can be used on a small area, like under your feet or in front of your hands, or can be used omnidirectionally, affecting an area up to two kilometers around your unit at its peak. This ability can be used to create structures made of an extremely resistant ice if there is enough water near you, to walk on water by freezing it or just to directly attack your opponents.
- **Temporal Deceleration:** By using a similar concept of the **Cold Control** function but applying on a different scale, you can bend space-time itself using your AT Field to slow time to varying degrees on a specific area of effect. The smaller the affected area is, the more powerful the effect will be and, the bigger the area is, the weaker the effect becomes. As it's impossible to truly stop time without breaking the physical laws, the peak of this ability is to create a domain where time is so slow to the point it's the nearest it can physically reach, being almost an absolute stasis. It's possible to make the temporal deceleration affect everything except you, but this will make the effect unstable and will last considerably less than it would normally. For example, a true Seed of Life like Lilith was able to create the Chronostatic Sphere, a dark egg-shaped barrier with around seven hundred of diameter where the time is virtually stopped, while the Super Evangelion, which can be classified as an artificial Seed of Life, was just able to cause a similar effect inside its Entry Plug to contain the energy caused in the peak of an Impact.

Beast Mode (200 EP): Your unit has been installed with a special combat function that gives the pilot access to more of its innate power. By giving a verbal command of your choice, the Evangelion's limiters and restrictors will be painfully released, triggering a physical transformation on it wherein the Eva partially "abandons its humanity". During this mode, the Eva will gain animalistic traits, usually with elongated body proportions and sharp teeths and claws, but still maintaining a humanoid form. By the end of the transformation, many of its outfittings will be missing or otherwise altered and the reconfigured Eva will be still controlled by the pilot and relies on internal battery power, but will gain a vastly heightened mobility and AT Field-breaching power. Like Unit-02'y, your Evangelion unit is also equipped with modifications to enable the activation of the stage 2 of the Beast Mode, where your unit gains a complete bestial appearance and its power and its drawbacks are increased even further. Despite the might of the Beast Mode, it still has its dangers and drawbacks. In this state, both the Eva and the pilot will behave in a very animalistic manner, as well as maintaining this mode is very taxing to the pilot and may expose them to the danger of losing their humanity, which may lead to them acquiring the Curse of Eva. If this option is taken together with a **Non-Humanoid Form**, activating the Beast Mode will still mutate your Eva, causing it to become even more animalistic to the point of activating the stage 2 almost causing it to become an organic beast similar to the US Evangelion/Wolfpac after its mutation.

Advanced Armor (200 EP): This is a high performance prototype armor for an Evangelion, made using an experimental metallic alloy. It provides extremely effective protection against both conventional and energy weapons, even at just two thirds the weight of a normal Evangelion armor, granting it a lot more defensive power without needing to focus completely on just its AT Field as its only defense. While wearing it, an Eva can move faster, jump further and it's generally more agile without needing to sacrifice durability. Additionally, your other equipment will also be made using this same alloy, enabling them to share your armor's increased durability and reduced weight.

Mechanical Wings (200 EP): Your Evangelion possesses large, fully retractable, mechanical wings integrated on its body, similar to the ones possessed by the first model of the Mass Production Evangelions from the original series, granting it the ability to achieve true flight when spreaded. Due to an Eva's weight and size, traditional powered flight (as observed in birds, bats, and pterosaurs) would normally be impossible, so the wings are able to achieve flight by being used in concert with AT Field-based levitation, being based on the flight mechanism used by some Angels, like Zeruel, Arael and Ramiel. Your flying/levitating speed will be basically the same as your running speed.

Camouflage Cocoon (200 EP): This is a feature originally unique to the Mark.04 series that has been installed in your unit. While employed, the camouflage cocoon creates a barrier by artificially modifying the AT Field that seamlessly camouflages your Eva into the environment. Once the barrier is activated, your unit will be unable to use its field for other functions, requiring it to firstly deactivate the cocoon before attacking. The barrier is considerably fragile, to the point that it can be damaged or even destroyed if it's attacked with conventional weapons that would be unable to damage an AT Field, like missiles for example, or if your Eva moves fast enough, and, once breached or deactivated, whether from without or within, it shatters into countless thin, glass-like octagon tiles, making your Eva visible again.

Non-Humanoid Form (200 EP): Many people, including the members of Seele and even Gendo Ikari himself, believe that an Evangelion that has lost its humanity is worthless, but this is mainly because of their main goals involving the Evas. This isn't the case of others that just see the Evangelions as weapons and, apparently, the ones responsible for the creation of your unit also shared this viewpoint. Like the US Evangelion/Wolfpac, your Eva has been spliced with dozens of species of animal DNA into its body during its "birth", causing it to acquire an animalistic appearance, despite still having some remaining humanoid traits. It's up to you to decide the exact appearance, it could have a wolf-like form similar to the US Eva, a bird-like form with wings capable of gliding, a serpentine body, have insect-like features or even a kaiju-like form, like the Eva unit made by Nerv's Anti-Godzilla Division. Regardless of the exact chosen form, your Eva unit will be especially designed for melee combat, having natural weapons as claws and a more combat-appropriate anatomy for example, and it'll come with the downside of being unable to use most of the Evangelion weapons, but any purchased non-weapon equipment will be modified to fit in your unit even with its new look. Unlike Mari, you don't need to worry about your own biological data being overwritten by your unit's animal genes. Additionally, if you're also an amalgam organism like your unit, you'll be able to more easily synchronize with your Eva, regardless of your psychological data and age.

Artificial Field (200 EP): Those that were responsible for the Jet Alone project thought that the creation of an artificial AT Field was just a matter of time, but what

they didn’t imagine is that this feat has already been achieved in past worlds. Using a technology based on Armaros’s own artificial field, your Eva is able to generate an artificial barrier that works as an analogue of equal strength to the AT Field, which requires just raw energy, being unrestricted by the pilot’s condition. Unlike a true AT Field, this artificial version can just be used on its basic offensive and defensive configurations and it’s completely invisible, even when in contact with opposing fields. Lastly, you’re able to utilize both the artificial field and the natural field at the same time, being even able to use each one of them in a different configuration.

Improved Regeneration (200 EP/Free with Vessel of the Adams): Normally, all the Evangelions have regenerative capabilities in a fairly slow speed, enabling them to completely regenerate damaged or destroyed organs and/or even whole limbs with enough time, usually a few weeks, or to allow them to reimplant severed limbs or implant replacement limbs. While every Eva has this healing factor, yours is especially gifted with this. Your Eva’s regenerative capacity is greatly improved, being fast enough to be useful in combat. While contusions, broken bones and small organs like the eyes can be healed in a few instants with intense concentration, but, to recover from more severe damages, like amputations for example, it would require donor flesh, having the ability to convert foreign biomass to its own.

Mechanical Regeneration (200 EP/Requires Improved Regeneration): The metal lacks the flesh’s innate ability of regeneration, so, while an Eva can recover from almost any damage as long as its core stays intact, any of its artificial components lacks this advantages, being unable to be recovered this way, requiring external maintenance to be repaired. This was the rule until Unit-01's regeneration after its awakening became so powerful to the point of being able to regenerate even its armor from the damage caused by the battle against Zeruel. Your Eva shares this same capacity: the ability to use the AT Field to rearrange the molecules from both its mechanical components and any nearby Evangelion equipment to repair them from any damage, requiring foreign materials to recover lost parts. To use it, you need intense concentration, as well as have at least a good idea of the structure of the damaged part.

Coreification Spread Mechanism (200 EP): Your Eva has been modified to be able to convert its own biomass into a LCL-like red fluid, which will be store within it and, when in contact with unprotected matter, causes corrosion and further coreification on it, turning the affected matter into core matter. This feature can be used in two different ways: Firstly, thanks to a mechanism located on its wrists, your Eva will be able to release a high pressure stream of the liquid to use it offensively against your opponents. The second way is to cause the production of the fluid to surpass its limits, causing your unit’s body to inflate and explode as well as temporarily opening its armor to prevent damage to it, releasing the liquid in a large area around it. The main downside of this feature is that it utilizes your Eva’s biomass to generate the fluid, so it’ll need time to regenerate the lost mass everytime it produces more of it.

