

# *Adeptus Evangelion*

VERSION 2.0

A DARK HERESY Modification



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Enjoy.

- Black Mesa Janitor (RHM),  
Project Director of Team Adeptus Evangelion

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It has been 15 years since Second Impact.

An explosion in Antarctica vaporized the entire continent. The resulting tidal waves killed billions worldwide and flooded coastal regions of every continent. Worse yet, the very axis of the Earth itself was permanently shifted, causing a global climate change that devastated crops and added incredible strain to already decimated regions.

In the following devastation, many countries and governments collapsed entirely as the United Nations struggled to hold humanity together. Rioting and war became common as vital resources disappeared virtually overnight. The months following Second Impact left no one unscathed, and all told only half of the human race survived the disaster and our resulting fear-induced stupidity.

That was 15 years ago.

It was years before the situation stabilized enough for the UN to mount an expedition to ground zero to investigate the explosion. A report was published, proving that Second Impact was the result of a 4-inch meteorite traveling at 95% of the speed of light, much too small and traveling far too quickly to have been detected before its devastating collision with the Earth's South Pole. To this day, all but the most well-informed of individuals believe this.

In truth, Second Impact was caused by the awakening and subsequent defeat of a powerful being since labeled "Adam". A being older than life on Earth, and of extraterrestrial origin.

Adam was the first. He was not the last. Humanity is under threat again, and if even a single battle is lost it could mean the end of the entire human race.

That fate of the world is in your hands. Don't fuck it up.

## WHAT AM I LOOKING AT?

Adeptus Evangelion is a modification of the Dark Heresy Roleplaying Game ruleset geared for running games in the world of Evangelion. Inspired by the fanfiction “Shinji and Warhammer40k” by Charles Bhepin, Adeptus Evangelion brings the grim dark brutality of the 41<sup>st</sup> millennium to Earth’s defense in its darkest hour.

The players take the role of the pilots of Evangelions, colossal living chimeras of alien and human DNA, covered in armor and bent to Humanity's will. It is a dangerous position, and not just for the obvious reasons. The fact that your character can Synchronize with the creature makes you a very special person. It’s probably for the best if you don’t ask about the test pilots either. Or why Mom left.

It is important to note here that Adeptus Evangelion does not require adherence to the story of Evangelion, Warhammer 40k, or even Shinji and Warhammer40k in order to play. Rules and tips for running games that diverge from these storylines will be provided later.

This game requires the Dark Heresy Core Rulebook to play, and no rules from that book will be reprinted here.

## REBUILD OF EVANGELION

The Rebuild of Evangelion (to be presented in a series of movies rather than a television series) represents a new, updated take on the world of Evangelion. Given the currently incomplete nature of the Rebuild, Adeptus Evangelion uses the original series as a base and will not knowingly include anything from the Rebuild of Evangelion. This will also avoid spoilers of the Rebuild, something rather newer than the series that came out in the mid-1990’s.

While Adeptus Evangelion will not reference the Rebuild of Evangelion, those movies may be used as inspiration and a proof-of-concept when it comes to running alternative Evangelion campaigns seeking to branch from the main series.



# Character Creation

Backgrounds

▪

Assets &  
Drawbacks

▪

Career Paths



In Adeptus Evangelion, you take the role of one of the few Pilots of the monstrous Evangelion war machines. Given the nature of the battle system described later, it is important for GMs and players alike to note that this system plays best with a number of pilots between 2-4.

## BACKGROUNDS

Unlike the Dark Heresy system, all of the possible characters have the same Homeworld (Earth). Instead, Adeptus Evangelion adapts the Homeworld system for background types. Depending on the sort of campaign your GM wants to run, some of these Backgrounds may not be available.

Backgrounds	
<b>Neo-Spartan</b>	Neo-Spartans have been trained in combat and piloting since a very young age, taking the time to learn to use a large number of weapons. They are defined by their roles as warriors and pilots. There is nothing else for them.
<b>Prodigy</b>	Prodigies are pilots that have only recently been tapped. They lack the extensive training of most other pilots, but maintain a synch ratio well above normal.
<b>Manufactured</b>	A genetic experiment specifically designed to pilot an Evangelion. While often suffering from various disorders, they can synchronize and pilot effectively while being easily replaced.
<b>Impact Survivor</b>	You remember Second Impact. You have seen the world at its worst and survived. The resourcefulness and luck that got you through then is still on your side now.



## NEO-SPARTAN

"The night of the operation, I tried to strike up a conversation with Tristan. I knew it was like talking to a brick wall, but I couldn't help but feel like he resented me for the assignment. As usual nothing I said got a response, he just stood there, arms folded, matching the intense glare of his EVA.



He didn't move, just as still as a tree. I stupidly filled the air with my own chatter, thinking that he was just listening and reflecting. When the Commander gave the order to move out, Tristan didn't even flinch. Didn't even blink.

"It's time, Tristan." I think I said. After a pause he smiled to himself.

"Alright, let's go." Was his response before heading for the plug. Funny thing is, I don't think he was talking to me."

While still a child, one of many powerful organizations selected you as one of humanity's future saviors. Since then, your life has been orchestrated to prepare you for that role. Hours of training in simulations as well as tactical training and, to a lesser degree, physical conditioning, have made you a superior pilot and fighter in virtually all forms.

### Neo-Spartan Skills

Used to military life and recognizing their own importance on the battlefield, Neo Spartans begin play trained in Command and Common Lore (War).

### Neo-Spartan traits

Each Neo-Spartan has a total of 4 traits, 2 of which are Positive in nature and two of which are Negative in nature. Choose 2 traits from each of the following lists.

## Positive Traits:

### **Trained for War**

You have dedicated your life to combat, and extensively trained in the ways of war.  
Gain a +5 to Ballistic Skill.

### **Know your Enemy**

After years of simulated battles against various Angel templates, you know where to hit and make it hurt.  
Gain Hatred(Angels) as the Talent from Dark Heresy.

### **Loyalist**

You know your place in the chain of command, and have long since been conditioned to have your moral boosted by the presence of a strong authority. You gain a +10 to resist Fear and Pinning so long as you are directly following orders.

### **Skill at Arms**

You begin play with Basic Training (General) or Pistol Training (General) or Melee Weapon Training (Progressive).

## **Starting Wounds**

Neo-Spartan characters start with 1d5+ 9 wounds.

## **Fate Points**

Roll a 1d10 to determine your starting Fate Points. On a 1-9, you have 2 Fate Points. On a 10 you have 3 fate points.

## Negative Traits:

### **Conflicting Views**

Your upbringing has instilled in you a loyalty to some group other than the organization that has selected and trained you. You gain the “Fanatical” Drawback, with the requirement that the object of your fanaticism be something other than Nerv or equivalent Evangelion-related organizations.

### **Perfectionist**

Whenever you fail a weekly test for a Time Management option, you are treated as having a level of fatigue for the entire next week as you exceed your limits trying to achieve your goal. The only exception to this is a Synchronization Test, which you can attempt to train yourself for without tiring yourself out.

### **Conditioned**

You are used to responding to authority figures. Anyone using the Command skill on you gains a +20 to their roll.

### **There is only War**

You were denied a normal childhood, and your aggressive personality makes you few friends. Delicate social interactions are not really your thing.  
-10 to Charm.

# PRODIGY

"This is totally the worst day of my life! Have you seen what they're making us wear in those plugs? Some disgusting tight jumpsuit thing isn't bad enough, so why not stick metal plates on it! And chest pads! And make the whole thing hot pink! I'd rather be naked than wear that thing, and I don't care how much that stupid army kid stares at me! And nobody cared when I told them about it, even when I showed them the ugly thing, and the director said if I didn't stop he'd make me wear it all day! If they think they're going to get me in that machine after this, they've got another thing coming!"



Not long ago, you had never even heard of the Evangelions. You were among the vast majority of humanity that truly believed Second Impact to be the result of a meteorite strike.

That comfortable lie has since been shattered. You have been tapped by a powerful organization to pilot a living weapon of war. Whether they knew of your talent before or only recently discovered you, you possess the ability to synchronize with your Evangelion without years of training.

## Prodigy Skills

As a member of the general populace, you remained blissfully unaware of the war to come for most of your life. Less sheltered than other pilots, you begin play trained in any two Common Lore or your choice.

## Prodigy traits

Each Prodigy has a total of 4 traits, 2 of which are Positive in nature and two of which are Negative in nature. Choose 2 traits from each of the following lists.

## Positive Traits:

### **A10 Sensitive**

For whatever reason, synching up with your Evangelion comes naturally to you. Gain a +5 to Synch Ratio.

### **Maternal Instinct**

Your Evangelion is protective of you. You may spend a fate point to take half damage to your actual character if your entry plug is ever breached. This only applies to physical damage.

### **Synch Flux**

You're not actually sure how you do what you do, but you have some control when your Synch Ratio fluctuates wildly. Whenever you roll for Synch Disruption, roll an extra 1d10. Unlike the normal Synch Disruption, you may choose whether this 1d10 in specific is positive or negative, and apply it to your Synch Ratio at the same time as the normal Synch Disruption.

### **Expert Coward**

You didn't ask for this, and you don't intend to die young. Both in and out of the Eva, treat your Agility bonus as 1 higher to determine your speed in any action where you move away from the enemy. In addition, you are always treated as if you had used the Disengage action, regardless of what you have done on your turn.

## **Starting Wounds**

Prodigy characters start with 1d5+ 8 wounds.

## **Fate Points**

Roll a 1d10 to determine your starting Fate Points. On a 1-5, you have 2 Fate Points. On a 6-10 you begin play with 3 fate points.

## Negative Traits:

### **Slow Learner:**

You have little natural talent for fighting. Weapon proficiencies cost twice as much to buy

### **Open Mind**

You are easily disturbed and distracted by the foreign sensations flooding your nervous system from your Evangelion. Take a -10 to resist Feedback.

### **Civilian**

You are little prepared for the responsibility that has been thrust upon you, and are easily horrified by the destruction you tend of leave in your wake. In any round in which you cause Collateral Damage, you take a -10 penalty to all Tests until the end of your next turn.

### **Untrained Eye**

You lack the combat training of your fellow Pilots, and miss openings in the enemy's defense that are obvious to them. Take a -3 to either WS or BS.

# MANUFACTURED

*Incident Report - form AC  
573*

**Subject:** Synthetic  
Prototype reference  
UTNAPISHTIM (abbrev: Tim)

At approximately 1730 hrs two days previously, subject was permitted direct contact with conventional pilots HONG

and ZANE as per protocol 442. Subject appeared to have responded well to social stimuli, engaging in simple conversation without excessive difficulty. When conversation turned to preferred forms of entertainment, preprogrammed responses failed.

At 2015 hrs, subject broke templated schedule, exited individual quarters, and proceeded to pilot 'break room'. Once there, subject turned on provided television, and began to watch unedited programming. Guards on duty were not those privy to nature of subject, and did not subsequently recover situation. Subject continued watching television until I became aware of this turn of events, at which point I immediately notified our agents. When the television was turned off subject reacted hysterically such that sedation was required. This took place today at 1448 hrs.

Surveillance records indicate during this entire timeframe, being 33 hours in duration, subject did not cease watching the television. Subject took in no food or water during this time, and did not alter position significantly. A forced hydration regime has begun to remedy this temporary shortfall.

-Director of Research Dr. Sama Chandrahan,  
Incident Report submitted July 9<sup>th</sup>, 2009

After it became obvious that Evangelions wouldn't synchronize with just anyone, many different solutions were investigated. You are the result of one such solution. A genetically engineered human specifically designed for synchronization.

## Manufactured Skills

Many manufactured display personality traits bordering on the Autistic or Sociopathic. All manufactured begin play trained in Logic and Deceive.



## Manufactured Traits

Each Manufactured has a total of 4 traits, 2 of which are Positive in nature and two of which are Negative in nature. Choose 2 traits from each of the following lists.

### Positive Traits:

#### **Replaceable**

You were batch grown, and there are copies of you that can be readied as your replacement with ease. When burning a fate point to survive, there is a 50% chance that the Fate Point is not burnt. However, doing this forfeits all experience gained that session as well as permanently decreasing your intelligence by 1d5 due to the imperfect quality of implanted memories.

#### **Embraced Expendability**

Manufactured aware of their situation consider themselves expendable, and do not fear death. All manufactured begin play with the Resistance (Fear) Talent.

#### **Superior Specimen**

Your genetic material is a cut above the common stuff. Increase your Strength, Agility and Toughness all by 3.

#### **Opportunistic Synchronizer**

Once per session, before you roll for Synchronizer, you may choose whether that Synchronizer is positive or negative.

## Starting Wounds

Manufactured characters start with 1d5+ 6 wounds.

## Fate Points

Roll a 1d10 to determine your starting Fate Points. On a 1-7 you have 2 fate points. On an 8-10 you begin play with 3 fate points.

### Negative Traits:

#### **Mental Conditioning**

Various forms of subliminal messaging and indoctrination have been used to make you an obedient pilot. You must pass a difficult (-10) Willpower Test to disobey any direct order given to you in combat by members of the organization that created you.

#### **Flawed**

You must choose 200xp worth of extra drawbacks in addition to the minimum 200xp. These drawbacks do not give you extra experience to spend.

#### **Warped mind**

Your brain, while designed to be capable of Synchronizing with an Eva, lacks the flexibility of a normal humans. You take a -5 penalty to either Perception, Intelligence or Willpower.

#### **Inhuman Psychology**

Maybe it's the fact that you are a clone, maybe it's your constructed tie to an Evangelion. For whatever reason, modern psychotherapy is wasted on you. You may not reduce your Insanity Points through use of the "Therapy" time dedication during long periods of Time Management.

# IMPACT SURVIVOR

"Second Impact, and the melting of very nearly the entire continent of Antarctica, was the single most catastrophic event in human history. When the U.N. finally took control, nobody cared it had long abandoned its original mission, or that it was kept in power by oppressive force, for mankind's soul had been purified by the near-apocalypse. No more would we hold ourselves apart in appeasement of tired lines of race, politics, ideology, or religion. For the first time in human history, we were united by the common goal of survival. No matter who they were, or how they survived, everyone alive who remembers the days of Second Impact shares one goal:



Never again."

- Adrian Hertz, Director of Operations,  
during the Orientation of the Fourth Child.

Second Impact and the years of chaos that followed it was the closest thing to hell on Earth in human history. And you survived.

This makes you, by implication, older than any pilot seen in the Evangelion series. How much older is very much variable, but depending on how strict the GM sets the age requirements, this background might not be available for pilots. It would, however, work for "Operations Director". Even in situations where an Impact Survivor may pilot an Evangelion, their Synchronicity Ratio is always noted to be dramatically lower than that of those born after the Second Impact.

## Impact Survivor Skills

Impact survivors learned to make do with very little. They begin play trained in Common Lore (Second Impact) and either Tech-use or Medicae.

## Impact Survivor Traits

Each Impact Survivor has a total of 4 traits, 2 of which are Positive in nature and two of which are Negative in nature. Choose 2 traits from each of the following lists:

## **Positive Traits:**

### **Prepared for the Worst**

After the horrors of Second Impact, you have seen humans at their worst. It's not paranoia if you have actually seen it happen. When spending a Fate Point to reset your Initiative roll to 10, roll a d10. On a roll of 7, 8, 9 or 0 the fate point is not spent.

### **Resourceful**

You have learned to do a lot with very little. When spending a fate point to add 1 degree of success to a roll, you instead add 2 degrees of success instead.

### **Just Try Me**

Kids these days don't know what a REAL traumatic experience looks like. Whenever you take insanity points, reduce the number of insanity points gained by your Willpower Bonus (to a minimum of 1 Insanity Point gained).

### **Imprint**

The memories of the Second Impact have left a strong impression on you that you simply cannot wash away. Since that time you had an easier time putting things into memory and by spending 1 fate point, you can automatically succeed on any Common Lore or Scholastic Lore skill test.

## **Starting Wounds**

Impact Survivor characters start with 1d5+ 7 wounds.

## **Fate Points**

Roll a 1d10 to determine your starting Fate Points. On a 1-6, you have 2 Fate Points. On a 7-10 you begin play with 3 fate points.

## **Negative Traits:**

### **Trauma**

No one got through Second Impact unscathed. You begin play with 1d10 insanity points.

### **Scarred**

Either physically or mentally, Second Impact has left a mark on you. Decrease your fellowship by 5.

### **Uncomfortable Memories**

Back in the Second Impact, you experienced something truly terrible. While you manage not to think about it most of the time, you must choose 1 trigger that brings back bad memories. This trigger could be something as simple as a smell, a type of terrain, a group of items or even a song. Whatever the trigger is, whenever you encounter it you take a -20 penalty to Willpower Tests for however long it is present plus an additional 1d5 rounds.

### **Loss**

Someone close to you died during the Second Impact, be it a friend, family member, or a lover. This event has affected you considerably and their absence haunts you to this day. Whenever another human being in your presence is in danger of death, you must succeed on a difficult (-10) Willpower Test or attempt to physically intervene, regardless of the consequences. If you know the individual personally, the penalty is instead a -30



Characteristic	Base	-----Background Modifiers-----			
		Neospartan	Prodigy	Manufactured	Impact Survivor
Weapon Skill (WS)	2d10 +	20	20	20	20
Ballistic Skill (BS)	2d10 +	20	20	20	20
Strength (S)	2d10 +	20	20	20	20
Toughness (T)	2d10 +	25	20	20	20
Agility (Ag)	2d10 +	20	20	20	25
Intelligence (Int)	2d10 +	20	20	20	25
Perception (Per)	2d10 +	20	20	20	20
Willpower (WP)	2d10 +	20	20	20	20
Fellowship (Fel)	2d10 +	15	20	20	20
Synch Ratio (SR)	2d10 +	40	45	40	30

**\*Note: Unlike its parent system Dark Heresy, Adeptus Evangelion characters are assumed to roll all of their characteristics separately, and then assign them where they wish to best fit their character.**

## ASSETS & DRAWBACKS

At Character Creation, all players are required to select between 200 and 400 experience worth of Drawbacks. This represents the flawed nature of every pilot we have ever seen enter an Evangelion. However, in return you add the experience worth of each selected drawback to your pool of experience to spend.

But don't rush off to your class to spend it so soon. In addition to drawbacks are Assets, which are much like talents. What makes Assets special is that they may be selected by any class, but only at character creation. At no time afterward may new Assets be gained.

Assets paid for do contribute to your total experience spent in terms of determining your rank. It is important to note that some Assets have corresponding drawbacks that cannot be taken together, such as Fearless and Coward.

Unless specifically stated otherwise, no Asset or Drawback may be taken multiple times.

## ASSETS

### Academic

**XP value:** 200

**Effect:** Before joining Nerv, you received extensive higher education, to the point of having a Phd.

Academics gain the following:

*Higher Education:* Become trained in 2 Common Lores and 1 Scholastic Lore of your choice.

*Thesis Paper:* Gain the “Talented” Talent in one of the three skills chosen above.

*Research Methods:* Gain a +20 to your Intelligence Tests rolled as a part of the “Education” Time Management option.

**Special:** This Asset may only be taken by characters with the “Impact Survivor” or “Prodigy” Backgrounds, so long as the character is 25 years of age or older. If the character has an Intelligence score of 40 or higher, younger characters may take this Asset at the GM’s discretion.

### Ambidextrous

**XP value:** 100

**Effect:** You are skilled with both hands. As the talent of the same name from Dark Heresy.

### Angel Hybrid

**XP value:** 300

**Effect:** You are not just a genetically engineered human, you have Alien DNA in you. This alters you dramatically and has major story implications. More than any other, this Asset requires your GM’s express permission to take.

Angel Hybrids gain the following:

*Emotionless:* You are immune to all effects based off of emotion, be they negative (such as Fear) or positive (such as Frenzy).

*Stable Synch:* Your Synch Ratio may not fall below 40 for any reason.

*Dark Secret:* As the flaw, with the secret being your possession of this asset.

**Special:** This Asset may only be taken by characters with the “Manufactured” Background.

### Athlete

**XP value:** 200

**Effect:** You are in excellent physical shape, and have made a name for yourself as a star in some sport or field game.

Athletes gain the following:

*Physical Endurance:* +10 to Toughness Tests to resist Fatigue.

*Training Regime:* When rolling characteristic tests as part of the “Physical Training” Time Management option, the character may reroll a failed test, but must abide by the reroll.

*Exercise Nut:* The character must pass a Willpower Test every week to choose a Time Management option other than Physical Training until all possible characteristics have been increased by the maximum amount.

**Special:** This Asset may not be taken with the Skinny or Overweight Drawbacks.

### Common Sense

**XP value:** 200

**Effect:** You are capable of recognizing situations and moves that are likely to end very badly. You may spend a fate point, and

no more than one per session, to consult your GM about a specific course of action. He is required to tell you whether this is an inherently flawed idea and why, but only in the context of information that the character can be expected to know.

### Driven

**XP value:** 200

**Effect:** Your character refuses to surrender, even in the face of adversity. Your character gains a conditional Fate Point that may only be spent in situations to overcome incredible odds or when refusing to back down from a superior enemy. This conditional fate point may never be burnt, and must be announced as being used specifically as opposed to the characters normal pool of Fate Points.

### Efficient Metabolism

**XP value:** 100

**Effect:** You have an iron stomach and a strong liver. Gain Resistance(Poison).

### Egghead

**XP value:** 100

**Effect:** Gain proficiency in, and the “Talented” Talent for, any one Intelligence based skill.

**Special:** This Asset may be taken multiple times, but no more than the character’s Intelligence Bonus.

### Fast

**XP value:** 100

**Effect:** Your character is light on their feet. Treat your character as if their Agility Bonus was 1 higher when determining speed. This does not apply to the Evangelion.

### Fearless

**XP value:** 300

**Effect:** Your character has legendary courage, and knows no fear. As the Talent of the same name from Dark Heresy.

**Special:** This Asset may not be taken with the “Coward” Drawback.

### Gifted

**XP value:** 200

**Effect:** Choose one Characteristic. It advances by one category faster than before. Characteristics with advancement progressions that start at 500xp instead start at 250xp, and progressions that start at 250xp instead start at 100xp. Characteristic progressions that normally start at 100xp are unaffected by this asset. You may only select this once.

### High Endurance

**XP value:** 200

**Effect:** Any time you take a level of fatigue, you may attempt a difficult (-10) Toughness Test. On a success, you reduce the total levels of fatigue taken by 1 to a minimum of zero.

**Special:** This Asset may not be taken with the “Chronic Pain” Drawback.

### Innovative

**XP value:** 200

**Effect:** You character finds creative solutions to problems and new approaches to tasks. You gain one conditional Fate Point that may only be spent when attempt a creative plan of your own making or when using a skill in an unorthodox way. This conditional fate point may never be burnt,

and must be announced as being used specifically as opposed to the characters normal pool of Fate Points.

### Nerd

**XP value:** 200

**Effect:** While many might debate whether this is really an asset, your obsessive interests have granted you a particular set of skills.

Nerds gain the following:

*Technical Knack:* become trained in one the following skills: Tech Use, Logic or Scholastic Lore.

*Obsessive:* Whenever the character makes use of the “Hobbies” time management option, they increase their Ego Barrier by 2 instead of 1 when appropriate.

### Mad Skill

**XP value:** 200

**Effect:** Mental Health is fine, but sometimes being reasonable isn’t going to help you, and pushing yourself to limits that no sane person would attempt can make all the difference. At any time when you gain 1 or more Insanity Points, you may spend a Fate Point. For the next 5 rounds, you may add half your total Insanity score as a free bonus on all rolls dependant on a single Characteristic, chosen when you spend the Fate Point.

When the 5 rounds are over, immediately roll on the Trauma table.

### Made for Each Other

**XP value:** 200

**Effect:** Your assignment to your Evangelion wasn’t random. Either you were selected to pilot this Evangelion because it was believed

it suited your style, or the Evangelion was built to incorporate some element to better suit you. In either case, on one (1) Distinguishing Feature chart for your Evangelion, you may select any possible option other than “Roll again twice” as if you had rolled it naturally. This applies to that chart only, and this Asset may not be bought if you have already rolled on that chart in specific. On the other 3 charts, you must still roll as normal.

**Special:** This Asset may be taken multiple times, but may only apply once per chart.

### Military Nut

**XP value:** 200

**Effect:** You are obsessed with wars, wargames, and the machines of wars. You begin play trained in the “Common Lore (War)” and “Scholastic Lore (Tactics)” skills, as well as the Talents “Talented(Common Lore (War))” and “Talented(Common Lore (Tactics))”.

### Mimic

**XP value:** 100

**Effect:** You have an exceptional knack for copying the voices of others. As the Talent from Dark Heresy.

### Paranoia

**XP value:** 200

**Effect:** Normally extreme suspicion and distrust is viewed as a negative trait. But in the dangerous, post-Impact world of the Eva pilots, it can save your life. As the Dark Heresy Talent of the same name.

### Quick Healer

**XP value:** 200

**Effect:** Whenever you regain wounds for any reason, regain one extra wound.

### Sexy Voice

**XP value:** 100

**Effect:** Gain a permanent +10 to Fellowship based skills involving the opposite gender.

### Shrewd

**XP value:** 200

**Effect:** Your character is a brilliant negotiator and master of the social arts. You gain 1 conditional fate point that may only be spent in critical negotiations of business or diplomatic nature. This conditional fate point may never be burnt, and you must announce its use specifically.

Spending this conditional fate point for purposes other than “rerolling a failed Test” or “adding 1 degree of success” are highly questionable.

### Soldier

**XP value:** 300

**Effect:** You have some prior experience with combat, and have fought battles outside of an Evangelion before coming to Nerv.

Soldiers gain the following:

*Battlefield Experience:* As the “Jaded” Talent from Dark Heresy.

*Arms Master:* As the Talent of the same name from Dark Heresy.

*This Gun is Mine...:* You may un-jam a weapon as a half action.

*Overzealous:* Add 1 additional collateral damage to the pool for any battle in which you participate (either as a pilot or Operations Director).

### Team Leader

**XP value:** 300

**Effect:** You have received tactical training superior to that of the other pilots, and are considered in all ways to be a Nerv officer. You technically outrank the other pilots, though just barely. However, rank has its privileges. Your starting gear, in addition to the norm, includes a Nerv officer’s uniform and a standard issue sidearm. Your rank and tactical training grant you the Command Skill (or Talented(Command) if you are trained in Command already). In addition, you gain a conditional Fate Point that may only be used when working directly with another Evangelion pilot under your command. In this instance, you may choose to spend or burn this conditional Fate Point to trigger any use of a Fate Point normal for your character, but instead grant the benefit of the ability to another Evangelion on the field.

**Special:** This Asset requires specific GM permission to purchase, and may not be taken by a character with the Prodigy Background or anyone who is not an Eva Pilot. This Asset may only be taken by one character in any party.

### Thrill Seeker

**XP value:** 100

**Effect:** Your character is undaunted in the face of danger and the unknown. Whenever you spend a Fate Point in situations where you are outmatched or performing some dangerous feat of exceptional bravery, roll a d10. On a roll of 9, the fate point is not spent. This applies to conditional Fate Points as well.

**Special:** This Asset may not be taken with the “Coward” Drawback.

### Troublemaker

**XP value:** 200

**Effect:** Raised without proper discipline, you spent your younger years constantly getting in trouble. And you got good at it.

Troublemakers gain the following:

*Street Skill:* Become trained in any two of the following: Concealment, Deceive, Gamble, Silent Move or Sleight of Hand.

*Trouble with Authority:* Anyone in a position of apparent authority over your character takes a -20 to their Command or Charm skill tests to coerce you in any way. Intimidate works just fine, though.

### Uncanny Luck

**XP value:** 100

**Effect:** Your character has a surprisingly good record of having chance go their way when it seems like they should have failed. Your character is considered to be trained in the ‘Gamble’ skill, and once per session may choose to modify any single, already rolled skill check by rolling 2d10 and subtracting the resulting total from their roll.

### Unremarkable

**XP value:** 100

**Effect:** Your character has “one of those faces”. One that you could see anywhere, and forget any minute. As the talent of the same name from Dark Heresy.

INFERNA  
GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

## DRAWBACKS

"Did you know that my legs don't even work outside an Eva? It's true. Muscle atrophy due to malnutrition and blood poisoning while I was a child. Can't run, can't walk. I can crawl, but that's it.

But inside... I can run, jump, fight, shoot, swim, cartwheel. You name it.

Hell, pretty sure I can save the world."

- Bernard Stonewall, Pilot of Eva Unit 08,  
during a public-relations interview on  
September 18<sup>th</sup>, 2015

### Big Ego

**XP value:** 200

**Effect:** You believe yourself to be superior to those around you. In any situation when someone shows themselves to be more skilled than you, make an easy (+10) Willpower Test or take a -10 to Fellowship, Intelligence and Perception for one hour.

In addition, whenever you burn a Fate Point, the shame of defeat rots your subconscious, permanently decreasing your synch ratio by 5. Should your character ever 'redeem' themselves through some impressive feat, your Synch Ratio returns to normal.

### Chronic Pain

**XP value:** 200

**Effect:** Your character suffered a serious injury in the past, and ever since then has been plagued by the wound. Whenever your character takes levels of fatigue, you must pass a Toughness test or take 1 additional level of fatigue.

**Special:** This Drawback may not be taken with the "High Endurance" Asset.

### Compulsive Behavior

**XP value:** 100

**Effect:** Your character suffers from the psychological need to repeat some specific act, often to combat some anxiety or depression. This act need not be dangerous or especially time consuming, but must be a significant detour from a normal routine. Examples include washing hands or counting the number of outlets in a room. In every session, until this action can be completed, the character takes a -10 penalty to all tests. Should the compulsive behavior be conditional (such as holding open doors for crowds) failure to do so when presented the opportunity triggers the -10 penalty for 1 hour.

### Coward

**XP value:** 100

**Effect:** Your character shies away from danger and avoids harm. He takes a -20 penalty to all rolls to resist fear.

**Special:** This Drawback may not be taken with the "Fearless" Asset.

### Damaged Goods

**XP value:** 100

**Effect:** Your character has suffered some sort of massive trauma in the past and never fully recovered. Begin play with 1d5+5 insanity points.

### Dark Secret

**XP value:** 100

**Effect:** There is a part of your character's past that must never be revealed. Be it something they did or saw, should this be revealed it would ruin them. What this secret happens to be is a matter for you and your GM to decide, but should anyone discover it your character will have their Fellowship permanently halved when dealing with that person. This applies to anyone that person decides to tell as well.

Depending on the nature of the secret, additional penalties and punishments may apply.

### Dependent

**XP value:** 200

**Effect:** Your sense of self worth is overly influenced by the opinions of others. Choose one person. If their opinion of you is ever negative, take a -10 to all rolls for 1d5 hours and choose a new person to become dependent on.

### Depressive

**XP value:** 200

**Effect:** Your character is prone to mood swings. At the beginning of each session, roll a Willpower Test. If this test is failed, the character begins the session with one level of fatigue that persists for a number of hours equal to 1d5+the number of degrees of failure. No ability may remove this level of fatigue until that time is up.

### Duty of Care

**XP value:** 300

**Effect:** Sometimes, surviving is its own punishment. There is someone, possibly a relative or friend, who has no one else to care for them, and is incapable of caring for themselves. Either as a result of obligation

or compassion, your attachment to this ward is a defining aspect of your person.

Work with your GM to define exactly who this person is, what your connection to them is, and why they are so helpless without you.

If you ever believe this person to be in danger (be it direct or indirect) you must pass a difficult (-10) Willpower Test or rush to their aid. If you have confirmed that they are in immediate danger, you automatically fail the Willpower Test, though in your frenzy to help them you gain a +20 to all Tests directly related to aiding your ward.

Should this person ever be harmed, take 1 point of Insanity and take a level of Fatigue for an hour due to depression. If this person should ever die or be taken from you somehow, immediately gain 2d10+10 Insanity Points.

In addition, caring for this person takes up much of your time. During the Time Management stage, all options except Synchronization Tests are not treated as routine and as such do not get the +20 bonus, as caring for your ward gives you less time to devote to other tasks.

**Special:** This Drawback requires special permission from the GM, and any GM unwilling to give the player time to interact with their ward in character is recommended to not allow its use.

### Fanatical

**XP value:** 200

**Effect:** Choose an organization, cause, or moral code. Your character will follow the tenants of that code (or orders handed down by important officials of that organization) even if it means danger or death. Failure to attempt to do so (but not attempting to and failing) permanently sacrifices a fate point.

### Foe

**XP value:** 200



**Effect:** Someone, for real or imagined reasons, hates your character and seeks to ruin him. This may be a superior officer, News Reporter, or even a humble yet resourceful member of the custodial staff. Expect their constant interference in your life, either as a nagging nuisance or legitimate threat. You and your GM should discuss who this person is and why the situation exists.

### Grating Voice

**XP value:** 100

**Effect:** Take a -5 penalty on all fellowship based skills.

**Special:** This Drawback may not be taken with the “Sexy Voice” Asset.

### Hoarder

**XP value:** 100

**Effect:** In a post-Impact world, resources are often scarce. Either because your caretakers never provided it, or because your family never had much to go around, you are used to having only as much as you could gather and keep to yourself. Even now, these old habits have a firm hold on you, and you have a tendency to collect and store things “just in case”. In addition, sharing is against your nature, and unless someone uses Charm, Command or Intimidate to coerce you, your character must Test Willpower or refuse to let something leave their possession, no matter how much someone else might want or need it.

### Impetuous

**XP value:** 200

**Effect:** Your character prefers action, and not in a good way. At the beginning of every combat, your character must pass a difficult(-10) Willpower test or charge directly into melee combat against the enemy, even if doing so forfeits your attack this round due to intervening distance. Only

if it is physically impossible to enter melee range will you resort to ranged attacks.

### Ineptitude:

**XP value:** 100

**Effect:** Choose one basic skill. You automatically fail that basic skill and may never gain bonuses to it.

### Low Pain Threshold

**XP value:** 300

**Effect:** Your toughness bonus is considered 1 lower than it actually is for all effects.

**Special:** This Drawback may not be taken with the “High Endurance” Asset.

### Overweight

**XP value:** 100

**Effect:** Treat your Agility Bonus as 1 less for determining speed.

**Special:** This Drawback may not be taken with the “Fast” Asset.

### Phobia

**XP value:** 100

**Effect:** Your character has an irrational fear of some specific thing. When confronted by their phobia, they take a -20 to willpower and automatically fail any rolled Fear test for as long as they are in its presence or otherwise confronted by it.

**Special:** This Drawback may not be taken with the “Angel Hybrid” or “Fearless” Assets.

### Physically Challenged

**XP value:** 200

**Effect:** Your character has trouble moving due to some physical injury, deformity or neurological condition. The character may only crawl without the use of assisting equipment (such as crutches or a wheelchair). With such assisting equipment, their speed is half normal. This does not affect your Evangelion. In addition, the stress this places on your body has you roll

all Toughness Tests at a -10 penalty, though your character's actual Toughness remains unchanged.

### Poor Vision

**XP value:** 200

**Effect:** Your character's eyesight is impaired, halving your perception for sight based skills and halving the range of any ranged weapon you wield. The exact cause of this impairment can range wildly, from partial blindness to an actual missing eye. However, no matter the reason, it is crucial that this cannot be corrected. Saying that your character has poor eyesight, but then wears corrective lenses to negate it, would not be a valid use of this Drawback.

### Prejudice

**XP value:** 100

**Effect:** Your character considers one demographic to be subhuman, and will not willingly tolerate their presence. Should you be forced to, all skills involving them take a -20 penalty as you barely contain your disgust.

### Repellent

**XP value:** 100

**Effect:** Your character is, simply put, ugly as sin. You may only use half your fellowship score when interacting with the opposite sex. This does not affect your ability to take "Sexy Voice".

### Sadistic

**XP value:** 100

**Effect:** You like causing others pain way more than you should. It's even hard to resist doing so when presented the opportunity. Roll a d10 whenever you have someone at your mercy or are otherwise presented the opportunity to cause someone harm. On a roll of 9 you have no choice but to cause them as much (preferably non-lethal) pain as possible.

### Second Fiddle

**XP value:** 300

**Effect:** You naturally assume a subservient role to another, more dominant, personality. Choose one other person. You will never intentionally show them up, and have a tendency to follow them around and do what they say. Should you ever roll higher than them for Initiative, you are wracked by indecision and instead go immediately after them in the turn order. Any Fellowship based skill that they roll with you as the target automatically succeeds, and you take a -10 to all rolls for 1 hour whenever they scorn you. Should this person die, appear to have died, or somehow become your mortal enemy, gain 1d10+5 insanity points and roll on the Mental Trauma chart as if you had 2 degrees of failure.

Unlike the Dependent Drawback, once chosen the person who the character is subservient to is permanent. The choosing of this dominant person may be delayed until after character creation at the GMs discretion, but it must be chosen by the beginning of the second session of play.

### Short Fuse

**XP value:** 100

**Effect:** Your Character has a hard time controlling himself when he gets angry. When confronted or otherwise stressed and agitated, you must pass a Willpower test or fly into a rage either yelling at the source of your anger or trashing the surrounding environment. Punching someone in the face might also be appropriate, if ill advised.

### Skinny:

**XP value:** 100

**Effect:** Treat your Strength Bonus as 1 lower than it really is.

### Slow Healing:

**XP value:** 200

**Effect:** Whenever you regain wounds for any reason you regain 1 less wound to a minimum of 1.

### Suicidal

**XP value:** 200

**Effect:** Your Character has no survival instinct, and will not disengage from combat for any reason other than an Absolute Order, even in the face of certain death.



## Dealing with Drawbacks

Drawbacks should never be seen as a mine for 'free experience'. Each Drawback chosen should fit well with your character, in many cases even going so far as to define them psychologically or physically. It is the GM's responsibility to prevent the selection of obscure drawbacks that will never make an appearance in game, and as a general rule characters in the same party should have as few overlapping Drawbacks as possible.

In a similar vein, GM's should feel free to enforce the roleplaying of the effects of a Drawback when appropriate. If a player continually refuses to roleplay a Drawback, then it would not be unreasonable to dock the cost of the drawback from their experienced gained one session. Note that this would not actually remove the Drawback from the character, only the net benefit of having selected it.

On the other hand, players should be given room to grow. If a character begins play with a dramatic fear of heights, their battle with this fear could become a continuing sub-plot for the character. Through determination, outside help, and maybe a precipitating event or two, that Character might be allowed to overcome their fear later in the campaign. The key factor is "outside help". Any Drawback that the character can supposedly 'fix' without assistance is a speed bump, not a Drawback. While in many cases overcoming a Drawback is its own reward, well done examples might be rewarded in some other small way. Truly extraordinary example of character progression, which are the product of multiple sessions of roleplaying and result in the character itself being completely redefined, should be rewarded appropriately, even possibly with a Fate Point.