As this process doesn’t involve the generation of a L Barrier, the core matter won’t spread beyond the area affected by the red fluid, so you don't have to worry about starting a gray goo-like scenario where all the world is slowly converted into core by a planetary-scale L Barrier, which is usually caused by an Impact. Your Eva and any of the equipment you purchased will be protected from the effect of the red fluid.

Mutated Evangelion (300 EP/Discounted with Overlapping Compatibility): Your Eva suffered a series of mutations due to exposure from a dark power source, which granted to it the ability to seamlessly integrate and assimilate machines and other technological components into its body, being able to achieve feats like integrating the mechanical wings of a Mass Produced Evangelion, replacing its arm by a laser cannon, fusing with its armor and many other possibilities. Any assimilated technology will be adapted to better fit in your Eva’s body, but sometimes parts of it may be replaced by the machine if this comes with some benefit, like absorbing a mechanical limb and it ends up taking the place of its original limb. The only limits to this assimilating ability is the size of the technology and of your Eva and the complexity of said technology, with godlike technologies like the Spear of Longinus being beyond your Eva’s power. I also advise you to avoid assimilating sentient AI or similar machines with a consciousness, unless you’re sure you’ll be able to overcome its will and take control over it.

Full-Body Core (300 EP): Your Evangelion unit is a monstrous existence, made using as its basis both the physical data from the Adams and probably from the Twelfth Angel too. As a result, your unit is much more akin to a Vessel of the Adams, although it still doesn’t fulfill all the requisites to be one. Your Eva’s body, instead of being made of Particle-Wave Matter, is composed of Core Matter, more especially of some sort of colloid of countless miniature cores, all packed together into a humanoid form. Due to this physiology, while your Eva still has a main traditional core, but its soul is located on its body instead and it doesn’t require it to survive, meaning that, even if it’s destroyed by an attack, the Eva will survive and be able to regenerate any damage with enough time. The only ways to truly defeat your unit is to destroy it completely in one go or to somehow remove its soul.

Angel Carrier (300 EP): Your Evangelion unit has been modified to become an Angel Carrier, like those that were created from the corpses of the Mass Production Evas. Your Eva has a cocoon-like container inside its ribcage, which normally stays hidden within the armor, but the armor in front of it was modified to be capable of opening to reveal the cocoon. The cocoon is the container to a clone of one of the Angels in an embryonic state, which, while it’s considerably smaller than its original form and mostly incomplete as well as lacking a S^2 Engine, it’s still able to temporarily manifest specific body parts of said Angel to use in combat. Unlike the angelic embryos from ANIMA, this one doesn’t have its soul and it’s basically mindless, but, through combining artificial AT Field emitters and the physical data of the Angel, the embryo is still able to retain its form despite being soulless and having

no self image. As the artificial Angel lacks a power source on its own, it's fully dependent on your Eva's power reserves to stay alive and, if it loses access to some form of energy, it'll enter in a hibernation period until it recovers its sustenance. You don't need to worry about the Angel attacking you if it grows powerful enough, because you have complete control over it and it's unable to survive away from your Eva while in an embryonic state, not even if it manages to acquire a new power source. It's unknown if the embryo is capable of fully maturing and becoming a complete Angel if it manages to acquire a S^2 Engine and a soul, but this is improbable. If the embryo is killed somehow, it'll be replaced by a new one in the next year. It's up to you to choose which Angel was cloned to create the embryo that was implanted on your Eva. It'll decide which abilities the embryo will have, but, regardless of your choice, the power level of the embryo will be roughly equal, and you can choose from any of the Angels (remember, just the children of Adam counts as Angels, meaning that Seeds of Life aren't Angels) from the entire Neon Genesis Evangelion franchise, including the extracanonical ones, like Azrael, Turel and Iblis. For example, if you choose Sachiel, the embryo will be able to manifest its arm and its lance-like bone structure, and, if you choose the Seventh Angel, it'll be able to use its signature cross-shaped explosions and its dart-like projectiles. The only exception to this rule is Kingshitoel, as this Angel basically has all the abilities of the Angels from the rebuild continuity, so you'll need to pay an extra 100 EP if you want to get it.

Shared Soul (300 EP): During a battle, you receive an attack that resulted in the Eva's core being partially destroyed and the Entry Plug, including you, were completely incinerated. As a way to save your and your Eva's lives, the soul within the core decided to sacrifice themselves. Thanks to it, your Eva's core not only started to repair the damage, but also regenerated your human body, essentially reviving you, and your soul and body completely merged with your unit on a quantum level, resulting in it becoming an extension of you. After the regeneration, the core suffered a mutation and started pulsating like a heart, but, in trade, you lost your physical heart and, instead of it, a dimensional breach appeared where it was. The dimensional breach is directly connected to your unit's core and performs the same function of your former heart, keeping you alive. Another thing you lost after your resurrection was your soul, which is now inside the core, replacing the soul that stayed there. Besides your soul being outside your body, this doesn't bring any other consequences to you. Due to the quantum link between you and your unit, with it being an extension of you, you'll always remain synchronized with your Eva, even outside the Entry Plug, but you still won't be able to move it consciously, requiring you to enter the plug to be able to pilot it. You'll always be able to synchronize with it, as compatibility isn't a problem anymore and, at higher Sync Rates, your consciousness will temporarily exit from your human self and enter in your Eva to directly control it and any of its technological components, but this connection also brings problems: until you manage to fully learn the limits between your human self and your Eva self, there is the risk of the Evangelion enter in a berserk-like fury during an emotional burst, especially due to violent impulses that normally are easily

resisted, but not when these impulses manifests as a furious giant mecha-like cyborg. It’s also possible for your Eva to enter in a Berserker Mode, but this mode will be far easier for you to control it. If you’re ever killed, your human self will be regenerated from your unit’s core, but if your Eva is killed, you’ll die together with it. As your mastery over your Eva self increases, you’ll be able to summon a part of your Evangelion’s AT Field power even as a human, including any of its configurations, but its power will be reduced to a human scale. If your unit's AT Field is able to tank N^2 Mines, your human scale AT Field will be able to protect you from most man-portable and small vehicle mounted weapons. You’ll also be able to take advantage of your Eva’s senses, being able to hear what your Eva hears and see what it sees. It’s also possible for other people to pilot your Eva, but it’ll be a weird feeling. You must always stay at least 1 kilometer near your Eva, because, if you go beyond this range, the connection between both your selves will become unstable and your existences will become uncertain, which may result in you dying due to being separated from your soul and heart or just both you and the unit melting into a LCL-like liquid. Post-jump, you gain the ability to recover your heart and soul and break the connection with your Evangelion unit, so you’ll be able to live separately from it, but you’ll be able to redo the link by touching the Eva’s core at any time.

Horseman of the Apocalypse (400 EP): 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 Buβe, 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). Apparently, they decided to build a prototype of the airships and used your Eva unit as its master. You receive an aerial battleship of the same model as the other Nerv controlled warships, having the ability to maintain powered flight for itself, as well as for other objects, indefinitely and it's equipped with a N² 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. Unless you have access to the Dummy System, unlike its finished model, your airship is unable to act autonomously, requiring it to be controlled manually in its command bridge or remotely using your Evangelion to control it. 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 powerful like the others. The airship counts as an equipment, so, if lost or destroyed, it'll reappear in your Warehouse next year. To become its master, your Evangelion was also modified. Firstly, it has been equipped with a control system capable of controlling the airship remotely with a range of a hundred kilometers. Combined with this system, as a measure if the airship has been stolen and it's being controlled by others, your Eva is able to release a glowing blue substance, mysteriously similar to the one produced by Bardiel, that is capable of hijacking control of the warship directly, overwriting any

form of control over it, including the manual control and even any kind of infectious program, like the one used by Seele. Lastly, the ship features striping and decals that match your Eva's color. As the master of your own angelic aerial battleship, your unit is much more akin to a Vessel of the Adams, although it still doesn't fulfill all the requisites to be one.

S² Engine (500 EP/Discounted with Seed of Life or Vessel of the Adams): While the Lilin, more specifically the humans, inherited the Fruit of Knowledge from Lilith, manifesting as their sentience, the Angels inherited the Fruit of Life from Adam, manifesting as a special organ located on their cores, the S² Engine. Somehow, either if this is a restored organ or even an artificial one, your Eva unit has been installed with a S² Engine on its Core. Like how described by the Super Solenoid theory developed by Dr. Katsuragi, the S² Engine, in the three-dimensional space, manifests as two helixes entwined into a nearly perfect spherical mass, but when its data is represented mathematically in a two-dimensional space modeled on the brane cosmology (where our 3D universe is represented as a 2D plane on the greater multiverse and, due to this nature, gravitational energy, as an form of energy unrestricted by any dimension, is able to leak to other universes), the engine takes the shape similar to a wadded-up cloth opening out, with eight antennae-like structures radiating into the braneworld, being basically an extradimensional powerhouse that looks like a wormhole. This structure is able to capture the gravitational energy that exists in excess on this higher plane of existence, being able to gain virtually unlimited energy. Despite this, it has a limit on how much it can exert at any given instant, capable of supplying equivalent power to a modern power plant, but it can further exerced to temporarily generate even more energy during short periods of time. The S² Engine will free your Eva from the need of any external energy source, grants it an excepcional AT Field capacity, allowing it to exert greater feats, and the unit's mechanical components are already upgraded to lead with the heat generated by the engine. Post-jump, the S² Engine will retain its connection to the higher plane of existence, so it'll still be able to work on other multiverses. Such power still has a downside: if the engine is damaged to the point of being unable to work anymore, it'll explode releasing any contained energy. Unfortunately, this can be even worse, because, if the engine is damaged but it still is able to work, it'll become unstable and start leaking to the other side, losing mass and greatly enhancing its capacity of acquiring energy. If this process isn't stopped in enough time, the engine will fully disappear to the other side, opening a dimensional breach, similar to a Sea of Dirac, in its place and swallowing everything within around a 90 kilometers radius, as well as causing a massive explosion, on par with a minor-scale Impact, due to the massive energy emissions due to the S² Engine's overheat. This is what happened with Nerv's Second Branch in Nevada during its experiments in installing Shamshel's S² Engine on Unit-04.

Pantheon of Fake Gods (500 EP): You're designing your own customized Evangelion unit, but there is more than you previously thought. While your unit is a Production model, it served as a basis for the creation of a new Mass Production series. As a result, eight new units have been made in the image and likeness of your Eva, having all of its features and flaws, and you received all of them, each one having their own soul, but all of them are compatible with you and your companions. Unfortunately, as Mass Produced Evas, they're weaker than your own Eva and have an appearance slightly different to differentiate your unit from them. Additionally, while they also have all of its features, it lacks their own equipment, so you need to purchase it for them if you want, but each extra unit will receive an extra +300 EP to spend on the Equipment section only.
If this is taken together with **Shared Soul** and/or **Human-Evangelion Synthesis**, instead of them being merged with you, they'll merge with eight companions of your choice. Lastly, some features are special so they won't be shared with the mass-produced units. These features are: **Seed of Life** (in this case, the units will be

descendents of the third Seed of Life used to make your Eva, so it's up to you to decide which of the bonuses, or the one from the Adam-based units or the one from the Lilith-based units, they'll get) and **Horseman of the Apocalypse** (and, by extension, **Vessel of the Adams**). If you want your units to also have these, I have two special offers to you, but it's up to you if you want to accept them.

- If you have also taken the 800 EP version of **Seed of Life**, instead of your Eva being made of a true Seed of Life, its Seed may be turned into a composite entity, being separated in five different fragments and one of them will be used to make your unit, reducing its power to the 500 EP version. The other four fragments will be used to make four mass-produced units, instead of eight, each one of them also having the 500 EP version of the **Seed of Life** option.
- Alternatively, if you have also taken the **Horseman of the Apocalypse** feature, instead of eight extra units, there may just be three extra units, but each one of them will receive their own aerial battleships and will gain all of the benefits of being their masters. Their airships and they'll also be upgraded if you also take the **Vessel of the Adams** feature.

Vessel of the Adams (100 EP/Requires Horseman of the Apocalypse and Full-Body Core): Your Evangelion unit has fulfilled all the needed requisites and has been turned into a true Vessel of the Adams. This grants you two main benefits: Firstly, your airship isn't just a mere prototype anymore, being made using a fragment of an unrelated third Seed of Life, with a similar power level to an individual Adam from the Rebuild continuity, instead of a common Evangelion, having now the same destructive power, speed and durability of the other three finalized NHG airships. Due to this, like the others, your NHG airship can also be utilized as one of the Guardians of Guf, or, better saying, one of the Hell Guardians, during an Impact, which not only enhances its power but also enables the Door of Guf to stay open even if with the absence of the being that triggered the Impact at first place. Secondly, your Evangelion, as an Adams' Vessel, received a portion of the Seed of Life used to build the airship. Thanks to it, the Eva is able to ascend and enter an Awakened State of its own at will. In this state, your unit will manifest a glowing giant halo on its back, which works similarly to Wings of Light, and its armor will become darkened. Your Eva's regenerative capacity is greatly enhanced, enabling it to regenerate from anything short of complete body destruction, requiring some minutes to fully recover from any damage (or even just a few seconds, with intense concentration), and it gains the ability to use energy projection attacks (normally generated in front of where its eyes, even if it has no eyes or even no head at all).

Overlapping Compatibility (600 EP): Your Evangelion unit is indeed a terrifying existence. Like the US Eva Wolfpac and Unit-08, your Eva has been equipped with the Overlapping Compatibility, which enables it to steal and assimilate the physical data (including both biological data and metaphysical data) from those that it consumes at least a part of. This essentially enables it to assimilate positive traits from its victims, without their downsides, including their abilities, as long as they're biological in nature or are compatible with some form of magic, including soul abilities, like the AT Field. Some specific traits, like the most powerful ones, may require time to stabilize and fully manifest, while others will require consuming more than a single victim to your unit assimilate them, especially when it involves devouring smaller beings. It's also possible to forcefully manifest traits and abilities immediately after consuming a being, but, as it didn't have enough time to stabilize, there is the risk of them disappearing after a time. The more compatible the victim is to your unit (like Angels and other Evangelions to an Adam-based unit and Lilin and other Evangelions to an Lilith-based unit for example) and the more you consume of it, the easier it's to assimilate its traits. The main limitation of this ability is its inability to assimilate technological data and machines, unless you also have the **Mutated Evangelion** option. For example, if your Eva consumes an Eva's soul, it'll be able to assimilate its AT Field and, if it completely devours an All-Core entity, your Eva will be able to alter its physiology to gain a Full-Body Core. Other examples are how Unit-08 assimilated all the four Vessels of Adams and how the US Eva safely integrated a QR Signum, stole Ramiel's energy beam attack by integrating the ring-shaped Artificial Field of an Angel Carrier that was being used as particle accelerator by the embryo inside it, assimilated the biological information from the Ark and almost "absorbed" Armaros after devouring it. It's hard to know the exact limits of this ability, because the other units that also share it didn't use it at its fullest, but a patient and savage Eva could even be able to someday be able to ascend and gain a status on par with a true Seed of Life.

Scenario Rewards

Certain features are special and can't be gained without special conditions.
The only way to gain the below features is by receiving them as rewards for specific scenarios on both the Neon Genesis Evangelion: ANIMA and the Rebuild of Evangelion jumps.
They follow the same rules as the **Special Features**, counting as innate abilities of your Eva, with most of them being independent from any equipment.