It is a fine line to walk, the difference between a poorly done example and a well done example of overcoming your Character's flaws. As a general rule, any Drawback supposedly 'fixed' within the first 4-6 sessions was probably not around long enough to be more than a footnote. It defaults to the GM as to how much room to help each other the players will have in any given campaign, or if overcoming their flaws is even possible at all.

# CAREER PATHS

For obvious reasons, the careers from Dark Heresy would not be appropriate for play in Adeptus Evangelion. Three Pilot Careers are provided below (Berserker, AT Tactician, Skirmisher and Pointman), as well the non-pilot career of Operations Director.

Talents marked with a <sup>DH</sup> are to be found in the Dark Heresy Core Rulebook.

## Scale

Adeptus Evangelion takes place in two scales of play: Personal Scale and Evangelion Scale. Pilots operate in both scales, and gain abilities geared for this purpose. However, pilots are only in one scale at a time. There are many Evangelion Scale abilities that are mechanically the same as those in the Personal Scale Dark Heresy system. Of these, there are many that the Pilot simply cannot use outside of an Evangelion's Entry Plug.

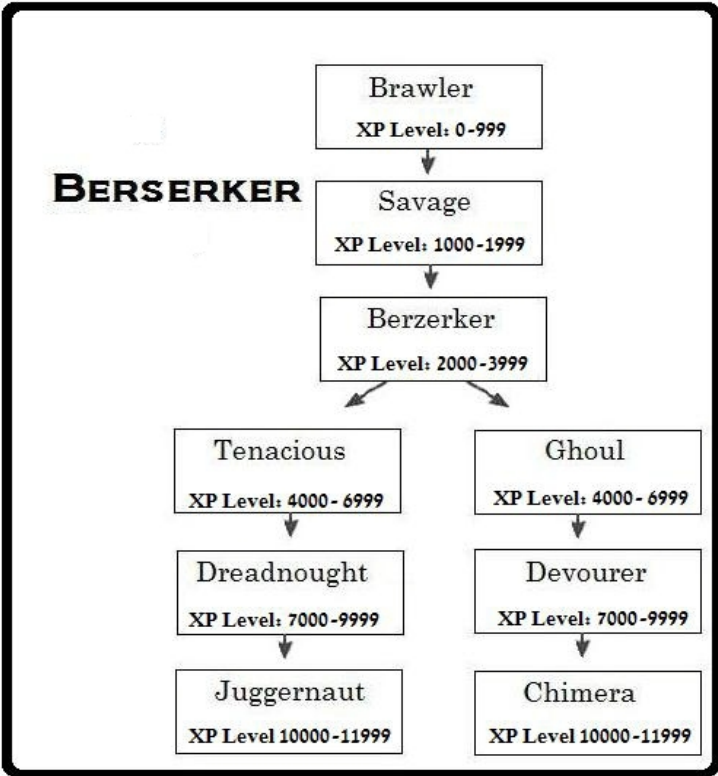
To avoid confusion of where this line is drawn, a new Column has been added to all Rank charts for all available Pilot career paths. This is the Scale column, and may have any one of the following values in each row:

E: (Evangelion) This means that the listed Skill or Talent may only be used by the character when piloting an Evangelion. This is usually an ability that the Pilot is simply incapable of doing themselves.

P: (Personal) This means that the Listed Skill or Talent may only be used by the character when outside of an Evangelion, or in rare cases when the pilot them self is acting inside of the Evangelion. This is usually an ability that the Pilot does which the pilot can only do face to face, and which does not translate to being inside a giant war machine.

E/P: (Evangelion/Personal) This means that the Skill or Talent crosses over the scale barrier, and the Pilot may use it in both scales. This is usually an ability that the Pilot possesses that they can use to full effect both on their own as well as from the perspective of an Evangelion.

The non-pilot Career of Operations Director is incapable of Piloting an Evangelion, and as such may only operate in the Personal Scale.



# BERSERKER

"I've seen some things in my life. I lived through Second Impact, and survived wars. I was on the ground when Sachiel came through Boston. But the one thing that scares me more than anything else are those Evangelions. How the hell can we

possibly think we control anything that can survive having its head torn off long enough to beat an Angel to death with it?"

-Sergeant Walters, 2Div Infantry.

Berserkers are pilots whose usefulness is readily apparent. While skilled at melee combat, they lack skill at ranged combat and master only a fraction of their A.T. Field's true potential. However, they share a special bond with their Evangelion that few other pilots can match.

Their Evangelion will rise to protect them with increasing frequency, and as it slowly becomes more self aware more and more of its devastating power is realized. With encouragement from the pilot, the Evangelion can become even more monstrous a fighter than the Angels themselves.

High level berserkers are decent at melee and poor at ranged and A.T. Field manipulation. However, when they enter berserk their worth cannot be ignored.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1000
Strength	100	250	500	750
Toughness	100	250	500	750
Agility	500	750	1000	2500
Intelligence	500	750	1000	2500
Perception	250	500	750	1000
Willpower	250	500	750	1000
Fellowship	250	500	750	1000
Synch Ratio	100	250	500	750

**Starting Skills:** Speak Language (English) (Int), Literacy(Int)

**Starting Talents:** AT Power (Deflective Field), A.T. Power (Neutralize), Skill Proficiency (Twice), Melee Weapon Training (General), Biological Upgrade, Weapon Upgrade.

**Starting Gear:** Plugsuit, Nerv ID

## BRAWLER

Advance	Scale	Cost	Type	Prerequisites
<b>Awareness</b>	E/P	100	S	---
<b>Skill Proficiency†</b>	E/P	100	T	---
<b>Basic Weapon Training (General)</b>	E/P	100	T	---
<b>Melee Weapon Training (Progressive)</b>	E	100	T	---
<b>Bestial</b>	E	100	T	---
<b>Ghost in the Machine</b>	E	200	T	Berserker
<b>Biological Upgrade**</b>	--	100	T	---
<b>Structural Upgrade</b>	--	200	T	---
<b>Weapon Upgrade*</b>	--	200	T	---
<b>Sound Constitution*<sup>DH</sup></b>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

\*\* This Talent may be taken up to three times at this Rank

† This Talent may be taken up to 4 times at this Rank

## SAVAGE

Advance	Scale	Cost	Type	Prerequisites
Dodge	E/P	100	S	---
Skill Proficiency†	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Push)	E	200	T	---
A.T. Power (Pull)	E	200	T	---
Self Preservation	E	200	T	Ghost in the Machine
Pistol Weapon Training (General)	E/P	100	T	---
Frenzy <sup>DH</sup>	E	100	T	---
Street Fighting <sup>DH</sup>	E/P	100	T	---
Resistance (Fear) <sup>DH</sup>	E/P	100	T	---
Biological Upgrade**	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

\*\* This Talent may be taken up to three times at this Rank

† This Talent may be taken up to 4 times at this Rank

## BERSERKER

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Skill Proficiency*	E/P	100	T	---
Skill Training†	E/P	100	T	Skill Proficiency
A.T. Power (Bunker Field)	E	200	T	---
Drop Trained	E	100	T	---
Loose Control	E	100	T	Ghost in the Machine
Basic Weapon Training (Maser)	E	200	T	---
Basic Weapon Training (HE Bolt)	E	200	T	---
Basic Weapon Training (Positron)	E	200	T	---
Restraint	E	100	T	---
Stirring Beast	E	300	T	Ghost in the Machine
Berserk Charge <sup>DH</sup>	E	100	T	---
Furious Assault <sup>DH</sup>	E/P	200	T	WS 35
Battle Rage <sup>DH</sup>	E	200	T	Frenzy
Biological Upgrade†	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

† This Talent may be taken up to three times at this Rank

## TENACIOUS

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Acrobatics	E/P	100	S	---
A.T. Power (AT Wave)	E	200	T	A.T. Power (Push)
A.T. Power (Float)	E	200	T	A.T. Power (Push)
Dodge +10	E/P	100	S	Dodge
Skill Proficiency	E/P	100	T	---
Skill Training†	E/P	100	T	Skill Proficiency
The Beast Within*	E	200	T	Ghost in the Machine
Skill Mastery*	E/P	100	T	Skill Training
Pistol Weapon Training (Maser)	E	200	T	---
Pistol Weapon Training (Bolt)	E	200	T	---
Beyond Your Means	E	100	T	Berserker, SR 55
Iron Jaw <sup>DH</sup>	E/P	100	T	---
Unleash the Beast	E	300	T	Berserker, Stirring Beast
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

† This Talent may be taken up to 4 times at this Rank

## GHOUL

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Acrobatics	E/P	100	S	---
A.T. Power (AT Wave)	E	200	T	A.T. Power (Push)
A.T. Power (Float)	E	200	T	A.T. Power (Push)
Dodge +10	E/P	100	S	Dodge
Skill Proficiency	E/P	100	T	---
Skill Training †	E/P	100	T	Skill Proficiency
Skill Mastery *	E/P	100	T	Skill Training
Heavy Weapon Training (Maser)	E	200	T	---
Pistol Weapon Training (Maser)	E	200	T	---
Pistol Weapon Training (Bolt)	E	200	T	---
Crushing Blow <sup>DH</sup>	E	100	T	S 40
Cannibalize	E	200	T	Berserker
Disturbing Anatomy	E	200	T	Berserker
Unleash the Beast	E	300	T	Berserker, Stirring Beast
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

† This Talent may be taken up to 4 times at this Rank



## DREADNOUGHT

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Quick Spread	E	100	T	---
A.T. Power (Barrier Field)	E	200	T	---
A.T. Power (Accelerated Territory)	E	200	T	---
I Cannot be Defeated	E/P	100	T	---
Indomitable	E/P	100	T	---
The Dead Walk	E	200	T	Berserker
From the Grave	E	200	T	Berserker
True Grit <sup>DH</sup>	E/P	100	T	TB 40
Gravity Kick	E	200	T	Drop Trained
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## DEVOURER

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Quick Spread	E	100	T	---
A.T. Power (Barrier Field)	E	200	T	---
A.T. Power (Accelerated Territory)	E	200	T	---
Beyond Your Means	E	100	T	Berserker, SR 55
Brutality	E	200	T	Berserker, Beyond Your Means
Rip and Tear	E	100	T	Berserker
The Beast Within	E	200	T	Ghost in the Machine
Indomitable	E/P	100	T	---
Absorb	E	100	T	Cannibalize
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## JUGGERNAUT

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
A.T. Power (Cross Blast)	E	200	T	A.T. Power (A.T. Blast)
Allied Eva	E	200	T	Restraint
Advanced Berserk	E	200	T	---
I'll be Back	E	200	T	Berserker
Unstoppable	E	200	T	The Dead Walk
The Beast Within	E	200	T	Ghost in the Machine
Lucid Eva	E	300	T	Stirring Beast
Cannibalize	E	300	T	Berserker
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## CHIMERA

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Advanced Berserk	E	200	T	---
A.T. Power (Cross Blast)	E	200	T	A.T. Power (AT Blast)
Allied Eva	E	200	T	Berserker, Restraint
Gravity Kick	E	200	T	Drop Trained
Eat and Run	E	200	T	Rip and Tear
Feast	E	200	T	Cannibalize
Carnage	E	200	T	Absorb, Rip and Tear, Disturbing Anatomy
Blademaster <sup>DH</sup>	E/P	200	T	WS 30
Lucid Eva	E	300	T	Stirring Beast
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

# A.T. TACTICIAN

"And can you believe they're blaming me for the systems failure? It's totally not my fault the biofeedback mechanisms blew out. All I did was the same tests we do every day, except I kind of made things more exciting. How am I supposed to know they'd never planned for the power feed intensity of an oscillating AT field? I mean, like, even you know you're not going to be able to sustain a distributed quantum-disjunction effect at constant focus without overheating the power feed couplings. These people just make me so mad!"

-Camille von Zeppelin



The Absolute Territory Field is the ultimate defense and weapon of choice of the Angels. Evangelions are fielded against them primarily because of their ability to generate their own A.T. Fields, and fight the Angels on equal ground. Controlling these A.T. Fields requires intense concentration. AT Tacticians supplement this with something even more vital: imagination.

The reality warping properties of the A.T. Field are capable of performing actions that are blatantly impossible outside of them. AT Tacticians are capable of recognizing the awesome potential of this and exploiting it.

High level AT Tacticians are poor at melee and mediocre at ranged, but are capable of manipulating their A.T. Fields in ways that other pilots could never hope to



Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1000
Ballistic Skill	250	500	750	1000
Strength	500	750	1000	2500
Toughness	500	750	1000	2500
Agility	250	500	750	1000
Intelligence	100	250	500	750
Perception	100	250	500	750
Willpower	250	500	750	1000
Fellowship	250	500	750	1000
Synch Ratio	100	250	500	750

**Starting Skills:** Speak Language (English) (Int), Literacy (Int)

**Starting Talents:** Skill Proficiency (x2), Melee Weapon Training (General), A.T. Power (Deflective Field), AT Power (Neutralize), Biological Upgrade or Structural Upgrade.

**Starting Gear:** Plugsuit, Nerv ID

## A.T. TALENTED

Advance	Scale	Cost	Type	Prerequisites
<b>Awareness</b>	E/P	100	S	---
<b>Skill Proficiency†</b>	E/P	100	T	---
<b>A.T. Power (Push)</b>	E	100	T	---
<b>A.T. Power (Pull)</b>	E	100	T	---
<b>A.T. Power (AT Wave)</b>	E	100	T	A.T. Power (Push)
<b>Basic Weapon Training (General)</b>	E/P	200	T	---
<b>Pistol Weapon Training (General)</b>	E/P	100	T	---
<b>Biological Upgrade</b>	--	200	T	---
<b>Structural Upgrade*</b>	--	200	T	---
<b>Weapon Upgrade</b>	--	200	T	---
<b>Sound Constitution<sup>DH</sup></b>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

† This Talent may be taken up to 4 times at this Rank

## A.T. FOCUSED

Advance	Scale	Cost	Type	Prerequisites
<b>Dodge</b>	E/P	100	S	---
<b>Skill Proficiency†</b>	E/P	100	T	---
<b>Skill Training*</b>	E/P	100	T	Skill Proficiency
<b>A.T. Power (AT Ping)</b>	E	200	T	---
<b>A.T. Power (Float)</b>	E	200	T	A.T. Power (Push)
<b>A.T. Power (Layered Field)</b>	E	200	T	---
<b>A.T. Power (Barrier Field)</b>	E	200	T	---
<b>A.T. Power (Kinetic Manipulation)</b>	E	200	T	A.T. Power (Pull), A.T. Power (Push)
<b>Melee Weapon Training (Progressive)</b>	E	100	T	---
<b>Blind Fighting<sup>DH</sup></b>	E/P	100	T	A.T. Power (Ping)
<b>Street Fighting<sup>DH</sup></b>	E/P	100	T	---
<b>A.T. Focus</b>	E	200	T	Int 35
<b>Foresight<sup>DH</sup></b>	E/P	100	T	INT 30
<b>Quick Spread</b>	E	100	T	---
<b>Biological Upgrade*</b>	--	200	T	---
<b>Structural Upgrade*</b>	--	200	T	---
<b>Weapon Upgrade*</b>	--	200	T	---
<b>Sound Constitution<sup>DH</sup></b>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

† This Talent may be taken up to 4 times at this Rank

## A.T. MANIPULATOR

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Dodge +10	E/P	100	S	Dodge
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Bunker Field)	E	200	T	---
A.T. Power (Repulsion)	E	200	T	---
A.T. Power (AT Blast)	E	200	T	---
A.T. Power (Dirac Cache)	E	200	T	---
Drop Trained	E	100	T	---
Spark of Genius	E	200	T	A.T. Tactician, Int 40
Scan Field	E	100	T	AT Tactician
Synchronize Group	E	100	T	AT Tactician
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## A.T. WONDER

Advance	Scale	Cost	Type	Prerequisites
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
A.T. Power (Massive Momentum)	E	200	T	---
A.T. Power (Accelerated Territory)	E	200	T	---
A.T. Power (Destructive Interference)	E	200	T	A.T. Power (Neutralize)
A.T. Power (Lock Zone)	E	200	T	A.T. Power (Destructive Interference)
A.T. Power (A.T. Funnel)	E	200	T	---
A.T. Power (Dirac Breach)	E	200	T	A.T. Power (Dirac Cache)
Pistol Weapon Training (Maser)	E	100	T	---
Pistol Weapon Training (Bolt)	E	100	T	---
Deadeye Shot	E/P	100	T	---
Analyze Field	E	200	T	Scan Field
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## A.T. MASTER

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Cross Blast)	E	200	T	A.T. Power (A.T. Blast)
A.T. Power (Rising Cross)	E	200	T	A.T. Power (A.T. Blast)
A.T. Power (Wrap Beam)	E	200	T	A.T. Power (A.T. Funnel)
A.T. Power (Inverted Field)	E	200	T	A.T. Power (Dirac Cache)
A.T. Power (Dirac Abduction)	E	200	T	A.T. Power (Inverted Field)
A.T. Power (AT Bomb)	E	200	T	A.T. Power (Repulsion)
A.T. Power (Dissonance Bomb)	E	200	T	A.T. Power (Destructive Interference)
Sanity Grip	E	200	T	---
AT Reserve	E	200	T	---
Reinforce Ego	E	200	T	AT Tactician
Hard Target <sup>DH</sup>	E/P	100	T	Ag 35
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

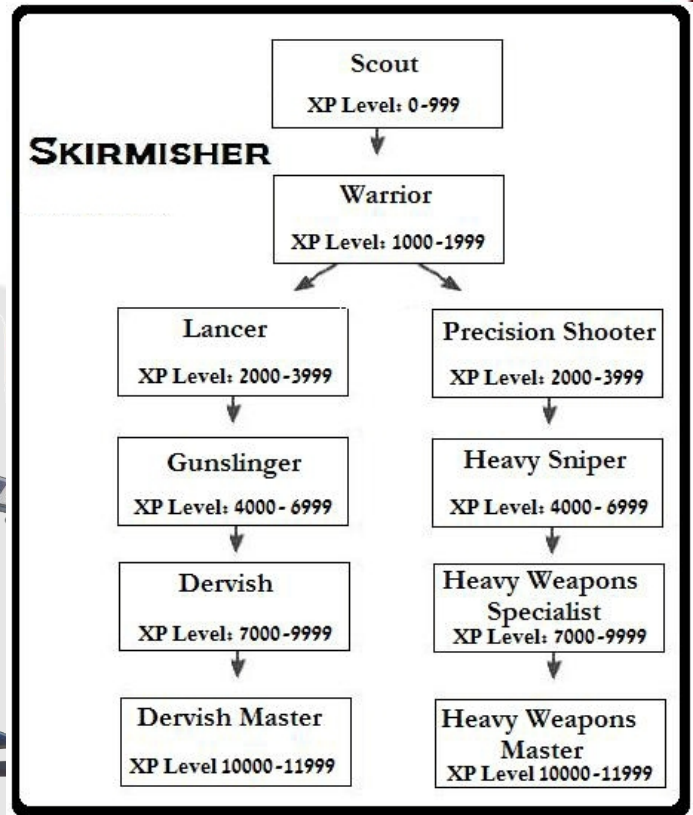
\* This Talent may be taken up to two times at this Rank

## A.T. MAGICIAN

Advance	Scale	Cost	Type	Prerequisites
Dodge + 20	E/P	100	S	Dodge + 10
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Reality Reinforcement)	E	200	T	A.T. Power (Neutralize)
A.T. Power (Anti-A.T. Field)	E	200	T	Reinforce Ego
A.T. Power (Suppression)	E	200	T	A.T. Power (Anti-A.T. Field)
A.T. Power (Anti-AT Blast)	E	200	T	A.T. Power (Anti-A.T. Field)
A.T. Power (Dirac Jaunt)	E	200	T	A.T. Power (Dirac Cache)
A.T. Duelist	E	200	T	WP 40
Mimic Field	E	200	T	Analyze Field, SR 70
Fearless <sup>DH</sup>	E/P	100	T	---
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

# SKIRMISHER



Where Berserkers and A.T. Tacticians are the specialist pilot careers, Skirmishers are the invaluable general fighters. No other pilot class can possibly match their sheer skill and finesse in combat, or their mastery of heavy weapons.

Skirmishes, rather than rely on Evangelion specific attributes such as A.T. Fields and Berserking, uses fighting styles and combat maneuvers that have been used by the best human fighters on the ground for generations.

High level Skirmishers can be masters of Melee or Ranged combat, and use their weapons to devastating effect.



Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	500	750	1000	2500
Toughness	500	750	1000	2500
Agility	100	250	500	750
Intelligence	250	500	750	1000
Perception	250	500	750	1000
Willpower	250	500	750	1000
Fellowship	250	500	750	1000
Synch Ratio	250	500	750	1000

**Starting Skills:** Speak Language (English) (Int), Literacy (Int)

**Starting Talents:** AT Power(Deflective Field), A.T. Power (Neutralize), Skill Proficiency (Twice), Melee Weapon Training (General), Structural Upgrade or Weapon Upgrade, Pistol Weapon Training(General) or Basic Weapon Training(General).

**Starting Gear:** Plugsuit, Nerv ID

## SCOUT

Advance	Scale	Cost	Type	Prerequisites
Awareness	E/P	100	S	---
Dodge	E/P	100	S	---
Skill Proficiency*	E/P	100	T	---
Melee Weapon Training (Progressive)	E	100	T	---
Basic Weapon Training (General)	E/P	100	T	---
Pistol Weapon Training (General)	E/P	100	T	---
Catfall <sup>DH</sup>	E/P	100	T	---
Commission	E	100	T	Skirmisher
Arms Master <sup>DH</sup>	E/P	100	T	BS 40
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

## WARRIOR

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (AT Ping)	E	200	T	---
A.T. Power (Push)	E	200	T	---
A.T. Power (Pull)	E	200	T	---
A.T. Power (Float)	E	200	T	A.T. Power (Push)
A.T. Power (Wave)	E	200	T	A.T. Power (Push)
Sprint <sup>DH</sup>	E/P	100	T	---
Berserk Charge <sup>DH</sup>	E/P	100	T	---
Furious Assault <sup>DH</sup>	E/P	100	T	---
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to two times at this Rank

## LANCER

Advance	Scale	Cost	Type	Prerequisites
Dodge +10	E/P	100	S	Dodge
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Jaded <sup>DH</sup>	E/P	100	T	---
Hotblooded	E/P	100	T	---
Swift Attack <sup>DH</sup>	E/P	100	T	---
A.T. Power (Accelerated Territory)	E	200	T	---
A.T. Power (Massive Momentum)	E	200	T	---
Crack Shot <sup>DH</sup>	E/P	100	T	---
Two Weapon Wielder(Melee) <sup>DH</sup>	E/P	100	T	---
Two Weapon Wielder(Ballistic) <sup>DH</sup>	E/P	100	T	---
Drop Trained	E	100	T	---
Commission	E	100	T	Skirmisher
Quick Spread	E	100	T	---
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to two times at this Rank

## PRECISION SHOOTER

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Barrier Field)	E	200	T	---
A.T. Power (A.T. Blast)	E	200	T	---
Drop Trained	E	100	T	---
Quick Spread	E	100	T	---
Deadeye Shot <sup>DH</sup>	E/P	100	T	BS 30
Commission	E	100	T	Skirmisher
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to two times at this Rank

## GUNSLINGER

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Lightning Reflexes <sup>DH</sup>	E	100	T	---
Quick Draw	E/P	100	T	---
Dual Shot <sup>DH</sup>	E/P	100	T	Ag 40, Two Weapon Wielder (Ballistic)
Talented(Acrobatics)	E/P	100	T	Acrobatics
Hip Shooting <sup>DH</sup>	E/P	100	T	---
Gunslinger <sup>DH</sup>	E/P	100	T	Two Weapon Wielder
A.T. Power (Bunker Field)	E	200	T	---
A.T. Power(A.T. Blast)	E	200	T	---
Gravity Kick	E	100	T	Drop Trained
Pistol Weapon Training (Maser)	E	100	T	---
Pistol Weapon Training (Bolt)	E	100	T	---
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

## HEAVY SNIPER

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
A.T. Power (A.T. Funnel)	E	200	T	---
Crack Shot <sup>DH</sup>	E/P	100	T	BS 40
Lightening Reflexes <sup>DH</sup>	E/P	100	T	---
Heavy Weapon Training (General)	E	100	T	---
Heavy Weapon Training (Maser)	E	100	T	---
Marksman <sup>DH</sup>	E/P	100	T	BS 35
Nerves of Steel <sup>DH</sup>	E/P	100	T	---
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to three times at this Rank

## DERVISH

Advance	Scale	Cost	Type	Prerequisites
Dodge +20	E/P	100	S	---
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Double Team	E/P	100	T	---
A.T. Power (Repulsion)	E	200	T	---
Rapid Reaction <sup>DH</sup>	E/P	100	T	Ag 40
Leap Up <sup>DH</sup>	E/P	100	T	Ag 30
Sure Strike <sup>DH</sup>	E/P	100	T	---
Lightning Attack <sup>DH</sup>	E/P	100	T	Swift Attack
Blademaster <sup>DH</sup>	E/P	100	T	WS 35
Indomitable	E/P	100	T	---
Hard Target <sup>DH</sup>	E/P	100	T	---
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to three times at this Rank

## HEAVY WEAPON SPECIALIST

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Wrap Beam)	E	200	T	A.T. Power (A.T. Funnel)
A.T. Power (Bunker Field)	E	200	T	---
Mighty Shot <sup>DH</sup>	E/P	100	T	BS 40
Heavy Weapon Training (Positron)	E	100	T	---
Heavy Weapon Training (Bolt)	E	100	T	---
Pistol Weapon Training (Maser)	E	100	T	---
Pistol Weapon Training (Bolt)	E	100	T	---
Commission	E	100	T	Skirmisher
Bulging Biceps <sup>DH</sup>	E	100	T	S 40
Hard Target <sup>DH</sup>	E/P	100	T	Ag 35
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to three times at this Rank

## DERVISH MASTER

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	Awareness +10
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Cross Blast)	E	200	T	A.T. Power (AT Blast)
Assassin Strike <sup>DH</sup>	E/P	100	T	Ag 40, Acrobatics +20
Lightening Attack	E/P	200	T	Swift Attack
Counter Attack <sup>DH</sup>	E/P	100	T	WS 40
Combat Master <sup>DH</sup>	E/P	100	T	WS 40
Nerves of Steel <sup>DH</sup>	E/P	100	T	WP 30
Step Aside <sup>DH</sup>	E/P	100	T	Ag 40, Dodge +20
Biological Upgrade**	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution <sup>DH</sup>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to three times at this Rank

## HEAVY WEAPON MASTER

Advance	Scale	Cost	Type	Prerequisites
<b>Dodge + 10</b>	E/P	100	S	Dodge + 10
<b>Skill Proficiency</b>	E/P	100	T	---
<b>Skill Training</b>	E/P	100	T	Skill Proficiency
<b>Skill Mastery</b>	E/P	100	T	Skill Training
<b>Sharpshooter<sup>DH</sup></b>	E/P	100	T	Deadeye Shot
<b>True Grit<sup>DH</sup></b>	E/P	100	T	T 40
<b>I Cannot be Defeated</b>	E/P	100	T	---
<b>A.T. Power (Cross Blast)</b>	E	200	T	A.T. Power (AT Blast)
<b>Biological Upgrade**</b>	--	200	T	---
<b>Structural Upgrade*</b>	--	100	T	---
<b>Weapon Upgrade*</b>	--	100	T	---
<b>Sound Constitution<sup>DH</sup></b>	P	50	T	---

\* This Talent may be taken up to three times at this Rank

\*\* This Talent may be taken up to three times at this Rank

NERA

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

# POINTMAN

"As I live, there are no Angels that will stand.

My life is Nerv's, and by failure or incompetence will that life be ended. Neither are options so long as I serve. God is in his heaven, all is right with the world."

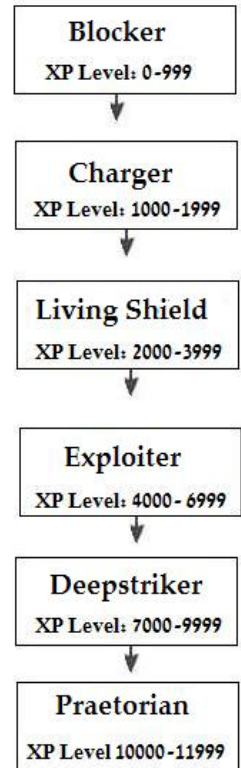
-Vladimir Sergevitch Markov (Age 11), swearing an Oath of service to Nerv, 2011

Adeptus Evangelion is a game where teamwork is the key to victory, and the Pointman career path epitomizes this. A well played Pointman seems suicidal, but by their actions can shift a battle from being unwinnable to an easy victory, even if their Evangelion is in pieces by the end of it.

Pointmen combine tactical exploitation and precision teamwork to open up opportunities for other pilots to strike with impunity, as well as defend their fellow pilots with their lives.

High level Pointmen are masters of defense in melee, a field where they generally thrive. A Pointman may rarely deal damage to an opponent, but by their actions they can leave the enemy open to attack from better armed allies.

## POINTMAN



Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1000
Strength	500	750	1000	2500
Toughness	250	500	750	1000
Agility	100	250	500	750
Intelligence	250	500	750	1000
Perception	100	250	500	750
Willpower	250	500	750	1000
Fellowship	250	500	750	1000
Synch Ratio	250	500	750	1000

**Starting Skills:** Speak Language (English) (Int), Literacy (Int)

**Starting Talents:** AT Power (Deflective Field), A.T. Power (Neutralize), Skill Proficiency (Twice), Melee Weapon Training (General), Structural Upgrade or Weapon Upgrade, Basic Weapon Training(General).

**Starting Gear:** Plugsuit, Nerv ID

## BLOCKER

Advance	Scale	Cost	Type	Prerequisites
Awareness	E/P	100	S	---
Skill Proficiency*	E/P	100	T	---
A.T. Power (AT Ping)	E	100	T	---
Melee Weapon Training (Progressive)	E	100	T	---
Pistol Weapon Training (General)	E/P	100	T	---
Halt Advance	E	100	T	---
Maneuver Mastery	E/P	100	T	---
Hotblooded	E	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution	P	50	T	---

\* This Talent may be taken up to three times at this Rank



## CHARGER

Advance	Scale	Cost	Type	Prerequisites
Dodge	E/P	100	S	---
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Push)	E	200	T	---
A.T. Power (Pull)	E	200	T	---
A.T. Power (Flare)	E	200	T	---
A.T. Power (Float)	E	200	T	A.T. Power (Push)
Force Move	E	200	T	A.T. Power (Float), Maneuver Mastery
Sprint	E/P	100	T	---
Indomitable	E	200	T	Hotblooded
Guardian	E/P	100	T	Pointman
Obscuring Barrage	E	200	T	Pointman, BS 35
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## LIVING SHIELD

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Layered Field)	E	200	T	---
A.T. Power (Massive Momentum)	E	200	T	---
A.T. Power (Barrier Field)	E	200	T	---
Quick Spread	E	100	T	---
Furious Assault	E/P	200	T	---
Jaded	E/P	100	T	---
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Sacrifice	E/P	200	T	Guardian
Unshakeable Faith	E/P	100	T	Hotblooded
Drop Trained	E	100	T	---
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## EXPLOITER

Advance	Scale	Cost	Type	Prerequisites
<b>Dodge +10</b>	E/P	100	S	Acrobatics
<b>Skill Proficiency</b>	E/P	100	T	---
<b>Skill Training*</b>	E/P	100	T	Skill Proficiency
<b>Skill Mastery*</b>	E/P	100	T	Skill Training
<b>A.T. Power (Bunker Field)</b>	E	200	T	---
<b>A.T. Power(AT Blast)</b>	E	200	T	---
<b>A.T. Power(Dirac Cache)</b>	E	200	T	---
<b>A.T. Power (Destructive Interference)</b>	E	200	T	A.T. Power (Neutralize)
<b>Gravity Kick</b>	E	100	T	Drop Trained
<b>Double Team</b>	E/P	100	T	---
<b>Shell Shock</b>	E	200	T	---
<b>Positron Burrow</b>	E	200	T	---
<b>A.T. Power (Containment)</b>	E	200	T	A.T. Power (Barrier)
<b>Tactical Blow</b>	E	100	T	---
<b>Combat Master</b>	E/P	100	T	WS 40
<b>Pistol Weapon Training (Maser)</b>	E	100	T	---
<b>Pistol Weapon Training (Bolt)</b>	E	100	T	---
<b>Biological Upgrade*</b>	--	200	T	---
<b>Structural Upgrade*</b>	--	100	T	---
<b>Weapon Upgrade*</b>	--	100	T	---
<b>Sound Constitution</b>	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## DEEPSTRIKER

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
A.T. Power (Accelerated Territory)	E	200	T	---
A.T. Power (Inverted Field)	E	200	T	A.T. Power (Dirac Cache)
A.T. Power (Restrained Shot)	E	200	T	---
Rapid Reaction	E/P	100	T	Ag 40
Leap Up	E/P	100	T	Ag 30
Fearless	E/P	100	T	Jaded
Swift Attack	E/P	100	T	WS 35
I Cannot Be Defeated	E	200	T	Hotblooded
Blademaster	E/P	100	T	WS 35
Wall of Steel	E/P	200	T	WS 40
Spotter	E	200	T	Per 40
Takedown	E/P	200	T	WS 35
Hard Target	E/P	100	T	---
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution	P	50	T	---

\* This Talent may be taken up to two times at this Rank

## PRAETORIAN

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	Awareness +10
Dodge +20	E/P	200	S	Dodge +10
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Dirac Trap)	E	200	T	A.T. Power (Inverted Field)
Lightning Attack	E/P	100	T	Swift Attack
Counter Attack	E/P	100	T	WS 40
Advanced Berserk	E	200	T	SR 60
Tactical N2 Punch	E	200	T	AT Power (Restrained Shot), AT Power (Bunker Field), AT Power (Layered Field)
Nerves of Steel	E/P	100	T	WP 30
Biological Upgrade*	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution	P	50	T	---

\* This Talent may be taken up to two times at this Rank

# OPERATIONS DIRECTOR



## OPERATIONS DIRECTOR

Captain

XP Level 0-1999



Major

XP Level 2000-6999



Colonel

XP Level 7000-11,999

"The operations director of a Nerv facility possesses more individual power than any military or political figure on earth. Direct control over three Evangelion units grants any such officer the capacity to effectively wage war against any other Evangelion-armed nation, or the entire mass of the remainder simultaneously. The only meaningful constraint on that power is the fact that it must be exercised through three utterly unreliable children, prone to failure for the least of reasons, or even no reason at all. If NERV ever manages to procure a reliable alternative, the Angel will soon be the least of our worries."

-Nerv Director of Operations Adrian Hertz

Operations Director is the special career path of Adeptus Evangelion. Oddly enough, Operations Directors are unique among player characters because they lack the ability to synchronize with an Evangelion. As such, they begin play with a Synch Ratio of 0 and may never increase it by any means. Similarly, they only operate in personal Scale, and none of their Talents could ever be applied to an Evangelion Scale encounter as if they were a pilot. As such, the scale column has been removed from all Operations Director Rank Charts.

Operations Directors do not fight the Angels directly like other players, but instead guide and assist the other players remotely while spending the entire battle in a command bunker.

However, while they might find their combat experience to be lackluster compared to the dynamic and life threatening struggle of piloting an Evangelion, outside of combat the Operations Director has many distinct advantages. The first and foremost of these is that the Operations Director outranks the pilots, an enviable position that should be roleplayed to full effect and taken into account during important decision making.

Under no circumstances may there be two Operations Directors in play at the same time.

## Impact Avider: Operations Directors and Backgrounds

When selecting backgrounds, the Operations Director can quickly find himself with few options. This is a regrettable side effect of three of the four backgrounds being clearly geared for the Evangelion Pilots who make up the majority of the party. However, without special attention only a masochist (or a roleplayer) would choose to make an Operations Director with a background other than Impact Survivor. To help ease this, GMs are highly recommended to allow an Operations Director to replace any single Positive Trait from the Neospartan, Prodigy or Manufactured backgrounds with an Asset of their choice worth 200 xp or less. This can make these backgrounds much more appealing without disrupting the game.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1000
Ballistic Skill	250	500	750	1000
Strength	500	750	1000	2500
Toughness	250	500	750	1000
Agility	250	500	750	1000
Intelligence	100	250	500	750
Perception	250	500	750	1000
Willpower	100	250	500	750
Fellowship	100	250	500	750

**Starting Skills:** Command (Fel), Scrutiny (Per), Speak Language (English) (Int), Literacy (Int)

**Starting Talents:** Skill Proficiency (Twice), Melee Weapon Training (General), Pistol Weapon Training(General), Cut Synch

**Starting Gear:** Nerv Uniform, Nerv ID, Sidearm Pistol, 1 clip, Nerv Phone

## CAPTAIN

Advance	Cost	Type	Prerequisites
Awareness	100	S	---
Talented(Charm) <sup>DH</sup>	200	S	Charm
Skill Proficiency†	100	T	---
Skill Training	100	T	---
Basic Weapon Training(General)	100	T	---
Foresight <sup>DH</sup>	100	T	Int 35
Contact	100	T	Operations Director
Jaded <sup>DH</sup>	200	T	WP 30
Precision Targeting	200	T	Operations Director
Nerves of Steel <sup>DH</sup>	200	T	WP 30
Decadence <sup>DH</sup>	100	T	Carouse
Vigilance	200	T	Operations Director
Requisition Support*	100	T	Operations Director
Equip Loadout	100	T	Requisition Support
Tactical Genius	200	T	Operations Director
Remote Care	200	T	Operations Director
Absolute Order	200	T	Operations Director
Peer (Nerv) <sup>DH</sup>	100	T	---
Sound Constitution* <sup>DH</sup>	50	T	---

\* This Talent may be taken up to two times at this Rank

† This Talent may be taken up to 4 times at this Rank

## MAJOR

Advance	Cost	Type	Prerequisites
Awareness +10	100	S	Awareness
Command +10	100	S	Command
Dodge	100	S	---
Skill Proficiency**	100	T	---
Skill Training**	100	T	Skill Proficiency
Skill Mastery‡	100	T	Skill Training
Battlefield Control	200	T	Operations Director, Research Tier 2
Just as Planned	200	T	Operations Director, Int 40, Foresight
Contact*	100	T	Operations Director
Delegate	100	T	Operations Director
Talented (Logic) <sup>DH</sup>	200	T	Logic
Iron Discipline <sup>DH</sup>	200	T	Command +10
IOU: Military	200	T	Operations Director
IOU: Political Official	200	T	Operations Director
IOU: R & D	200	T	Operations Director
Dynamic Umbilical	100	T	Operations Director
Fearless <sup>DH</sup>	200	T	---
Foster Teamwork	200	T	Operations Director, Int 40
When Suddenly...	200	T	Operations Director, Ag 35, Concealment +20
Pilot Surveillance	200	T	Operations Director, Fel 40, Shadowing
Brilliance	100	T	Operations Director
Quick Draw <sup>DH</sup>	100	T	---
N2 Strike	200	T	Operations Director, Research Tier 2
Logistics	100	T	Operations Director, Int 35, Charm +10
Feedback Tampering	200	T	Operations Director
Requisition Support‡	100	T	Operations Director
Equip Loadout	100	T	Requisition Support
Dummy Plug MK1	200	T	Operations Director
Insanely Faithful <sup>DH</sup>	200	T	---
Inspiring Voice	250	T	Operations Director
Requisition Airstrike	250	T	Operations Director
Sound Constitution* <sup>DH</sup>	50	T	---

\* This Talent may be taken up to two times at this Rank

‡ This Talent may be taken up to 4 times at this Rank

\*\* This Talent may be taken an unlimited number of times at this Rank

## COLONEL

Advance	Cost	Type	Prerequisites
Awareness +20	200	S	Awareness +10
Command +20	200	S	Command +10
Into the Jaws of Hell <sup>DH</sup>	200	T	Iron Discipline
Rapid Reload <sup>DH</sup>	100	T	---
Skill Mastery <sup>‡</sup>	100	T	Skill Training
Talented (Inquiry) <sup>DH</sup>	200	T	Inquiry
Talented (Deceive) <sup>DH</sup>	200	T	Deceive
Surefire Ejection	200	T	Operations Director
Air of Authority <sup>DH</sup>	200	T	Command +10
Master Orator <sup>DH</sup>	200	T	Fel 40
Double Agent	200	T	Operations Director, Contact, Fel 40
Battlefield Commander	300	T	Operations Director
Combat Master <sup>DH</sup>	200	T	---
Advanced Analysis	100	T	Operations Director
Requisition Support*	200	T	Operations Director
Dummy Plug MK2	250	T	Operations Director, Research Tier 3, Dummy Plug MK 1, Absolute Order
Imprint*	100	T	Operations Director, Dummy Plug MK 2
Talented (Carouse) <sup>DH</sup>	200	T	Carouse
Promote Assistant	200	T	Operations Director, Delegate
Talented (Command) <sup>DH</sup>	200	T	Command
Total Recall <sup>DH</sup>	100	T	Int 35
You Owe Me	200	T	Operations Director, Fel 45
True Grit <sup>DH</sup>	100	T	---
Sound Constitution* <sup>DH</sup>	50	T	---

\* This Talent may be taken up to two times at this Rank

‡ This Talent may be taken up to 4 times at this Rank

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.



# EVANGELIONS

Creating your  
Evangelions



Customizing your  
Evangelions



Upgrades



Weapons



"The Evangelion is a marvelously resilient tool, combining the self-repair of biological systems with the multiple redundancy of artificial weapons. It is capable of sustaining damage that would be catastrophic to any other mechanical or biological weapon and continue performing, and even when it is utterly defeated, so long as it can be recovered it can be restored to full function. Their only weakness is the pilot itself. While an Evangelion can have its waist bisected and continue to fight, it may be difficult to demonstrate to a panicking nerve-linked child that their own legs are, in fact, still attached."

-Nerv Director of Operations Adrian Hertz

Although they appear to be giant humanoid robots, the Evas are actually cyborgs, integrating a mostly biological being with a substantial mechanical infrastructure and flexible polymer sheathing and armor plating. But like the Angels, their real defense is the Absolute Territory Field (A.T. Field for short). A.T. Fields are almost invulnerable to conventional weaponry, but can be neutralized by deploying an opposing A.T. Field, allowing the Evas to fight the Angels with greater effectiveness than the conventional army.

More information on A.T. Fields can be found in Chapter 4.



# PILOTING YOUR EVANGELION

Contrary to both the title of this section, and the designation of the characters as ‘pilots’, the Pilot skill is not involved in any way with the Evangelions. This results from a combination of the following:

- Evangelions are not machines. They are cybernetically enhanced and armor plated, but they are still living creatures. The proper way to stat their abilities in the Dark Heresy rule set (of which Adeptus Evangelion is a modification) would be as creatures. Albeit very large and powerful creatures.
- Evangelions are not controlled through a manual interface. Hand controls are present, but lack the ability to actually manipulate the Evangelion with the range and dexterity required. They are merely a focus for the pilot, a part of a larger, telepathic control system achieved by synchronizing with the Evangelion. At this point the Evangelion becomes an extension of the pilot, and normal vehicle rules cease to apply.

For these reasons, piloting an Evangelion is represented by control of a large, powerful character fighting similarly sized opponents. This does not render you ‘true’ character obsolete, as many of your skills and talents carry over. After all, your character is the one in control, not the Evangelion itself.

## Know your Evangelion

An Evangelion is an unrivaled fighting machine that is as much a product of conspiracy and deceit as it is science and engineering. Created by the secret organization SEELE through its puppet organization NERV, the Evangelions are a mix of Angel and human DNA that have been partially lobotomized and cybernetically enhanced and restrained.

Evangelions are all humanoid in shape, but of a vastly alien biology and a monstrous appearance even with the armor covering. They also have a number of important primary systems beyond simple locomotion and fighting.

## Entry Plug

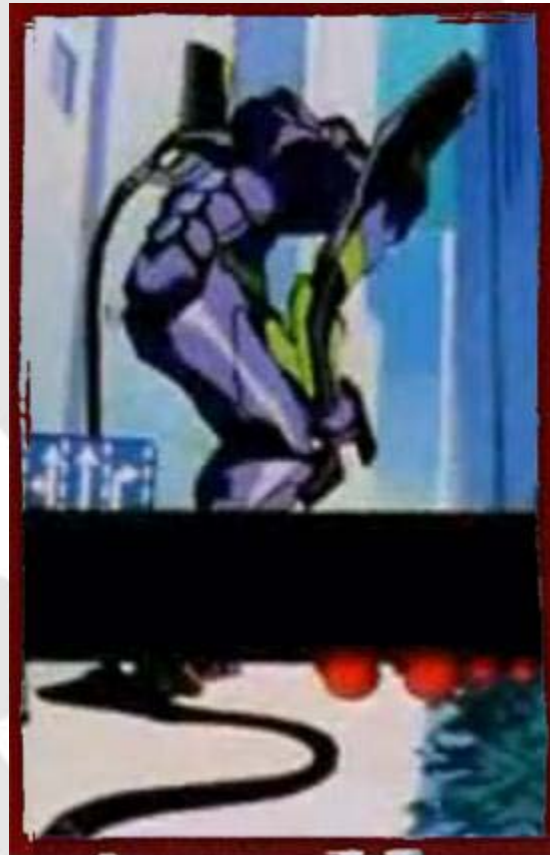
The entry plugs are long, cylindrical structures with rounded ends which contain the cockpits for the Evangelions. A pilot enters a plug through a hatch in its center; once the hatch is sealed, the plug is filled with LCL (a yellow-tinted, translucent liquid used to mentally link a pilot with the Evangelion and supply oxygen directly to the lungs when breathed). Each Eva has a socket in a cervical vertebra in its upper



spine, covered by a retractable plate; the entry plug is inserted into this socket, the hatch closes, and pilot control of the Eva is established. The plugs are heavily armored and equipped with parachutes and rockets to aid in escape from a badly damaged Evangelion (see "Defeat" in Chapter 5).

Control from within the entry plugs for activation of the Evas usually consists of voice-commands in conjunction with mental thought, although this is usually done remotely by Nerv personnel. Apparatuses found within the entry plug include two distinctly designed hand-triggers which are used for simple, but delicate, finger movements, such as using firearms. The screens that show the external environment surround the pilot and are picked up by cameras mounted on the Eva's head, and from the eyes of the Eva itself. They also display other information, and are apparently three-dimensional projections. Smaller images can be superimposed over the environmental views for communication between pilots and/or the command station in Central Dogma.

The pilots must be able to "synchronize" with their Evas in order to control them. To aid in this, pilots wear the distinctive uniform of their position: the plug suit. The plug suit is a form-fitting full body garment which the Eva pilots wear to aid in synchronization with their Evas. The suits are normally baggy but shrink to conform to the pilot's body through a mechanism housed in the wrists of the suits. The suits contain devices which help monitor the pilot's status and give medical aid, such as defibrillation or CPR. No two suits are alike: each suit bears its corresponding Eva's numerical designation on the chest and back and is roughly color-coordinated with that Eva. Pilots also wear A10 nerve clips, brain-computer interface devices worn by Eva pilots on their heads in order to better establish a direct mental link with their Evangelion.



## Umbilical Cable

Evangelions have a massive energy requirement, so much so that for functions beyond pilot life support, their internal batteries' charge only lasts for a maximum of 5 rounds. To deploy Evas for longer periods of time, power cables referred to as "umbilical cables" are inserted into the Evas' backs. Spools containing umbilical cables are located throughout the Base of Operations, so if an Eva extends the cable to its maximum length, it can switch to another one. Evas are capable of reaching behind themselves to attach a new umbilical cable without external help. When Evas are deployed to areas other than the Base of Operations, portable sets of umbilical cables are brought along to connect them to an external power supply. Evas can be voluntarily disconnected from their umbilical cables to provide greater mobility, albeit knowing that they will only have 5 rounds of power. If an umbilical cable is severed during battle, the end plugged into the Eva's

back will automatically eject from the Eva so as not to hinder its movements. The plugs located at the tips of umbilical cables contain small thruster rockets; when ejected, the thruster rockets fire just before hitting the ground, to lessen the damage both to the plug itself as well as to whatever is on the ground when the plug hits.

An Eva's Umbilical Cable may be targeted as a Called Shot, and is instantly destroyed on a successful hit. The Eva may attempt to Parry or Dodge, but takes a -20 penalty since it is not actually a part of them they can move at will. An area effect that breaches the AT Field automatically destroys the umbilical, and the umbilical is only spared from an area attack if the Eva succeeds on its roll to deflect the attack with its AT Field by 2 degrees of success or more.

NERVA

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

# CREATING YOUR EVANGELION

In *Adeptus Evangelion*, in addition to the normal character sheet for your character, you have an additional page for your Evangelion itself.

Each Evangelion has the following sections of its character sheet that need completing.

## Characteristics

Evangelions are powerful beings, which start with the following statline:

WS	BS	S	T	Ag
15 +	15 +	30	30	Pilot Ag
Pilot WS	Pilot BS			

Note the complete omission of the Intelligence, Perception, Willpower, Fellowship and Synch Ratio scores. These scores remain unchanged from your character. Excluding certain mental disabilities, being inside an Evangelion does not impact you mentally.

When your Evangelion is created, you have a pool of points equal to 2d5. You may invest these points as an addition to either your Evas Strength or Toughness, divided up as you choose. This represents slight modifications to the initial design to specialize in certain areas.

Evangelions also start with the following armor and wound placement:

Unlike characters, Evangelions do not have a single pool of wounds. Instead, each section of the body has its own pool of wounds in addition to its own armor rating. This allows the Evangelion to take massive damage to a limb and lose it without risk of instant death (such as the normal *Dark Heresy* rules would have it).

However, if either the body or head are destroyed through critical damage, the Evangelion is 'killed'. However, much like an Angel, as long as the Evangelion's core is intact the Evangelion can be repaired back to full operating efficiency. The Pilot is often not so lucky.



	Armor Points	Wounds
Head	2	(TB)
R.Arm	2	(TB) + 2
L.Arm	2	(TB) + 2
Body	4	(TB*2) + 3
R.Leg	2	(TB) + 2
L.Leg	2	(TB) + 2

## Simplifying Wounds

*Adeptus Evangelion* places a lot of importance on having independent body locations to allow combat to be slower and deadlier than it normally is, however this slows down the game and may not be to everyone's tastes. A GM wishing to see Evangelions and Angels operate under rules more familiar to those from *Dark Heresy* can add the wounds from the Body and the Head together to get a single wound total, using the AP under the Body location. For Angels, the GM should add together the Head, Body, and Core locations, using the AP listed for the Core.

## Distinguishing Features

Evangelions are grown more than built, and can vary wildly even when based on the same basic design. Additionally, many Eva's are built with entirely new implementations of systems, making the creation of any two Evangelions with more than a passing resemblance unlikely. Even if an Evangelion seems physically according to plan, any number of imperfections in the core, growing process or synchronization systems can lead to psychological instability on the part of the Evangelion.

When a new Evangelion is being created, roll 1d100 on the following charts.



## Distinguishing Features – Soul

Roll result	Name	Effect
01-05	Fractured Mind	Whenever the pilot rolls initiative, also roll a Synch Ratio Test. On a failure, the Eva becomes Frenzied. It spends 1 round flailing around and attacking the environment before engaging the enemy.
06-10	Weeping	When in the Entry Plug, you swear that there is someone sobbing just on the edge of your hearing. This is understandably unnerving, and whenever you gain Insanity Points in the Entry Plug you gain 1 extra.
11-15	Insane	This Eva's mind and personality are so shattered that it can't be helped but to think of it as mad. While it is restrained and operates more or less normally, the pilot automatically gains an Insanity Point every time they roll a Synch Ratio Test in the Entry Plug.
16-25	Invasive	The Eva's personality is so strong, it can affect the pilot. After every battle, the pilot must roll Willpower. If he fails, during the night he is plagued by dreams that fragments of memory from someone else. By morning, he has gained 1d5 Insanity Points, but his Synch Ratio has increased by 1.
26-35	Dormant Soul	Your Evangelion is extremely difficult to rouse, and will never Berserk if the pilot's Synch Ratio is below 60.
36-45	Destructive	The Evangelion is filled with nothing but rage. Deal an extra point of Critical Damage in melee whenever Berserk, but you add three points of collateral to the pool instead of two.
46-60	Protective	Something about the Eva makes it want to protect humans. Whenever the Evangelion Berserks, you add one point of collateral to the pool instead of two.
61-70	Calm	The Eva is calm and stable, even in the heat of combat. The Evangelion must succeed twice on its Berserk chance to actually Berserk, but the Pilot gains a +10 to resist Fear.
71-80	Angelic	The Eva's AT field pattern reads as Blue. Berserk Evas treat such an Eva as an Angel, and attack it whenever possible. While it's Synch Ratio with its pilot is 1d5 less, it paradoxically has an ATS of 1 higher than normal.
81-90	Skittish	Like a wild animal, the Evangelion shies away from danger. The Evangelions Agility increases by 5. When Berserk, the Evangelion will immediately disengage from melee for 1 round after receiving critical damage.
91-00	Bonded	The Evangelion seems to have an emotional attachment with its chosen pilot, and the pilot's SR increases by 3. However, it will not function for anyone else under any circumstances, even rejecting Dummy Plugs.

## Distinguishing Features – Mutation

Roll result	Name	Effect
01-10	Pressurized Blood	The Evangelions blood pressure is through the roof! Whenever the Evangelion rolls for Blood Loss, it must roll twice and take the worse roll.
11-20	Bioluminescent	The unit's blood gives off light due to unidentified chemicals in its blood cells. This light tends to leak from between the armor plates, and from the mouth and eyes. The Eva takes a -20 to Concealment. The color of the light is determined by rolling an extra secondary color.
21-25	Cyclopean	The Eva's head is dominated by a complex optical array that has replaced its eyes. When in the Evangelion the pilot may reroll 1 failed awareness test per round. However, the Eva's head has 1 less wound.
26-35	Hulking Frame	The Evangelion beneath the armor is a powerful beast, noticeably stockier than a normal Eva. The Eva has its Strength and Toughness increases by 3, but suffers a -3 Agility.
36-45	Redundant Organs	The Evangelion gains an extra wound on all body parts.
46-50	Regenerative	When the Evangelion is repaired, it is found to have already healed its minor wounds, which need not be paid for. Subtract one point of collateral from the pool after every fight in which this Evangelion took damage.
51-60	Photosynthetic	The Evangelion takes in sunlight and converts it to energy, though all analysis seems to indicate a lack of chlorophyll. When fighting in appropriate levels of sunlight, the Eva's operational time is 1 round longer.
61-70	Angelsense	The Evangelion is naturally sensitive to the presence of other AT Fields. The pilot begins play with the "AT Ping" Power.
71-75	Cranial Horn	The Evangelion has a large horn on its head that may be used for a mediocre gore attack, dealing 1d5-2 rending damage.
76-85	Unrestrained Jaw	The Evangelion begins play capable of performing a 1d5+1 R bite attack.
86-90	Predatory	As Unrestrained Jaw, but the Eva gains a +3 to Weapon Skill and a +3 to Strength as well.
91-99	Extra Eyes	The Evangelion has an extra set of eyes, usually totaling 4 or 6 eyes. It's increases sense of sight grants it a +3 to Ballistic Skill, and once per round the pilot may reroll a failed Awareness Test.
100		Roll Again Twice



## Distinguishing Features – Construction

Roll result	Name	Effect
01-15	Clinker	The unit's armor is ill-fitting and poorly lubricated. While it can power through these discomforts without a dip in performance, doing so causes it to give off immense clanking and grinding noises, as well as the occasional stray bolt. Add one point of collateral to the pool after every fight in which this Evangelion took damage.
16-20	Single Winged	The Evangelion lacks a wing on 1 arm.
21-30	Marker light Array	The Evangelion gains a free Marker Light upgrade on one of its wings. This operates as the weapon upgrade, but takes up the wing slot.
31-40	Feedback Suppressor	Gain a +10 to resist Feedback, but reduce your Synch Ratio by 1d5.
41-50	Odd Limbs	The joints on the Eva's limbs were designed to grant it increased mobility, but this new range of motion is strange and unfamiliar to the pilot. The pilots SR drops by 3, but the Eva's Agility is increased by 3.
51-60	Lightweight Chassis	The Eva's armor is especially light, imposing a -1 armor penalty on all areas. However, the resulting freedom of movement has increased the Eva's Agility by 5.
61-70	Heavy Armor	The Eva's Armor is especially dense, and grants a +1 armor bonus to all areas. However, the weight of it slows the Eva, reducing its agility by 5.
71-75	Stabilizers	The Evangelion gains the "Sturdy" Trait.
76-80	Bakelite Infusion	The Evangelion is covered with small pockets of Bakelite prepared to release and cover exposed areas. The Eva rolls for Blood Loss twice and takes the better roll.
81-85	Leg Pistons	The Evangelion has high pressure support systems on its legs, driving its feet into the ground with extra force. Whenever the Eva takes the run action, treat its Ag as if it were 2 higher.
86-90	Advanced Battery	The Eva's body contains a larger than normal battery, allowing it to continue operating for 6 rounds after being severed from an umbilical rather than 5.
91-99	Weapon Rack	The Evangelion has, on its back, a mount to hold a single basic weapon. While the Evangelion may not emerge from a Launch point with this weapon, it may acquire a basic weapon afterwards and carry it without using its hands with no penalty.
100		Roll Again Twice

"Son of a...who in the hell put that there?! Get someone up there with a sandblaster, right the hell now! And tell the security chief that spraypaint just got added to the launch chamber contraband list."

-Chief Mechanic, Unit 17 Support Crew

## Distinguishing Features – History

Roll result	Name	Effect
1-9	Badly Financed	This unit was built by the lowest bidder, and it's obvious. There are problems with the wiring, the construction, everything. The Eva is power-hungry, less energy efficient than others. Its operational time when separated from a power source is decreased by 1 round.
10-25	Patchwork	The Evangelion is made from a patchwork of failed prototypes, dummy bodies, and duct tape. It works, if reluctantly, but its Toughness is reduced by 10. However, it has a wealth of spare parts on hand, and no additional collateral damage is gained when this Eva loses a limb.
26 -36	Prototype	The Evangelion was built as a test unit rather than a combat model. It has an additional mutation, but its body isn't built to the same specs as a combat unit, and has a -1 penalty to armor on all body parts.
37-45	Haunted	The rumor is that the first person to try piloting the Eva was absorbed into it. The pilot can always feel something watching them, giving them a -20 penalty to Perception Tests in the plug. However, when the Evangelion goes Berserk, it is 30% less likely to attack another Evangelion.
46-54	Concept Model	Built using only the best, newest, most expensive tech. It's like a sports car compared to the other Evas. The Evangelion begins play with 1 free SUP and 1 free WUP, but each battle it automatically incurs an extra 2 points of collateral damage as high maintenance parts must constantly be replaced.
55-63	Mysterious Source	The Evangelion wasn't built by a country, but rather by an unidentified organization. While it contains several unidentified small machines attached to key systems that worry the engineering team, it starts with a free SUP. It's trustworthy enough to use, for now...
64-72	Symbol	The Eva has a banner, medal, or other symbol of the people's support attached to its armor. Perhaps it was made by local schoolchildren, was a gift from a foreign government, or was part of a local unity event. If the symbol remains attached and undamaged the entire battle (no critical damage was done and no area attack breached the AT Field), 1d5 surplus of additional funding is supplied to the project by proud civilians.
73-100	Flagship	The Evangelion was created and unveiled in a very public manner. It proudly bears the mark of whatever country built it, and is a symbol of national pride. In any battle where the Evangelion is defeated, subtract 2 collateral from the pool as the Eva's home country chips in to repair it. However, they will not feel obligated to do anything else to alleviate Nerv's deficit.

## Color Scheme

When everything is finished being grown, manufactured, installed and covered in 12,000 pounds of fortified armor, it still needs a proper paint job.

Roll 1d100 on the Descriptor and Color charts twice. The first is for your primary color, the other is for your secondary color. If your color rolled is clearly nonsensical (such as Bright Black), feel free to roll again.

Descriptor	
Roll Result	Descriptor
1-25	Bright
26-50	Dull
51-75	Dark
76-100	Neon

Color	
Roll Result	Color
1-11	Red
12-22	Orange
23-33	Yellow
34-44	Blue
45-55	Green
56-66	White
67-77	Black
78-88	Purple
89-100	Grey



NERVA  
GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

# CUSTOMIZING YOUR EVANGELION

"We can watch the Angel fights on the monitors down in Engineering, you know. Some people might think that it's not right, that it's like watching a gladiator fight or whatever. It's not like that, at least for us. We've been worked ragged keeping those Evas and their equipment fighting fit, so the higher ups let us watch to see it all in action in real time.

At the start, you're nervous obviously, fate of the Earth at stake and all, but then you see those kids turn it around, and you can't help but cheer them on. Remember that last attack? When the second unit finished the Angel off with a hard left jab and a uppercut? Yeah, the military big wigs and the egg heads all nodded their heads, wrote notes down, and assessed the damages. But us down in Engineering? We went nuts, totally. There were party hats, noise makers, and I think one guy had a stereo blasting what I can only describe as victory music.

Believe me, we worry just as much as everyone else, but when you've got a hand in it, you get your own satisfaction out of victory, even if you're not in the cockpit."

As your pilot advances in its chosen career path, they will be able to purchase upgrades for their Evangelions. Given the expensive nature of the Evangelions, and the fact that any upgrade takes a team of technicians to install, this can hardly be assumed to be something that comes out of the pilot's own pocketbook or can do on their own.

Instead, pilots may requisition upgrades for their Evangelion by spending experience to acquire Upgrade Points, in much the same way that normal characters might acquire more Wounds by spending experience on Sound Constitution. When you buy an upgrade point, you put it into a pool of available Upgrade Points that need not be spent immediately. You may spend these points in between battles to make specific changes to your Evangelion.

There are three types of Upgrade Points. These points are distinct from each other, and may only be used to buy upgrades of their type.

Biological Upgrade Points (BUP) may be used to increase the Characteristics of your Evangelion, or in some situations make significant changes to the organs of your Evangelion.

Structural Upgrade Points (SUP) may be used to buy more armor for your Evangelion, or otherwise modify the technological aspect of the Evangelion.

Weapon Upgrade Points (WUP) may be used to purchase and modify weapons that your Evangelion can wield in battle.

With the exception of certain Biological Upgrades only available to the Berserker career in the later stages, all Biological Upgrades are made available to the pilots from the very beginning. These Biological Upgrades operate in the same way as characteristic upgrades work for characters. Each upgrade bought for an Evangelion's characteristic increases it by 5, and then the next upgrade for that characteristic becomes unlocked.

Structural and Weapon Upgrades are not so simple. There are three Research Tiers, which represent the resources and technology available to your organization. At the beginning of the campaign, your organization is at research Tier 1. The research required to reach Tiers 2 and 3 must be paid for using the surplus funds acquired at the ends of battles (presuming that

collateral damage was sufficiently avoided and such a surplus exists). More information on the process of researching can be found in the post battle section of Chapter 5.

Weapons and Upgrades are available based on what your highest Research Tier is. You may still purchase from lower tiers, but under no circumstances may purchase from higher tiers. In addition to these Tiers are Technologies. Technologies are researched in the same way as Research Tiers, but represent the development of a specific new technology rather than a general upgrade to all currently existing technologies. When a new technology is researched, you gain all its available upgrades up to your current highest Research Tier. Similarly, when you reach a new Research Tier, the next Tier of all currently researched Technologies are unlocked as well. At your GM's discretion, weapons based on certain technologies may become available before research of them is completed. In these situations, the weapon you receive is a prototype which costs twice the normal amount of Weapon Upgrade Points, may not be upgraded further, and usually comes with a drawback not normally associated with the weapon (such as Unreliable, Recharge, or Overheats).

## Biological Upgrades

Characteristic Upgrades (Tier 1)				
Characteristic	Level 1	Level 2	Level 3	Level 4
Strength	1 BUP	1 BUP	2 BUP	2 BUP
Toughness	1 BUP	1 BUP	2 BUP	2 BUP

Biological Upgrades: Other (Tier 1)			
Upgrade	Prerequisite	Effect	BUP Cost
Natural Weapon	---	Acquire a natural weapon for your Evangelion.	1
Bulging Biceps	---	As the Talent in Dark Heresy	1
Biological Upgrades: Other (Tier 2)			
Acidic Saliva	Bite Attack	Gain extra damage to your bite and spit Acid.	1
Core Array	---	Move and Spread your AT Field as the same action.	1
Regenerative Flesh	Berserker	Your Evangelion costs less to repair.	2

### Acidic Saliva

**Prerequisites:** Research Tier 2, a Bite attack

**Effect:** The Evangelion generates a series of glands in its mouth that secrete a corrosive fluid. While it is unsurprising that this does not harm the Eva itself, it similarly fails to

harm the Evangelion's armor as well, despite showing normal chemical reactions when applied to samples of the exact same material when not integrated with the Evangelion. The explanation for this continues to elude Nerv scientists, though many assume that it is a byproduct of the

Eva's A.T. Field acting in some passive way.

The Eva's Bite attack deals an extra 1d5 E damage, and increases its penetration by 2. In addition, the Eva can 'spit' the acid with a range of 5 dm to deal 1d5 E damage with a Penetration of 4.

### Bulging Biceps

**Prerequisites:** None

**Effect:** As the Talent from Dark Heresy, applied to your Evangelion.

### Core Array

**Prerequisites:** Research Tier 2

**Effect:** By feeding an apparently conflicting string of data into the Evangelion's Core, it is possible to trigger the generation of several tumor-like growths on the Core's surface. While many of these growths have no impact on the Evangelion, properly cultivated they can be used to help initially Spread an A.T. Field with less concentration.

The Pilot may now move a number of dm equal to their Agility Bonus and Partially Spread their A.T. Field as the same Half Action. Pilots with the Quick Spread talent may Fully Spread their A.T. Field instead.

### Natural Weapon

**Prerequisites:** None

**Effect:** Evangelion's biology alters to unlock a primitive form of melee attack. Often a Bite or Claw attack, this natural weapon deals 1d5 Rending or Impact Damage, and may be upgraded as if it were any other sort of melee weapon. Natural weapons, even if Rending, may not be made Progressive.

### Regenerative Flesh

**Prerequisites:** Berserker, Research Tier 2

**Effect:** After a battle in which this Evangelion took critical damage, subtract two points from the collateral pool.

<b>Biological Upgrades: Super Solenoid Generation (Tier 2) (Requires Super-Solenoid Generation)</b>			
<b>Upgrade</b>	<b>Prerequisite</b>	<b>Effect</b>	<b>BUP Cost</b>
<b>S2 Organ</b>	---	Acquire unlimited power.	4
<b>Biological Upgrades: Super Solenoid Generation (Tier 3) (Requires Super-Solenoid Generation)</b>			
<b>Winged Form</b>	S2 Organ, SR 70	Master your A.T. Field.	2
<b>Advanced Biology</b>	Berserker, S2 Organ	As the Unnatural Characteristic Trait, for Dark Heresy	3

## Advanced Biology

**Prerequisites:** Berserker, Research Tier 3, S2 Organ, Super-Solenoid Generation

**Effect:** Your Evangelion gains a permanent +10 to Strength and Toughness.

## S2 Organ

**Prerequisites:** Research Tier 2, Super-Solenoid Generation

**Effect:** You implant an experimental S2 organ into your Evangelion. This makes

your Evangelion's biological structure more malleable, and provides unlimited operational power. Evangelions with S2 Organs never run out of power, even when severed from an Umbilical Cable. In addition, if your Evangelion Berserks and is still in fighting condition after the Angel has been defeated, it will fail to go dormant again for some time. Roll on the following table to determine its actions.

S2 Organ		
Roll Result	Course of Action	Effect
01-20	The stars are beautiful tonight...	The EVA stares longingly into the sky, perhaps reaching a hand upwards to grab at it. It will not react to any stimuli, even if attacked, unless something cuts off its vision of the sky. It peacefully goes dormant sometime within 1d10 hours.
21-40	What a strange creature!	The EVA notices a nearby object, anything from a flower to a person to an entire building, and immediately starts to examine it intensely. It will defend itself and the object if either is attacked, but will go dormant if the object is destroyed. Given time to sate its curiosity, it will go dormant within 3d10 hours.
41-60	Eva's Day Out	The EVA begins to walk in a randomly-chosen direction, and will continue to do so unless stopped. It will run at its top speed if attacked, and only attack objects attempting to block it. It will attempt to move forward regardless of damage done, and will use its arms propel itself if it cannot use its legs. Left alone, it will find a 'nice' spot sometime within the next 5d10 hours, curl up and go to sleep. If incapacitated, the next time the Eva is deployed the pilot is treated as having failed their most recent weekly Synchronization Test. While classified as a system error, some believe that this shows that the Eva may be capable of holding a grudge.
61-80	Freedom	The Evangelion finds its armor extremely uncomfortable and begins systematically removing it by force, taking 1d5 damage to all areas and dealing 1d10+5 Insanity Points to the pilot. It then follows a course of action identical to 'Eva's Day Out'.
81-95	Destroy!	The Eva doesn't stop fighting after the Angel is defeated, and will attack any humans or human-made objects it can detect. It will prioritize attacking the greatest threats, and will only attack non-hostile targets when no more hostile ones are present. The Eva will not rest until all human structures within sight have been destroyed. Only then will it go dormant.
96+	I am ANGEL!	The Evangelion feels a deep pull, the same pull toward Nerv HQ that draws the Angels. And it has a similar reaction. It will immediately attempt to access and destroy Nerv HQ and all other Evangelions. Luckily, a full system reboot seems to be enough to remove this urge, but the Eva must first be rendered dormant ...

## Winged Form

**Prerequisites:** Research Tier 3, S2 Organ, SR 70, Super-Solenoid Generation

**Effect:** Your Evangelion can sprout four glowing, insectile, translucent wings. This, in addition to allowing the Eva to fly at a speed equal to their land speed, also acts as a powerful A.T. Field extending array. All ranges for AT Powers known are increased by 20 dm, and by spending a Fate Point the Pilot can increase his Evangelion's ATS by 4 for 1 round.

## Structural Upgrades

Structural Upgrades: General (Tier 1)			
Upgrade	Prerequisite	Effect	SUP Cost
Armor Enhancement I	--	Increase armor by 1	2
Wing Loadout (Ammo Dock)	--	Store extra ammo in one wing	1
Wing Loadout (Pistol Dock)	--	Store a pistol in one wing	1
Wing Loadout (Knife Dock)	--	Store a knife in one wing	1
Structural Upgrades: General (Tier 2)			
Active Camouflage	--	+10 to Evangelions Concealment	1
Armor Enhancement II	Armor Enhancement I	Increase armor by an additional 1	2
Heavy Chassis	Armor Enhancement I	Create a support for bulkier equipment.	1
Redundant Ejector	--	Eject with fewer hazards.	1
White Noise Generators	--	+10 to Evangelions Silent moves	1
Wing Loadout (Launcher)	--	Store a small missile launcher in one wing	2
Wing Loadout (Mark 1 Battery)	--	Gain an extra round of activity without the umbilical	1
Structural Upgrades: General (Tier 3)			
Armor Enhancement III	Armor Enhancement II	Increase armor by an additional 1	2
Electrified Armor	Armor Enhancement II		2
Wing Loadout (Integrated Weapon):	--		2
Wing Loadout (Mark 2 Battery)	--	Gain two extra rounds of activity without the umbilical	2

### General Structural Upgrade Descriptions

#### Active Camouflage

**Prerequisites:** Research Tier 2

**Effect:** Your Evangelions armor has been coated with a reactive substance that changes color depending on what electrical frequency is running through it at the time. This can be used to help your Evangelion temporarily match the color of its surroundings, granting it a +10 modifier to Concealment rolls. Should your Evangelion take critical damage, enough of your armor has been damaged to negate the benefit of this upgrade until it is repaired.

#### Armor Enhancement I

**Prerequisites:** None

**Effect:** Increases the Armor for all Body Locations by 1 point.

#### Armor Enhancement II

**Prerequisites:** Armor Enhancement I, Research Tier 2

**Effect:** Increases the Armor for all body locations by 1 point which stacks with the bonus from Armor Enhancement I.



### Armor Enhancement III

**Prerequisites:** Armor Enhancement II, Research Tier 3

**Effect:** Increases the Armor for all Body Locations by 1 point which stacks with the bonus from Armor Enhancement II.

### Electrified Armor

**Prerequisites:** Armor Enhancement II, Research Tier 3

**Effect:** The Evangelion's armor is rigged into its feed of electricity through the Umbilical, delivering a powerful electrical shock to anything that touches it. For as long as the Evangelion is plugged in, all melee attacks that successfully strike the Evangelion result in the attacker making a Toughness Test. On a failure, the attacker is stunned for 1 round.

However, this feed of power leaves the Eva vulnerable to shorts and overheating when exposed to high energy reactions. Whenever the Evangelion takes Critical Damage from an attack dealing Energy damage, they are affected as if they had taken 1 more point of Critical Damage than they really did.

### Heavy Chassis

**Prerequisites:** Armor Enhancement I, Research Tier 2

**Effect:** You outfit your Evangelion with a network of armored structural supports designed to serve as a hardpoint for heavy equipment your Evangelion would otherwise be incapable of using. This also grants you Evangelion 1 extra wound on the body region.

If the Evangelion takes any critical damage to the body, the structure supports provided by Heavy Chassis are ruined and any upgrades dependant on Heavy Chassis

that may be equipped cannot be used until the Evangelion has been repaired.

### Redundant Ejector

**Prerequisites:** Research Tier 2

**Effect:** When rolling for Entry Plug Ejection effects, add a +10 to your roll.

### White Noise Generators

**Prerequisites:** Research Tier 2

**Effect:** The joints of your Evangelion have been outfitted with a subtle but powerful white noise generation system, softening the noise created by your movement and footfalls. Your Evangelion gains a +10 modifier to Silent Moves rolls.

### Wing Loadout (Ammo Dock)

**Prerequisites:** None

**Effect:** Choose one Wing of your Evangelion (left or right). You install a specialized container that may store and deploy one clip of Ammo of your choice for you to use.

Each Wing may only have one Loadout at a time.

### Wing Loadout (Battery Mk 1)

**Prerequisites:** Research Tier 2

**Effect:** Choose one Wing of your Evangelion (left or right). You install an additional battery that allows your Evangelion to operate longer when separated from its umbilical. Your Evangelion may operate for 1 additional round when disconnected from a power source.

Each Wing may only have one Loadout at a time.

### Wing Loadout (Integrated Weapon)

**Prerequisites:** Research Tier 3

**Effect:** Choose one compact ranged weapon that you have already purchased. You may

permanently sacrifice the pistol in order to build it into your Eva's shoulder 'Wing' as an integrated weapon. The weapon's stats remain the same, except that its range is decreased by 10 dm and its ammo capacity is increased by 50%. While not requiring the use of your hands, it requires a similar amount of concentration to fire, thus requiring the same action. However, previous to actually firing, computer-controlled targeting systems may have the integrated weapon use the 'Aim' action for free. While not requiring the use of one of your actions, the Aiming process still takes as long as normal, and should line of sight between the front of your Evangelion and the target be lost during this time the Aiming action is negated.

#### Wing Loadout (Battery Mk 2)

**Prerequisites:** Research Tier 3, Wing Loadout (Battery Mk 1)

**Effect:** Choose one Wing of your Evangelion (left or right). You install an advanced battery system that allows your Evangelion to operate longer when separated from its umbilical. Your Evangelion may operate for 2 additional rounds when disconnected from a power source.

Each Wing may only have one Loadout at a time.

#### Wing Loadout (Knife Dock)

**Prerequisites:** None

**Effect:** Choose one Wing of your Evangelion (left or right). You install a specialized container that may store and deploy one Progressive Knife for you to use. Each Wing may only have one Loadout at a time.

**Special:** All Evangelions begin play with this upgrade, and a Progressive Knife to store there.

#### Wing Loadout (Launcher)

**Prerequisites:** None

**Effect:** Choose one Wing of your Evangelion (left or right). You install a row of small missile launchers. They may be fired at any target within 20 dm, and deal 1d10+3 X damage each with a penetration of 2. Each degree of success on the Ballistic Skill roll means another missile has hit, to a maximum of 5 missiles.

Any missile that strikes an area unprotected by armor (before Penetration is applied) deals an extra 4 damage. This weapon may only be used once per battle, and fires as a reaction action. Each Wing may only have one Loadout at a time.

#### Wing Loadout (Pistol Dock)

**Prerequisites:** None

**Effect:** Choose one Wing of your Evangelion (left or right). You install a specialized container that may store and deploy one Pistol of your choice for you to use. This pistol must be bought (and researched if necessary) separately from this upgrade. Each Wing may only have one Loadout at a time.

## Choosing your Loadout

Evangelions do not have pockets. This may seem silly and obvious at first, but this means that everything an Evangelion can carry must be carried in either its hands or its Wings. Without special equipment or upgrades, an Evangelion enters combat with no extra ammunition for the weapons they carry, instead relying on Supply Caches or Bumblebee VTOLs for further supplies in the middle of battle.