Center Trigonus (Reward for the Burning Heart Scenario): Due to an attack that damaged your unit's core and S² Engine, an incident similar to the one that happened with Unit-04 almost happened, but it was stopped thanks to a set of dimensional mirrors that stabilized it and resulted into its S² Engine's evolution into a Center Trigonus, which was on the verge of causing an Impact during the entire duration of your jump.
Fortunately, you managed to do the feat of avoiding its destruction and, after the end of the jump, the Center Trigonus suffered a transformation and evolved to a new form. This evolution changed its very essence, from dangerous and unstable to inherently harmonious and stable. The Center Trigonus retains the S² Engine's capacity of acquiring energy from higher planes of existence, but on a much greater extent that dwarfs the amount of energy that the engine could produce previously and, unlike before, you'll be able to regulate how much energy it produce so it won't overheat and explode due to it surpassing the limit. The incredible amount of pure power produced by it allows your Eva to exert even greater feats using its AT Field.
This new harmony form will be free from the dimensional mirrors, so even if they're damaged or removed, the Center Trigonus will remain stable.
All of this power will also cause a change in your Evangelion unit. By further exerting it to temporarily generate even more energy, your Eva will be able to enter in a

Awakened State, turning it into a godlike entity similar to an energy condensate made of light, like the Radiant Giants, and granting it a power on the level of an Artificial Seed of Light, on par with the 500 CP version of the **Seed of Life** option. Unlike the canon version of this state, you won't need to worry about losing your individuality due to being consumed by the light. It'll also be capable of causing an Impact, but it won't have any metaphysical features and won't open the Doors of Guf like the ones caused by true Seeds of Life and beings with the power of one, being instead an explosion of pure power that just causes destruction.
Additionally, due to its nature as a dimensional breach, it can't be destroyed or damaged by conventional ways and, even if it's somehow destroyed, it won't explode but just temporarily close in a harmless way instead. If this happens, it'll take around a year for the rift to return to normal.
Your unit's mechanical components will be upgraded again to lead with the heat generated by it. Post-jump, the Center Trigonus will retain its connection to the higher plane of existence, so it'll still be able to work on other multiverses.

Armaros' Mantle (Reward for the Mantle of Endless Darkness Scenario): "The one who kills Armaros becomes the next Armaros". This is a near absolute rule that not even Armaros itself can defy, but apparently you don't follow this world's logic, because you and your Evangelion not only managed to defeat Armaros but also absorb its power and inherit its mantle without becoming a new Armaros or being slaved by the many control mechanisms the affected its many previous vessels. Thanks to it, your Evangelion fully integrated Armaros' power and became the new Minister of the Human Instrumentality Project. Firstly, your Eva gains a new power source in the form of the same dark energy that composes Armaros' true form. This darkness will free it from the need of external energy and its power output is comparable to a S² Engine, but without its downsides.

Second, your unit gains a second armor above its regular armor, formed by thousands of QR Signums that look like black scales. The extra armor is not only very durable, even in Evangelion standards, but each QR Signum uses your unit's darkness to generate layers of Artificial Fields that further increase its defensive capacity. You can also remove some of your QR Signums to use them to transmit your Evangelion's power like how they did with Armaros' power. If a living being is currently connected with one of your QR Signums, you'll be able to manipulate or even outright control their movements through your unit.
Third, the darkness within your Evangelion can be used by it to transform it into an artificial Seed of Life and enter an Awakened State. This state involves releasing all of its inner darkness and creating an external avatar similar to the Giant of Lights but made of darkness instead. This avatar, which can be called a Darkness Giant, is several times taller than an Evangelion, having around the same size as the NHG airships, and its power surpasses even the one granted by the 500 CP version of **Seed of Life**. Even if in this state your Evangelion gains the status as an artificial Seed of Life, as it lacks the light that the other seeds have, it won't be capable of causing an Impact without the help of another entity that has this light.
Unfortunately, even if you inherited its darkness, you and your Evangelion aren't Armaros, so you won't have the same degree of authority over the Spear of Longinus and the Angel Carriers like it.

Equipment

You receive an extra +500 EP to spend on this section only. Every piece of equipment can be purchased multiple times if you want multiple copies of the same equipment, as well as being fiat-backed, with any ammo that comes together with the weapons being restocked weekly, and, if lost or destroyed, it'll reappear in your Warehouse next year. Any equipment will be resized to match with your Eva unit's size.

Basic Piloting Rig (Free): You receive a basic Entry Plug, equipped with a self-replenishing supply of purified LCL and a circulation system, as well as a jelly tube located next to the seat, which serves as an emergency ration capable of lasting for a few days. The plug's system will also be programmed to your preferred language, equipped with a basic AI responsible for the aiming and trajectory system and a definitively not safe ejection system.

Advanced Piloting Rig (100 EP): Your Entry Plug will be upgraded to a more reinforced form, with an advanced life support and hardening against all kinds of hazards, enhancing your survivability in the plug in almost every environment. This also comes with a much safer ejection seat and system. Another feature is its upgraded synchronizator, which, thanks to redirecting the parallel consciousness injection technology, enhances a pilot's Synch Rate and enables them to keep piloting the Evangelion with higher rates even well beyond their original peak. Lastly,

the plug is protected from interferences from external sources and from other passengers' thoughts, focusing only on its neural connection with its pilot, as well as being able to work without the need of being programmed to read just a single language at once.

Evangelion Cage (Free): You gain a special Warehouse attachment to safely store your Evangelion unit, similar in form to the "Eva pens" where the units are stored in Nerv HQ. The cage is equipped with a launching catapult, which can be used to take your Eva outside your Warehouse through a dimensional portal (or to the surface, if it isn't on any personal dimension), and has all the needed machines and structures to equip or remove any weapon and/or equipment from your unit, as well as to do any needed repair. When not in use or powered, an Evangelion must be restrained to prevent unscheduled activations and refrigerated to ensure its flesh doesn't begin to necrotize due to the lack of power. As an emergency measure, the containment chamber is able to release enough bakelite (a fast-setting red-colored phenol resin, which, after being released in liquid state, quickly hardens in a similar fashion to that of quick drying concrete) to contain an Evangelion in Berserk Mode. If you have purchased **Pantheon of Fake Gods**, you receive an extra Evangelion Cage for each extra unit you have. Optionally, the cage may be located on any of your other buildings instead of your Warehouse if you prefer.

Progressive Knife (The First Two are Free/100 EP): The Progressive knives are some of the Evangelions' basic weapons, with basically every unit having at least two of these knives with them, usually stored on their shoulder pylons. The blade of a Progressive Knife vibrates at an extremely high frequency, increasing its cutting sharpness to the point that it can cut through the target at a molecular level, being strong enough to pierce an Angel's core with little trouble. Some of these weapons are simple daggers, utility knives or even machetes, but, regardless of their forms, they're all functional weapons. You receive two Progressive Knives for free to be used by your Eva, being stored one in each shoulder pylon, but you can purchase this option again to receive extra ones or to pick a heavier progressive weapon instead, like a glaive, an axe, a spear, a scythe or a short sword for example.

Pallet Gun (100 EP): The Pallet Rifle is the standard-issue giant automatic rifle used by Evangelion units, being proportionally sized to match the Evas. Unfortunately, the rifle is almost completely ineffective against the Angels, as it lacks any property that would enable it to penetrate an AT Field, being just able to cause any damage when it manages to attack them while their field is down. This weapon cannot be reloaded in combat however, which is fine, because when you discard it, the rifle vanishes, and you may reach into your Warehouse (even at Evangelion scale) to pull out a freshly loaded copy after a wait time of a single minute.

Pylon Upgrade (100 EP): By default, most Evangelions carry two Progressive Knives on their shoulder pylons, but, by purchasing this equipment, you may replace

one or both of your unit with an alternate device of your choice, like extra ammo, a spike launcher, descent-assist rockets, and so on. Purchasing this equipment multiple times enables you to gain different devices instead of the same one.

Sniper Rifle (100 EP): Another ranged weapon similar to the Pallet Gun. Unlike its automatic rifle counterpart, this Eva-scaled sniper rifle has a much greater range and accuracy, more destructive power and can be reloaded in combat, but, again, it's mostly unable to damage an AT Field.

Portable Recharger (100 EP): You receive a portable recharger for your Eva, which is basically a cylinder-like giant object with a hole to put the arm of the Evangelion inside to fully recharge their internal battery in a few seconds, granting it more independence from other power sources. When it is recharging the energy, it gives a green glow and it stores around five times more energy than an Eva's internal battery.