This makes choosing your Wing Loadouts very important, and particular missions may call for different loadouts. If you have more Wing Loadout Upgrades bought than you have wings, you may choose which two are equipped when your Evangelion launches. If pressed for time, it takes approximately 2-3 hours for the engineering team to swap one wing loadout for another loadout, which are designed to be mostly interchangeable.

## Ablative Upgrades

Structural Upgrades: Ablative (Tier 1)			
Upgrade	Prerequisite	Effect	SUP Cost
<b>Ablative Shield</b>	Ablative Technology, Armor Enhancement I	Negate one hit to one arm	1
Structural Upgrades: Ablative (Tier 2)			
<b>Ablative Carapace</b>	Ablative Technology, Armor Enhancement II	Negate one hit to the body	2
<b>Ablative Absorbers</b>	Ablative Technology, Heavy Chassis	Ignore the effects of one area effect or falling damage.	2
<b>Ablative Heavy Shield</b>	Ablative Technology, Armor Enhancement II	Equip a heavy Ablative plate that may be used as mobile cover.	3

## Ablative Structural Upgrade Descriptions

### Ablative Absorbers

**Prerequisites:** Ablative Technology, Heavy Chassis, Research Tier 2

**Effect:** You outfit your Evangelion with a complex but fragile system of shock absorbers, high energy capacitors and ablative structural supports. This system may absorb and negate the damage from any one area effect or instance of falling damage, no matter how much damage that attack would have done. It always absorbs the first possible attack that overcomes the Evas Armor and Toughness, and afterwards is rendered useless until it can be repaired and vital parts replaced.

Only one Heavy Chassis-dependent Upgrade or Weapon may be equipped at a time.

### Ablative Carapace

**Prerequisites:** Ablative Technology, Research Tier 2

**Effect:** You outfit your Evangelion with an ablative shell of advanced armored plates around the body. This shell may absorb and negate the damage from any one attack to the body, no matter how much damage that attack would have done. It always absorbs the first possible attack (any attack that hits the body, is neither dodged or parried, and would deal damage after armor and

toughness have been taken into account), and afterwards is rendered useless until it can be repaired and vital parts replaced.

### Ablative Shield

**Prerequisites:** Ablative Technology, Research Tier 1

**Effect:** You outfit your Evangelion with an advanced shield of ablative armor. This shield may absorb and negate the damage from any one attack to the arm on which it is attached, no matter how much damage that attack would have done. It always absorbs the first possible attack (any attack that hits that specific arm, is neither dodged nor parried, and would deal damage after armor and toughness have been taken into account), and afterwards is rendered useless until it can be repaired and vital parts replaced.

The ablative shield replaces any normal shield that an Evangelion might have equipped.

### Ablative Heavy Shield

**Prerequisites:** Ablative Technology, Research Tier 2

**Effect:** Your Evangelion acquires a massive protective shield. Large enough for the entire Evangelion to crouch behind, it is far too massive for any Evangelion with a Strength less than 50 to parry with, and even then they take a -10 penalty (though the cover it provides is such that even a weapon with the flexible quality can be parried in this manner). Due to its size, where a normal shield might be used to bash an opponent, any Eva that tries to use this shield in that matter instead is treated as attempting a Knockdown attack, though with a +10 bonus.

However, the Shield is designed to act as mobile cover against ranged attacks. As a half action, the Pilot may set the shield to face a specific direction and crouch down behind it. Thus set, any ranged attack from that direction that requires a Ballistic Skill roll to hit is negated by the shield. Ranged attacks that do not require a Ballistic Skill roll, or which have the Blast quality or some other form of area attack, ignore the shield entirely. In addition, melee attacks from the specified direction made by an enemy of a size equal to or smaller than the Eva similarly hit the shield instead, though they may easily move to a more advantageous position.

The Ablative Shield is very thick, and has multiple ablative layers. Any attack with a Penetration of 5 or less is negated as normal but does not expend the shield. An attack that hits the shield with a Penetration of 6 or more is still negated, but expends the shield. Unlike other Ablative equipment, even after all ablative layers has been expended the Shield still provides a +2 AP bonus to whichever arm it is equipped to, or counts as Cover offering 2 SP worth of protection if set against a specific direction.

# Weapons



"Can you believe those nerds down here? They spent, like, all day getting us to test their new laser cannon things. Can you believe it? Six hours of my life just gone because they couldn't work the output up to theoretical energy density targets. Hello? It's a visible wavelength! Atmospheric diffusion, much? And that army kid was totally staring at me the whole time, too. Ugh!"

-Camille von Zeppelin, Pilot of Evangelion Unit 01

## New Weapon Special Qualities

### Progressive

With a vibrating weapon, the constant oscillating motion of the blade results in multiple impacts per second to create a shredding effect more like a jackhammer than a knife. Progressive

Weapons take this one step further by oscillating at such high speeds that the friction causes the blade of the weapon to become white hot.

The Progressive special quality can only be applied to rending weapons, and

results in the exact same effect as the Tearing special quality from Dark Heresy, as well as increasing the penetration of the weapon by 1.

In addition, a weapon with the Progressive special quality requires extra training to use effectively. Unless the wielder has Weapon Training (Progressive), on 2 or more degrees of failure for any Weapon Skill test with a Progressive weapon, the weapon is destroyed as the blade shatters. However, any wielder lacking Weapon Training (Progressive) does not take any penalty to Weapon Skill for lack of proficiency unless they also lack weapon training in the base weapon to which Progressive has been applied.

## Positron

Positron weaponry fires a dense and powerful beam of positrons, the antimatter equivalent of electrons. At sufficiently high outputs, Positron Weaponry has the unique destructive power to penetrate an active A.T. Field. Whenever a Positron weapon is fired, roll 1d10 and add the positron weapon's Penetration. If the resulting number is greater than or equal to the current A.T. Field strength of the target, the shot fired ignores the target's A.T. Field defenses.

## Pneumatic

Pneumatic weapons are weapons with a built in set of high-energy pistons set to fire off on impact, adding an extra driving force to each blow. A Pneumatic weapon automatically passes the WS test to confirm a 'Righteous Fury'. Additionally it increases the damage of the weapon by 1. This Upgrade may only be applied to Impact Weapons.

## Compact

Different from the Weapon upgrade of the same name, in Adeptus Evangelion a weapon with the 'Compact' quality is small enough to fit in a wing dock (either a knife dock for a melee weapon or a pistol dock for a ranged one).

## Mounted

A Mounted weapon is a ranged weapon that is either so massive or so heavy that the Evangelion cannot reliably wield it in both hands. While with time to prepare any Mounted Weapon may be set up to be fired from an immobile position, for Evas on the go the weapon is instead attached directly to the Eva instead through a system of supports. These weapons always require the Heavy Chassis structural upgrade for this purpose, and decrease the Evas Agility by an amount listed in their description.

## Maser

Masers, as high-intensity microwave weapons, pass through most forms of matter with little to no impediment, making them more likely to inflict internal damage to the target with a well aimed shot. When rolling to confirm Righteous Fury, Maser Weapons gain a +20 to their Ballistic Skill test.

## Hyper-Progressive

By building the weapon out of a series of seamlessly interlocking progressive sections, the vibration of the weapon can be balanced enough to prevent the weapon from shaking itself apart. Similarly, these individual progressive sections can be designed to work in harmony, accelerating the oscillation of the weapon to previously unimaginable speeds. A Hyper-Progressive Weapon rolls three times for damage, and chooses the better result.

## Available Weapons

### Melee Weaponry

Melee Weapons: General (Tier 1)						
Name	Class	Range	Dam	Pen	Special	Cost
<b>Progressive Knife MK I</b>	Melee, Progressive	--	1d5 +1 R	3	Progressive, Compact	1 WUP
<b>Spear</b>	Melee, Thrown	10dm	1d10 +1 R	2		1 WUP
<b>Shield</b>	Melee	--	1d5 I	0	Defensive, Primitive	1 WUP
<b>Tonfa</b>	Melee	--	1d5 +1 I	3	Balanced	1 WUP
<b>Tonfa (Bladed)</b>	Melee	--	1d5 +2 R	2	Balanced	1 WUP
<b>Sword</b>	Melee	--	1d10 +1 R	2	Balanced	1 WUP
<b>Axe</b>	Melee	--	1d10 +3 R	0		1 WUP
<b>Hammer</b>	Melee	--	1d10 +2 I	2		1 WUP
<b>Flail</b>	Melee	--	1d10 +0 I	3	Flexible	1 WUP
<b>Progressive Axe</b>	Melee, Progressive	--	1d10 +3 R	1	Progressive	2 WUP
<b>Progressive Spear</b>	Melee, Thrown Progressive	10 dm	1d10 + 1	3	Progressive	2 WUP
Melee Weapons: General (Tier 2)						
<b>Chainsword</b>	Melee	--	1d10+3 R	1	Progressive	2 WUP
<b>Chain Tonfa</b>	Melee		1d5 + 2	3	Progressive, Balanced	2 WUP
<b>Sonic Guillotine</b>	Melee, Thrown	10	special	--	Compact, See text	2 WUP
<b>Great Weapon</b>	Melee	--	2d10+2 I/R	2	Unbalanced	2 WUP
<b>Pneumatic Flail</b>	Melee	--	1d10 +1 I	2	Flexible, Pneumatic	2 WUP
<b>Pneumatic Hammer</b>	Melee	--	1d10 +3 I	2	Pneumatic	2 WUP
<b>Pneumatic Tonfa</b>	Melee	--	1d5 +2	3	Pneumatic	2 WUP
Melee Weapons: General (Tier 3)						
<b>Pneumatic Great Weapon</b>	Melee	--	2d10+3 I	4	Pneumatic	3 WUP

## Progressive Knife MK I

The standard issue melee weapon of the Evangelions, Progressive Knives represent one of the best reasons to get in close to the enemy. The blade of a Progressive Knife vibrates at a speeds that cause it's friction with the air around it to make it white hot. A Progressive Knife can cut through most things like paper, and even heavily armored targets can be taken down with a well struck blow. As the name implies, all Progressive Knives start with the Progressive Upgrade. Each Evangelion begins play with a Progressive Knife.

## Spear

A sharp bladed weapon on the end of a reinforced pole some 30 meters in length. The Spear is also designed to be thrown short distances.

## Shield

A reinforced armor plate held in one hand by the Evangelion, the shield can be used as a crude weapon. However, this is contrary to its original purpose as a superior parrying device, and attacking with a shield imposes a -20 penalty. Shields cannot be upgraded as weapons.

## Tonfa

A thin but heavy blade designed to align parallel to the arm rather than perpendicular when held. Only the front end of it is used on the attack, allowing Nerv scientists to make only that section Progressive to avoid the catastrophic failures associated with make a larger weapon Progressive.

Versions lacking the blade also exist, and are instead used as clubs that deal Impact damage.

## Axe

A heavy sharp blade on a reinforced shaft, the axe is a powerful close combat weapon. When made progressive, only the cutting edge of the axe is modified, effectively incorporating a Progressive knife blade (or sometimes two) into the overall design rather than making the entire weapon truly Progressive.

## Hammer

A solid block of heavy metal on a shaft, hammers represent a simple but brutally effect melee weapon. Sadly, they cannot be made Progressive.

## Flail

A heavy weight (usually outfitted with ridges or spikes) on the end of a reinforced chain, this weapon looks as if it belongs in medieval Europe. And perhaps it does. Regardless of what the flail is adorned with, it may not be made Progressive.





## Chainsword

Early research into Progressive weapons quickly discovered that larger versions of the Progressive Knife simply don't work. After a certain length of blade not much larger than a long dagger, the weapon quickly vibrates itself apart. This makes the creation of a true Progressive Sword all but impossible.

Instead, the Chainsword is a collection of small progressive 'bits' on a rapidly spinning chain. This weapon, while crude, is astonishingly effective in close combat.

## Sonic Guillotine

One of the more esoteric weapons in Nerv's arsenal, resonance drill technology uses vibrational technology not unlike that found in progressive weapons to create a destructive resonance in the target. While a stunningly effective weapon, the resonators used are fragile, and when applied to Evangelion scale quickly break under the strain. Even worse, the process requires two resonations on opposite sides of the target for the effect to be created, making its implementation in any form of conventional weapon impossible.

The Sonic Guillotine, however, is not a conventional weapon. A set of two poles, each a series of resonance emitters, meant to be placed on opposite sides of a target and then active remotely. Each pole is collapseable, and may fit into a Wing with the Wing Loadout (Knife) upgrade. Sadly, each wing can only store one compact pole at a time, requiring the other pole to be stored elsewhere. For obvious reasons, a common tactic is to give the other pole to an ally for a synchronized attack.

If the pole is already in hand, it may be planted in the ground as a reaction action. If still stored in a wing, it may be retrieved and planted in the ground as part of the same half action. If both poles have been planted in the ground, and are within 10 dm of each other, they activate. Anything directly in between the two poles immediately takes 1d5 R critical damage to the body, regardless of how many wounds they still have. This 'attack' may be deflected by an A.T. Field as normal, but may not be dodged. Keep in mind that while this imposes the effects of the listed critical damage, they maintain their remaining normal wounds on the body, and such wounds must still be addressed before more critical damage may be applied as normal.

These poles may be thrown as a spear, and due to internal gyroscopes are considered to be planted in any space in which they land.

After activating, the poles are rendered useless until repaired.

## Great Weapon

Quite simply, a very large weapon. Be it an axe, a blade or (with an appropriate change to Impact damage) a Hammer, the Great Weapon represents a two handed weapon that can do some serious damage.

The Great Weapon is also designed to reflect the double headed heavy blades wielded by the Mass Produced Evangelions, although obviously lacking the ability to assume the form and properties of the Lance of Longinus. Currently, this weapon is far too large to be made Progressive, even if it does end up doing Rending Damage.

## Ranged Weaponry

Ranged Weapons: General (Tier 1)									
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Cost
<b>Hand Cannon</b>	Pistol	35 dm	S/-/-	1d10+2 I	2	5	2Full	Compact	1 WUP
<b>Pallet Gun</b>	Basic	30	S/-/3	1d10 I	0	6	1Full	Inaccurate Unreliable	1 WUP
<b>Battle Rifle</b>	Basic	30	S/2/6	1d10+2 I	2	18	1Full		2 WUP
Ranged Weapons: General (Tier 2)									
<b>Rail Rifle Mk I</b>	Basic	110	S/-/-	1d10+4 I	1	4	1Full	Unreliable	2 WUP
<b>Heavy Railgun</b>	Heavy	Special	S/-/-	3d10+3 I	4	12	2Full	Mounted, Recharge	4 WUP
<b>Rocket Launcher</b>	Heavy	500	S/-/-	2d10+5X	2	4	1Full	Blast (5)	2 WUP
Ranged Weapons: General (Tier 3)									
<b>Rail Rifle Mk II</b>	Basic	110	S/3/5	1d10+4 I	2	12	1Full		3 WUP

### Pallet Gun

The standard issue ranged weapon of the Evangelions, the Pallet Gun is one of NERV's biggest engineering mistakes to date. Designed with ease of production and cost in mind, while a devastating weapon when used against conventional armies, it is an almost laughable underestimation of the firepower needed to kill an Angel. The Pallet Gun is the first ranged weapon ever designed for Evangelion use, and its general poor quality marks it as only slightly better than a prototype. Each Evangelion begins play with one Pallet Gun.



### Battle Rifle

Better than the Pallet Gun in virtually every way, the Battle Rifle boasts increased ammo capacity and stopping power in addition to a correction of many of the flawed firing mechanisms that the Pallet Gun is famous for.

### Hand Cannon

Appropriately named, the Hand Cannon (while only pistol sized for an Evangelion) fires a modified version of projectiles originally designed for Battleships. While of limited ammo capacity and low rate of fire, each shot packs a noticeable punch.



The tremendous recoil of this weapon requires it to be fired two handed, otherwise imposing a -10 penalty on Ballistic Skill when used.



## Heavy Railgun

A scaled down inter-continental weapon mounted on a Evangelion, the Heavy Railgun packs more punch per shot than any other solid projectile weapon made by man with a range that few can match. The projectiles it fires are not significantly larger than those fired by smaller railguns, but they are fired with an incredible velocity. The weight of the railgun is such that it could never be reliably fired hand held, and is instead mounted on the Evangelions shoulder with a complex system of counterweights and shock absorbers to handle the recoil. This weapon may not be used by an Evangelion without the Heavy Chassis Upgrade, and any Evangelion using it will find that their agility is lowered by 20 for as long as they wear it.

Only one Heavy Chassis depended upgrade or weapon may be equipped at a time.

**Special:** the Heavy Railgun has a range that allows it to shoot any target on the ground that it can see, and quite a few that it can't. While this might seem sufficient for any encounter, should the Heavy Railgun be upgraded with the generic "Increase Range" Weapon Upgrade or enhanced with the AT Power "AT Funnel", it is capable of hitting enemies in orbit around the Earth. It should be noted, however, that such enemies are far outside the range of A.T. Field neutralization, and as such the Railgun will have to contend with that defense.

## Rail Rifle MK I

A handheld Railgun, the Rail Rifle launches a single small projective at ultra-high velocities for a damage and range far outstripping the Battle Rifles. Unfortunately, even a small disruption in the electromagnetic rails can cause a misfire, making this version of the Rail Rifle less reliable than many alternatives.

## Rail Rifle MK II

A true engineering marvel, the Rail rifle MK II has removed virtually every flaw in the mark I. Utilizing an alternating system of electromagnetic rails, the Mark II can fire several times in rapid



succession without losing any of the firepower that the Mark I was known for. These advanced rails, in addition to their ability to handle the frequent firing, have been designed to operate correctly in the face of disruptions that would have caused major problems in earlier designs.

## Rocket Launcher

Virtually identical in design to RPG Launchers available to infantry, this Rocket Launcher is simply a scaled up version of that tried and true design. While often less effective against Angels with active A.T. Fields, this weapon can be devastating against targets lacking such protection. This deals collateral as a medium area effect.

"The pallet gun? Oh lord, not another reporter asking about that travesty. Look, no one had ever designed something that large to be moved before. To fire at anything other than single shot? Never. To be accurate in the hands of someone 40 meters tall? Does this line of questioning answer your question?"

I admit, the thing is and was pathetic, perhaps the single worst part is that we can't get rid of them, its listed in the production procedures that 'all Evangelions are to be issued a Mark 2 progressive Knife, and a Pallet Rifle at the time of production.' Now the progressive Knife, there's a solid piece of work, designed by some no name corporation that made Box cutters. Can you believe that? Box cutters. Even has a built in second blade in the event the first one shatters."

-Armaments Technician Horaki.

"You want me to fight those with a defective gun and a box cutter?"

- Peter Terchankof, Eva Pilot, during orientation.

## Save the Planet: Recycle your Weapons!

For most Pilot Characters, strategic use of their hard earned Weapon Upgrade Points is key. They can hardly afford to spend WUPs on weapons that they don't intent to use, and even purchasing a specialty backup weapon can feel like a pain. The Pilots naturally want to get the best weapons they can, but with the progress of Research not entirely under their control, it can be hard to judge exactly when a new weapons technology will become available. As such, many Pilots buy and hoard their Upgrade Points, waiting for the next big research project to be done.

While there is nothing inherently wrong with this, it does leave the pilots in a self-imposed dangerous position of not having the level of firepower that Adeptus Evangelion expects for their rank. To help alleviate that, Adeptus Evangelion encourages 'weapon recycling', which works like so:

In between combat sessions, when buying a new weapon the Pilots may sacrifice a weapon that they have previously purchased to use as parts to build their next weapon. This works slightly differently depending on the weapon type, and the technologies involved. The weapon that is being built with the same parts must be of the same proficiency and technology type as the previous weapon, but need not be the same Research Tier. If this is not true, only a single WUP is gained from the recycling, automatically counting toward the purchase of the next weapon. If it is true, ½ the WUP cost of the base weapon is returned, +1 if the weapon had any upgrades on it. As a special exception, any weapon with a "MK I" in its name may be upgraded to the "MK II" version through weapon recycling for a cost of 1 WUP, and all upgrades carry over.

For example: A Rail Rifle MK I with a Markerlight and a Damage Increase could be recycled into a Bolter or a Maser for a decrease of 1 WUP, recycled into a Battle Rifle for a decrease 2 WUP, or straight into a Rail Rifle MK II that already has a Markerlight and a Damage Increase by spending 1 WUP.

## Positron Weaponry

Ranged Weapons: Positron (Tier 1) (Requires Positron Technology)									
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Cost
<b>Positron Rifle Mk I</b>	Basic	75dm	S/-/-	1d10+1 E	3	3	Full	Positron	2 WUP
Ranged Weapons: Positron (Tier 2) (Requires Positron Technology)									
<b>Positron Rifle Mk II</b>	Basic	75dm	S/2/4	1d10+1 E	3	12	Full	Positron	2 WUP
<b>Positron Cannon</b>	Heavy	200dm	S/-/-	2d10 E	5	1	Full	Positron	3 WUP
Ranged Weapons: Positron (Tier 3) (Requires Positron Technology)									
<b>Great Positron Cannon</b>	Heavy	special	S/-/-	3d10 E	10	--	--	Positron, Mounted, Recharge Overheats	5 WUP

### Positron Rifle MK I

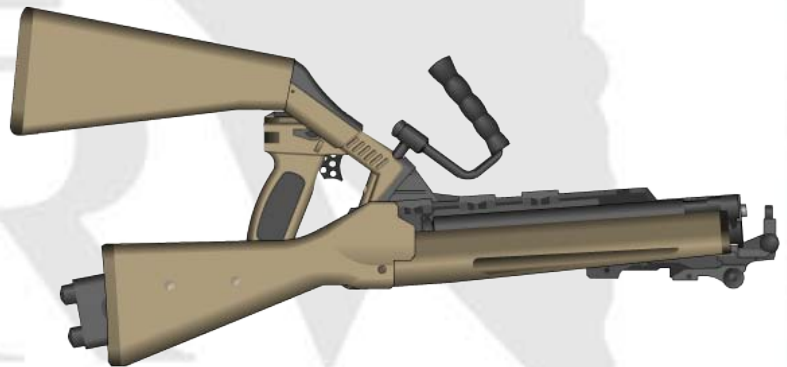
The Mark I Positron Rifle is an advanced prototype. It can only fire once per round without suffering critical damage, and each shot destroys vital fuses that must be automatically switched out for the next shot.



Despite these flaws, it retains the power of a positron weapon and, while less devastating than some other available weapons, is not to be overlooked when fighting Angels.

### Positron Rifle MK II

Featuring more durable fuses and a more complex cooling system, the Mark 2 can fire multiple shots per round at no loss of firepower.



### Positron Cannon

With the advances made in fuse and capacitor technology for the Mark 2 Positron Rifle, it is a simple task to simply build a heavier version of the Mark I to push these new advances to their limit. Much like the smaller Mark I, the Positron Cannon can only fire once per round and requires critical fuses to be replaced after each shot. However, it has a greatly increased range and a much denser beam of positrons capable of punching right through most armor.



This weapon requires an incredible amount of power, and cannot be fired if the Eva is not plugged into an Umbilical Cable. However, if a spare Umbilical is plugged into the Positron Cannon directly, with more power to draw on the Positron Cannon's Penetration increases by 2.

## Great Positron Cannon

Undoubtedly the most powerful weapon an Evangelion can wield, the Great Positron Cannon stretches positron technology to its breaking point. With an unrivaled range and damage output,



the Great Positron Cannon can punch through A.T. Fields and armor with ease, quickly severing limbs or flat out killing its target with a well aimed shot.

Unfortunately, its sheer size requires it to be mounted on an Evangelion with a Heavy Chassis, lowering that Evangelion's Agility by 20 for as long as the Great Positron Cannon is attached. If used unmounted by an Evangelion without Heavy Chassis, it takes 2 full rounds to place and set up, as well as both hands to carry. In addition, it has a tendency to overheat and has a long cool down time in between shots. This is due to the incredible amount of energy required to power it for a full shot, which is so high that the Great Positron Cannon must draw power directly from no less than 3 separate Umbilical Cables at once. If using only 2 Umbilical cables, it has the same range, damage and penetration as the standard Positron Cannon. With only one umbilical or less plugged in, the Great Positron Cannon is unable to be fired until the Evangelion is plugged back in with 2 or more. Alternatively, an Eva with an S2 Organ may use the Great Positron Cannon in its mounted form with only one umbilical plugged into the Eva as it devotes all of the power from its S2 Organ to powering the cannon.

Only one Heavy Chassis depended upgrade or weapon may be equipped at a time.

**Special:** The Great Positron Cannon has an effectively unlimited range and can fire into orbit, though when firing into orbit the extreme range causes it to only do half damage and have a penetration of 4 unless it is upgraded with the generic "Increase Range" Weapon Upgrade or enhanced with the AT Power "AT Funnel".

## High Explosive Bolt Weaponry

Ranged Weapons: HE Bolt-Shells (Tier 1) (Requires HE Bolt Technology)									
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Cost
<b>Bolt Gun</b>	Basic	30dm	S/-/-	1d10+5x	2	8	Full	Tearing	2 WUP
Ranged Weapons: HE Bolt-Shells (Tier 2) (Requires HE Bolt Technology)									
<b>Bolter</b>	Heavy	80dm	S/3/-	1d10+5x	2	20	Full	Tearing	2 WUP
<b>Bolt Pistol</b>	Pistol	20	S/-/-	1d10+5x	2	3	Full	Tearing, Compact	1 WUP
Ranged Weapons: HE Bolt-Shells (Tier 3) (Requires HE Bolt Technology)									
<b>Heavy Bolter</b>	Heavy	120dm	-/-/8	1d10+5x	3	90	--	Tearing, Mounted	4 WUP

### Bolt Gun

A test type design, the Bolt Gun fires experimental high explosive armor piercing rounds.

The size of the projectiles, and resulting recoil, creates an incredible amount of stress that prevents the Boltgun from firing repeatedly. However, the exploding shells themselves are very effective.



### Bolt Pistol

A chopped down version of the Boltgun with a drastically reduced ammo capacity, the Bolt pistol represents the most powerful pistol an Evangelion can hope to be outfitted with, although it is rather lacking in range.



### Bolter

A drastically heavier weapon than the Bolt Gun, the Bolter is reinforced to handle the stress of repeat firing of the Bolt Shells. It also takes advantage of recently developed Railgun technology to shoot those shells farther than before.

### Heavy Bolter

An absurdly large weapon, the Heavy Bolter is so densely reinforced to handle the stress of rapid firing that it has no room for its ammunition. Instead, the gun is Belt fed from a large ammunition cache attached to the Evangelion's back, requiring the use of a Heavy Chassis to support it. Surprisingly lighter than other mounted guns, the Heavy Bolter only reduces your Evangelions Agility by 10 as long as it is equipped. Only one Heavy Chassis depended upgrade or weapon may be equipped at a time.



## Maser Weaponry

### Ranged Weapons: Maser (Tier 1) (Requires Maser Technology)

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Cost
<b>Masgun</b>	Basic	80 dm	S/3/-	1d10+2 E	3	40	Full	Reliable, Maser	1 WUP
<b>Long Mas Mk I</b>	Heavy	150 dm	S/-/-	1d10+3 E	5	40	Full	Accurate, Reliable, Maser	2 WUP

### Ranged Weapons: Maser (Tier 2) (Requires Maser Technology)

<b>Mas Carbine</b>	Basic	80 dm	-/3/10	1d10+1 E	3	40	Full	Reliable, Maser	2 WUP
<b>Mas Pistol</b>	Pistol	40 dm	S/-/3	1d10+1 E	3	20	Full	Reliable, Compact, Maser	1 WUP
<b>Long Mas Mk II</b>	Heavy	250dm	S/2/-	1d10+5 E	5	10	Full	Accurate, Reliable, Maser	2 WUP
<b>Maser Annihilator</b>	Heavy	50 dm	S/-/-	2d10+2 E	7	10	Full	Blast (2), Recharge, Special, Maser	4 WUP

### Masgun

The Maser Gun or “Masgun” is an efficient low power energy weapon. While lacking the penetrating properties of a positron weapon, the Masgun is lightweight and sports a steady rate of fire combined with an incredible ammo capacity and range of twice that of the Battle Rifle.

### Long Mas Mk I

This long barreled Maser Gun is designed to fire one highly focused maser beam. While only slightly more powerful than the standard Masgun, the Long Mas has an incredible range while sacrificing no ammo capacity. The Long Mas represents one of the earliest available long range weapons that can be made for Evangelion hands.



### Mas Carbine

A smaller version of the Masgun, the Mas carbine nonetheless boasts a much higher rate of fire at no loss of power or ammunition. Due to its small size, a Mas Carbine can be wielded one handed at only a -10 penalty rather than a -20. However, it is still much too large to be equipped in a Wing Dock.



### Mas Pistol

A small Maser Gun specifically designed to provide a high rate of fire for a pistol without being too large to equip in a wing dock.





### **Long Mas Mk II**

Even longer barreled than the Mark I, the Mark II Long Mas sacrifices ammo capacity for a drastically increases range and the ability to fire repeatedly.

### **Maser Annihilator**

Ironically crude considering the level of technology required to make it work as an Eva Scale weapon, the Maser Annihilator lacks the elegance or efficiency of other Maser weapons. Rather than firing a tight beam for a split second, the Maser Annihilator bombards a whole area with radiation, showing off the true terror that is a fully scaled Microwave Gun. Unfortunately, this weapon is imprecise, and causes collateral damage as a small area effect with every firing (due to the Blast Trait). However, it causes metal to spark and cooks its targets from the inside, making all but the heaviest or advanced of armor irrelevant.

This deals collateral as a small area effect.

**Special:** Any target successfully damaged by the Maser Annihilator must Test Toughness or burst into flames.

## Hyper-Progressive Weaponry

Melee Weapons: Hyper-Progressive (Tier 2) (Requires Hyper-Progressive Technology)						
Name	Class	Range	Dam	Pen	Special	Cost
<b>Progressive Knife MK II</b>	Melee, Progressive	--	1d5 +2 R	4	Hyper-Progressive, Compact	1 WUP
<b>Core Knife</b>	Melee, Progressive	--	1d5 +1 R	3	Progressive, Compact	1 WUP
<b>Hyper-Progressive Axe</b>	Melee, Progressive	--	1d10 +3 R	2	Hyper-Progressive	2 WUP
<b>Hyper-Progressive Spear</b>	Melee, Thrown, Progressive	--	1d10 +1 R	4	Hyper-Progressive	2 WUP
Melee Weapons: Hyper-Progressive (Tier 3) (Requires Hyper-Progressive Technology)						
<b>Progressive Sword</b>	Melee, Progressive	--	1d10+6 R	4	Hyper-Progressive, Balanced	3 WUP
<b>Hyper-Progressive Tonfa</b>	Melee, Progressive	--	1d5 +2 R	4	Hyper-Progressive	2 WUP
<b>Progressive Great Weapon</b>	Melee, Progressive	--	2d10+2 R	3	Unbalanced, Progressive	2 WUP

### Core Knife

Based on an old design, the Core Knife is built with the principal in mind that the Angel's only true weakness is the Core. This modified Progressive Knife is designed to deal a mortal blow, or at least a potentially mortal one, on a direct hit to the Core. Unfortunately, it required a level of sophistication in Progressive technology that Nerv lacked. Until now, that is.

The Core Knife is built around four small progressive blades parallel to each other on a single hilt. This awkward configuration is not designed for normal combat, and anyone who use it are treated as being unproficient in Progressive Weapons. This is because it is, quite literally, designed to break. If the Core Knife ever deals Critical Damage, the Evangelion can choose to plunge in the knife into the wound, causing the separate blades to snap off of the hilt and, through their own progressive vibration, burrow their way into the target in four separate directions, dealing massive internal damage to the target. This destroys the Knife, but deals an extra 1d10 Critical Damage to the struck body part.

### Progressive Knife MK II



Utilizing recent advances in progressive technology, the Mark 2 Prog Knife has a blade built out of smaller, independent, progressive sections of blade much like larger versions of the Progressive Bits found on the Chainsword. This not only results in a significant increase in the knife's destructive potential with no increase in size, but also allows the knife to continue operating after a section of blade has been snapped off.

To this end, the standard knife design has been replaced by one rather like a boxcutter in design. Whenever the weapon would be destroyed, as a free action the Eva may extend another section of progressive blade segments from the hilt and continue using it. However, each knife only carries enough spare segments to do this once. If the knife would be destroyed a second time before the knife can be repaired, the knife is destroyed as normal.

## **Progressive Sword**

Until recently, large progressive weapons were impossible to build. Or, more accurately, possible to build but impossible to wield without breaking them. The Progressive Sword, also known as “Magorok E(xterminate) Sword”, heralds a new age of weapons technology by finally mastering a scaled-up version of the Progressive Knife, rather than the Chainsword’s false method of progressive bits on a tearing chain.

## **Progressive Great Weapon**

As a normal Great Weapon, but built to be Progressive using recent advances in technology. This Weapon is too large to be made Hyper-Progressive.

“The latest technological breakthrough? Are you kidding me? This core knife is just four prog knives strapped to one handle! They actually pay people money to come up with this crap?”

-Trooper Hong

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

## Super-Solenoid Weaponry

Melee Weapons: S2 (Tier 3) (Requires Super-Solenoid Application)						
Name	Class	Range	Dam	Pen	Special	Cost
<b>Binary Weapon</b>	Melee	See text	See text	See text	See text	1 WUP
New Melee Weapon Upgrades						
Name	Effect					Cost
<b>Absorbing Weapon</b>	Reduce an enemies ATS when your weapon strikes their AT Field					2 WUP
<b>Dispersing Weapon</b>	Treat an enemies ATS as if it were 1 lower against your attack.					1 WUP

### Binary Weapon

Through intense research into the S2 Organ's effects on matter and energy, as well as the reality bending properties of the AT Field, the reshaping of properly attuned matter has been perfected. A Binary Weapon is built with two different specific forms in mind, though the form may not have individual moving parts or complex composites. This means that any two melee weapons that are not the Chainsword or a Hyper-Progressive Weapon may be selected, and the Binary Weapon will switch between them at the users will. Once selected, the binary forms may not be changed.

While a miraculous achievement all its own, it bends many established laws of physics to their breaking point. As such, the weapon requires a little "push" from the pilot. By spending 1 ATP, the weapon will shift to its opposite form as a half action. This process can be accelerated with additional power, however. By spending 4 ATP on shifting the weapon, the Weapon shifts as a free action.

The weapon remembers its binary state, and will retain this information even if destroyed and rebuilt. Strangely, mass need not be conserved through the transformation. It is just as easy for a Binary Hammer to shift into a knife as it is to shift into a Shield. Any upgrade applied to a Binary Weapon applies to both forms equally, so long as the upgrade is applicable for that form.

### Upgrades:

#### Absorbing Weapon

This weapon contains within it an artificial capacitor that functions much like an inverted S2 Organ. When exposed to an Active AT field, this device absorbs power and creates a disruptive feedback loop with the AT Field. Every attack with this weapon that would have hit the target, but is deflected by an AT Field, reduces that AT Field's ATS by 2 for one round.

However, it is impossible to attune this weapon to effect enemy AT Fields only. An Evangelion holding this weapon may only partially spread its AT Field. If the Evangelion fully

Spreads it's AT Field, the resulting surge in power overloads the weapon's capacitor and the weapon melts apart.

### **Dispersing Weapon**

This melee weapon contains several powerful relays in it which absorb energy from an active AT Field. Unlike an absorbing weapon, however, no feedback loop is created. Instead, it simply weakens the area of the AT Field that the weapon is in direct contact with.

When attacking with this weapon, the Evangelion treats the enemies ATS as if it were 1 less.

NERVA

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## Available Weapon Upgrades

Melee Weapon Upgrades		
Name	Effect	Cost
<b>Balanced</b>	As in Dark Heresy	1 WUP
<b>Increase Damage</b>	Increase Damage by 2	1 WUP
<b>Increase Penetration</b>	Increase Penetration by 2	1 WUP

Ranged Weapon Upgrades		
Name	Effect	Cost
<b>Extra Grip</b>	As in Dark Heresy	1 WUP
<b>Increase Damage</b>	Increase Damage by 2	1 WUP
<b>Increase Penetration</b>	Increase Penetration by 2	1 WUP
<b>Increase Range</b>	Range of weapon increases by 50%	1 WUP
<b>Red-Dot Laser Sight</b>	As in Dark Heresy	1 WUP
<b>Melee Attachment</b>	As in Dark Heresy	1 WUP
<b>Expanded Capacity</b>	Ammunition clip is doubled	1 WUP
<b>Markerlight</b>	See sidebar	1 WUP

## Scale

The height of the Evas is never officially established, but they are clearly several stories in height, and can be inferred to be about 40 meters tall from several clues: size of hands compared to people, footprint size of Sachiel, relative sizes for entry plugs, and comparisons to buildings, weapons, and vehicles, including destroyers and helicopters.

Given the size of the Evangelions, the traditional Dark Heresy system of measurement based on 'meters' would be unwieldy and overly complex. As such, Evangelion-scale combat is handled in decameters, a rarely used unit of measurement. Each decameter (dm) is equal to 10 meters. Unless specifically stated otherwise, any and all abilities in Evangelion-scale combat use the same number of decameters as meters used in the person-scale equivalent. A notable exception is the Evangelion's speed, which is represented on the chart below.

Similarly, while when fighting in your Evangelion you are dealing and being dealt wounds much like as if you were fighting with your character, these wounds represent a much greater amount of damage taken. Every wound of Evangelion scale damage is equal to 10 person scale wounds. This also means that anyone foolish enough to attempt to deal damage to an Evangelion scale target with conventional hand-held weaponry must deal 10 wounds before even 1 wound might be taken (although realistically Toughness and armor make this damage threshold much higher, to say nothing of the A.T. Field). If 9 or less wounds are dealt, they do not carry over in any other attack or round. They are simply ignored.

## Markerlight

The Markerlight is a relatively small device that can be attached to any basic or heavy weapon. The pilot may target any enemy body part as a half action and hit with the Markerlight automatically. The data from the Markerlight can be relayed to any one friendly attack against the target hit by the Markerlight to negate the penalties to called shot against that specific body location which the Markerlight hit. If 3 or more Markerlights hit the same target in the same round, the Magi can use the resulting information to calculate flawless targeting data. All tanks, turrets and VTOL wings get a +20 to their Ballistic Skill against the target hit by the Markerlights. If all three Markerlights hit the same body location, the tanks, turrets and VTOL wings are assumed to hit the same area hit by the Markerlights. In either use, if the Markerlight hits an enemy in the round in which an airstrike would do damage, the airstrike automatically hits the target, even if they have moved out of the location they were in when the airstrike order was issued.

<b>Evangelion-Scale Movement (Decameters per Round)</b>				
<b>AB</b>	<b>Half Move</b>	<b>Full Move</b>	<b>Charge</b>	<b>Run</b>
<b>0</b>	1	2	4	6
<b>1</b>	2	4	6	12
<b>2</b>	4	8	12	24
<b>3</b>	6	12	18	36
<b>4</b>	8	16	24	48
<b>5</b>	10	20	30	60
<b>6</b>	12	24	36	72
<b>7</b>	14	28	42	84
<b>8</b>	16	32	48	96
<b>9</b>	18	36	54	108
<b>10</b>	20	40	60	120

Evangelions may carry and move objects according to their strength and endurance. Add the Evangelion's SB and TB together, and then consult the following chart based on that total.

<b>Evangelion Scale Carrying Weight (measured in Metric Tons)</b>			
<b>Total</b>	<b>Carry</b>	<b>Lift</b>	<b>Push</b>
<b>0</b>	9	22.5	45
<b>1</b>	22.5	45	90
<b>2</b>	45	90	180
<b>3</b>	90	180	360
<b>4</b>	180	360	720
<b>5</b>	270	540	1,080
<b>6</b>	360	720	1,440
<b>7</b>	450	900	1,800
<b>8</b>	560	1,120	2,250
<b>9</b>	670	1,350	2,700
<b>10</b>	780	1,570	3,150
<b>11</b>	900	1,800	3,600
<b>12</b>	1,120	2,250	4,500
<b>13</b>	2,250	4,500	9,000
<b>14</b>	3,370	6,750	13,500
<b>15</b>	4,500	9,000	18,000
<b>16</b>	6,750	13,500	27,000
<b>17</b>	9,000	18,000	36,000
<b>18</b>	13,500	27,000	54,000
<b>19</b>	18,000	36,000	72,000
<b>20</b>	22,500	45,000	90,000



## Modified Rules

- Synchronization Ratio
  - Skills
  - Talents
- Critical Damage
  - Angel Critical Damage



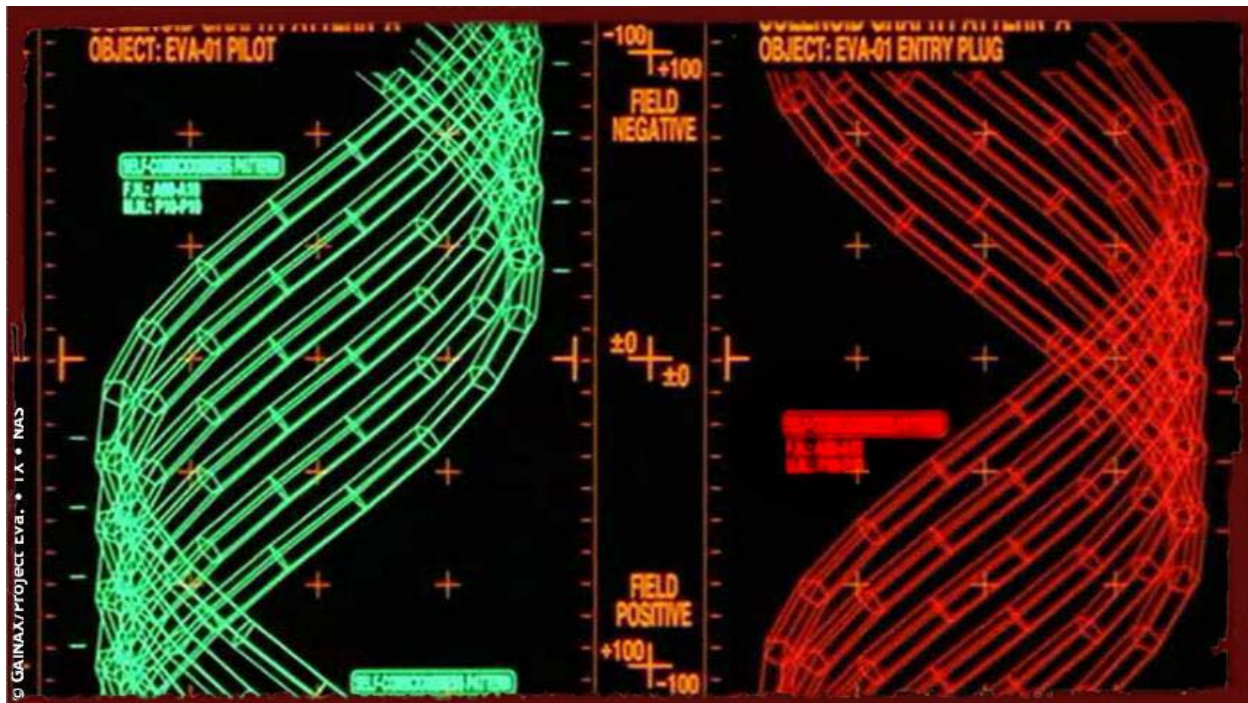
# SYNCHRONIZATION RATIO

**FROM: sama.chadrahan@sci.nervnet.org**  
**TO: ALL@LISTSERV.sci.nervnet.org**

I would appreciate it if the more conspiratorial members of our staff could stop spreading these ridiculous rumors about so-called "feedback damage". The notion that, at extreme levels of synchronization, damage inflicted on an Evangelion unit is suffered by its pilot is utterly imbecilic and demonstrates the complete failure to understand even the most basic of biological and neurological sciences that I have come to expect from the staff here. While the nature of the psychoneural bonding is such that tactile sensations are transmitted, it is not possible for a physiological change to project itself along the pathways. It is not possible for the body's cells to spontaneously elect to hurl themselves apart violently, irrelevant of whether or not empathic sensation would make them want to, which anybody possessed of the sort of education beyond books labeled 'bath safe and chewable' would know they do not anyway.

The incident involving pilot Sanders is in no way evidence of this in action. While I concede that to the incapacitated mind the damage to his arm would appear similar to that of the Evangelion unit, the scale and biology involved are so different that it would be equally valid under this nonsensical theory for his head to shrivel to the size of a walnut. It may not have occurred to you that having your unit destroyed so violently that your plug was exposed to weapons fire intended to destroy forty-story pseudobiological monstrosities may have caused some damage by itself. If I receive even one more of these offensively poorly-written paranoid raving emails, I will personally demonstrate the difference between not being hurt and being hurt to every single person who that email has been through. I assure you that the demonstration will be adequate to communicate the point.

Get back to work and do something useful with your time. A strange and foreign concept, I know, but recent academic studies have shown that it is in fact what you simpletons are being paid for.



FROM: sama.chadrahan@sci.nervnet.org

TO: gordon.hertz@adm.nervnet.org

If you aren't going to approve reopening the synchronization trials, at least replicate this event in-field. I can't work with such sparse data and the sooner I know why it happened the sooner I can stop it. Unless you particularly enjoy your pilots' arms tearing themselves apart?

Piloting an Evangelion requires the use of a new characteristic: Synch Ratio. This is the pilot's ability to synchronize with their Evangelion, and for obvious reasons is absolutely useless to any person who does not pilot an Evangelion.

As per other characteristics, your Synch Ratio Bonus is equal to your Characteristic divided by 10 and rounding down to the nearest integer.

Your Synch Ratio may be increased over time, but certain conditions and events such as Synch Disruption can cause your Synch Ratio to change dramatically for short periods of time (See Chapter 5 for more information).

Depending on your current Synch Ratio, the following conditions apply:

## Synch Ratio Effects

<b>Synch Ratio of 20 or less</b>	You are unable to Pilot an Evangelion. If you are currently inside an Evangelion, you may take no actions as the Eva shuts down.
<b>Synch Ratio of 21-30</b>	You can maintain a Synch Ratio capable of moving an Evangelion, but just barely. Your Evangelion suffers a -10 to WS, BS, and AG Tests and may only take half actions. +20 on tests to resist Feedback.
<b>Synch Ratio of 31-50.</b>	Your Evangelion functions, but not at optimal efficiency. Your Evangelion suffers a -10 to WS, BS, and AG Tests. +10 on tests to resist Feedback.
<b>Synch Ratio of 51-70</b>	Evangelion operates normally.
<b>Synch Ratio of 71-90</b>	Your Evangelion operates in tune with your own abilities, allowing you to reroll one failed WS or BS test per session for free. -10 on tests to resist Feedback.
<b>Synch Ratio of 91-100+</b>	As above, but your Evangelion operates better than it should, allowing you to roll a SR test instead of a WS, BS or Ag Test in any round where you have already spent a Fate Point. -20 on tests to resist Feedback.
<b>Synch Ratio of 101-120</b>	As above, but your Synch Ratio is dangerously high and deals 1d5 points of damage to your Ego Barrier each round it is above 100. -30 on tests to resist Feedback, and on any failed feedback the pilot gains 1 wound to the same body part as the Evangelion was damaged.
<b>Synch Ratio of 121-150</b>	As above, but you remove 1d10 points from your Ego Barrier every round instead of 1d5. You automatically fail tests to resist Feedback and should the pilot hit 0% Ego Barrier in the Entry Plug the Eva immediately Berserks.
<b>Synch Ratio of 150-199</b>	As above, but you remove 1d10+5 points from your Ego Barrier every round instead of 1d10. The difference between you and your Eva has become impossibly thin, and whenever your Eva takes critical damage the pilot must also consult the appropriate critical damage chart as if they had been hurt. However, once per round ever round you may roll an SR Test instead of any other Test.
<b>Synch Ratio of 200+</b>	As above, but you remove 1d10+10 points from your Ego Barrier every round instead of 1d10+5. Your Eva's AT Field and your own are as one, and you draw upon a strength of soul greater than many Angel ever hope to master. For as long as you maintain a 200+ SR, you area treated as having the "Light of the Soul" Trait, and may activate any AT Power as a reaction action.

# SKILLS

Dark Heresy, a game focused around the uncovering and annihilation of heresy, is a mixture of investigation and combat. In the world of Evangelion, such investigation is hardly the domain of the pilots that the characters are expected to play. While many of the skills are no less valid (if likely to be rarely used) certain skills simply have no place in a setting where intrigue or the Warp are not at the fore. Such skills have been removed.

Others, like the various knowledge skills, simply need to have their areas of specialization changed to reflect their new setting. These skills are marked “Modified”, and provided with new descriptions below.

In addition, the way in which skills are gained has been changed. With such focus on the piloting the Evangelion in the career paths, most skills are no more or less appropriate for any given career path. As such, rather than assigning skill proficiency and training specifically, Adepts Evangelion characters may take the Talent “Skill Proficiency” to choose a skill they feel is appropriate for them, and later advance these skills with “Skill Training” and “Skill Mastery”.

Skills		
Name	Type	Status
<b>Acrobatics</b>	Advanced	As in Dark Heresy
<b>Awareness</b>	Basic	As in Dark Heresy
<b>Barter</b>	Basic	As in Dark Heresy
<b>Blather</b>	Advanced	As in Dark Heresy
<b>Carouse</b>	Basic	As in Dark Heresy
<b>Charm</b>	Basic	As in Dark Heresy
<b>Chem-Use</b>	--	Removed
<b>Ciphers</b>	--	Removed
<b>Climb</b>	Basic	As in Dark Heresy
<b>Command</b>	Advanced	As in Dark Heresy
<b>Common Lore</b>	Basic	Modified
<b>Concealment</b>	Basic	As in Dark Heresy
<b>Contortionist</b>	Basic	As in Dark Heresy
<b>Deceive</b>	Basic	As in Dark Heresy
<b>Demolition</b>	Advanced	As in Dark Heresy
<b>Disguise</b>	Basic	As in Dark Heresy
<b>Dodge</b>	Basic	As in Dark Heresy
<b>Drive</b>	Advanced	Modified
<b>Evaluate</b>	Basic	As in Dark Heresy
<b>Forbidden lore</b>	--	Removed
<b>Gamble</b>	Basic	As in Dark Heresy
<b>Inquiry</b>	Basic	As in Dark Heresy
<b>Interrogation</b>	Advanced	As in Dark Heresy
<b>Intimidate</b>	Basic	As in Dark Heresy

<b>Invocation</b>	--	Removed
<b>Lip Reading</b>	Advanced	As in Dark Heresy
<b>Literacy</b>	Advanced	As in Dark Heresy
<b>Logic</b>	Basic	As in Dark Heresy
<b>Medicae</b>	Advanced	As in Dark Heresy
<b>Navigation</b>	--	Removed
<b>Performer</b>	Advanced	As in Dark Heresy
<b>Pilot</b>	Advanced	As in Dark Heresy
<b>Psynisience</b>	--	Removed
<b>Scholastic Lore</b>	Advanced	Modified
<b>Scrutiny</b>	Basic	As in Dark Heresy
<b>Search</b>	Basic	As in Dark Heresy
<b>Secret Tongue</b>	--	Removed
<b>Security</b>	Advanced	As in Dark Heresy
<b>Shadowing</b>	Advanced	As in Dark Heresy
<b>Silent Move</b>	Basic	As in Dark Heresy
<b>Sleight of Hand</b>	Advanced	As in Dark Heresy
<b>Speak</b>	Advanced	Modified
<b>Language</b>		
<b>Survival</b>	Advanced	As in Dark Heresy
<b>Swim</b>	Basic	As in Dark Heresy
<b>Tech-Use</b>	Advanced	As in Dark Heresy
<b>Tracking</b>	Advanced	As in Dark Heresy
<b>Trade</b>	Advanced	As in Dark Heresy
<b>Wrangling</b>	Advanced	As in Dark Heresy

## Skill Descriptions

### Common Lore

#### (Basic)

#### Intelligence

Common Lore represents the knowledge that a person can be expected to know without advanced study. While it can be specifically researched and honed, most people can be expected to have come across at least some knowledge in these areas. When this skill is taken, the character may choose their own area of specialization.

The possible areas of specialization in this skill include:

**Second Impact:** A knowledge of the historical events of Second Impact. This will be a combination of historical accounts and verifiable facts as well as rumors and stories from the

time. As this is based on common knowledge, all of this information assumes that Second Impact was caused by a meteor strike.

**Science:** A basic knowledge of the various sciences, this skill does not represent advanced study in any field and does not cover anything above the high school level.

**United States:** A knowledge of the history, customs and policies of the United States of America, both before and after Second Impact.

**United Nations:** A knowledge of the history, customs and policies of the United Nations, both before and after Second Impact.

**Chinese Federation:** A knowledge of the history, customs and policies of the Chinese Federation, both before and after Second Impact.

**Soviet:** A knowledge of the history, customs and policies of the New Soviet Union, both before and after Second Impact.

**Local News:** A general knowledge of who and what are important in the daily affairs of the people in and around your Base of Operations.

**History:** A knowledge of the general history of the world and its major events and civilizations.

**Religion:** A knowledge of the various religions of the world and their beliefs, both before and after Second Impact.

**War:** A knowledge of the major wars in human history, who fought them, who won and a basic understanding of the tactics they used.

## **Drive**

### **(Basic)**

#### **Agility**

As in Dark Heresy, but with the following areas of specialization: Automobile (cars, jeeps, and trucks), Heavy (Tanks and APCs) and Motorcycle.

## **Scholastic Lore**

### **(Advanced)**

#### **Intelligence**

As in Dark Heresy, but with the following areas of specialization:

**Angels:** A knowledge of the Angels thus fought, their forms and their abilities. It may also be used to recognize similar abilities in new Angels, but cannot be used to research an Angel before it appears.

**Astronomy:** A knowledge of the universe beyond our world, the stars and their constellations. Certain technologies integral to space travel and certain basic principles of astrophysics might also be a part of this skill.

**Chemistry:** A knowledge of the composition of various chemicals and how they might be created.

**Evangelions:** A knowledge of the origins and abilities of the Evangelions.

**Government:** A knowledge of various social, political and economic systems used around the world.

**Physics:** A knowledge of the laws which run the physical world, and the ability to use them to your advantage or recognize when something is physically impossible. Note that this does not take into account the reality-warping properties of an A.T. Field.

**Tactics:** A knowledge of famous military stratagems and how they might be applied to your situation.

## **Speak Language**

**(Advanced)**

### **Intelligence**

The proficiency in speaking a language. Available languages include English, German, Japanese, Chinese, Russian, French, Spanish, Italian and any other human language that the GM chooses to include.

NERVA  
GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

# TALENTS

While not every Talent that appears in Dark Heresy is appropriate for Adeptus Evangelion, many are. Those that do not fit the setting will simply not be mentioned here or in the various rank charts of the different career paths.

However, there are a number of talents required by the setting and the existence of Evangelion combat that Dark Heresy simply cannot provide. Such new talents are listed below. Should any Talent mentioned below share a name with one from Dark Heresy, use the Adeptus Evangelion version of the talent, not the Dark Heresy one.

New Talents		
Name	Prerequisite	Effect
<b>Absolute Order</b>	Operations Director	Give an order that cannot be denied.
<b>Absorb</b>	Feast	Instead of regaining health, eat a fallen foe to gain a Biological Upgrade Point.
<b>Advanced Berserk</b>	--	Use certain A.T. Field Powers when Berserk
<b>Allied Eva</b>	Berserker, Restraint	Evangelion never attacks allies when Berserk.
<b>Analyze Field</b>	Scan Field	Determine the A.T. Field Powers of an Angel.
<b>A.T. Duelist</b>	AT Tactician, WP 40	Level the playing field against an opponent with a stronger A.T. Field.
<b>A.T. Focus</b>	AT Tactician, Int 35	Overcharge your A.T. Field for extra power.
<b>A.T. Power</b>	--	Learn a specific A.T. Field Power
<b>A.T. Reserve</b>	AT Tactician	Maintain an A.T. Field even after spending all available ATP.
<b>Battlefield Commander</b>	Operations Director	Deploy additional units to help fight the Angel.
<b>Battlefield Commander</b>	Operations Director, Research Tier 2	Place structures and turrets at undisclosed locations for surprise unveilings.
<b>Bestial</b>	Berserker	Gain Improved Natural Weapon when Berserk
<b>Beyond Your Means</b>	Berserker, SR 60	Call upon unknown power when Berserk.
<b>Biological Upgrade</b>	--	Gain 1 Biological Upgrade Point
<b>Brilliance</b>	Operations Director	Test Int instead of another characteristic.
<b>Brutality</b>	Berserker, Beyond Your Means	All attacks made during a full attack action gain the 'tearing' quality.
<b>Cannibalize</b>	Berserker	Eat a fallen enemy to regain health.
<b>Carnage</b>	Berserker, Absorb, Rip and Tear, Disturbing Anatomy	Strip an angel of its flesh for biomass and massive damage.
<b>Contact</b>	Operations Director	Call on a friendly NPC for aid.
<b>Cut Synch</b>	Operations Director	Reduce the Synch Ratio of a pilot in danger.
<b>Delegate</b>	Operations Director	Use a single ability at no Fate Point cost.
<b>Disturbing Anatomy</b>	Berserker	Let your Eva be more than human.
<b>Drop Trained</b>	--	Use your A.T. Field to absorb falling damage.



<b>Dummy Plug MK1</b>	Operations Director, Research Tier 2	Equip an Evangelion with a failsafe device to take over for the pilot in an emergency.
<b>Dummy Plug MK2</b>	Operations Director, Research Tier 3, Dummy Plug MK 1, Absolute Order	Equip an Evangelion with a significantly improved device to take over for the pilot in an emergency.
<b>Dynamic Umbilical</b>	Operations Director	Fire Umbilical Cables to Eva's in need.
<b>Eat and Run</b>	Berserker, Rip and Tear	After removing a limb, consume it.
<b>Equip Loadout</b>	Operations Director, Requisition Support	Upgrade specialty units with advanced weapons and equipment.
<b>Feast</b>	Cannibalize	Gain more health from eating fallen foes.
<b>Force Move</b>	AT Power (Float), Maneuver Mastery	Sent a target flying through a combination of melee skill and your A.T. Field.
<b>Foster Teamwork</b>	Operations Director, Int 40	Train two pilots for a single synchronized plan.
<b>From the Grave</b>	Berserker, Beyond your Means	Reactivate and Berserk after being defeated.
<b>Guardian</b>	Pointman	Parry attacks against adjacent allies.
<b>Ghost in the Machine</b>	Berserker	Reroll Berserk Chance
<b>Gravity Kick</b>	Drop Trained	Use gravity to your advantage when attacking from high places.
<b>Halt Advance</b>	---	Test WS to keep an enemy in place.
<b>Hotblooded</b>	--	Stand up to pain and fear.
<b>I Cannot be Defeated</b>	--	Refuse to pass out from fatigue
<b>I'll be Back</b>	--	Return from the grave with ease.
<b>Imprint</b>	Operations Director, Dummy Plug MK 2	Use memory imprint technology to teach the Dummy Plugs skills known by the pilots.
<b>Indomitable</b>	--	Become resistant to Ego Barrier damage
<b>Inspiring Voice</b>	Operations Director	Inspire one person via audio.
<b>IOU: Military</b>	Operations Director	Call in a favor from an important General.
<b>IOU: Political Official</b>	Operations Director	Call in a favor from an important civil servant.
<b>IOU: R &amp; D</b>	Operations Director	Call in a favor from a research team.
<b>Loose Control</b>	Berserker, Ghost in the Machine	Roll to Berserk if stunned.
<b>Logistics</b>	Operations Director, Int 35, Charm +10	Use your superior planning skills to aid the pilots in their training.
<b>Lucid Eva</b>	Berserker, Stirring Beast	Roll to Berserk whenever the fight goes against you.
<b>Maneuver Mastery</b>	---	Gain a +10 to WS when using Maneuver.
<b>Mimic Field</b>	Analyze Field, SR 80	Use an A.T. Field Power currently being used by someone else.
<b>N2 Strike</b>	Battlefield Commander	Deploy an N2 mine.
<b>Obscuring Barrage</b>	Pointman, BS 35	Disrupt an enemies vision with a hail of gunfire.
<b>Positron Burrow</b>	Pointman, BS 40	Use a Positron Weapon to open a gap in an enemy A.T. Field.
<b>Precision Targeting</b>	Operations Director	Increase the penetration of an Ally attack.

<b>Promote Assistant</b>	Operations Director	Promote a subordinate to Captain to assist you.
<b>Quick Spread</b>	---	Spread your A.T. Field with a single thought.
<b>Reinforce Ego</b>	AT Tactician	Ignore an attack to your Ego Barrier.
<b>Remote Care</b>	Operations Director	Provide emergency medical services remotely.
<b>Restraint</b>	Berserker, Ghost in the Machine	Reduce chance of attacking allies when Berserk.
<b>Requisition Airstrike</b>	Operations Director, Battlefield Commander	Bombard the Angel with additional air support.
<b>Requisition Support</b>	Operations Director	Add a specialty unit to the deployment roster.
<b>Rip and Tear</b>	Berserker	Rip off a limb that has taken critical damage.
<b>Sacrifice</b>	Pointman, Ag 35	Block an attack with your arm.
<b>Sanity Grip</b>	A.T. Tactician	Stave off madness.
<b>Scan Field</b>	AT Tactician	Determine the strength of an enemy A.T. Field.
<b>Self Preservation</b>	Berserker, Ghost in the Machine	Roll to Berserk after losing a limb.
<b>Shell Shock</b>	Pointman, BS 35	Use precision HE Bolt Shell fire to soften up an enemy.
<b>Skill Proficiency</b>	---	Become trained in one skill
<b>Skill Training</b>	Skill Proficiency	Gain a +10 in one skill
<b>Skill Mastery</b>	Skill Training	Gain a +20 in one skill
<b>Spark of Genius</b>	A.T. Tactician, Int 40	Use an A.T. Field Power you don't even know.
<b>Spotter</b>	Pointman, Per 40	Feed targeting data to an ally.
<b>Stirring Beast</b>	Berserker, Ghost in the Machine	Berserk on a roll of 8, 9 or 0
<b>Structural Upgrade</b>	--	Gain 1 Structural Upgrade Point
<b>Surefire Ejection</b>	Operations Director	Force an Entry plug to Eject.
<b>Synchronize Group</b>	AT Tactician	Combine A.T. Fields for increased power.
<b>Tactical Blow</b>	Pointman, Maneuver Mastery	Use an impact weapon to push a foe.
<b>Tactical Genius</b>	Operations Director	Guide your pilot's actions to aid them to victory.
<b>Tactical N2 Punch</b>	Pointman, AT Power (Restrict Shot), AT Power (Bunker Field), AT Power (Layered Field)	Punch an Angel with an N2 mine wrapped in an AT Field to contain the blast and reduce collateral damage.
<b>The Beast Within</b>	Ghost in the Machine	Gain a conditional Fate Point for Berserking.
<b>The Dead Walk</b>	Berserker	Take less critical damage when Berserk
<b>Unstoppable</b>	Berserker, The Dead Walk	Become the Stuff of Nightmares
<b>Vigilance</b>	Operations Director	Intercept Angels earlier.
<b>Weapon Upgrade</b>	--	Gain 1 Weapon Upgrade Point
<b>You Owe Me</b>	Operations Director, Fel 45	You may use a single IOU an extra time.
<b>Unleash the Beast</b>	Berserker, Stirring Beast	Spent a fate point to auto-succeed on your roll to Berserk.

## **Absolute Order**

**Prerequisite:** Operations Director

**Effect:** The Operations Director pulls rank on a Pilot. By spending or burning a Fate Point, the Operations Director may give a command to a fellow player that their character must comply with as competently as possible. If the player still refuses, the Operations Director does not lose a Fate Point, however the player who refused the order does.

## **Absorb**

**Prerequisite:** Feast

**Effect:** As Cannibalize, but you instead add 1 Biological Upgrade Point to your Biological Upgrade Pool. You can not heal your Evangelion using Cannibalize or Feast at the same time.

## **Advanced Analysis**

**Prerequisite:** Operations Director

**Effect:** Whenever the GM rolls on the Magi Supercomputer System Analysis Chart during battles in the Base of Operations, the Operations Director may roll an Intelligence Test. On a success, they may add a +10 to the roll on the Magi Analysis chart, with an additional +5 for every degree of success.

## **Advanced Berserk**

**Prerequisite:** None

**Effect:** When your Evangelion is Berserk, you may use the following A.T. Field Powers normally: Neutralize, Spread, Bunker Field, Angel's Cross and AT Wave. Without advanced Berserk, you may only use the Spread and Neutralize powers.

## **Allied Eva**

**Prerequisite:** Berserker, Restraint

**Effect:** Your Evangelion, when Berserk, will never willingly attack an allied Evangelion. This does not apply to any enemy Evangelions on the field, or allied Evangelions under the control of an Angel.

## **Analyze Field**

**Prerequisite:** AT Tactician, Scan Field

**Effect:** As Scan Field, however if you succeed by 3 degrees or more make an additional Perception Test with a +10 bonus. For every degree of success, your GM must tell you one A.T. Field Power that the Angel possesses and give at least a general explanation of what they do.

## **AT Duelist**

**Prerequisite:** AT Tactician, WP 35

**Effect:** For as long as you have an ATS of at least 1, you may treat all A.T. Powers used against you as if their augmented ATP was reduced by an amount equal to your Willpower Bonus for all relevant effects. This cannot reduce the effectiveness of an A.T. Power to less than its basic effect and other friendly units are not protected by this talent.

## **AT Focus**

**Prerequisite:** AT Tactician, Int 35

**Effect:** The AT Field is an incredibly powerful tool, but it has its limits. A good credit to how flexible this tool is, though, is how easily these limits might be stretched through creative use. An AT Tactician can, through temporarily occupying energy with a recursive loop or even just by applying effects to the world around them displaced in time, set aside power to be used on their next round. As a half action, the AT Tactician may designate a single AT Field Power that they know, and 'stock' a number of AT Field Points (ATP) no greater than their Intelligence bonus. Their ATS is decreased as if they had used an AT Power of the same cost. One round later, the AT Tactician begins their turn with an ATS equal to what they would have normally, but a number of extra ATP equal to the amount they stocked the previous round. These extra ATP may not be used to deflect an attack, and may only be used to pay for the power the AT Tactician declared on their previous turn. These extra AT may be used to augment the AT Power in question, or pay for it as normal and not dip into the ATP that count for their deflection chance.

However, controlling this extra power is no easy task. At the beginning of their turn, the AT Tactician must Test Synchronization Ratio. On a failure, the Pilot must roll to resist Feedback and the extra ATP are lost as 2 points of Collateral Damage are added to the Collateral Damage Pool as the excess energy randomly dumps into the surrounding area, warping streets and buildings. If for whatever reason the AT Tactician is unable to activate the AT Field Power that they declared on their previous round, they are treated as if they had failed the test, even if they already passed it at the beginning of their turn.

## **AT Power**

**Prerequisite:** None

**Effect:** Gain the specified A.T. Field Power.

## **AT Reserve**

**Prerequisite:** AT Tactician

**Effect:** You know how to extend yourself without becoming completely defenseless. Your Evangelion is treated as having a spread A.T. Field with a Strength of 1 for as long as it is active, even after having expended all available A.T. Field Points (ATP). This does not stack with a normally spread A.T. Field, and cannot be used to fuel any AT Powers.

## **Battlefield Commander**

**Prerequisite:** Operations Director

**Effect:** The Operations Director may, as a full round action, requisition a wing of VTOL Aircraft that appear on the battlefield in a position of the Operations Director's choice at the beginning of their next turn, which is under the Operation's Director's direct control. An Operations Director may only control a number of wings of VTOL Aircraft equal to half his Fellowship Bonus in this manner.

## **Battlefield Control**

**Prerequisite:** Operations Director, Research Tier 2

**Effect:** The Base of Operations is built like a fortress, and many of the structures built to support the Evangelions are the size of whole buildings. A clever Operations Director takes this one step further, actually disguising these structures as normal buildings until they are needed, giving them the defense of anonymity.

The Operations Director may now buy Support Structures and Turrets as normal, but decline to say exactly where he has built them. During any battle that takes place within the Base of Operations, the Operations Director may choose a spot that is not within 10 dm of any currently active Evangelion or Angel and declare that spot to be where they built one of the as-yet unplaced Support Structures or Turrets (Barrier Plates are the only exception to this rule, and may be placed no closer than 5 dm of an active Evangelion or Angel). An Operations Director may not place more than one structure or turret in this manner per round, and once placed they may not be moved and are considered a permanent addition to the Base of Operations.

## **Bestial**

**Prerequisite:** Berserker

**Effect:** Choose one Natural Weapon of your Evangelion (such as bite, fists, claws... ect). This weapon becomes an improved Natural Weapon (as the Trait from Dark Heresy) and may now be upgraded with any normal Melee Weapon Upgrade other than Progressive.

## **Beyond Your Means**

**Prerequisite:** Berserker, SR 70

**Effect:** When Berserk, your Evangelions Strength bonus is treated as 2 higher.

## **Biological Upgrade**

**Prerequisite:** None

**Effect:** Add one Biological Upgrade Point (BUP) to your Biological Upgrade Pool.

## **Brilliance**

**Prerequisite:** Operations Director

**Effect:** Once per session, the Operations Director may roll Intelligence in place of any other Characteristic for a Test of his choosing.

## **Brutality**

**Prerequisite:** Berserker, Beyond Your Means

**Effect:** During any full attack action, all attacks have the Tearing quality from Dark Heresy.

## **Cannibalize**

**Prerequisite:** Berserker

**Effect:** If an Angel has not self destructed when defeated, and your Evangelion is Berserk when the battle has ended, your Evangelion begins to devour the flesh of the enemy as absorb its biomass. Your Evangelion regenerates a number of wounds equal to 2d5, applied how you choose to whatever body parts you wish.

## **Carnage**

**Prerequisite:** Berserker, Absorb, Rip and Tear, Disturbing Anatomy

**Effect:** The Evangelion no longer needs to eat to absorb what it wants. Such a concept as digestion a quaint thing of the past. The Evangelion may gain all the normal benefits of eating a corpse or limb simply by touching its food, shredding and absorbing what it wants in a bloody mess.

In addition, when the Evangelion is Berserk, the Pilot may choose to spend a Fate Point once per session. As a result, an arm of the berserker's choice becomes distended and gooey as all of its armor simply falls away, reducing that arm's AP to 0. The Evangelion may then strike an Angel or Evangelion with that arm and Test Toughness should the attack hit, and actual damage it inflicts or fails to inflict on the target being irrelevant. On a successful toughness test, the Evangelion's flesh fuses with that of its target, spreading throughout the enemy and leeching biomass back into the Eva. Before the Angel can hope to reverse the process, the Eva brutally brings back the arm, tearing huge chunks of the Angel's flesh out with its own limb, dealing (SB\*2) damage that ignores armor and toughness. The Evangelion immediately absorbs this stolen biomass, and gains 1d10 wounds to be divided up amongst its injured areas as it chooses as well as 1 BUP with it may spend immediately. At this time, previously bought, but as yet unspent, BUP may be spent as well to help pay for a specific biological upgrade.

## **Contact**

**Prerequisite:** Operations Director

**Effect:** A friend in the right place can make all the difference, and for this reason a clever man makes such friends wherever he can.

Upon purchasing this Talent, you and the GM work together to create an NPC as your ally. This NPC could be a humble janitor, a member of the research team or local IT department, a secretary for an important official or even a fellow member of Nerv. Any position that you can imagine, and which your GM will allow you to have as a contact, is possible. Similarly, what ties you have to his character are similarly mutable. They could be someone who owes you a favor, an old friend, someone you are blackmailing, your brother-in-law's old college roomie or simply someone that you go out for drinks with every Saturday.

Regardless of their position and background, each contact created in this fashion has the following basic statblock:

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	30	30	30	30	30

**Wounds:** 9

**Skills:** Any 4 of your choice

**Talents:** 1 of your choice that they meet the prerequisites of, as well as the Peer Talent for whatever group that they belong to.

If your GM approves, and it would make sense for the Contact in question, two of the characteristics may be improved by 5 or a single characteristic may be improved by 10 to represent a Contact with exceptional skill, such as a brilliant scientist with an appropriate bonus to Intelligence.

Once generated, these contacts may be employed by the Operations Director to perform any number of tasks for them, or simply be tapped as a source of information. What role the Contact fills depends heavily on what skills they have at their disposal and what their position is. Possible uses for a Contact who was a member of the research team, for example, would be using their Scholastic Lore (Evangelions) skill to answer a question of yours, or having them use their Inquiry skill on the other researches for you to find out more about a certain secret project.

Depending on the NPC in question, their mannerisms and general disposition may vary wildly. However, they will always be at least generally helpful and GMs should feel discouraged from using these specifically helpful NPCs against the Operations Director. GMs should feel encouraged to make any Contacts reoccurring minor characters at least, rather than a skill mechanic that happens to have a wound pool.

If the GM has no objections, it would not be beyond this ability to establish a previously introduced NPC as a new Contact.

This Talent may be bought multiple times, each time creating a new NPC Contact.

## Commission

**Prerequisite:** Skirmisher

**Effect:** As a pilot, you make a specific request of command to provide you with a weapon built to certain specializations beyond what are normally called for in the design.

Upon purchasing this Talent, you must spend the normal amount of WUP on a Ranged Weapon, purchasing it as normal. However, in addition to its normal stats, you may apply a single benefit from the following list at no extra cost. This extra benefit may only be applied to a weapon as it is being built.

*Specialty Ammunition:* The weapon's Damage Type may be changed to Rending, Energy or Exploding. Once this choice is made, it is a permanent application to the weapon, and you may not share clips of this ammunition with other weapons of the same type. This may only be applied to General Weapons.

*Rapid Fire:* The weapon cycles through its firing sequence faster, increasing its number of shots for the Semi-Automatic and Full Auto actions by 1. This may only be applied to Basic Weapons.

*Scoped:* As the Accurate Weapon Trait from Dark Heresy.

*Compact:* As the Compact Weapon Upgrade from Dark Heresy, but in addition can make a Basic Weapon Small enough to fit into a Pistol Wing Dock.

*Smoke Launcher:* The weapon becomes outfitted with an underslung Smoke Grenade Launcher, which holds one single grenade and has the same effect as Blind Grenades from Dark Heresy, but in dm instead of m. This takes up the same slot as the Markerlight Upgrade, and no weapon may have both. This may only be applied to Basic Weapons.

*Guard Plate:* The Weapon includes a heavy metal plate in its construction, and may be used to parry. This upgrade may only be applied to Basic Weapons.

*Mounted Holder:* The weapon includes a small rack or sheath for holding a single knife or extra clip of ammunition. This is only a holder, and the contents must be removed and used as normal. This may only be applied to Basic or Heavy Weapons.

## **Cut Synch**

**Prerequisite:** Operations Director

**Effect:** Maintaining a pilot's Synchronization with its Eva is both complicated and dangerous. Under stress the Pilot's Synchronization Ratio can spike and dip erratically, risking harm to the pilot's mental state. While the Entry Plug, Plugsuit, and A10 Nerve Clips already contain all of the Synchronization boosting technology currently available to Nerv, the Entry Plug may also be triggered remotely to cut back that Synch Ratio to a more manageable level in case of emergency.

The Operations Director may, as a reaction action, order the Synch Ratio of a single pilot cut. This immediately reduces that pilot's SR by a number of d10 of the Operations Director's choice, but never more than 5d10 in a single round. While the restriction might be removed in



future rounds, the Synch Ratio will not immediately bounce back in that encounter. Synch Disruption can raise or lower it as normal, but only a complete reboot of the Entry Plug can restore the pilot's SR to normal.

In addition to the normal results of a change to the pilots SR, the pilot gains a +20 to rolls to resist Feedback for 1 round, and must succeed on a Willpower Test or take half actions for that round as the sudden decrease in their control of the Evangelion temporarily cripples their movements.

## **Delegate**

**Prerequisite:** Operations Director

**Effect:** Proper leadership requires the use of all available resources. By proper delegation of crucial activities to the rest of you command staff, you can become much more efficient. Once per session, you may use one Operations Director talent that normally requires the expenditure of a Fate Point at no cost. Note that this is for Talents that require the spending of a Fate Point only, not the burning of one.

## **Disturbing Anatomy**

**Prerequisite:** Berserker

**Effect:** The Eva's flesh becomes slightly morphic, and may stretch and shape itself in ways that an Evangelion was never meant to. The Evangelion's melee range is 10 dm, and its natural weapons have the Flexible special quality (As in Dark Heresy).

## **Double Agent**

**Prerequisite:** Operations Director, Contact, Fel 40

**Effect:** The Operations Director may choose any one NPC in the room and Burn a Fate Point. That NPC, despite all evidence, has actually been working for the Operations Director as a double agent. The GM may feel free to veto the use of this ability on any NPC of his choice for campaign reasons, though in any such case the Operations Director's Fate Point is not burnt.