Rectenna (100 EP): Your Eva unit can be equipped with a special rectenna on one of its shoulder pylons capable of receiving energy through air via wireless electromagnetic waves and converting it into electricity, serving as a substitute to the umbilical cable power system. By doing this, the Eva's mobility is improved, being still useful in cases where it needs to go beyond the cable's reach, but the electromagnetic interference usually reduces its efficiency by more than half. You also receive a set of at least a hundred of maser transmission towers required to this wireless system work to be installed on any of your buildings, as well as the blueprints to build more of them if you want. Each individual tower has an effective range of over one kilometer, but they consume a lot of energy so I advise you to have a good energy source if you want to properly use this power system.

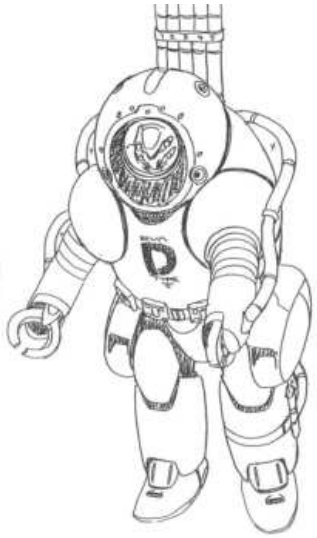
Dual Saw (100 EP): The Dual Saw, exactly like what its title states, a giant chainsaw with two blades placed beside each other. This weapon is so big that "cutting" isn't the proper term to describe its action but "shredding" would be more fitting, having similar strength to heavier progressive weapons.

Anti AT Field Ammo (100 EP/Requires at least a gun): By default, you gain ammo for every purchased weapon, with enough amount to recharge each gun ten times before running out of ammo, but, with this purchase, you also receive an equal amount of a special ammo for each ranged weapon, composed of special projectiles, usually bullets, capable of especially damaging and even breaking through most AT Field, which utilizes as basis the technology used to made the Copy-Lances and other Anti-AT Field weaponry. Despite this Anti AT Field ammo being very effective against AT Fields, as well as other ego-powered defenses and soul/mental based constructs, it's mostly ineffective against most mundane, physical defenses, to the point of it being unable to even slightly damage an Eva unit if it lacks an AT Field.

B-Type Equipment [Normal Equipment] (Free): This is the standard Evangelion armor that is used by almost every Evangelion unit. It's better suited to be used on land, being unsuitable to be used underwater or in extreme conditions. This also comes with an included Umbilical Cable, an electrical power cable used to link Evangelions in the field to external power supplies, with its connector being visually similar to a three-point plug. Two large holes in the connector allow a retro-rocket to slow its descent and prevent damage when it is discarded. The cable has a maximum length of around 500 meters, limiting your Eva's mobility, requiring it to discard it to go beyond the cable's range or to connect a new cable.

G-Type Equipment [Sniping-Use Equipment] (100 EP): The G-Type Equipment is a specialized sniper equipment, composed of many stabilizers and an enhanced targeting system (which can be partially maintained even if the equipment is switched) as well as other upgrades to the Eva's weapons, made to be used in conjunction with weapons like the sniper rifle, the positron rifle and others, greatly increasing their range. This equipment is extremely useful in situations that require extreme precision, but this restricts your Eva's mobility, so its utility is limited to said situations.

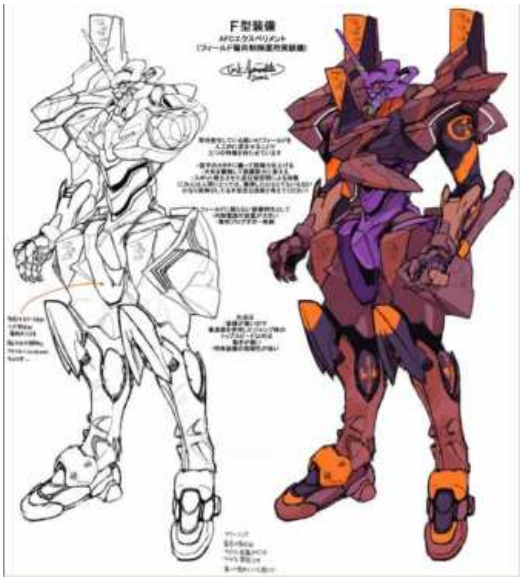
F-Type Equipment [Airborne Warfare Equipment] (100 EP): This equipment is a cross-like structure made to contain and transport Evangelion units, in which the units are in a position that looks as if they were crucified. It's made to be used when ground transportation is impractical or just impossible, so it's required to be transported mainly by a plane, but other means of transport like ships can also be used for this purpose.



D-Type Equipment [Environmental Resistant Equipment] (100 EP): This equipment consists in a giant diving suit filled with coolant tubes which protect the Evangelion from extreme temperatures and pressure, enabling it to even be lowered into the magma of an active volcano or into the bottom of the ocean. The shoulder pylons must be removed in this configuration. Unlike its original version, this one works in conjunction with a pressurized Entry Plug for the pilot, so you won't need to wear that humiliating pressurized plugsuit when using this configuration. As a bonus, this equipment is also integrated with

a variant of the S-Type Equipment [Space Combat Use], allowing it to be used in zero-gravity environments, as well as having a much better protection against ionizing radiation.

S-Type Equipment [Aerial Recon Equipment] (100 EP/Discounted with Airborne Warfare Equipment): This configuration has been developed to increase an Evangelion's efficiency in aerial combat, consisting of jetpack parts, capable of granting a boost to it on air but unable to achieve true flight, which are attached in lieu of the shoulder pylons and more aerodynamic blade pieces for the forearms. There are two ways to utilize this equipment: The first one is to use it for a short period of time after releasing the Eva unit from a high height, like from a plane for example. The second usage is to use it in conjunction with another way of achieving true flight, enhancing your Eva's flight efficiency.



F-Type Equipment [AT Field Control Equipment] (200 EP): Initially developed by Ritsuko Akagi for an exclusive use by Unit-01, your Evangelion has been modified to accept this configuration as well. Although it decreases the maneuverability of the unit because of its weight, the equipment makes up for it by making extensive use of the deflection of the AT Field naturally emitted by the Eva, allowing it to augment it into very durable shields or even for use as a weapon. This reinforces the armor, adds extra power to propel the unit when it jumps or even enables the use of antiphase weapons like the Impact Bolts. The Impact Bolts are two small, black spheres that are generated in front of the unit's shoulder pylons created from the phase differential caused by interaction between the AT Field and the regular space and, as the result of the phase differential, they generate a powerful electricity surge in the form of various lightning bolts. These bolts have a short range and can be used to paralyze an enemy, or severely damage them if they don't have a field or another form of protection, or even tear through their AT Field.

CQB-Type Equipment [Close Quarters Battle Equipment] (200 EP): This equipment was being developed at the same time as the AT Field Control Equipment, but as the latter was prioritized by Nerv to prepare its Evangelion units to fight against the Mass Produced Evangelions, the former has been abandoned and never saw action. Fortunately, someone decided to finish this project especially for your unit. The CQB-Type Equipment, as the name implies, was projected to enhance an Eva's efficiency in melee combat, having modifications like the removal of any horn and weapon racks of the unit, as a way to prevent collateral damage during a combat situation inside a city. The armor was changed to a new lightweight and harder material coated with Angels' remains that allows it to generate a kind of AT Field. The emphasis is on taking advantage of the surroundings of the city while quickly moving through. It was equipped with two handguns, capable of shooting 1880 shots per minute, with a bayonet as hand-held weapons. These integrated weapons can be used in the tactic of cutting through the field of the enemy with the AT Field generated on the blade of the bayonet and shooting the gun through the gap to guarantee a shot. You also receive ammo for the handguns.

Super-Electromagnetic Crossbow (200 EP): This scaled-up crossbow utilizes electromagnetic propulsion to launch powerful spike-like projectiles, which, unlike other ranged weapons developed before the attack of Sachiel, are capable of damaging or even penetrating weaker AT Fields without the help of another field, as well as being able to cause a lot more damage when combined with your AT Field. It requires some time to reload, so use it with caution if you're in a combat situation.

Magoroku Exterminate Sword (200 EP): One of the first field penetrator weapons developed by Nerv, the Magoroku Exterminate Sword is an expertly balanced, curved blade, with a shape resembling a katana, and constructed for an Evangelion's use, having unique, AT Field shearing properties. Any attack made with this weapon counts as having an Offensive Field up, even if your Eva lacks an AT Field on its own, though it'll still take several sustained strikes to break through an active AT field. The sword also comes with a dedicated scabbard so the Magorox can be attached to one of the shoulder pylons of your Eva unit.