## **Drop Trained**

**Prerequisite:** None

**Effect:** When falling from a height of 10 dm or more, you always land on your feet and take damage as if you had only fallen 1/3<sup>rd</sup> of the distance. Heights of 10 dm or shorter are simply too low to properly prepare for the impact.

## **Dummy Plug MK 1**

**Prerequisite:** Operations Director, Research Tier 2

**Effect:** The Evangelions represent one of the most powerful weapons ever conceived by man. As such, it is understandable that many are less than happy about putting its control in the hands of

inexperienced children or, worse yet, older pilots capable of realizing exactly how much power they have.

The Dummy Plug is the much anticipated, and greatly disappointing, solution to this problem: an artificial Synchronization signal that allows the Eva to function under remote control. However, despite thorough testing, it is still unpredictable and dangerous, often much more careless and destructive than the pilot it was meant to replace.

While an Operations Director can order the activation of a Dummy Plug at any time, it is only recommended for use in an Evangelion whose pilot has become incapacitated while the Evangelion remains functional. While it is possible for the Eva to Berserk in this time, it is by no means guaranteed, and the Dummy Plug represents a surefire way to get that Eva back in the fight.

Once the Dummy Plug has been activated (which takes a full round), the Evangelion enters a state of Frenzy (though not Berserk). It is only capable of using the Deflective Field and Neutralize powers. The Eva may make use of no Talents or Skills of any kind, though keeps all relevant physical upgrades that have been built into it. If there is no Angel within 1 round's worth of movement, there is a 20% chance that the Eva instead attacks a nearby Evangelion. While the Dummy Plug is active, the Eva may not disengage from combat for any reason, and adds 2 points of collateral damage to the collateral damage pool through careless action. Unlike a Berserking Eva, an Eva under the influence of a Dummy Plug may still run out of power. The Dummy Plug that is in control is immune to Fear, but if it takes 5 or more Insanity Points or its Ego Barrier drops below 95%, it immediately shuts down and reboots for two rounds in order to prevent cataclysmic system failure.

A Dummy Plug Mk1 is treated as if the pilot had the following stats:

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
30	30	0	20	30	30	30	30	30	50

Any Encroachment Angel ability that might permanently corrupt an Eva indefinitely prevents the Dummy Plug from rebooting, and now must attack the pilot as normal inside the immobile Eva in order to take control of the Evangelion.

For every time that this Talent is taken, a single Evangelion of the Operations Director's choice is outfitted with a Dummy Plug system.

## Dummy Plug MK 2

**Prerequisite:** Operations Director, Research Tier 3, Dummy Plug MK1, Absolute Order

**Effect:** A much improved version of the Mark 1 Dummy Plug, the Mark 2 sacrifices the fury of its predecessor for skill and loyalty. Using the same technology for imprinting memories on awakened clones, the new Dummy Plugs are given a standard package of imprinted skills and talents.

Once the Dummy Plug has been activated (which takes a full round), it is only capable of using the Deflective Field, Neutralize and Barrier Field powers. The Eva keeps all relevant

physical upgrades that have been built into it, and has a static list of the following talents for use: Arms Master, Double Team, Hard Target, Leap Up, Mighty Shot, Furious Assault, Fearless and Jaded. While the Dummy Plug is active, the Eva may not ignore a direct order from its remote controllers (usually the Operation's Director), and adds 1 point of collateral damage to the collateral damage pool through careless action. Unlike a Berserking Eva, an Eva under the influence of a Dummy Plug may still run out of power. The Dummy Plug that is in control is immune to Fear, but if it takes 10 or more Insanity Points or its Ego Barrier drops below 95%, it immediately shuts down and reboots for two rounds in order to prevent cataclysmic system failure.

A Dummy Plug Mk2 is treated as if the pilot had the following stats:

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
35	35	0	20	30	30	30	30	30	60

Any Encroachment Angel ability that might permanently corrupt an Eva indefinitely prevents the Dummy Plug from rebooting, and now must attack the pilot as normal inside the immobile Eva in order to take control of the Evangelion.

For every time that this Talent is taken, a single Evangelion of the Operations Director's choice is outfitted with a Dummy Plug system.

### Dynamic Umbilical

**Prerequisite:** Operations Director

**Effect:** Each Umbilical Plug carries onboard thrusters designed to fire for split second after being dropped, causing it to land safely. While technically against regulations, these thrusters can be modified for a much more volatile rocket-fuel, sending the Umbilical flying.

As a reaction action, the Operations Director may choose any Umbilical Cable not currently in use in any Umbilical Port, Supply Cache or Launch Point and deploy it to any space within 15 dm of that cables point of origin.

### Eat and Run

**Prerequisite:** Berserker, Rip and Tear, Cannibalize

**Effect:** If you have successfully removed a limb, you may devour it as a half action to regain 1d5 wounds to assign as you please to wounded areas.

### Equip Loadout

**Prerequisite:** Operations Director, Requisition Support

**Effect:** You requisition advanced weapons systems for the specialty units under your command. Each time that you buy this talent, choose one effect from the chart below:

Name	Prerequisite	Effect
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<b>Countermeasures</b>	---	Each N-SV Observation Plane and N-IV Interception Plane may as a half action, once per encounter, launch a massive cluster of flares and chaff. Any opponent attacking them that round takes a -10 to BS.
<b>Seeker Missiles</b>	---	Each N-IV Interception Plane replaces its standard missiles with ones that do not take a penalty when making a Called Shot.
<b>Bakelite Drop</b>	---	Each N-IV Interception Plane carries a pair of capsules filled with pressurized Bakelite, and may drop them onto a target as a ranged attack with a range of 5. On a hit, the enemy reduces its Agility by 1d5 as the Bakelite hardens and restricts their movement.
<b>Rail Cannon</b>	Research Tier 2	Each N-HM VTOL "Dragonfly" Heavy VTOL replaces its standard missiles with a small Railgun with the following stats: 60 dm; S/-/-; 1d10+2; pen 1; Clip 5; Reliable
<b>Maser Repeater</b>	Maser Technology	Each N-HM VTOL "Dragonfly" Heavy VTOL replaces its standard missiles with a Maser cannon with the following stats: 40 dm; S/-/4; 1d10+2; pen 1; Clip 20; Reliable
<b>Bombing Run</b>	HE Bolt Technology	Each N-HM VTOL "Dragonfly" Heavy VTOL is equipped with a single large Bunker Buster bomb made out of a modified Bolt Shell. This may be fired at any target within 10 dm, and deals 1d10+5 X damage. Each VTOL can carry only one of these.

## Feast

**Prerequisite:** Berserker, Cannibalize

**Effect:** As Cannibalize, but you instead regain a number of wounds equal to 1d10 + your Evangelions Toughness bonus.

## Feedback Tampering

**Prerequisite:** Operations Director

**Effect:** The Evangelion pilots face many horrors in their line of work, some worse than others. It is the Operations Director's job to see them through this by any means necessary. Even when it means doing something unpleasant.

Every round, the Operations Director may select a number of Pilots no greater than the Operation's Director's Intelligence Bonus. Should any of the selected Pilots suffer from Insanity Points gained or Ego Barrier lost during that round, the Operations Director may intentionally trigger a truly excruciating feedback spike to traumatize the pilot and send them into shock, causing them to black out for a moment and avoid the worst of what they were facing.

Such pilots may only take a single Half Action that round, and must immediately roll a Feedback Test. However, the amount of Insanity Points gained or Ego Barrier lost that round is reduced by an amount equal to the Operations Director's Intelligence Bonus, to a minimum of 1.

Alternatively, under the same circumstances the Operations Director may choose a single pilot in need of special attention and spend a fate point, wracking that particular pilot with both feedback-stimulation and electrical shocks through their plugsuit's medical systems. The Pilot is Stunned for 1 round and immediately fails a Feedback Test, but the amount of Insanity Points gained or Ego Barrier lost is halved.

While often a necessary measure, Operations Directors should not expect the Pilots to appreciate the use of this Talent.

### **Force Move**

**Prerequisite:** AT Power(Float), Maneuver Mastery

**Effect:** As a Full Round action, make an opposed Weapon Skill test to get in close to an opponent, and then active your Float A.T. Field Power to send both you and your target 1d10+5 dm in a direction of your choice. If an opponent successfully dodges this attack, you move but they do not. Any target with an ATS equal to twice your own or greater is immune to this ability.

Any ability that grants you bonuses to Weapon Skill for the maneuver action applies to this ability as well.

### **Foster Teamwork**

**Prerequisite:** Operations Director, Int 40

**Effect:** Choose two pilots. These two pilots spend the next week in synchronized training, preparing to pull off a specific maneuver. Neither the selected pilots nor the Operations Director may attempt any other Time Management options that week. The Operations Director chooses one Talent that both pilots meet the prerequisites for, though it need not be one normally available at their rank or even to their career path at all. For the next battle, the Operations Director immediately spends one Fate Point when initiative is rolled, but for the next 10 rounds both pilots may use the chosen Talent as if they knew it.

### **From the Grave**

**Prerequisite:** Berserker, Beyond your Means

**Effect:** After your Evangelion has been defeated, you may spend a Fate Point to roll for Berserk as normal. If your Eva successfully Berserks, it rises up one round later and continues to fight, having regenerated a number of wounds equal to its Toughness Bonus in the body part that was critically damaged to the point of death.

This is an especially traumatic event for the pilot, and they must make a willpower test or immediately gain 1d10 insanity points. Even on a success, they gain 1d5 Insanity Points.

## **Guardian**

**Prerequisite:** Pointman

**Effect:** You may expend your Reaction Action to parry an attack against an adjacent ally. This is understandably difficult and results in the Eva overextending itself, resulting in a -10 to Weapon Skill both for this parry and all other Weapon Skill rolls for 1 round.

## **Ghost in the Machine**

**Prerequisite:** Berserker

**Effect:** Reroll one failed chance to Berserk per session.

## **Gravity Kick**

**Prerequisite:** Drop Trained

**Effect:** A stylish move favored by aces, when attacking from a high place (either high ground or the air) you may drop on the enemy and use the falling damage you would normally take as the damage for an unarmed attack (which requires the appropriate action in addition to any move actions to provoke the fall in the first place). You do not take any damage from falling from this attack, but for every 10 dm up you start falling from, you take a -10 penalty to your Weapon Skill test to hit and if you were to miss you fall prone after your landing. If you are using the Float A.T Power, Winged Form or have A-Type equipment then this penalty to attack is instead a +10 bonus, regardless of height achieved.

## **Halt Advance**

**Prerequisite:** None

**Effect:** As a half action, make an opposed Weapon Skill test with an enemy you threaten. If successful, that enemy cannot move from that spot that round unless you are first defeated, stunned, prone or otherwise incapacitated or forced out of melee range. This ability only prevents enemy movement, and does not impair their ability to attack you or any other target in any way.

If you succeeded on the opposed Weapon Skill test with 3 or more degrees of success to spare, you make Maneuver the enemy for free.

## **Hotblooded**

**Prerequisite:** None

**Effect:** Gain a +10 to willpower tests to resist feedback from your Evangelion. In addition, should you ever fail a Willpower Test to resist Fear you may roll twice on the Shock Table and take the result of your choice.

## **I Cannot be Defeated**

**Prerequisite:** None

**Effect:** Treat your Toughness Bonus as being 2 higher for the purpose of determining whether or not you should pass out from fatigue.

### **I'll be Back**

**Prerequisite:** None

**Effect:** If the Evangelion takes enough damage to be considered defeated, it slumps over and remains still. Roll a 1d10. On a roll of 8, 9 or 0 the Evangelion rises up within 1 round, having regenerated a number of wounds equal to its Toughness Bonus in the areas in which it took its critical damage and automatically Berserks.

### **Imprint**

**Prerequisite:** Operations Director, Dummy Plug MK 2

**Effect:** Using the same memory imprint technology used to bring new manufactured clones up to speed, new skills may be granted to the Dummy Plug Mark 2. While the previous Dummy Plugs were too unstable to accept such programming, the second generation can retain this information easily. However, the memories may not be created from scratch. They must have a source.

Choose a single Talent known by another pilot already in play. This Talent may not cost more than 200xp. The Dummy Plugs are imprinted with the knowledge of this ability, so long as they already know all prerequisite Talents or AT Field Powers.

The imprinted Talent is granted to all mark 2 Dummy Plugs upon purchase of this Talent by the Operations Direction. While the Imprint Talent may be purchase multiple times, each purchase grants the Dummy Plugs one Talent and one Talent only.

### **Indomitable**

**Prerequisite:** None

**Effect:** Whenever you remove points from your Ego Barrier, remove one less (to a minimum of one removed).

### **Inspiring Voice**

**Prerequisite:** Operations Director

**Effect:** Even when you are limited to speaking, you can lead and inspire. Once per round, you may treat one person that round as being able to see you for the use of appropriate talents such as "Iron Disciple" and "Into the Jaws of Hell".

### **IOU: Military**

**Prerequisite:** Operations Director

### **Battlefield Morale**

Operations Directors command their troops from the safety of HQ and aren't in the field to keep their soldiers in check when their morale falters. While Inspiring Voice is recommended to allow the use of Iron Discipline and Into the Jaws of Hell verbally, these talents can still be used by opening a direct line between one pilot and you using a monitor window as a Half Action to allow for the required visual component.

**Effect:** For reasons up to you, there is someone who owes a favor. Someone who can get things done. In this case, it is an important general or similarly powerful military official. Through this favor and a compelling argument about the strategic necessity of the task, you may requisition one of a number of effects. One such favor would be the deployment of significant extra military forces for a coordinated plan of attack. However, any Operations Director with a Fellowship of 40 or higher may requisition the deployment of an N2 Weapon against an enemy, though never in a populated or heavily developed area. This use of an N2 weapon is separate from the N2 Strike Talent, and does not require the burning of a Fate Point. However, all damage resulting from it is still counted as collateral damage as normal.

Other, more imaginative favors from the Military may also be called in by the Operations Director at the GM's discretion.

This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

### **IOU: Political Official**

**Prerequisite:** Operations Director

**Effect:** For reasons up to you, there is someone who owes a favor. Someone who can get things done. In this case, it is an important Political Official or other person of influence. When in dire straits, you can call upon this contact to help you procure a sudden influx of capital for Nerv through political fundraisers as well as some less wholesome economic strategies whose full effects you might be best off not knowing. This grants you a one-time boost of 10+1d5 Surplus, either to fund a pet project of yours or help repair the city after a particularly destructive battle.

Other, more imaginative favors from the Politician in question may also be called in by the Operations Director at the GM's discretion.

This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

### **IOU: R&D**

**Prerequisite:** Operations Director

**Effect:** For reasons up to you, there is someone who owes a favor. Someone who can get things done. In this case, it is an important member of some Research and Development department or team (either for Nerv itself or another corporation or organization of some kind). While this past relation should be roleplayed accordingly, what is important here is that between their favor and your own Nerv special clearance, you are capable of requisitioning special prototype equipment in a matter of hours.

Such prototype equipment need not be a weapon, though it must fulfill the following requirements: It may not be a piece of equipment that has already been fully researched and is currently available to the players. It may only be unfulfilled by normal research requirements in



one field and one field only (for example: at Tier 1 with no other research performed, a general Tier 2 weapon could be requisitioned much like a Tier 1 Bolt or Positron weapon. A Tier 2 or 3 Positron or Bolt weapon, however, would be beyond the reach of this talent at that time, though.). Finally, the Prototype cannot be upgraded through the use of Weapon Upgrade Points, and must contain at least one significant drawback not present in the fully researched version. Such a drawback could be the Inaccurate or Overheats weapon traits, or significantly reduced damage, range or ammo capacity. Whatever the drawback, it should not be so minor as to be easily dismissed.

Other, more imaginative favors from the R&D Team may also be called in by the Operations Director at the GM's discretion.

This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

### **Just as Planned**

**Prerequisite:** Operations Director, Int 40, Foresight

**Effect:** The Operations Director may benefit from Foresight after 1 minute rather than 10 minutes.

In addition, the Operations Director may spend a Fate Point to have retroactively prepared or taken any action within the last 10 minutes that would just now come into play, such as making a discrete phone call for assistance or turned on a small recording device. Note that retroactively taking this action cannot change anything else that has already happened, though it may be addressed as normal now.

### **Logistics**

**Prerequisite:** Operations Director, Int 35, Charm +10

**Effect:** With all of your acquired tactical data, it is easy to see where the pilots could stand to improve. But it takes logistical thinking, not tactical, to see how such improvement can be accelerated.

The Operations Director can choose any one pilot each week and grant them special attention. This special attention may manifest as either a +20 to their Characteristic Test for any one Time Management option, or on a normally rolled success that pilot is treated as having gained two weekly successes rather than one. In either case, the Operations Director must declare which pilot is receiving which of the two possible bonuses before any Time Management-related Characteristic Tests are rolled.

In any week where the Operations Director uses this Talent, they take a -20 to their own Time Management-related Characteristic Tests due to the investment of time.

### **Loose Control**

**Prerequisite:** Berserker, Ghost in the Machine

**Effect:** Roll a Berserk chance if the pilot is stunned in the Entry Plug.

### **Lucid Eva**

**Prerequisite:** Berserker, Stirring Beast

**Effect:** Your Evangelion has become self aware, tolerating the pilot's presence but ready to take control from the pilot at the first sign of weakness. Whenever the pilot loses SR from Synch Disruption, The Evangelion enters Berserk. In any situation where the Evangelion would normally roll to berserk, it enters berserk automatically.

### **Maneuver Mastery**

**Prerequisite:** None

**Effect:** Gain a +10 to Weapon Skill for the purposes of using the Maneuver action.

### **Mimic Field**

**Prerequisite:** AT Tactician, Analyze Field

**Effect:** If you know what A.T. Field powers another possesses, and they are using it this turn, you may attempt a Synch Ratio Test. If you succeed, you may use that A.T. Field Power as if you knew it, although using your own ATS wherever appropriate and reducing your ATP for the round as normal. If you are copying a unique Angel A.T. Field Power, the ATP cost is equal to  $\frac{1}{2}$  the Angel's unmodified ATS.

If you fail the Synch Ratio test by 2 degrees of success or more, your A.T. Field violently collapses. If so, you deal an amount of damage equal to your ATS to everything within 20 dm, and you are then stunned for 1d5-2 (minimum 1) rounds. Your ATS is 0 until you are no longer stunned.

Using a power is not the same thing as learning it. Any A.T. Field power you use with Mimic Field is only usable for a number of rounds equal to your Intelligence Bonus.

### **N2 Strike**

**Prerequisite:** Operations Director

**Effect:** By burning a Fate Point, an Operations Director can order the deployment of an N2 mine. The Operations Director determines the point of impact, and at the beginning of the Operations Director's next turn the N2 Mine explodes there.

Note that a Fate Point is only burnt if the Operations Director is the one to give the order. N2 Mines dropped as a result of a lost battle are considered to come down from the Nerv Commander himself, and as such the Operations Director loses no Fate Points (though they may be otherwise penalized for their failure).

### **Obscuring Barrage**

**Prerequisite:** Pointman, BS 35

**Effect:** When wielding a weapon with full-auto fire available, you may spend a full round to fire at an enemies head in specific (though this does not technically count as a called shot). You must still roll to hit, as well as successfully breach the A.T. Field, but dealing damage is not your goal. Instead, the enemy is blinded for 1 round.

### **Pilot Surveillance**

**Prerequisite:** Operations Director, Fel 40

**Effect:** The Pilots are one of the most valuable resources on the planet, and keeping them safe is one of the Operations Director's many responsibilities. By spending a Fate Point, the Operations Director can send a team of 1d5 Section 2 Special Agents to the Pilots position within 1 round, so long as the Pilots are still within the Base of Operations. This ability may similarly fail in other situations where Section 2 would be unable to locate the pilots.

### **Positron Burrow**

**Prerequisite:** Pointman, BS 40

**Effect:** When wielding a Positron Weapon, you may shoot to miss as a coordinated attack with a fellow Evangelion. Designate 1 ally, and then have both of you roll Agility Tests to synchronize your actions for the time-sensitive operation to come. You must then fire a called shot at a specific body part of an enemy with an A.T. Field, and succeed on your Ballistic Skill test to hit it.

If you succeed, do not roll damage. Rather than attempt to wound the Angel normally, you have timed your shot to open up a gap in the enemies defenses for only the briefest of moments. If your designated Ally succeeded on their agility test, on their turn they may fire a Called Shot at the same body part you did, taking advantage of the gap you left in their defenses and treating their A.T. Field as if it was half of its current strength. This advantage does not apply to any other body part, lasts for 1 round, and may not be exploited by anyone other than the designated ally.

### **Precision Targeting**

**Prerequisite:** Operations Director

**Effect:** Choose one ally to feed carefully plotted targeting data as a half action designed to take advantage of a weak point in the enemies armor. The Ally gains a bonus to their weapon's penetration equal to the Operations Director's Intelligence Bonus.

### **Promote Assistant**

**Prerequisite:** Operations Director

**Effect:** There is no reason why everything must rest on your shoulders, so long as you remain in command. Choose a member of the bridge crew and promote them to the rank of Captain. A number of times per day equal to your Fellowship Bonus, they may use the Remote Care, Precision Targeting , Surefire Ejection or Requisition Airstrike Talents in your stead, requiring

no Fate Points or actions on your part though still using your own Characteristic scores and bonuses when appropriate.

### **Quick Spread**

**Prerequisite:** None

**Effect:** You may now Spread your A.T. Field as a free action, but this only grants you an ATS equal to your Willpower Bonus (with a corresponding number of ATP). To fully Spread your A.T. Field you need only spend a half action, at which point you may use a number of ATP equal to your full ATS.

The activation times of all other powers remain unaffected.

### **Reinforce Ego**

**Prerequisite:** AT Tactician

**Effect:** You may spend a fate point to ignore one attack to your Ego Barrier. If the attack to your Ego Barrier lasts for multiple rounds, this only protects you for one round.

This talent may only be used once per session, regardless of how many Fate Points you have to spend. The only exception is the Conditional Fate Point granted by the Driven asset, which may be spent to activate Reinforce Ego even if another Fate Point has already been used to do so.

### **Remote Care**

**Prerequisite:** Operations Director

**Effect:** The Pilots plug suit is much more than a simply interface unit for the Evangelion, it also provides the wearer some protection and allows monitoring of the Pilot's health while in the entry plug.

In a case of emergency, the Plug Suit may also be used to apply basic medical services via remote, such as tightening a tourniquet or applying electric shocks.

By spending a Fate Point as a half action, an Operation's Director can remotely active such health systems (immediately stopping blood loss in one pilot, ending the duration of the "Stunned" status effect on one pilot, or removing a single level of fatigue from one pilot) as long as said pilot is still within the Entry Plug.

### **Requisition Airstrike**

**Prerequisite:** Operations Director

**Effect:** As a full round action, the Operation's Director can call in an airstrike on a position on the map. At the beginning of the Operations Directors next turn, a 3d10 X; Pen 1; Blast radius 6 dm bomb drops on that location. Once these coordinates have been input, the explosion will occur at that position even if the target has moved out of that space. This counts as a large area of effect for the purposes of collateral damage.

## Requisition Support

**Prerequisite:** Operations Director

**Effect:** The Operations Director uses Nerv funds to purchase and modify a unit for a special purpose. This unit, once purchased, may be deployed in any encounter alongside the standard UN Tanks and VTOLs during Phase 1 of combat (see chapter 5). Should the Operation's Director not want to deploy these units for whatever reason at that time, they must designate a place on the map where they are being held in reserve and where they will appear if they are ordered to deploy mid-battle. If they are not specifically held in reserve in this fashion, then if ordered to deploy mid-battle they are deployed on the edge of the map 1 round after the order is given.

The Operations Director may choose a specialty unit from the following list:

Specialty Units (General)	
Unit Name	Description
N-HCC VTOL "Bumblebee"	A Heavy VTOL designed to carry and deliver Eva-scale equipment.
N-HM VTOL "Dragonfly"	A larger VTOL designed to be equipped with Heavy Weapons.
N-SV Observation Plane	A heavy recon unit designed for hours of operation.
N-IV Interception Plane	A light, fast plane designed to harass the enemy.
N- HT VTOL "Firefly"	A Heavy VTOL carrying a marker light array.

## Restraint

**Prerequisite:** Berserker

**Effect:** When your Evangelion is Berserk, it only has a 30% chance of attacking an allied Evangelion whenever appropriate. This does not apply to any enemy Evangelions on the field, or allied Evangelions under the control of an Angel.

## Rip and Tear

**Prerequisite:** Berserker

**Effect:** If an enemy has taken Critical Damage to an arm or leg, you may make a called shot on that limb. If this called shot hits, make a Strength Test opposed by a Toughness Test. If your Strength Test succeeds, you automatically remove the limb in question.

This attack may only be used while your Evangelion is Berserk.

## Sacrifice

**Prerequisite:** Pointman, Ag 35

**Effect:** When attacked, you may declare that an attack has hit one of your arms rather than any other body part, whether that body part was hit randomly or as the result of a called shot. The

arm takes damage from the attack as normal. If the arm is destroyed by this attack, there is a 50% chance that the originally hit location takes half damage as well.

Obviously, an Evangelion which has lost both arms may not use this ability.

**Special:** A Pointman with the Guardian ability may use Sacrifice to instead take damage to an arm to prevent damage to an ally adjacent to them.

## **Sanity Grip**

**Prerequisite:** A.T. Tactician

**Effect:** You may spend a fate point to ignore one source of Insanity points. If the effect causing gain of Insanity lasts for multiple rounds, this only protects you for one round.

## **Scan Field**

**Prerequisite:** AT Tactician, AT Power (Ping)

**Effect:** While your Evangelion's A.T. Field is Spread and you are within 20 dm of an Angel, you may roll a Perception Test. If you succeed, you have an idea of how powerful the enemy's A.T. Field is at that moment. The possible results to return are Weak (ATS of 0-5), Average (ATS of 6-10), Strong (ATS of 11-15) or Very Strong (ATD of 16 or Higher).

If you use this ability on an enemy with a Very Strong A.T. Field, you automatically take 1 point of damage to your Ego Barrier as you make brief contact with a hostile A.T. Field.

If your Perception Test succeeds by 3 or more degrees, you know the exact ATS of your opponent at that time.

## **Self Preservation**

**Prerequisite:** Berserker, Ghost in the Machine

**Effect:** If the Evangelion is crippled by an attack and the pilot is incapable of maintaining composure, the Eva feels threatened and wrests control of the fight from the pilot. In any round where the Evangelion loses a limb, and the pilot fails a test to resist Feedback, roll to see if the Evangelion Berserks.

## **Shell Shock**

**Prerequisite:** Pointman, BS 35

**Effect:** Make a Called Shot against an enemy with a -20 penalty after taking the aim action when using a HE Bolt Shell weapon. If you hit successfully and the attack is not negated by Dodge or any A.T. Fields, roll damage as normal but then halve it. While this may mean that your own attack fails to damage the target, the precision explosive fire has already strained the regenerative limits of the Angel's biology, weakening it for a short time. The Angel's Toughness Bonus is treated as if it were X lower, where X is the Penetration of the HE Bolt Weapon that you used to Shell Shock the enemy, for the purpose of reducing damage from all attacks aimed at the body part you Shell Shocked until your next turn.

## **Skill Proficiency**

**Prerequisite:** None

**Effect:** Become trained in one skill from the following list: Acrobatics, Barter, Blather, Carouse, Charm, Climb, Common Lore, Contortionist, Deceive, Demolition, Disguise, Drive, Evaluate, Gamble, Inquiry, Interrogation, Intimidate, Literacy, Logic, Medicae, Performer, Pilot, Scholastic Lore, Scrutiny, Search, Security, Sleight of Hand, Speak Language, Survival, Swim, Tech-Use, Tracking, Trade, or Wrangling.

## **Skill Training**

**Prerequisite:** Skill Proficiency

**Effect:** gain a +10 bonus in any one skill that you are trained in from the following list: Acrobatics, Barter, Blather, Carouse, Charm, Climb, Common Lore, Contortionist, Deceive, Demolition, Disguise, Drive, Evaluate, Gamble, Inquiry, Interrogation, Intimidate, Literacy, Logic, Medicae, Performer, Pilot, Scholastic Lore, Scrutiny, Search, Security, Sleight of Hand, Speak Language, Survival, Swim, Tech-Use, Tracking, Trade, or Wrangling.

## **Skill Mastery**

**Prerequisite:** Skill Training

**Effect:** gain a +20 bonus in any one skill that you are trained in from the following list: Acrobatics, Barter, Blather, Carouse, Charm, Climb, Common Lore, Contortionist, Deceive, Demolition, Disguise, Drive, Evaluate, Gamble, Inquiry, Interrogation, Intimidate, Literacy, Logic, Medicae, Performer, Pilot, Scholastic Lore, Scrutiny, Search, Security, Sleight of Hand, Speak Language, Survival, Swim, Tech-Use, Tracking, Trade, or Wrangling.

## **Spark of Genius**

**Prerequisite:** A.T. Tactician, Intelligence 40

**Effect:** Usually, manipulating your A.T. Field is a work of concentration and skill. But, like much of the Evangelion, it is primarily driven by thoughts. And the right epiphany at the right time under pressure can go a long way towards creating an effect you could never replicate on purpose.

By spending a Fate Point, an A.T. Tactician may use any single A.T. Field Power which they currently meet the prerequisites of but have currently not bought. This power costs as much as it would normally if they knew it, and may be maintained as normal for the power for 1d5 rounds. After this time has passed, the A.T. Tactician must Test Synch Ratio at the beginning of their turn each round or the power fails.

## **Spotter**

**Prerequisite:** Pointman, Perception 40

**Effect:** As a full round action, you may designate a single ally as you send them crucial targeting data to correct their aim. They modify their Ballistic Skill roll to hit any given target that round based off of your distance from their target instead of their distance from their target for the purposes of range.

This may not be used to allow a weapon to fire past its maximum range (4x).

### **Stirring Beast**

**Prerequisite:** Berserker, Ghost in the Machine

**Effect:** The Evangelion you pilot has become the equivalent of a light sleeper, and enters Berserk mode with ease. When rolling to Berserk, on a roll of 8, 9 or 0 the Evangelion Berserks.

### **Structural Upgrade**

**Prerequisite:** None

**Effect:** Add one Structural Upgrade Point (SUP) to your Structural Upgrade Pool.

### **Surefire Ejection**

**Prerequisite:** Operations Director

**Effect:** By spending a Fate Point, an Operations director can force an Entry Plug to eject. This not only triggers an entry Plug ejection attempt, but adds 40 to the roll on the Entry Plug Ejection chart.

### **Synchronize Group**

**Prerequisite:** AT Tactician

**Effect:** As a full round action, you may attune and resonate your A.T. Field to merge with the A.T. Fields of friendly units within 30 dm of you. All pilots involved must make a Synch Ratio test (though any pilot may choose to expend a reaction action to automatically succeed on this test). If all pilots succeed, the Group Synchronization is achieved. Any pilot who fails is not included in the synchronization and must make a Willpower Test to resist 1d5 damage to his Ego Barrier from backlash. If the AT Tactician fails, then the entire synchronization fails regardless of any other successes.

If successful, all other Evangelions included in the group Synchronization temporarily lose their A.T. Field. The AT Tactician gains an A.T. Field with a Strength equal to the Strength of his own A.T. Field, plus the highest ATS of the other Evas synched with him, plus one half of the total ATS of all of other A.T. Fields involved. Note that while the AT Tactician has a tremendous ATS to draw on, his Synch Ratio is not affected by this. Every round after the first full round of increased ATS that he maintains this group synchronization, the AT Tactician must make a Synch Ratio Test or it fails. If an Evangelion attempts to use its own A.T. Field while the group Synchronization is in effect, the AT Tactician must pass a Synch Ratio Test at a -30 or the Synchronization fails and all involved must make a Willpower Test or be Stunned for one round.



While Group Synchronization is in effect, any outside Insanity or Ego Barrier related attack that affects the AT Tactician affects all other pilots involved, though they receive a +20 to any rolls made to resist it.

### **Tactical Blow**

**Prerequisite:** Pointman, Maneuver Mastery

**Effect:** When armed with an Impact dealing melee weapon, you may Test Strength while Maneuvering an opponent. If the Strength Test is successful, the target is moved a number of meters (or decameters in Evangelion Scale) equal to your Strength Bonus.

### **Tactical Genius**

**Prerequisite:** Operations Director

**Effect:** Through the use of well planned tactical advice, an Operations Director can guide the pilots under his command to victory.

By spending a fate point, an Operation's Director can add 1 degree of success to a pilots roll, or cause them to reroll a failed Test. However, in the event of a reroll the pilot must accept the result of the new roll, even if it is worse than the first.

### **Tactical N2 Punch**

**Prerequisite:** Pointman, AT Power (Restrict Shot), AT Power (Bunker Field), AT Power (Layered Field)

**Effect:** All the cards are on the table and the time for drastic action is now. This ability may be used under a number of certain circumstances, all of them with dire repercussions.

First, an Operations Director with the N2 Strike Talent may spend all remaining Fate Points (no less than two) to allow use of this talent. An Operations Director without the N2 Strike Talent (or with insufficient remaining Fate Points) may similarly allow use of this ability, but must Burn a Fate Point instead. In groups of players without an Operations Director, the Pointman himself must Burn a Fate Point to allow use of this Talent.

Once this Talent has been paid for, an N2 Mine is deployed in a means of the GMs choice, preferably via the Supply Cache nearest to the Pointman. The Pointman must then retrieve the N2 Mine, and charge the enemy.

When within Melee range, the Pointman thrusts the N2 Mine forward and wraps their AT Field around the enemy and the N2 mine (expending all remaining ATP. If this is less than 6 ATP, then they are assumed to fail the SR Test to come), restricting the ensuing explosion. Sadly, the N2 mine must be held in place within this field, and one arm of the Pointman's choice is completely destroyed in this manner.

However, containing an N2 explosion is no easy feat. If the Pointman succeeds on a Synch Ratio Test, then only the Angel is effected by the N2 bomb. They roll on the N2 Mine chart as normal, but add a +30 to their roll. The Angel is also immediately treated as being threatened by the Pointman, and will resume its attack 1 round later.

If the SR Test is failed, however, then the N2 Mine exceeds the Pointman's ability to fully contain it. The Angel is effected as described above, but everything within 100 dm takes 3d10+5 damage. This area attack automatically adds 10 points of Collateral damage to the collateral damage pool.

### **The Beast Within**

**Prerequisite:** Berserker, Ghost in the Machine

**Effect:** You gain access to a conditional Fate Point that may only be spent while your Evangelion is Berserk. This Fate Point becomes available for your use the moment you succeed on a Berserk roll.

### **The Dead Walk**

**Prerequisite:** Berserker

**Effect:** When taking Critical Damage, take 2 fewer wounds to a minimum of 1.

### **Unstoppable**

**Prerequisite:** Berserker, The Dead Walk

**Effect:** On a successful Berserk roll, you may spend a fate point. If you do, for the rest of the battle while you Berserk your Evangelion temporarily gains The Stuff of Nightmares trait.

### **Vigilance**

**Prerequisite:** Operations Director

**Effect:** Demand more from your team, even when threats have not yet presented themselves. Any Angel with a form of Locomotion that is not Teleport receives a -20 to their roll on the interception chart.

### **Weapon Upgrade**

**Prerequisite:** None

**Effect:** Add one Weapon Upgrade Point (WUP) to your Weapon Upgrade Pool.

### **When Suddenly...**

**Prerequisite:** Operations Director, Ag 35, Concealment +20

**Effect:** In any situation in which the Operations Director's position has not been openly stated within that last 10 minutes in game, and in which a pilot is in danger (whether the Operations Director could be expected to know this or not) the Operations Director may spend a Fate Point

to appear within 5 meters of that Pilot instantaneously. It is assumed that the Operations Director has been in the area for at least the last minute, and is now just revealing themselves.

### **You Owe Me**

**Prerequisite:** Operations Director

**Effect:** Sometimes a little guilt can go a long way. With some subtle reminders, you can milk that guilt for even more than it is worth. Choose one IOU that you have already expended. You may now consider it renewed. This is the only way that an IOU may be used more than once.

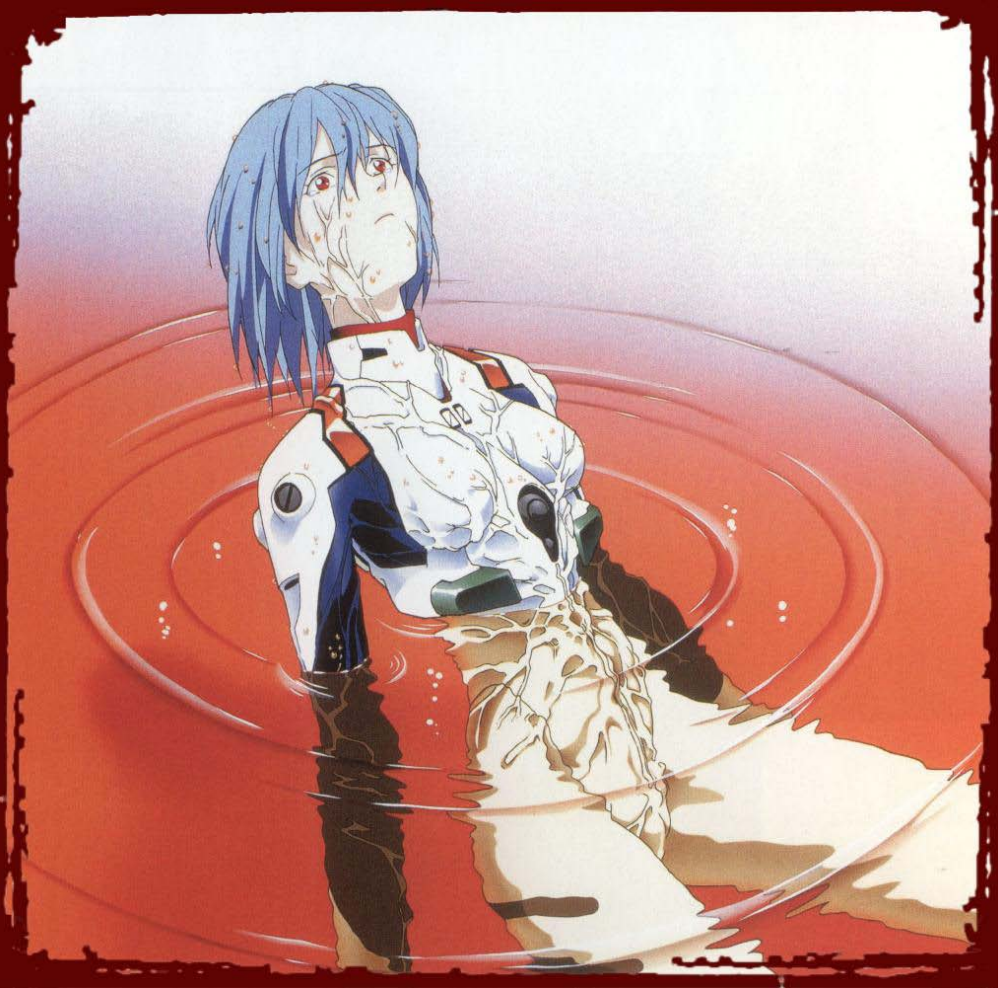
### **Unleash the Beast**

**Prerequisite:** Berserker, Stirring Beast

**Effect:** Before rolling a Berserk chance, you may spend a Fate Point to automatically succeed on the roll.

NERVA

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.



## THE NEW CORRUPTION

In Dark Heresy, Corruption represents the invasive nature of Chaos on even the strongest minds. As your exposure to the Warp, the Demonic and the Heretical increases, so does the hold of the Ruinous Powers on your body and soul. This is represented by malignancies and mutations, culminating in your character being removed from play as it irrecoverably falls to Chaos.

For obvious reasons, this will not do for Adeptus Evangelion. Demons and the Warp do not exist in the world of Evangelion, and falling to Chaos would be nonsensical.

As such, Corruption has been replaced by an equally terrifying long term status effect: The degradation of your ego barrier.

In the series, we see that humans have their own personal A.T. Fields. Nothing like the power force fields that the Angels wield, the human A.T. Field is a psycho-somatic boundary that defines the edges of a person's mind and maintains their coherency of self. On the occasions where this personal A.T. Field collapses, the result is the person's complete dissolution into LCL, the blood of Lilith that served as the template for all life on Earth in the distant past.

### Ego Barriers

Each character begins play with an Ego barrier of 100%. As they become exposed to hostile A.T. Fields and other, more insidious, forms of attack, characters will remove points off of their Ego Barrier. This effectively works just like the normal Insanity and Corruption systems, but in reverse. Rather than start at zero and be removed from play at 100, you begin at 100 and are removed from play at 0, when you dissolve into LCL and may not be reconstituted.

## Threats to Your Ego

Thankfully, actually threats to your Ego Barrier are few and far between.

**Errata:** Any rules or events from Dark Heresy not specifically mentioned as being ignored in Adeptus Evangelion that deal corruption points instead remove a similar number of points from the character's Ego Barrier.

**Oversynching:** When a pilot and their Evangelion achieve a phenomenal Synchronization Ratio of 100% or more, the Evangelion's AT Field actually infringes on the Pilot's stability. The Pilot must reduce their Ego Barrier every round by an amount listed on the "Synch Ratio Effects" chart at the beginning of this chapter.

**Direct Contact:** Should your entry plug ever be breached by an Angel's attack, you would be lucky to survive. Those that do find that direct close range expose to the overwhelming A.T. Field (even one neutralized to the point of providing no defense) of an Angel is harmful to them in ways they can scarcely understand. The Pilot removes a number of points from their Ego Barrier equal to the number of wounds they sustained in the process, and remove 2 points from their Ego Barrier for every point of Critical Damage they took.

**Mental Contact:** Should an Angel ever attempt mental contact with a human or otherwise invade a human's mind, the human in question must make a willpower test every round or take 1d10 points off of their Ego Barrier until the mental contact ends. At the end of such mental contact, the trauma of it usually requires the character to roll on the Shock Table, adding a +10 to the roll for every round of mental contact they were forced to endure.

The Ego Barrier Track			
Ego Barrier Percent	Field Strength	Instability Test	Coherency Disruption
100-70	Strong	+0	--
69-40	Weak	-10	First Test
39-10	Failing	-20	Second Test
9-1	Collapsing	-30	Third Test
0	Character dissolves into LCL and is removed from play.		

## The Instability Test

For every 10 points that a person's Ego Barrier has eroded, he must test Willpower to see if there are any mental or psychological manifestations of his damaged definition of self. This roll is modified based on the current strength of the Ego barrier, as noted in the Ego Barrier Track chart above. If the test is failed, the character gains one randomly rolled instability from the Instability chart. Should they acquire an instability that they already possess, they must roll again.

Instabilities	
<b>1-10</b>	Stress: Gain 1d5 Insanity points.
<b>11-15</b>	Evangelion Rejection: After every battle inside an Evangelion, roll on the Trauma table.
<b>16-25</b>	Hesitant: The character becomes less willing to fight, taking a -2 penalty on initiative rolls.
<b>26-30</b>	Unnatural Bond: The character becomes overly attached to one person or object. Take a -10 to Intelligence, Perception and Willpower when separated from it.
<b>31-40</b>	Insecurity: You feel vulnerable outside your Evangelion, and take a -10 penalty to all tests made outside an Entry Plug.
<b>41-50</b>	Fearful: The world becomes a more threatening place; take a -10 on all Willpower tests to resist fear.
<b>51-55</b>	Withdrawn: The character becomes less responsive and more awkward to be around. Reduce fellowship by 1d5.
<b>56-70</b>	Cognitive Impairment: Reduce Intelligence by 1d5.
<b>71-80</b>	Synch Drop: Your Synch ratio is permanently reduced by 1d5.
<b>81-85</b>	Wasted Frame: The character's body begins to suffer from the strain. Reduce Strength and Toughness by 1d5.
<b>86-90</b>	Greater Synch Drop: Permanently reduce your Synch Ratio by 1d10+5.
<b>91-93</b>	Disequilibrium: You become extremely sensitive to discomfort, any time the character takes a level of fatigue, you must Test Toughness or you feel nauseous and vomit for 1d5 rounds, taking another -10 penalty to all tests.
<b>94-100</b>	Oversynch: Incur Feedback whenever your Evangelion takes damage, not just Critical damage.

## Coherency Disruptions

Mental and Psychosomatic ailments are by no means the worst possible side effect of your Ego Barrier weakening. As you enter the lower tiers of your Ego Barriers strength (and at no time other than entering these lower tiers) you must test your choice of Toughness, Willpower or Synch Ratio to resist some drastic side effect of your personal A.T. Field degradation. Each Characteristic may only be used once in this manner, so be sure to mark which ones you have already used on your sheet.

## Coherency Disruptions

<b>01-25</b>	Unreliable: Roll an extra 1d10 during Synch Disruption.
<b>26-35</b>	A.T. Field sensitivity: You can FEEL the presence of aggressive A.T. Fields, and it makes your heart race and your skin crawl. -10 Penalty to all tests when fighting an enemy with an active A.T. Field.
<b>36-45</b>	Distorted Point of View: Your senses don't work like they should, becoming sensitive in ways you are uncomfortable with. Gain +10 Perception, but take a -10 penalty to Weapon Skill and Ballistic Skill.
<b>46-60</b>	Nervous Breakdown: Roll on the Trauma table, but the effect lasts for 1d5 weeks. In addition gain 2d10 insanity points.
<b>61-70</b>	Synch Explosion: During Synch Disruption, the amount that your Synch Ratio is changed by is increased by 5d10.
<b>71-80</b>	Eyes of the Soul: You begin to see others the way they see themselves, you may or may not be able to recognize them as some could have inaccurate or weird views of themselves. This could lead to some awkward situations. -1d5 Perception, -1d5 Fellowship.
<b>81-85</b>	Bleed Through: You begin to lose mental definition as you pick up stray feelings and impressions from those around you. Gain 1d10 Insanity points and auto-succeed on Scrutiny.
<b>86-89</b>	Twisted Form: Your body suffers from a degenerative disease. Gain the Physically Challenged drawback if you do not have it already.
<b>90-99</b>	Chronic Organ Failure: Your character's body has begun to shut down. Reduce Toughness by 1d5 and seek medical attention. Every month, you must go through a life-threatening surgery (Toughness Test with a +10 or die).
<b>100</b>	Terminal Disruption: Slowly lose yourself to your Evangelion, two slowly becoming one. Every week the character raises SR by 1 and takes 1 Ego Damage. Left untended, this will result in your collapse into madness and death.

## Pulling Yourself Together

Unlike reaching maximum insanity (which drives you permanently and irreparably insane) or the corruption system that Ego Barrier is designed to replace, your ego Barrier reaching 0% and your character dissolving into a pool of LCL isn't actually as bad as it sounds. Your character is still alive, albeit in a bizarre disembodied form, and more than once we have seen a pilot drag themselves back from the brink and reassemble themselves, if they have the will.

## Bring out the spare: Ego Barrier, Insanity, and Manufactured Pilots:

Any Manufactured with the "Replaceable" trait is assumed to have a small collection of backup bodies, and recorded memories to supply them with. As such, it makes little sense for permanent insanity in the current pilot to doom the entire line. If a Manufactured reaches 100 Insanity or 0% Ego Barrier, they need burn only a single Fate Point (which replaceable may yet let them keep). However, the player must then make a choice: either the newly awakened clone has full memory, or not. A clone with full memory starts 50 Ego Barrier or Insanity (choose applicable), but keeps all of their current skills. A clone that has been ruthlessly purged of all such disturbing memories starts with only 2d10 Insanity or damage to their Ego Barrier (choose applicable), however their character must removed 500XP worth of abilities from their character that are forgotten and must be relearned from scratch as entire weeks worth of memory are lost forever.

After reaching 0% Ego Barrier and dissolving, unless their LCL is disposed of in some way a pilot may attempt to reassemble themselves. To do so, they must Burn a Fate Point in order to roll a Willpower Test. On a failure, they are not revived and must Burn an additional Fate Point to attempt another Willpower Test. Any character that runs out of Fate Points before being revived is lost forever.

On a successful Willpower Test, the pilot is revived in a process that takes 1d5 weeks and returns them to a physical form. This newly revived pilot defaults to an Ego Barrier of 50%, and losses all previously gained Coherency Disruptions, but not Instabilities. The newly revived pilot immediately gains 1d10 insanity points from the experience, and rolls on the Trauma table, adding a +10 for every week that they took to revive themselves as well as a +10 for every Willpower Test that they failed.

## **The Fate Divide: Fate Points in Adeptus Evangelion**

In the Dark Heresy Roleplaying system, Fate Points can be used to serve a number of functions. All of these functions, and much more are available to Adeptus Evangelion characters. Fate Points may be spent on their normal uses in both personal and Evangelion scale applications, though when in Evangelion scale, a Fate Point may be spent to heal 1d5 wounds to a single Body Location on the Evangelion OR 1d5 wounds to the pilot. Similarly, Burning a Fate Point in Evangelion scale to survive applies to the Pilot, not the Eva.

Conditional Fate Points (a fabrication of Adeptus Evangelion) are specifically worded to leave room for interpretation as to when they might be used, however a GM should always enforce that they are conditional, and not let them be used when the required condition is not met.

Finally, it is important to remember that Fate points are not merely a tool, but also represent a large part of their ability to survive danger. GMs should feel free to allow players to earn Fate Points based on excellent roleplaying achievements or as a reward for performing great feats. Similarly, in longer running campaigns, GMs should discuss ways in which a character with remaining Fate Points can use them to keep in the game. A GM might allow a character who would be removed from the game due to permanent Insanity to burn a Fate point to reduce their Insanity by half, for example. However, any such use is up to the GM's discretion, something that isn't a guaranteed option for the players and which depends largely on the mood and tone of the game the GM wishes to run.

On a related note, burning Fate to survive in Adeptus Evangelion is handled slightly differently than in Dark Heresy. In Dark Heresy, it is widely accepted that the GM may use this opportunity to further cripple the character. Adeptus Evangelion is best played with characters that are less disposable than in Dark Heresy, and as such it is encouraged that GM's play less roughly with their toys. To this end, any additional detriments resulting from the burning of a Fate point must be agreed on by the player and the GM equally. The GM should not seek to punish the player for failing to be his scenario, and the player should not be able to exploit this opportunity to gain any more than his own survival. Through this compromise, no player should be forced to play a character with a disability they are not comfortable with are a result of the already painful permanent loss of a Fate Point. That said, a player might still prove surprisingly willing to adopt a relevant disability for roleplaying reasons of their own. What is important here is that it is the players choice to disable themselves as such, rather than an arbitrary punishment that will only leader to ragequitting or, potentially worse yet for the campaign, players intentionally sabotaging their own characters so that they may start anew with a character free of such disability.



# CRITICAL DAMAGE

While the Wound and Critical Damage systems from Dark Heresy are still used in Adeptus Evangelion, Evangelions and Angels can lose limbs and be inconvenienced rather than dead. Additionally, Angels have Cores, a body part not to be found in Dark Heresy at all.

As such, while the normal Dark Heresy critical damage charts may be used when humans take sufficient damage, Evangelions and Angels need a new set of Critical Damage Charts. While these charts allow for less Critical Damage per body part, remember that at Evangelion scale play each body part has its own separate wound total. A body part only takes critical damage if that specific body part has already lost all wounds.

In addition, remember to invoke Feedback (and possibly Synch Disruption) for the Pilot whenever an Evangelion takes Critical Damage.



### Energy Critical Effects – Evangelion Head

Critical Damage	Effect
1	A sharp pain distracts the pilot, incurring a -10 Penalty on all Tests (excluding Toughness and Strength) for 1 round.
2	A power surge disrupts the visual feed, blinding the pilot for 1 round.
3	A major power surge disrupts all systems, stunning the Eva for 1 round.
4	The attack overloads fuses in the entry plug with a series of audible pops. The Evangelion takes a -10 to WS, BS and AG, and is blinded for 1d5 rounds as vital systems are rebooting.
5	The Evangelion's eyes boil and pop, blinding it for 1d10 hours as it is forced to regenerate them.
6	The armor plates on the head boil and fizzle away, reducing the AP value of the head by 2. In addition, the Evangelion is stunned for 1d5 rounds. When this effect ends, roll for Berserk.
7	The Evangelion's head blisters and cracks open. The Evangelion is defeated. The Pilot gains 1d5 Insanity.
8+	The Eva's head catches on fire. The Evangelion is defeated and the Entry Plug takes a -10 penalty to the Entry Plug Launch Chart. If the Entry Plug remains in the Evangelion, the pilot gains 1d5 insanity points from spending a prolonged period of time slowly feeling their head be burnt to ashes.

### Energy Critical Effects – Evangelion Arm

Critical Damage	Effect
1	Electronic mechanisms in the arm overload and fire randomly. All tests made involving the arm are at a -20 for 1 round.
2	Electronic mechanisms in the arm short out, and the arm is useless for 1d5 rounds as it reboots.
3	A major power surge disrupts all systems, stunning the Eva for 1 round. In addition, the arm struck is useless for 1d5 rounds.
4	The attack burns off a large chunk of the arms restraining armor. The AP value of the arm is reduced by 1 for the remainder of the encounter, and all tests made using that are take a -20 penalty until it is repaired. For next 1d0 rounds the arm is useless.
5	The wing on that arm melts, and anything stored inside it is destroyed. The rest of the arm becomes burnt, halving WS and BS for 1 round.
6	The entire arm becomes wreathed in flame, and somewhere in the arm vital hydraulics boil and pop. The Evangelion is stunned for one round, and the arm is rendered useless until repairs can be made.
7	The Evangelion's arm is severed from the body, stunning the pilot for 1d5 rounds. The arm is lost, and the Evangelion must test toughness or take a -10 penalty to Toughness for the rest of the encounter.
8+	The arm is vaporized, sending both the Evangelion and its pilot reeling in shock. The pilot is stunned for one round, takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain.

<b>Energy Critical Effects – Evangelion Body</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The blast overloads key systems disrupting feed from the entry plug. The Evangelion may only take half actions for 1 round.
<b>2</b>	The Evangelion's chest takes the brunt of the blast, stunning the pilot for 1 round.
<b>3</b>	The blast shorts out systems in the entry plug. The Pilot may only take half actions for 1d5 rounds.
<b>4</b>	The Evangelion's systems become overloaded and it spasms, falling to the ground. The Pilot must test toughness or take 1d5 I damage inside the Entry Plug as he is jostled by the fall. The Evangelion needs to use a Stand Action to regain its feet.
<b>5</b>	The Evangelion is sent sprawling by the attack and must test toughness or be stunned for 1d10 rounds. Even on a success, The Eva's chest armor is reduced by 2 AP.
<b>6</b>	The Eva's internals begin to boil, and the Entry Plug along with them. The Pilot takes 1d5 E damage and a level of Fatigue.
<b>7</b>	The Evangelion is crippled by the attack as its restraints and flesh burn away. The Eva's Str, T and Ag are halved for the rest of the encounter and the Pilot takes 1d10 E damage inside of the Entry Plug. The Evangelion must then make a Toughness Test. On a failure, the Evangelion is defeated.
<b>8+</b>	A hole is burnt clean through the Evangelion's chest and the body catches on fire. The Evangelion is defeated. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 E damage as the Entry Plug is breached by the attack.

<b>Energy Critical Effects – Evangelion Leg</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The Leg spasms, and the Eva may not attempt to run or use the Acrobatics skill this round.
<b>2</b>	The Leg is burnt and unresponsive. The Eva moves at half speed this round.
<b>3</b>	The Leg's circuits overload, stunning the pilot for 1 round and halving all movement for 1d5 rounds.
<b>4</b>	The armor overheats and begins to fuse with the muscle beneath it, halving all movement for 1d10 rounds.
<b>5</b>	The Eva's knee joint overheats and threatens to melt apart. The Eva must Test Toughness or be unable to bend the leg, moving at half speed for the rest of the encounter.
<b>6</b>	The leg becomes blacked and crisp, clearly unusable. The leg cannot be used until repaired, and the Pilot must make a Toughness Test or be stunned for 1 round.
<b>7</b>	The leg is severed by the blast, Stunning the pilot for 1 round and sending the Eva falling to the ground. The Pilot must Test Toughness or take 1d5 I from the fall.
<b>8+</b>	The Leg is vaporized, Stunning the pilot for one round, and incurring a -10 to resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Point from the pain.

<b>Impact Critical Effects – Evangelion Head</b>	
<b>Critical Damage</b>	<b>Effect</b>
1	Optical feeds becomes disrupted, the Evangelion takes a -10 to WS and BS for 1 round.
2	The Evangelion is dazed, taking a -1 penalty to all Tests except Toughness for 1 round.
3	The Eva's head armor cracks open, Stunning the Evangelion for 1 round. The Eva must Test Toughness or have its perception halved for 1d5 rounds.
4	The head armor splinters and blood sprays. The Eva is blinded for 1 round, and must Test Toughness or lose 1d10 Toughness.
5	The blow sends the Evangelion reeling. The Eva must test toughness or be Stunned for 1d5 rounds.
6	The Eva's internal gyroscopes are thrown out of alignment. The Eva must Test Agility at a -10 penalty ever round in which it attempts to move. On a failure, the Eva falls over. This effect lasts 1d10 rounds.
7	The Head is pulverized and splits open. The Evangelion is defeated.
8+	The head bursts open, spraying blood and armor fragments in all directions. Any adjacent Evangelion scale creature must test agility or have their vision obscured by the blood in their eyes, resulting in a -10 to WS and BS. The Evangelion is defeated, and the Pilot takes 1d5 insanity points.

<b>Impact Critical Effects – Evangelion Arm</b>	
<b>Critical Damage</b>	<b>Effect</b>
1	The impacts causes the arm to spasm, dropping anything held in that hand.
2	The force of the blow sends the arm flailing. Whatever is held in the hand is knocked 1d10 dm away from the Eva, and the Eva must test Toughness or take a -10 to WS and BS for 1 round.
3	The arm is temporarily crippled as the armor begins to crack. The Eva is stunned for 1 round and the arm is useless for 1d5 rounds.
4	The Arm is wrenched horribly, almost dislodging it. The Eva's WS and BS are halved for 1d10 rounds, and the arm is useless for 1d5 rounds.
5	The attack breaks some of the Evangelion's fingers. The Eva must Test Toughness or lose use of the hand.
6	The armor on the army crack and splinters, rendering it useless for 2d10 rounds. In addition, the wing becomes jammed and anything stored inside of it may not be retrieved, nor any missiles inside it fired.
7	The arm is twisted and shattered by the force of the blow, rendering it useless until repaired. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss. The Pilot gains 1 point of insanity from the pain.
8+	With a terribly wet ripping noise, the arm is explosively removed from the body. The Pilot takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss.

<b>Impact Critical Effects – Evangelion Body</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The blow shakes the Evangelion. The Eva takes a -10 Penalty to Agility for 1 round.
<b>2</b>	The Evangelions armor crumples slightly under the strain. The Eva can only take a half action on its next turn.
<b>3</b>	Armor crumbles and support structures crack. The Evangelion is stunned for 1 round.
<b>4</b>	A solid blow to the chest Stuns the Eva for 1 round and jostles the Entry Plug. The Pilot must test Toughness or take 1d5-1 I damage.
<b>5</b>	The Eva is sent flying backwards by the attack and lands on its back. The Pilot must test Toughness or take 1d5-1 I damage from the fall, and the Eva is stunned for 1d5 rounds. The Eva needs to use a Stand Action to regain its feet.
<b>6</b>	Vital organs rupture beneath the armor, and the Evangelion is stunned for 2 rounds. In addition, the Eva takes a -20 to Toughness for the rest of the Encounter.
<b>7</b>	The Evangelion's chest ruptures open, and vital fluids begin to spray. The Eva suffers from Blood Loss, and on 'death' is defeated. The Pilot must Test Willpower or be stunned for 1d5 rounds and gain a point of insanity.
<b>8+</b>	The Eva's body is torn open by the force and stumbles 1d10 dm back before falling to the ground. The Evangelion is defeated. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 I damage as the Entry Plug is breached by the attack.

<b>Impact Critical Effects – Evangelion Leg</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The leg buckles slightly under the strain. The Eva takes a -10 to Agility for 1 round.
<b>2</b>	The leg begins to leak hydraulic fluid. The Eva's speed is halved for 1 round.
<b>3</b>	There is a resounding snap and the armor fractures. The Eva is stunned for 1 round and its speed is halved for 1d5 rounds.
<b>4</b>	The leg buckles, and all movement is halved for 1d5 rounds. In addition, the Eva must Test Agility or fall to the ground. The Eva needs to use a Stand Action to regain its feet.
<b>5</b>	The Eva's foot cracks open from the impact. The Eva must Test Toughness or lose the foot. On a success, the Eva is stunned for 1 round and its speed is halved for 1d5 rounds.
<b>6</b>	The Eva's leg shatters, and every time that the Eva moves it must Test Toughness or lose use of the leg entirely until it is repaired.
<b>7</b>	The leg is blown off by the blast, Stunning the pilot for 1 round and sending the Eva falling to the ground. It now only has one leg. The Pilot must Test Toughness or take 1d5 I from the fall.
<b>8+</b>	The leg is ripped apart by the force of the attack and its remains land some 1d5 dm away. The Pilot is Stunned for one round, and takes a -10 to Resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Points from the pain.

Explosive Critical Effects – Evangelion Head	
Critical Damage	Effect
1	The explosion leaves the Eva dazed. The Eva may only take a Half Action on its next turn.
2	The explosion rocks the Eva's senses. The Evangelion is blinded and deafened for 1 round.
3	The explosion sends the Evangelion to the ground, where it is stunned for 1 round. The Eva needs to use a Stand Action to regain its feet.
4	The Evangelion's head splits and cracks. The Eva is stunned for 1d5 rounds, is deafened until repaired, and loses any cranial horn attack it might have.
5	The Evangelion's head is in ruins, not only exposed by shredded as well. The Eva must test Toughness or be defeated immediately. If successful, it is stunned for 1d10 rounds and is deaf, as well as losing any bite attack it might have until repaired.
6	The Evangelions head flies apart, and the Eva is defeated. The Pilot gains 1 point of Insanity from the pain.
7	The Evangelions head explodes, setting off a series of critical failures in other systems. The Evangelion is defeated and the Entry Plug is unable to fire. The Pilot gains 1 point of Insanity from the pain.
8+	As above, but the Evangelions head explodes with such force that it is treated as a 4 dm Blast that deals 1d10+1 I as chunks of the Eva's skull become deadly shrapnel.

Explosive Critical Effects – Evangelion Arm	
Critical Damage	Effect
1	The explosion sends the Eva's arm twisting backwards, knocking the Eva off balance. The Evangelion takes a -10 to Agility for 1 round.
2	The explosion cracks the Eva's armor. The Evangelion drops anything held in that hand.
3	The explosions hits and destroys the Eva's wing. Anything inside that wing is destroyed. If this was ammunition or missiles, it explodes for 1d10+2 X damage.
4	The explosion destroys some of the Evangelion's fingers. Anything held in that hand is destroyed, and the Eva must Test Toughness or be stunned for 1 round.
5	The Evangelion's hand is destroyed, as well as whatever it might have been holding. The Eva must Test Toughness or be stunned for 1 round.
6	The Evangelions arm is ripped apart from the explosion. In addition to losing use of the arm, the Eva must test toughness or take a -10 Penalty to Toughness Tests for the rest of the encounter as it bleeds profusely.
7	The Evangelion's armor is turned into a cloud of gore. The Eva must immediately Test Toughness or be stunned for 1d10 rounds. Even on a success, the Eva takes a -10 Penalty to Toughness and WS until repaired.
8+	As above, but the Pilot takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss.

<b>Explosive Critical Effects – Evangelion Body</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The Evangelion is blown back 1d10 dm, and can only take a half action on its next turn. The Eva is Prone, and must use a Stand Action to regain its feet.
<b>2</b>	The Evangelion is thrown back 1d10 dm, and takes 1d5+2 I when it hits the ground. The Eva is Prone, and must use a Stand Action to regain its feet.
<b>3</b>	The Explosion sends the Eva reeling as shreds its armor. The Eva is stunned for 1 round, and the AP of its armor is reduced by 2 until repaired.
<b>4</b>	The Evangelion is blasted to the ground, and must test Toughness or be stunned for 1d10 rounds. Even on a success, the Eva may only take half actions for 1d5 rounds.
<b>5</b>	The Explosion concusses the Eva and shreds its innards. The Eva is stunned for 1 round and takes a -20 Penalty to Toughness until repaired.
<b>6</b>	The Eva's torso rips to shreds, and it is stunned for 1d5 rounds. The Eva now suffers from Blood Loss.
<b>7</b>	The Eva's chest explodes, sending armor and organs in all directions. The Evangelion is defeated and the pilot gains 1d5 insanity points.
<b>8+</b>	As above. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 X damage as the Entry Plug is breached by the attack.

<b>Explosive Critical Effects – Evangelion Leg</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The force of the blast sends the Evangelion sliding backward 1 dm.
<b>2</b>	The blast throws the Evangelion's feet out from under it. The Evangelion is prone.
<b>3</b>	The leg is slammed by explosive force, Stunning the Evangelion for 1 round and halving its movement for 1d5 rounds.
<b>4</b>	The Evangelion is sent tumbling away from the explosion. The Evangelion lands 1d10 dm away, and all movement is halved for 1d10 rounds.
<b>5</b>	The Evangelion's foot is severely damaged by the explosion. The Eva must Test Toughness or lose the foot, and on a success still has its movement halved until it is repaired.
<b>6</b>	The Evangelion's leg shatters, and cannot be used to stand on. The Eva counts as having only one leg.
<b>7</b>	The leg is turned into a cloud of mist and chunks of armor by the explosion. The Evangelion only has one leg.
<b>8+</b>	As above, but the shards of armor fly out to deal 1d10+2 I in a 4 dm burst. The Pilot is Stunned for one round, and takes a -10 to Resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Points from the pain.

### Rending Critical Effects – Evangelion Head

Critical Damage	Effect
1	The Evangelion's head rings with the blow, leaving deep gouges. The Pilot must Test Willpower or take a -10 to Perception for 1 round.
2	The attack slices through the outer layers of the Evangelions armor, damaging primary targeting systems. The Eva takes a -10 to WS and BS for 1d10 turns.
3	The Evangelion's head has a section of armor sheared off of it, reducing the AP of the head by 2.
4	The attack slices through one of the Evangelions eyes, stunning it for 1 round and halving all perception checks until repaired.
5	The Attack slices open the Evangelions face, causing it to bleed profusely. Blood sprays and the Evangelion is stunned for 1d5 rounds.
6	The Evangelions head is viciously ripped open. The Evangelion is blinded for 1d5 rounds, and must Test Toughness or suffer from Blood Loss.
7	The Front half of the Evangelions face is reduced to pulp by the attack. The Evangelion is blinded until repaired and suffers from blood loss.
8+	The Evangelions head is torn from its body. The Evangelion is defeated and the pilot must roll on the Shock Table, adding a +10 for every point of Critical Damage above 8 dealt.

### Rending Critical Effects – Evangelion Arm

Critical Damage	Effect
1	The slash scrapes the arm and rips whatever the Evangelion was holding free of its grip.
2	A deep gouge forces the Evangelion to drop what it was holding, and incurs a -10 to weapon skill for 1 round.
3	The scraping attack decimates the Evangelion's armor and grinds against something sensitive. The Arm is rendered useless for 1 round.
4	The attack rends the arm apart, sending small chunks flying. The arm is rendered useless for 1d5 rounds, and the Evangelion must test Agility or be knocked prone by the attack.
5	The Evangelions arm is split open at the shoulder, and is now useless for 2d10 rounds. In addition, the wing is severed and falls to the ground. Retrieving an item from it is now a full round action, and the wing must be picked up first.
6	The Evangelion's hand is torn to shreds by the attack. The Evangelion must Test Toughness or lose use of the hand until repaired.
7	The Evangelions arm is in ruins. Until it is repaired, the Evangelion counts as only having 1 arm. The Evangelion is stunned for 1 round.
8+	The arm is torn from the body by the attack. The Pilot takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss.



<b>Rending Critical Effects – Evangelion Body</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The Evangelions armor is severely scraped, but is otherwise unaffected.
<b>2</b>	The Evangelions armor is deeply gouged, reducing its AP by 2.
<b>3</b>	The Evangelion's armor is pierced by the attack, slicing the flesh beneath it. The Evangelion is stunned for 1 round.
<b>4</b>	The Evangelion is viciously sliced open and must Test Toughness or be stunned for 1d5 rounds. On a success, the Eva is still reduced to taking half actions for 1 round.
<b>5</b>	The Evangelion is torn open and stumbled back before falling to the ground. The Eva is stunned for 1d5 rounds and is prone.
<b>6</b>	The Evangelions abdomen is torn open and exposed. The Evangelion suffers from Blood Loss, and may only take half actions for 1d5 rounds.
<b>7</b>	The Evangelions entire chest plate is torn off by the attack. The Evangelion must Test Toughness or be defeated. On a success, the Evangelion suffers from Blood Loss and now has an AP of 0.
<b>8+</b>	The Evangelion is cut virtually in half and is defeated. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 R damage as the Entry Plug is breached by the attack.

<b>Rending Critical Effects – Evangelion Leg</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The attack painfully cuts the leg, and the Evangelion must Test Toughness of take a -10 to agility for 1 round.
<b>2</b>	The Evangelion's leg is cut open, and the Eva must Test Toughness or fall to the ground Prone.
<b>3</b>	The attack cuts through the armor and cripples the muscles inside. The Evangelion is stunned for 1 round and the Leg is useless for 1d5 rounds.
<b>4</b>	The Evangelions knee is ripped open, and the Eva moves at half speed for 1d5 rounds.
<b>5</b>	The Evangelions kneecap is slip in half, and the Eva moves at half speed until repaired.
<b>6</b>	The Evangelion foot is nearly cut off, and begins to leak hydraulic fluid. The Eva must Test Toughness or lose the foot, and moves at half speed until repaired.
<b>7</b>	With a wet tearing sound, the leg is severed just above the knee. The Evangelion only has 1 leg.
<b>8+</b>	As above, but the spray of hydraulic fluid makes the area slippery. Anyone attempting to move through a space within 1d10 dm of that area must Test agility or fall prone. In addition, the Pilot is stunned for one round, and takes a -10 to Resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Points from the pain.

# ANGEL CRITICAL DAMAGE

The Evangelion Scale critical Damage charts above work well for pilots, but Angels are often much more organic in nature, as well as lacking pilots entirely.

As such, Angels would be better represented by use of the following charts:



## Energy Critical Effects—Angel Head

Critical Damage	Effect
1	The Angel's skin is seared, wracking it with extraordinary pain. The Angel must Test Toughness or take a -10 to all Tests for 1 round.
2	The discharge of energy fills the Angel's field of vision, though it may have other, more alien, senses at its disposal. The Angel must Test Perception or be blinded for 1 round.
3	The heat begins to warp the head, sending a myriad of tiny cracks spiraling throughout the biological structure. The Angel is stunned for 1 round.
4	The outer layer of the head is charred by the damage, bubbles forming as heat continues to cook the flesh. The Angel takes a -10 to all Tests for 1d5 rounds and must Test Perception or be blinded for a round as well.
5	The inner layer of the head is stripped and charred by the damage, exposing the pulsating flesh beneath. Any armor on the head is ignored by future attacks.
6	The blast cleanly strips the outer and inner layer alike, charring the flesh beneath. With a shrill cry, the foe stumbles back 1 dm in agony. The Angel is blinded for 1d5 rounds and must Test Toughness or be stunned for 1 round as well.
7	A cry of agony pierces the air as flesh and blood alike are boiled away by the blast. The Angel is stunned for one round and must Test Toughness or be disabled as it starts spewing blood everywhere.
8	The target's head is all but destroyed by fiery power. Halve the Angel's TB and the Angel is both blinded and disabled.
9	As above, but the Angel is also Stunned for 1d10 rounds.
10+	As above but the Angel's body catches on fire

## Energy Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm is numbed by the shock of the attack, and the Angel must Test Toughness or take a -20 penalty to all attacks with that arm for 1 round.
2	The searing energy burns away crucial nerves, but nothing that cannot be restored. The Angel must Test Toughness or the arm is rendered useless for 1 round.
3	Flesh boils and pops, reducing skin to charred sludge. Fine control of the arm becomes difficult, halving Weapon Skill for attacks with that arm for 1d5 rounds.
4	Alien muscle burns and spasms, rendering the arm unusable for 1d5 rounds.
5	Entire sections of the arm char black and melt. The Angel must Test Toughness or be Stunned for 1 round.
6	The arm boils on the inside, spewing jets of hot blood out of cracks in the burnt surface. The arm is rendered unusable for 1d10 rounds and the Angel takes a -10 to all Tests for 1 round.
7	Organs inside the arm overheat and rupture, the arm visibly deflating as it gushes blood. The Angel is Stunned for 1d5 rounds and must test Toughness or have its TB halved.
8	With a wet *pop*, liquid inside the arm vaporizes, blowing the arm clean off. The Angel's TB is halved and it is incapacitated.
9	The Angel arm is vaporized by the blast, destroying it completely. With a shriek, the target flails about in agony. The Angel is Stunned for one round and has its TB halved. The damage also incapacitates the Angel.
10+	As above, but the Angel must Test Strength at a -20 penalty or be knocked to the ground by the concussion of its own exploding arm.

## Energy Critical Effects—Angel Body

Critical Damage	Effect
1	The Angel absorbs the energy of the attack, focusing its willpower on minimizing the damage to vital areas. It may only take half actions next turn.
2	The energy blast sears the Angel's outer layer, visibly scorching it. The Angel stumbles back 1d5 dm. If the Angel has legs, it must test Agility or be Prone.
3	The Angel's skin turns dark and crispy, and leaks some sort of fluid. The Angel must Test Toughness or be Stunned for 1 round.
4	The Angel shrieks as its internals begin to bubble. The Angel takes a -20 to Toughness Tests for 1d5 rounds.
5	The Angel is knocked prone by the sheer force of the blow as the energy continues to smoke the entirety of the body. The Angel must Test Agility or catch fire.
6	The heat of the blast is severe enough to completely burn outer layers covering the body, revealing and charring the flesh. The Angel loses all armor on the body and must Test Agility or catch fire.
7	The sheer power of the blast ignites the Angel. As it bursts into flames, the extreme pain wrecks its ability to comprehend the world around it. The Angel catches fire and must Test Toughness or have its TB halved.
8	A hole is burst clean through the Angel's body, but it is not down yet. The Angel has its TB halved and the internal damage incapacitates it.
9	The body is completely engulfed in flame, tearing itself apart as the heat virtually vaporizes the entire biomass. The Angel's TB is halved and it is now disabled, in addition it is now stunned for 1d10 rounds.
10+	As above but the S2 organ ruptures and detonates. Unless successfully dodged, all targets within 1d10dm take 1d10+3X damage. The Angel's core or other body parts are not affected.

## Energy Critical Effects—Angel Leg

Critical Damage	Effect
1	The Angel's leg begins to smoke. The Angel halves all movement for 1 round.
2	The Angel's leg begins to crackle and pop. The Angel cannot move for 1 round.
3	The heat of the blast cracks open the skin and sears the wound. The Angel must Test Toughness or be stunned for 1 round.
4	The heat slowly roasts the leg as the flesh melts around it. This stuns the Angel for 1 round and has all movement halved for 1d10 rounds.
5	Flesh and bone are fused alike by the horrific burn as the outer layers boil away. The Angel is stunned for 1 round and must Test Agility or fall prone.
6	The inferno burns away the foot, charring it beyond all use. The angel must Test Toughness or lose the foot and be incapacitated.
7	The leg is burned away by the searing heat. The Angel must Test Toughness or have its TB halved.
8	The leg is burned to a crisp by the energy, leaving it a charred mess. The Angel loses the leg and must Test Toughness or be incapacitated.
9	Bone and flesh alike are burnt and the leg is destroyed by the blast. The Angel falls prone and has its Toughness halved, in addition it is incapacitated.
10+	As above, but the Angel must Test Agility or catch on fire.

## Impact Critical Effects—Angel Head

Critical Damage	Effect
1	The impact sends the Angel reeling. It must Test Toughness or take a -10 to WS and BS for 1 round.
2	The Angel takes a -10 to all Tests as it is dazed by the force of the blow.
3	The blow ricochets off the head, forming a battered trench in the process. The Angel must Test Toughness or be Stunned for 1 round.
4	A great blow knocks the foe off balance as it falls prone for 1 round. The foe must use a Half Action to stand again.
5	The Angel's head is snapped backward by the force of the blow. The Angel stumbles 1d5+1 dm backward and takes a -10 to all Tests for 1d5 rounds.
6	Something breaks with a resounding snap. The Angel is Stunned for 1d5 rounds.
7	The impact is so harsh that visible chunks of the Angel's head are sent flying. The Angel stumbles and collapses. In addition to being prone, all armor on the head is lost.
8	The head is pulverized as the impact rips through it like paper, severing all connections with the core. The Angel is blinded and disabled.
9	The head explodes in a mass of gore and blood. Anyone in 5dm must Test Ag or take -10 to WS and BS for the next round as the gore washes over their visual feed. Halve the Angel's TB, in addition it is now blinded and disabled.
10+	As above. However, the blow completely penetrates the head and strikes whatever target is immediately behind (ally or foe). Damage and hit location are rolled as normal. This attack can be dodged/parried as normal.