KEG-46R Yamato Rebuild (200 EP): This is a stand-alone cannon with high-explosive ammunition. The barrel had once belonged to the Yamato warship, but now it is like a pistol in the hands of an Evangelion. It comes with twenty shells,

with each shell weighing 1 ton, and the speed of the bullet when fired is roughly twice the speed of sound.

New Type Pallet Rifle “Powered 8” (200 EP): As proven in combat, the old Pallet Gun was inefficient against the Angels, as its bullet movement energy was only 60 megajoules, being unable to damage their AT Fields. To solve this problem, this new Pallet Rifle, the "Powered 8", is updated with railgun-based technology to be more efficient. It can be attached to various rail systems in different places of your Evangelion.

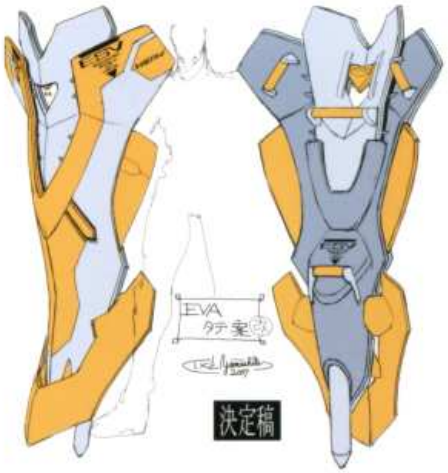
Trident Arm (200 EP): This mechanical gauntlet has been inspired by the robotic modifications of a cyborg digital monster, more specifically its metallic claw. This giant gauntlet can be attached to an Eva’s arm and its claws have a powerful cutting sharpness, on par with heavier progressive weapons. Another of its features is the ability to launch its tethered arm to slash or wrap up enemies, having a maximum range of a hundred meters. The main downside of using the gauntlet is that it makes it impossible to use most Evangelion weapons using the specific arm it’s attached to due to its giant claws.

Rapidborer (200 EP): The Rapidborer is a short distance weapon attached to an Evangelion’s elbow protuberances that can move by a rail system and is equipped to its hand. It also uses a 3 drill system that rotates guided by 3 laser pointers of green light, which, when combined with an Offensive Field, can greatly damage an enemy’s AT Field, but it still takes several successive attacks to break a field and there is the risk of overheating and malfunctioning if it’s overused beyond its structural limit. As a bonus, if your Eva has access to the Beast Mode, the rapidborer will suffer a transformation together with your unit when this mode is activated. Once the Beast Mode is activated, three limiters inside each rapidborer are released externally and the transformation happens inside them, which are expelled later as the new transformed arms, blooming like a flower, fully transformed into wings. These wings are similar to bat wings, but still possess three claws each. It flies by emitting an AT Field, similar to the mechanical wings installed on the Mass Production Evangelions.

RS Hoppers (200 EP): You receive a set of four RS Hoppers, jellyfish-like drones capable of generating an energy barrier very similar to an AT Field, both in appearance and in function. When not in use, the drones are housed in the containers of your Eva's shoulder pylons (two containers on each shoulder pylon). The energy barrier generated by them can either be used as either defensive or offensive weapons, depending on the situation, but they’re unable to replicate the AT Field’s advanced configurations, only the defensive and the offensive fields. The RS Hoppers are capable of flying at a noticeably high speed, being fast enough to react against both melee and ranged attacks, and can either be controlled manually by you or controlled automatically by the Evangelion’s system. Lastly, the RS Hoppers explode violently when destroyed.

Angel Blood (200 EP): You receive three vial-like tanks that can be attached to your Eva's body, each one of them containing a portion of blood acquired from the Angels. By giving a verbal command of your choice, some of the Evangelion's limiters and restrictors will be released and the blood contained in each tank will be injected into its body, causing it to suffer temporary transformations and mutations during a few hours. The blood usually enhances the unit's healing capacity, increases its physical strength, as well as making it noticeably more unstable and prone to enter Berserker Mode if your Sync Rate isn't high enough to retain control over it. The blood tends to have different effects depending on the Eva's heritage. Units descending from the progenitor of the Angels, Adam, will also have a chance of awakening some of their dormant angelic traits, like acquiring a halo or gaining the ability to fire energy attacks from their eyes, while units descending from other Seed of Lifes, mainly Lilith-based Evas, will become even more unstable due to their nature being incompatible to the blood's nature, so the chance to them suffer physical mutations is also greater. The effects of the Angel Blood wears off after a few hours. Additionally, this angelic blood can also be used as a catalyst to make Angel-like entities attached to the Eva, like angelic embryos and half-Angels (like Asuka after being infected by Bardiel or maybe Gendo after absorbing the physical data of the Angels), to temporarily or even permanently ascend into true Angels, even if partially. The blood inside each tank is replenished weekly.

Angel's Arm (200 EP): This is a set of two biomechanical arm prostheses, made using as their basis the biological arms acquired from the remains of the Fourth Angel that managed to stay stable even after the image failure caused by the Angel's death, as well as having cybernetic modifications, like metallic parts and cylinders around the shoulders. The Angel's arms are not only physically stronger than an Eva's arms, but also have access to Sachiel's natural weaponry, consisting of two lance-like bone structures that extend from their forearms and are energized to increase their destructive capability. Unfortunately, the main downside of the arms are that, due to their hand structure, it's not possible to use weapons designed to be used by Evangelions. These implants can be installed on an Evangelion even if it wouldn't be able to receive replacement limbs due to its angelic nature being considerably more resistant to factors like corrosion.



Enchanted Shield of Virtue (200 EP): This shield was specially made using the heat shield on the underside of an SSTO spacecraft and modified to be more shield like, with 4 handles around the interior, a pylon near the ground and a little window that can slide in and out for maximum protection. The Shield of Virtue is extremely durable, being even able to endure the full power of Ramiel's beam attack, which

is able to melt an Evangelion's armor in seconds, up to over thirty seconds.

Unlinked QR Signum (200 EP): The QR Signums are scale-like plates that essentially are pieces of Armaros' armor and they're used by it to transmit its power to its servants, usually the Angel Carriers and the Torwätchers, and to others that manages to acquire one of its scales. You receive a set of twenty-one QR Signums especially made for you, with twenty scales serving as receptors and one of them being the transmitter. The transmitter QR Signum can be attached to any mechanical, radioactive, electrical, biological, magical and basically any kind of power source, including living beings and Evangelion units as well, and it'll transmit its energy to the receptors that, in turn, will convert the power into usable energy to the system they're attached to. Unlike the originals, your QR Signums aren't connected to the Giant of Darkness and don't require a connection with the World Tree (a root-like system of extradimensional pathways around the Earth and reaching up to the Sun and the Apple's Core), using only quantum manipulation to transfer energy from the transmitter to the receivers as long as they're within the same dimension. It's possible to use the transmitter to control which QR Signums will receive power and even use it to influence the systems they're connected to. Lastly, the QR Signums, like Armaros' scales, don't protect the ones that use them from any downside from the usage of the energy they receive, so, depending on the power source used, it may bring consequences to the wielders.

Stop Signal Plug (200 EP): Initially developed by Wille to be used by Unit-02 as a final weapon to stop Eva-13 and prevent the Fifth Impact, the Stop Signal Plug is a modified Entry Plug capable of transforming into a cross that emits a special frequence capable of forcing any Evangelion to stop and enter in a stasis-like state if it's used to stab the unit's Core. The only way to reactivate an Eva after this is to remove the plug from its Core, which can be hard to do without causing damage to it.

Prototype Positron Sniper Rifle (300 EP): This is a copy of the prototype positron rifle that was developed by the JSSDF, intended primarily for orbital defense, but it has been hastily modified with an Evangelion-scale trigger and bolt assembly to be used against Ramiel during Operation Yashima. It is strictly an emplaced weapon, being more like a static sniper rifle than a properly carried weapon. Positron Type weapons are among the few mundane weapons whose projectiles can penetrate and defeat an enemy AT field without another offensive, eroding field being used first. Beating a given field comes down to a matter of power, and the advantage of the prototype weapon, is that it can be hooked up to national power grids and accept far more power per shot than the production type. It may fire up to five regular shots before it needs a replacement fuse, or a single fullpower shot with thirty second cooldown between shots.

Production Positron Rifle (300 EP): Unlike the prototype, this positron rifle is built for combat conditions, and can be carried around, despite being shoulder-mounted, but it still isn't a very mobile weapon since it requires an external power cable to power its function. It lacks the high power capacity of the prototype however, but in all other respects it eliminates the issues the prototype had. Weak to medium strength AT fields will fall to sustained fire, and it can cause catastrophic damage to Angels or similar beings, as well as being able to fire rounds into low Earth-orbit, though the power of the shots lowers to being ineffective from a long range. Like the prototype, it still uses a finite amount of ammunition, about 8 rounds.

Wings of a Fallen Angel (300 EP): Another technology developed using Armaros as its basis, in this case, the wing-like plates located on its back. You receive a pair of similar plates to be installed on your Evangelion's back. These plates are different from the originals, having a height similar to your Eva, and, instead of being made from the roots of the World Tree and being connected to them, they're made using the same metallic alloy that constitutes the armor and weapons used by the Evangelion units, being a combination of nanotechnology with modular technology. Thanks to it, each part of the plates is able to be reshaped into many different forms that you want, but are restricted to simple structures, like tools, melee weapons (like spears, whips, swords, axes, maces, scythes, spikes and many others) , barriers, shields and even extra armor for your Eva. Weapons created from them have a similar strength to the heavier progressive weapons and you'll have a lot of variability to take advantage of with this. As long as they don't lose parts, the plates will recover from almost any physical damage due to their malleable structure.

Dummy System (300 EP): You receive your own version of the Dummy System, consisting of thirty modified Entry Plugs, labeled dummy plugs, with each one of them equipped with the DMYSYS control unit. The dummy plugs, while they can still be used as regular Entry Plugs, are equipped with a special, expanding control unit that, once manually or remotely activated, covers the pilot, blocking their view and clamping down on their two joysticks, preventing the pilot from moving them. You also receive a computer to serve as the main control unit for the dummy plugs or, alternatively, any computer that you have can be chosen to fulfill this role. The main function of the Dummy System is to serve as artificial pilots by emulating a pilot's thought processes (by default, Rei's or Kaworu's thought processes, but you can change it if you prefer) and sending signals to the Eva and using an integrated combat AI to control it. The AIs are mostly autonomous, maintaining around 100% Sync Rate, but they can receive orders or even be directly controlled by the central computer. The central computer can communicate with the dummy plugs within a planetary range, but, even when outside this range, any Eva piloted by the Dummy System will continue to execute any previous order before losing communication. It's possible for an Evangelion unit to become incompatible with the Dummy System and start rejecting any activation attempt after the first one, but this will just happen under specific conditions and due to the pilot's interference. Lastly, you also receive the blueprints of the Dummy System if you want to build more dummy plugs or add modifications to the system.

Field Penetrator Swords (300 EP): Like the twin swords, SRM-61A Kesara and SRM-61b Basara, you receive a pair of Field Penetrator Swords, some of the strongest melee weapons that are utilized by the Evangelions. The swords utilize experimental field-induction elements to generate a special AT Field, capable of penetrating a specific target's field, but the sword must be tuned to the target's unique field pattern to cut through their field like a hot knife through butter. The shoulder pylons of your Evangelion have been modified to store the swords as well as to be capable of "baking in" the specific crystalline arrangements within each blade to tune it to the target's field pattern after it has been analyzed by the unit's system. The main downside of the Field Penetrator Swords is that, while it can completely cut through the tuned field, it can just slightly damage other non-tuned AT Fields.

Angel's Backbone (300 EP): You receive one of the strongest AT Field Penetrator weapons, the Angel's Backbone, which is considered the ultimate firearm, until the creation of the Devil's Backbone. This weapon uses accelerated heavy particles from an integrated baryon cannon as well as the phase erosion field to corrode enemy AT Field and accelerates the particles even more as it uses the unit's own AT Field. The shots of the Angel's Backbone are powerful enough to completely penetrate almost any AT Field and completely destroy unprotected Evangelion units.

UX-1 Allegorica (300 EP): You receive your own version of the UX-1 Allegorica, a special support unit made to be combined with an Evangelion unit through the three-point plug used for the Umbilical Cable, enabling full energetic autonomy of the Eva unit via the internal N² Reactors of the Allegorica unit as well as both atmospheric and sub-orbital space flight capabilities, primarily achieved via the wings slits, which contain a series of artificial tidal fields that create an imbalance in the gravitational pull on the wing's surface, and equipped N2 thrusters to assist in flight. While separated from an Eva, the support unit's appearance is similar to that of a Vulture and other Birds of Prey, but, when equipped in an Evangelion, it makes the Eva look like a creature that appears in Greek Mythology, the Centaur, only it has wings. The cutting-edge technology used as the power source of the Allegorica are its two N² Reactors, which generate power through the generation of gravitons and can produce hundreds of tidal fields, in conjunction with artificial-diamond slits to elevate the effect and use it to grant the support unit its flight capabilities. Unlike the original unit, your Allegorica unit doesn't require any modification to be combined with an Eva unit and can be remotely controlled to connect with an unit even in middle combat. If you want and for free, your Allegorica unit may have the phrase "FLY ME TO THE MOON" written on both sides of it.

Strike Support Unit (300 EP): You receive your own version of the unused Strike Support Unit that would originally be used by Unit-08. This support unit is a double threaded tank equipped with various weapons, from cannons, missiles and even a positron cannon on the top of it. Your Evangelion unit can be attached in front of it, enabling you to control the tank and its weapons, as well as stretching your unit's AT Field to protect the entire mobile fortress, without loss of effectiveness or durability. The tank is equipped with a N² Engine, granting it and the Eva a virtually unlimited operation time as long as it's working. Additionally, the tank features striping and decals that match your Eva's color. Unlike the aerial battleship granted by the **Horseman of the Apocalypse** feature, the tank is prepared to house a crew if needed and can be controlled manually in its command bridge or by using your Evangelion to directly control it.

Gamma Ray Laser Cannon (400 EP): The long-barreled Gamma Ray Laser Cannon, when operating at full power, is known as the most powerful long ranged weapon made by humankind, capable of piercing a mountain range as if it were air and even an Evangelion would be evaporated if it was hit by the laser, with the only possible defense is by using a considerably powerful AT Field to block or deflect it. The energy consumption of the cannon is absurdly high, requiring basically a power source like a N² Engine or even a S² Engine to be properly used, and it takes exactly fifty-seven seconds to charge each shot, which consists of around 2100 gigawatts of concentrated gamma beams.

Devil’s Backbone (500 EP): There’s a word that exactly describes what this weapon is: cursed. The Devil’s Backbone works similarly to the Angel’s Backbone, but instead of being made using parts that originally belonged to some Evangelions, this weapon could have become a new Evangelion by itself, but it had its four limbs amputated and was cursed to shot powerful and devastating fields from its mouth. This weapon consumes a lot less energy than the Gamma Ray Laser Cannon, but it’s equally powerful. At its peak, the weapon is able to shoot micro black holes that move at an incredibly fast speed, which consumes anything, including AT Fields, on their way, before exploding after one or two seconds due to the emission of Hawking Radiation. Unfortunately, all of this power has a price. Even if the Eva that has been used to make the Devil’s Backbone lacks a soul and a Core, it still has a dark and powerful will, one filled with agony, anger and hate that will influence you and your unit while the weapon is activated. The more the weapon is used, the stronger its influence over you and your Eva becomes. Initially, this will feel like a discomforting feeling, like how if a shadow was around your unit’s arm, but, if its influence is left unchecked and grows stronger enough, you’ll unconsciously become more prone to violence, your Eva will become more unstable and the Devil’s Backbone may even attempt to possess your Evangelion. Be careful while using this power and don't let this demon consume you.

Azumaterasu Bow (500 EP): Or also known as Sacrilegus by Seele. This bow originally was the main weapon used by the Unit-01 from a past world, but it was altered after its master inherited Armaros' mantle. The Azumaterasu Bow is a Eva-sized bow with no string, but, instead, each half contains a particle accelerator that meet at a shared focal point. When the particles collide at the angle in the middle after the wearer points the bow and makes the gesture of pulling the string, seven beams are generated using the reunited energy that form an arrow of pure energy, basically functioning as an energy slingshot as described by Dr. Maya. The bow is able to utilize any source of power, both mundane and supernatural ones, to fuel its attacks and has a virtually unlimited energy capacity, with its destructive power being equivalent to the amount of power accumulated in each energy arrow. It won't be damaged no matter how much energy is used on it and is almost indestructible, probably due to being based on the Lance of Longinus, a godlike technological tool created by the First Ancestral Race. Such power should have a price, right? Yes, it has a price. The main drawback of using the Azumaterasu Bow is how it acquires energy: it drains literally all the energy of the wielder to form its arrow, including all the mental energy that constitutes their mind, all the spiritual energy that forms their soul, all the chemical energy of their atoms' bonds and any and all magical energy they have. The result of this is the wielder being reduced to salt-like dust, with their body, mind and soul completely consumed to fuel the bow's energy arrow. The only way to save the wielder from being converted into fuel is to

have some external influence somehow stop the absorption cycle, like causing the bow to shoot the energy arrow before fully consuming both the pilot and the Eva.

Copy-Lance (500 EP): As a way to control the Impact caused by the amalgam entity born from the fusion of Lilith and Adam's embryonic form, Seele created nine (probably twelve, because the creation of the three last Mass Production Evas has never finalized) artificial replications of the original Lance of Longinus, called Copy-Lances or Replica Spears by some. Apparently, Seele created an extra one as a backup plan and you ended up somehow acquiring it. The Copy-Lance is a shapeshifting weapon that can act as a handheld tower shield and a truly devastating, brutal close combat weapon, much more destructive than most melee weapons used by Evangelion, as well as being able to change forms between its default spear form, a double-blade form and other forms it may develop to better adapt to combat. It still retains some of the metaphysical properties of the original spear, being able to regenerate from damage overtime and AT fields and similar soul-based barriers are very vulnerable to attacks made with this weapon, with the only way to temporarily hold the spear is by adding extra barrier layers. This weapon also is 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, in this case you, if used by anyone else. Of important note, is that this weapon almost guarantees sympathetic damage on pilots or beings with similar connections to whatever was injured by this blade. Lastly, the replica also holds a portion of the original's power, but it can just be used when accompanied with a true Spear of Longinus/Cassius.

Flaws

This section has the flaws that negatively affect your Evangelion unit. Unlike drawbacks, which are limited just to the duration of a specific jump (or during your entire Chain in the case of the chain drawbacks from the Universal Drawback Supplement), these flaws are inherent negative characteristics of your Eva, so they'll always affect it unless you manage to find a way to overcome them, which is very improbable to happen.

Battle Consequences (+ 100 EP/Incompatible with Extra Limbs and can be taken up to 4 times): During a battle, your Eva has been severely wounded due to the exposure to a special kind of damage: corrosion caused by a L Barrier. As a consequence, your unit lost one of its two arms or legs. Theoretically, it should be possible for it to regenerate the lost limb or it could just receive a replacement limb, but, due to the corrosion, any regeneration on the area is nullified and every organic limb that is transplanted ends up being contaminated, causing it to rot and become unusable after a hour, so the only option to replace the limb is to use a mechanical prosthesis or similar replacement capable of resisting the effects. You can take this flaw up to four times, each time causing your Evangelion to lose an extra limb. By taking this four times, your Eva will lose all of its legs and arms.

Lesser Titan (+200 EP/Incompatible with Increased Size): Most Evangelions have a height of approximately 80 meters, but your Evangelion unit is an exception to this rule. Your Eva is much smaller than an average unit, being approximately 40 meters tall. Due to this, your Eva is physically weaker than most Evas, but, at least, its size doesn't interfere with its AT Field's power.

Incompatible Soul (+ 200 EP/Can't be taken together with Shared Soul): The soul inside your Evangelion is much more rebellious and has much less compatibility with you than it would normally have before. It'll require much more effort to properly synchronize with your unit and it'll enter in the Berserk Mode much more frequently. Even if you switch the soul within the Core for another one, the new soul will inherit part of the previous soul's will, so any soul will start with less compatibility with you, but, with enough time, this can be reverted.

Hollow Vessel (+ 300 EP): For some reason, like Eva-13, your Evangelion doesn't possess an AT Field at all. It'll be unable to use any AT Field function, with the only exception being the Basic Field that every Angel and Eva have. Considering that an Eva's greatest weapon is its AT Field, I advise you to find something to try to replace it, but, at least, your Eva unit is completely immune against any Anti-AT Field effect.

Walking Dead (+ 200 EP/Requires Hollow Vessel): Now I understand why your Evangelion unit lacks an AT Field. Your Eva, in truth, isn't even alive, being literally a reanimated corpse, like the Angel Carriers. As a reanimated corpse, parts of its body are already decayed or even lost, making it physically weaker than other living Evangelions and it won't have any natural healing capacity. The only thing that

enables your Eva to stay “alive” and functional is its power source, so, without power, it’ll just remain completely dead and fastly start decaying if it isn’t refrigerated. Even if it enters Berserk Mode, which is still possible as shown by the Angel Carriers, it won’t function without a power source. Additionally, due to its unique condition, while your Eva still has a Core, it doesn’t require a soul and can’t be killed even if it’s destroyed because the unit is already dead.

Human-Evangelion Synthesis (+ 100 EP/Requires Shared Soul): During a battle, you receive an attack that resulted in the Eva’s core being partially destroyed and the Entry Plug, including you, were completely incinerated. As a way to save your and your Eva’s lives, the soul within the core decided to sacrifice themselves. Thanks to it, you completely merged with your Eva, causing your physical data to overwrite parts of your Eva’s physical data, becoming sort of a Human-Evangelion Synthesis. The best description for you now is a giant human with Evangelion-like details throughout your body than an Eva per see and its armor now becoming a part of your own body. Synchronicity isn’t a factor anymore, because now the Eva is you and you’re the Eva. Unfortunately, like Asuka after fusing with Unit-02, your mentality has regressed to a more or less baby-like state, having basically next to no knowledge about the world, despite retaining all of your combat experience and capacity. You’ll need to trust your Companions and followers to guide you. Unlike the other flaws, this one is much more similar to a drawback instead. You’re stuck in this state for the duration of the jump. Post-jump, you’ll be separated from your unit and recover the benefits of the **Shared Soul** feature. As a bonus, you’ll retain the ability to dissolve your physical form while piloting to temporarily fuse with your Eva again, but retaining most of your mentality this time. This fusion will just be for a few minutes due to the strain caused by it and you won’t run the risk of becoming lost in your unit again.

L Barrier Overcharge (+ 300 EP): By default, you don’t need to worry about any unwanted passive emission of L Barrier from your Evangelion unit, no matter the circumstances, but this is different by taking this flaw. For some reason, your Eva passively emits an L Barrier, dense enough to cause coreification on any nearby matter that makes sustainable contact with it, with the only exception being itself and its standard equipment. Fortunately, the LCL within the Entry Plug will protect its pilot from the core-conversion effect during a certain period of time. The corrosion caused by this effect will have a maximum range of over fifty meters away from your unit, but the process can be prevented or even reverted with the usage of Anti-L Barrier mechanisms, like the Angel Sealing Hex Pillars. It’s up to you to find a way to prevent any problem caused by the L Barrier.

Notes

1. This supplement can just be used once for each Evangelion unit you have;
2. I'll explain (or at least try to explain) better what is an Impact in a future jump;
3. Various different combinations of Features, Equipments and/or Flaws may have interesting results, so fanwank responsibly about this;
4. If your Eva is somehow lost or destroyed, it'll be repaired and reappear in your Warehouse at the start of the next jump.

History

V 1.1: First Update

-Corrected some errors and added some words;

-Increased the distance limit of **Shared Soul** from 50 meters to 1 kilometer;

-Added a **Scenario Rewards** section;

V 1.0: Released