## Impact Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm spasms involuntarily, dropping anything held within. If nothing is held, there are no other ill effects as it is simply shunted back by the impact.
2	The impact quakes the outer layer of the arm as it violently spasms under the pressure. The Angel takes a -10 penalty to BS and WS for one round.
3	The arm is severely grazed by the impact, leaving it twitching and battered for 1d5 rounds. The arm is useless for this time.
4	The impact causes the target to reel back as the arm is shredded. The target staggers back 1 dm and is Stunned for 1 round. The arm is rendered useless for 1d5 rounds.
5	The arm loses both muscle and bone as the impact rips through it as the arm flails in the air. BS and WS are halved (rounded down) for 1d10 rounds.
6	The force of the blow cripples the Angel's arm. It must Test Toughness or lose use of the hand and be incapacitated.
7	The impact shatters bone, sending the arm backwards with a sickening crunch as the Angel reels in agony. The Angel loses the arm and is incapacitated.
8	The impact is strong enough to completely detach the arm just below the shoulder. The Angel's TB is halved and it is now incapacitated.
9	The arm is completely torn asunder by the force of impact. With a shriek, the target wails about in agony. The Angel's TB is halved, and the Angel is incapacitated and stunned for 1d5 rounds.
10+	As above but the remnants of the arm fly out like shrapnel. Everyone within 5dm takes 2 I damage.

## Impact Critical Effects—Angel Body

Critical Damage	Effect
1	The Impact places extreme pressure on the Angel's vitals. It may only take half actions for one round.
2	The impact throws the Angel off balance, it takes a -20 penalty to Agility Tests for 1 round.
3	The Angel suffers internal damage and must Test Toughness or be Stunned for 1 round.
4	The blow shatters bone and dents the flesh as the Angel reels back in anger. The Angel may only take half actions for 1d5 rounds.
5	The blow heavily dents the Angel's body, cracking rib and bone underneath. The Angel flails around ineffectively for 1d5 rounds, effectively Stunned.
6	The force of the blow is severe enough to knock the enemy off balance, sending them hurling through the air backward 5dm. The target is knocked prone and is stunned for 2 rounds, and must use a Half Action to get up.
7	The chest splits open, releasing a torrent of blood and bone matter with a resounding crunch. The Angel must Test Toughness or be disabled.
8	Same as above however the tremendous impact sends the Angel hurtling 10dm backwards and falling prone.
9	The impact is strong enough to shatter most of the body into fast moving pieces. The Angel's TB is halved and it is disabled.
10+	As above but the target is hurled back 10dm and everything in its path must Test Agility or be knocked prone.

## Impact Critical Effects—Angel Leg

Critical Damage	Effect
1	The forceful impact numbs the leg. The Angel takes a -10 to Agility for 1 round.
2	The leg spasms and buckles, halving all movement for 1 round.
3	The force of the impact fractures the bone and severely limits movement. The Angel's movement is halved for 1d5 rounds, and the Angel must Test Toughness or be Stunned.
4	The leg is thrown out awkwardly by the blow, and the Angel tumbles to the ground. The Angel is prone, and its movement is halved for 1d10 rounds.
5	Small fractures spiral throughout the leg from the point of impact. Not only is all movement halved for 1d10 rounds, but in any round where the Angel moves it must Test Toughness or only take half actions that round.
6	The foot snaps after the impact pressure with a sickening crunch. The Angel falls prone and must Test Toughness or lose the foot and be incapacitated.
7	The leg snaps and breaks from the impact as muscle and bone come lose from one another. The creature comes toppling down, disoriented. The Angel falls prone and may not use the leg, it is also stunned for 1d5 rounds.
8	Bone and flesh alike are broken and destroyed by the impact as the leg severs near the knee. The Angel's TB is halved and it must Test Toughness or be Stunned for 1 round. The injuries also cause the Angel to be incapacitated.
9	The leg is completely shattered by the fierce blow as the Angel wails in agony. Nothing but a bleeding stump remains. The Angel's TB is halved and it is stunned for 1d5 rounds while also being incapacitated.
10+	As above, but the Angel falls to the ground and is unable to get up for 1d5 rounds.

### Explosive Critical Effects—Angel Head

Critical Damage	Effect
1	The Angel is concussed, and may only take half actions for 1 round.
2	Shrapnel scours the Angel's head. It must Test Perception or be blinded for 1 round.
3	A heavy concussion pierces the target's head, hurling them back in pain. The Angel is Stunned for 1 round.
4	Same as above but the target is sent hurtling to the ground, prone.
5	The explosion rends several layers of the head, exposing the insides to the breeze. The Angel is Stunned for 1d5 rounds.
6	Most of the Angel's head turns into a fine red mist. The Angel is now missing a head, blind and disabled.
7	As above, but the remnants of the head fly out like shrapnel. Everyone within 1d5 dm takes 2 I damage.
8	As above but the remnants of the head fly out, rippling through the air with deadly force. Everyone within 10dm takes 1d10+1 I damage.
9	The target's head simply ceases to exist after the explosion as if it was not there to begin with. The Angel is disabled and the blast also affects the body, causing 1d5+1 X damage and the Angel's Toughness is Halved.
10+	As above, but 1 round later everything within 1d10 dm is showered with falling gore and debris. While of little concern to the Evas, any tanks in that area are crushed to death.

### Explosive Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm twists backwards, propelled by the explosion. The Angel is knocked off balance and may not Dodge for 1 round.
2	The impact quakes the outer layer of the arm and it spasms violently. The Angel takes a -20 to WS for 1 round.
3	Pieces fly as the arm is crippled by the attack, hanging useless for 1d5 rounds.
4	The explosion throws the Angel spinning backward 1 dm. The Angel must test Toughness or be Stunned for 1 round.
5	The arm loses both muscle and bone as the explosion rips it to shreds. The Angel must Test Toughness or lose its hand. On a failure, the Angel is incapacitated.
6	The arm is reduced to barely-coherent pulp hanging from the socket. The arm is rendered useless and the Angel is incapacitated.
7	The arm explodes in a flurry of muscle, bone, and red mist. The Angel is incapacitated as its arm is no more and its TB is halved.
8	As above but the Angel is also knocked to the ground.
9	As above as the Angel is sent hurtling back 10dm. Further, the explosion sends deadly shards in every direction. Everyone in 1d5 dm takes 2 I damage.
10+	As above but anyone in 20dm is hit by the razor-sharp shrapnel, taking 1d10+1I damage.

### Explosive Critical Effects—Angel Body

Critical Damage	Effect
1	The explosions propels the Angel 5dm backwards as it loses balance and falls prone.
2	Same as above but the target is propelled 10dm back and must Test Agility or flail around for a round, effectively stunned.
3	The explosion rips bloody swaths from the surface of the Angel. Any armor on the body is lost. If there is no armor on the body, the Angel is Stunned for 1 round.
4	The Angel reels from the pain as its chest ruptures. The Angel can only take Half Actions for 1d5 rounds.
5	The Angel is flung backwards 1d10 dm, and flails about on the ground Prone.
6	Same as above but the Angel is stunned for 1d5 rounds.
7	The force of the blow is severe enough to completely burn away all outer layer covering the body, mangling the flesh beneath. The Angel is Stunned and Prone for 1d5 rounds and may make only Half Actions for the next 1d10 rounds.
8	The chest explodes outwards, sending a torrent of organs spewing on the ground. The Angels TB is halved and it must Test Toughness or it is disabled.
9	The body is literally torn in all directions. The Angel's TB is halved, and the Angel is now disabled.
10+	As above but everyone within 1d10+5 dm is drenched in gore, -10 to WS and BS.

### Explosive Critical Effects—Angel Leg

Critical Damage	Effect
1	The Angel is knocked off balance, and must Test Toughness or fall prone.
2	The blast moves the Angel back 5 dm as it stumbles to regain footing.
3	The force of the impact fractures the bone and severely limits movement. The Angel's movement is halved for 1d5 rounds, and it must Test Toughness or be Stunned for a round.
4	The explosion knocks the Angel back 1d10 dm, sending it tumbling to the ground as it loses balance. The Angel is prone, and moves at half speed for 1d10 rounds.
5	The foot snaps after the explosion pressure with a sickening crunch. The foot is useless for 1d10 hours until the Angel regenerates.
6	The explosion is fierce, cracking the foot and painfully wrenching it. Test Toughness or the foot is lost to the explosion. On success, halve movement for 1d10 Rounds. On fail, the Angel is incapacitated.
7	The explosion tears into the flesh, turning the leg into a bloody mess on the ground. The leg is lost and the Angel is incapacitated as its TB is halved.
8	As above, but the Angel falls to the ground shrieking, Prone.
9	As above, but explosion fills the air with gore. Everyone within 1d5 dm must Test Agility or be blinded for 1 round by the blood in their eyes.
10+	As above, but the area where there gore falls is obscenely slippery. Anyone using the run action through this space must Test Agility or fall prone.



### Rending Critical Effects—Angel Head

Critical Damage	Effect
1	The hit tears at the outer layer of the head. However, there is no significant effect.
2	A long gash opens up on the Angels head. The Angel must Test Perception or take a -10 to BS for 1 round as its eyes fill with blood.
3	The slice takes off a hefty section of the head as the blood and flesh are torn away. Remove 2 AP from the head. If the target has no AP, this has no effect.
4	The blow leaves a deep gouge in the Angels face, Stunning it for 1 round.
5	The blow catches the Angel in one of its eyes. The Angel takes a -10 to BS for 1d5 rounds, and must Test Toughness or be Blinded for 1 round.
6	The Angel flails in agony as the blood sprays from its face. The Angel is blinded for 1d5 rounds.
7	The Angel cries as blood spews out of a gaping wound. The Angel must Test Toughness or be disabled.
8	The Angels head cracks nearly in two. The head is effectively useless, disabling and blinding the Angel.
9	At least half of the Angel's head is sheared away. The Angel is blinded and disabled, having also its TB halved.
10+	As above but the head sprays out a fountain of blood. Anyone in 5dm must Test Agility or take -10 to WS and BS for the next round as the gore obscures their vision.

### Rending Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm spasms involuntarily, dropping anything held within.
2	The attack slices open the arm and it twitches violently, imposing a -10 WS for 1 round.
3	The attack rips out an important nerve cluster, rendering the arm useless for 1 round as it grows back.
4	As above, but the arm is rendered useless for 1d5 rounds.
5	The Angel's arm is split down the middle. In any round where the Angel uses that arm, it takes a -10 to WS.
6	Rending through the air, the impact decimates the target's fingers (if any). Angel must Test Toughness or be incapacitated.
7	The impact cuts bone, leaving the arm dangling limply as the Angel reels back in agony. The Angel is counted as having only one arm and is incapacitated.
8	The attack tears the arm apart, hurling it limply to the ground. It must Test Toughness or halve its TB, in addition it is automatically incapacitated.
9	Same as above as the arm is cleanly sliced off in a smooth motion.
10+	Same as above but the arm has a 20% to hit a random target in 2d10dm as it is violently dislodged from the creature. Melee damage is rolled normally for that hit. Can be dodge or parried.

## Rending Critical Effects—Angel Body

Critical Damage	Effect
1	The laceration is minor and the Angel is not affected.
2	The blow rips through armor, reducing it by 2. If there is no AP, the Angel receives a nasty gouge wound but is otherwise unaffected.
3	The torso is cut horizontally, removing most of the outer layer. The Angel must Test Toughness or be Stunned for one round.
4	Cleaving the body with a deep wound, the Angel sprays unidentifiable fluids everywhere. Anyone within 5dm, including the Angel, must test Agility if they move through the area or fall prone as they slip in the pool of blood.
5	The blow rends flesh and muscle, sending the target falling on the ground, prone. The Angel is temporarily disrupted and the target is stunned for 1d5 rounds.
6	The force of the blow is severe enough to knock the enemy off balance, sending them reeling backwards. With such extensive damage done to its organs, the Angel may take only Half Actions for the next 1d10 rounds.
7	The chest splits open, releasing a torrent of blood with a sickening tearing sounds. Entrails and blood begin to seep onto the ground and the Angel has a 20% of rupturing its S2 organ when attacking. This deals an additional 1d10X damage to the body.
8	The wound almost bisects the Angel in half and causes tremendous agony as multiple organs fail simultaneously. The Angel must Test Toughness or halve its TB and be disabled.
9	The Angel is cleanly bisected in two, spilling guts and blood all over like a mountain. The S2 organ is similarly damaged in the process. Halve its TB and disable it.
10+	As above but the target washes everything within 5dm in blood. Everyone moving there must Test Agility or fall prone.

## Rending Critical Effects—Angel Leg

Critical Damage	Effect
1	The hit renders a minor fracture in the bone. The Angel takes a -10 to Agility for 1 round.
2	The kneecap is damaged, and the Angel must Test Agility or fall prone as it compensate.
3	The force of the impact fractures bone. The Angel is stunned for one round and the leg is useless for 1d5 rounds. Test Toughness to avoid being stunned as the leg holds in place but the Angel is still forced to regenerate the fracture.
4	As the kneecap is gravely torn from the socket, the Angel falls prone and must use a Half Action to stand. This temporarily debilitates all movement, halving it for 1d5 hours.
5	Same as above but the effect is more drastic as kneecap, bone, and muscle are all exposed by the vicious slice. Movement is halved for 1d10 hours.
6	Part of the foot is sliced off with blinding speed. The Angel must Test Toughness or lose the foot and be incapacitated.
7	The leg snaps and breaks as the ligaments are cut and the neural connectors are dislocated. The leg is broken and the Angel now counts as incapacitated.
8	The leg is clearly sliced from the body. The Angel Tests Toughness (halving its TB on a failure). Either way, the Angel is stunned for 1 round as the body scrambles to form new adaptations for locomotion but either way it is incapacitated.
9	Same as above but the Angel is knocked off balance and falls prone.
10+	Same as above but the leg hurtles in a random direction as the blood sprays all over. 20% that it will hit someone in 2d10dm. There is no damage but nearby Evas hit must Test Agility or be knocked prone.

## THE CORE

The Core of an Angel is a reddish sphere that resides somewhere inside the Angel. It is considered to be the Angel's only truly vital organ, and destroying it kills the Angel instantaneously. Normally, an Angel must first be incapacitated in order to attack the core, though the Core may be targeted and destroyed without incapacitating the Angel if the attackers are lucky or skilled enough to get past the angel's defenses.

While reduced to only a Core, Angels cannot move, though they may use any A.T. Field Powers they know. Angels with the Float power, or certain Dirac Sea powers, may attempt to flee. If they should escape, they will inevitably return more powerful than before.

Cores belong only to Angels and Evangelions, and in Evangelions they are not capable of being targeted directly (as that would allow for the permanent destruction of the Evangelion while letting the pilot survive, which is an effective dead end for that character).

Cores are heavy reinforced, and potentially volatile when destroyed. Proceed with caution.

Energy Critical Effects – Angel Core	
Critical Damage	Effect
1	The Core is shocked by the effect, and the Angel takes a -10 to all Tests for 1 round.
2	The Angel's Core begins to overheat. The Angel must Test Toughness or have its ATS decreased by 1 for 1d5 rounds.
3	The Core glows bright red as it overheats, stunning the Angel for 1 round and decreasing its ATS by 1d5 for 1d10 rounds.
4	The Core glows like a red hot coal, blistering the flesh clinging to it. The Angel must Test Toughness or become coherently unstable, effectively gaining the "Warp Instability" trait from Dark Heresy.
5	The Angel's Core blackens and flickers. The Angel must Test Toughness or die.
6	The Angel's Core cracks, and the Angel dies, collapsing to the ground. Roll 1d10. On a roll of nine, the body bursts into flames and smolders for 1d10 hours.
7	The Angel's Core turns bright white and explodes, dealing 1d5+5 E damage to everything within 1d10+5 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely. This deals collateral as a large area effect.
8+	As above, but the explosion instead deals 1d10+5 E, and hits everything within 1d10+30 dm. This deals collateral as a large area effect.

<b>Impact Critical Effects – Angel Core</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The Angel's Core is slammed and absorbs most of the impact, but the Angel may only take half actions on its next turn.
<b>2</b>	The Angel is dazed, taking a -10 penalty to all Tests for 1 round.
<b>3</b>	The Core begins to strain under the pressure, stunning the Angel for 1 round.
<b>4</b>	The Core itself begins to lose coherency as the Angel scrambles. The Angel must roll a Willpower Test. On a failure, the Angel is stunned for 1d5 rounds. On a success, it still takes a -10 to Toughness for 1d10 rounds.
<b>5</b>	The Core is severely shaken by the impact, stunning the Angel for 1d5 rounds.
<b>6</b>	The Core begins to crack under the strain and the Angel panics. If there is any Evangelion within 20 dm, it wraps around the Eva and self destructs, dealing 1d10+5 E damage to the Eva and firing an Angel's Cross into the sky. If there is no Eva in range, the Angel simply stumbles around and dies.
<b>7</b>	The Angel's Core cracks, turns bright white, and explodes, dealing 1d5+5 E damage to everything within 1d10+10 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely.
<b>8+</b>	As above, but the explosion instead deals 1d10+5 E, and hits everything within 1d10+20 dm.

<b>Explosive Critical Effects – Angel Core</b>	
<b>Critical Damage</b>	<b>Effect</b>
<b>1</b>	The explosion leaves the Angel dazed. The Angel may only take a Half Action on its next turn.
<b>2</b>	The explosion temporarily rocks the Angel's ability to perceive the world. The Angel is blind and deaf for 1 round.
<b>3</b>	The explosion sends the Angel reeling, Stunning it for 1 round.
<b>4</b>	Angels Core has tiny fragments blown off of it. The Angel must test Toughness or gain the "Warp Instability" trait from Dark Heresy. Regardless, the Angels A.T. Field Strength is reduced by 1.
<b>5</b>	The Angels Core cracks. The Angel must Test Toughness or the Core is destroyed.
<b>6</b>	The Angels core is destroyed, flying apart in a storm of shards that deals 1d5+1 I damage to everything within 1d10 dm. This deals collateral as a small area effect.
<b>7</b>	The Angel's Core explodes, dealing 1d5+5 E damage to everything within 1d10+10 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely. This deals collateral as a large area effect.
<b>8+</b>	As above, but the explosion instead deals 1d10+5 E, and hits everything within 1d10+30 dm. This deals collateral as a large area effect.

### Rending Critical Effects – Angel Core

Critical Damage	Effect
1	The attack bounces off the core, not harming it but leaving the Angel in pain. The Angel takes a -10 to WS and BS for 1 round.
2	The Core's surface is scraped by the attack. The Angel takes a -10 to WS and BS for 1d10 turns.
3	The Core's protective layer is breached, and the Core loses all AP. The Angel must Test Toughness or take half actions for 1 round.
4	The Core is scraped and gouged, impairing the Angel's ability to function. The Angel may only take half actions.
5	The Core is struck a solid blow and threatens to crack under the pressure. The Angels must Test Toughness or have the Core split in half and die.
6	The Core cracks into 1d5+1 pieces and falls apart. The Angel is dead.
7	The Angel's Core shatters and has a 50% chance of exploding, dealing 1d5+5 E damage to everything within 1d10+10 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely. This deals collateral as a large area effect.
8+	As above, but the explosion instead deals 1d10+5 E, and hits everything within 1d10+20 dm. This deals collateral as a large area effect.





## ABSOLUTE TERRITORY

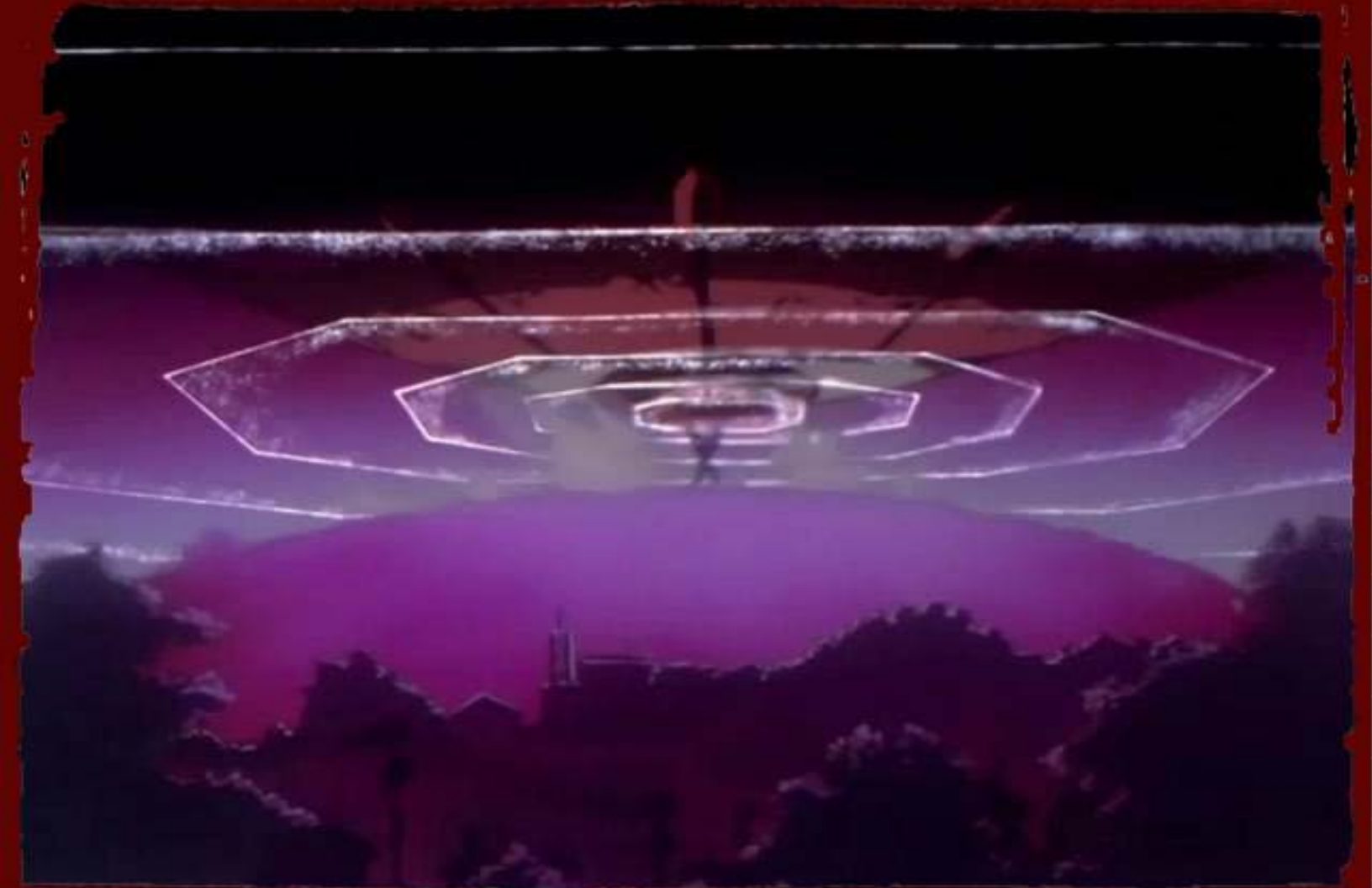
Synch Ratios,  
Field Strength,  
& Field Points

■

Using AT Powers

■

AT Field Powers



"I have spent fifteen years of my life trying to determine the mechanisms of the AT field - and failed. We know nearly everything about it. We know how to control it. We know what can make them and who can manipulate them. We know how strong they can be made, and every way in which they can notionally be applied. We know how they can be inverted to create the most dangerous weapon ever held by man, that the local changes in physical laws it engenders are permanent and irreversible, and that we cannot afford to use such a weapon again. We know everything there is to know about it - except what it is. The greatest scientists of our generation, unlimited funding, and fifteen years have produced not even one rational theory capable of explaining the most basic observable characteristics of the AT field. But we are scientists. We know to adapt and overcome, not to hold on to comfortable views that no longer apply. Even the scientific method, the basis of our craft, is not safe where it no longer applies. Rational thought has failed, and we must turn to the irrational."

-Foreword to "The New Science", by Dr. Sama Chandrahan.

Now, I know what you are thinking to yourself: Don't you mean Absolute Terror?

In short: No.

In the series, the commonly mentioned A.T. Fields are never actually explained, their full name only coming from a brief clip in the opening credits. These fields are the tangible, psychosomatic barriers that define and maintain individuality. With them, humanity knows loneliness and pain. Without them, humanity collapses into a single conglomerate entity of LCL.

While the definition of Absolute Terror Field might fit with this psychological aspect of the A.T. Fields in humans, it is poorly suited for describing its purpose for Angels. Angels (and to a lesser extent, Evangelions) use the A.T. Field as the ultimate, virtually impervious defense as well as a powerful tool and weapon. In the series, the Angel Tabbris describes the A.T. Field as the "Light of the Soul", a boundary which no other may enter.

As such, In Adeptus Evangelion the A.T. Fields are hereafter referred to as Absolute Territory Fields. These A.T. Fields are defined not just as the defense that the Angels project around them, but the area that the Angels create in which it is capable for the Angel to exist. Quite simply, the A.T. Field is a bubble of space where the Angel has a degree of control over how space and physics function, allowing the Angels incredible control and variability in their forms and powers.

Similarly, humanity's collection of weak Absolute Territory Fields define the areas where each individual can exist: the body required to hold our mind in place. Unlike the Angels, we lack the ability to use our A.T. Fields actively and alter space around us.

In the end, nothing is changed from the original material aside from the name. Should you find this irksome, there is nothing to prevent you from resurrecting the Absolute Terror Field definition in your campaign. It is a matter of personal preference.

## The Mechanics

In chapter 3, we introduce the new characteristic known as Synch Ratio, or SR for short. This new characteristic is used for determining Absolute Territory Field Strength (ATS). For the pilots of an Evangelion, their maximum ATS is equal to their Synch Ratio modifier.

At the beginning of the battle the Eva's ATS is usually zero and only by Spreading their A.T. Field can the Eva gain an ATS (a value dependent on the pilot's Synch Ratio).

Once an ATS is established, a corresponding pool of A.T. Field Points (ATP) is created. The number of A.T. Field Points is equal to the current A.T. Field Strength, and they may be spent to active powers. However, each time ATP are spent, the A.T. Field Strength decreases by a number equal to the ATP spent. At the beginning of each round, a pilot's available ATP replenishes itself.

Because pilots are merely using the A.T. Field of their Evangelions, for obvious reasons Pilot characters are treated as having an ATS of 0 outside of the entry plug of their Evangelions,



regardless of their Synch Ratios. In short: if you are not inside an Evangelion, you cannot use any A.T. Field based powers or abilities in any way.

Spread Patterns are the many forms a spread A.T field can take, each having their own unique properties and uses. Activating any Spread Pattern will provide you with ATS and thus ATP. A Spread Pattern gives you a passive benefit based on the ATS you have available, however as your ATS is lowered via Neutralization or by the use of Powers, this benefit is likewise lowered.

A Spread Pattern can be activated as a Half Spread as a Half Action, generating an ATS equal to 1/2 SR Bonus (rounded up) or Full Spread as a Full Action, generating an ATS equal to your full SR Bonus. You may use two half spread actions on different turns to fully spread your A.T. Field. Maintaining a Spread Pattern is typically a Free Action, and switching between Spread Patterns is always a Half Action.

Through thermodynamic manipulation, a Spread A.T. Field with an ATS of 4 or higher allows the user to, once per round, Test SR to immediately extinguish all flames currently engulfing them should they be on fire.

Multiple AT Field powers may be activated in the same round, so long as actions and ATP allow, but no power may be activated twice in the same round. Similarly, no power may be activated while it is already in effect.



<b>Absolute Territory Field Powers</b>			
<b>Name</b>	<b>Type</b>	<b>Effect</b>	<b>ATP Cost</b>
<b>Accelerated Territory</b>	Spread Pattern	Spread a field that allows movement with preternatural speed.	None
<b>Anti-A.T. Field</b>	Spread Pattern	Spread a dangerous, unstable field that shreds other A.T. Fields with ease.	None
<b>Barrier Field</b>	Spread Pattern	Spread your field into a solid wall.	None
<b>Bunker Field</b>	Spread Pattern	Spread a field that protects against area attacks.	None
<b>Deflective Field</b>	Spread Pattern	Spread a field that protects from most attacks.	None
<b>Inverted Field</b>	Spread Pattern	Spread a field that can turn into a Dirac Sea.	None
<b>Layered Field</b>	Spread Pattern	Spread your field in the form of armor.	None
<b>Anti-A.T. Blast</b>	Offensive	Fire an AT piecing beam of energy.	5
<b>A.T. Blast</b>	Offensive	Convert your A.T. Field into a ranged attack.	4
<b>A.T. Bomb</b>	Offensive	Launch a piece of yourself at the enemy for massive damage.	10
<b>A.T. Wave</b>	Offensive	Slice through all targets in an area with your A.T. Field.	6
<b>Cross Blast</b>	Offensive	A devastating Area attack stolen from the Angels.	8
<b>Rising Cross</b>	Offensive	A concentrated Area attack stolen from the Angels.	8
<b>A.T. Funnel</b>	Enhancement	Enhances one ranged attack.	4
<b>Massive Momentum</b>	Enhancement	Enhances melee attack.	2
<b>Wrap Beam</b>	Enhancement	Redirect energy weapons.	4
<b>Dissonance Bomb</b>	Neutralization	Attack multiple A.T. Fields at long ranges.	2
<b>Suppression</b>	Neutralization	Cancel out one enemy A.T. Field or A.T. Field based Power.	4
<b>Neutralize</b>	Neutralization	Weaken or nullify an enemy A.T. Field.	1
<b>Dirac Abduction</b>	Dirac Sea	Bring another into your previously created space.	3
<b>Dirac Breach</b>	Dirac Sea	Shoot a projectile through an unstable wormhole.	8
<b>Dirac Cache</b>	Dirac Sea	Store an extra Weapon in an extra dimensional space.	2
<b>Dirac Jaunt</b>	Dirac Sea	Teleport long distances.	11
<b>Dirac Trap</b>	Dirac Sea	Entrap an enemy into an extra dimensional space.	6
<b>A.T. Ping</b>	Utility	Feel out the exact location of an enemy.	1
<b>A.T. Flare</b>	Utility	Burn energy off of your A.T. Field to attract an enemy's attention.	2
<b>Containment</b>	Utility	Draw an enemy toward you.	4
<b>Float</b>	Utility	Suspend yourself in air or jump long distances.	4
<b>Kinetic Manipulation</b>	Utility	Manipulate objects from afar.	4
<b>Lock Zone</b>	Utility	Inhibit nearby spatial disturbances.	4
<b>Pull</b>	Utility	Draw an object toward you.	2
<b>Push</b>	Utility	Fling an object away from you.	2
<b>Reality Reinforcement</b>	Utility	Counteract one of the Angel's abilities.	Variable
<b>Repulsion</b>	Utility	An expanding globe of force slams all enemies away from you.	6
<b>Restrict Shot</b>	Utility	Prevent a shot from dealing collateral damage.	2

## Reading A.T. Field Powers

Each A.T. Field Power is presented in the following format:

### **The Name of the Power**

**ATP Cost:** The number of A.T. Field Points required to activate the power.

**Activation:** How long it takes to activate a power (assuming you already have an A.T. Field Spread). This is usually a Reaction Action, Half Action, or Full Round Action. Some powers also have a 'Maintain', which is the action required to keep a power active after the first round. If the Maintain is followed by 'free', it requires no time to Maintain. If a power has no Maintain time listed, it must be reactivated anew every round.

Note that even if the Maintain action is free, every round you must still devote the minimum number of ATP required to activate the power or it fails.

**Effect:** What the power does.

**Special:** A note of special situations in which the power behaves differently.

**Augmentation:** A note of how the effects of the power might be increased by devoting more A.T. Field Points than are required to activate it.

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## Spread Patterns

### Accelerated Territory

**ATP Cost:** None

**Activation:** Half or Full Spread, Maintain Free.

**Effect:** The field of your Evangelion manages, through a combination of minor time dilation and a reduction of friction inside a bubble around you, to move at previously unheard of speeds. Your speed is treated as if your Agility Bonus was 1 higher per 2 ATS of Accelerated Territory. This is as well as having a 5% of Deflection per ATS (see Deflective Field for rules on Deflection).

**Special:** For as long as this Spread Pattern is in use, you spend two rounds of battery worth per round when disconnected from an Umbilical. If you have one round of battery left you may only make a Half Action, after which you are out of power.

### Anti -A.T. Field

**ATP Cost:** None

**Activation:** Full Spread only, Maintain Free.

**Effect:** The Anti-A.T. Field is one of the most powerful weapons a being can wield, and also the most unpredictable. Even the most basic Anti-A.T. Field defies the laws of motion, thermodynamics and quantum

mechanics in ways unseen even in the reality bending properties of a normal A.T. Field.

Spreading an Anti-A.T. Field takes a full round action regardless of what Talents the character may have.

All beings within 20 dm of the Anti-A.T. Field lose the ability to spread their A.T. Field, and all numeric effects of an A.T. Field (such as damage from A.T. Field Attacks) are halved within that area. Also, any pilot whose Evangelion is with this range must make a Willpower Test or lose 1d5 points from their Ego Barrier in addition to losing their A.T. Field.

Unprotected (read: outside an Evangelion) exposure to an Anti-A.T. Field is extremely hazardous, and results in a number of Ego Barrier damage equal to (1d5\*ATS) per round.

**Special:** Every round where you maintain an Anti A.T. Field, roll a Willpower Test. On a success, you reduce your Ego barrier by 1d5 points. On a Failure, reduce your Ego Barrier by 2d10 points.

### Barrier Field

**ATP Cost:** None

**Activation:** Half or Full Spread, Maintain Half.

**Effect:** You spread your A.T. Field into a solid plane of force in front of you, an invisible shield that has a diameter of 10 dm per ATS of your Barrier Field. This shield has a Deflection of 15% per ATS (see Deflective Field for rules on Deflection), however it only affects attacks coming from in front of the Evangelion (or possibly above the Evangelion should the pilot wish to block an aerial attack). The second is that as long as your ATS is 1 or higher, no creature approaching from that direction can come within 10 dm of you and may not attack you with a melee weapon (unless that attack has AT Penetration, which must still resolve as normal). In addition, maintaining the barrier takes much of your power, and your available ATP per round is halved. Despite this, your ATS is treated as normal for all relevant effects (such as Positron weapons or thermodynamic control).

Anything close enough to the center of the shield to be behind it receives similar protection.

### **Bunker Field**

**ATP Cost:** None

**Activation:** Half or Full Spread, Maintain Free

**Effect:** You spread your A.T. Field as a bubble of ablative layers specifically designed to efficiently absorb damage from all sides at once, though it is hardly impervious.

For as long as you maintain this field you can deflect 5% per available ATS of any

attacks coming in your direction (see Deflective Field for rules on Deflection), and if your ATS is at least 4 you are immune to all area effects, cones and blasts. The only exception is the powerful N2 mine, in which case your Evangelion treats its roll on the N2 Mine Effect Chart as if it had rolled 40 lower.

### **Deflective Field**

**ATP Cost:** None

**Activation:** Half or Full Spread, Maintain Free.

**Effect:** You activate your A.T. Field and keep it in passive mode. While not a complex use of it, when in this passive mode your A.T. Field is primed to respond to the quickest of thoughts and automatically has a 10% per available ATS chance to deflect an incoming attack. Deflecting an attack requires no action, and can be used multiple times in a round. However, in a situation where you choose to attempt to deflect with your AT Field, you forfeit the chance to dodge or parry that attack should the deflection fail.

### **Inverted Field**

**ATP Cost:** None

**Activation:** Full Spread only, Maintain Free

**Effect:** You spread an inverted A.T. Field. While this isn't enough to do anything by itself, with an Inverted Field ATS of 5 or higher you are absorbed into a Sea of Dirac

of your own making and there is no sign of you other than a visual 'reflection' of the extra dimensional space (which may be a black orb, a ripple in the air, a glowing cloud of light or some other anomaly). From your Sea of Dirac, you may not be harmed and may not affect anything on the outside, though your A.T. Field itself can still be affected and mental attacks may still affect you. Furthermore, your reflection is anchored and cannot move, even if you move within the Dirac Sea.

**Special:** If your AT Field is neutralized and your ATS goes below 5, you are shunted back into normal space and are stunned for 1 round.

### **Layered Field**

**ATP Cost:** None

**Activation:** Half or Full Spread, Maintain Free.

**Effect:** You spread your A.T. Field around yourself and condense it to increase the electromagnetic bonds holding the matter of your Evangelion's armor together, drastically increasing its hardness at the expense of preventing you from expending your AT Field quickly to deflect attacks. Your armor increases by 2 in all areas for every 2 of your Layered Field ATS.

## Offensive Powers

### Anti -A.T. Blast

**ATP Cost:** 5

**Activation:** 1 Full Round Action

**Effect:** You channel your Anti-A.T. Field into a powerful blast of energy. To use this power, you must first have your Anti-A.T. Field Spread Pattern activated.

You must roll your Ballistic Skill to hit as normal with a ranged attack, and on a hit it deals 1d10 E damage that ignores all enemy A.T. Fields as well as toughness and armor. This piercing shot effects all enemies in a 10\*ATP line. Should an Evangelion be caught in this attack, in addition to the damage to the Eva the pilot automatically takes 1d10 damage to their Ego Barrier.

**Special:** This power may only be used with an Anti A.T. Field Spread Pattern activated.

**Augmentation:** For every additional 5 ATP spent on this power, it deals another 1d10 E damage.

### A.T. Blast

**ATP Cost:** 5

**Activation:** 1 half action

**Effect:** Unleash a searing blast of energy by throwing out an extension of your A.T. Field at such speed that the air itself ignites around it. You must roll Ballistic Skill as normal to hit with this power, treating its range as 40 dm, and on a hit it deals 1d10

Energy damage. However, this attack is easily deflected by an A.T. Field, and it deals only half of its final damage to any foe with an ATS of 1 or higher, even if has already breached the A.T. Field.

**Augmentation:** For every ATP spent, the damage increases by 1 and a penetration of 1 is granted.

Additionally, for every 2 extra ATP spent, the attack treats the enemy AT Field as if it had an ATS of 1 less. Should this be enough to treat the enemy as if it had an ATS of 0, the A.T. Blast deals full damage instead of half as well.

### A.T. Bomb

**ATP Cost:** 10

**Activation:** 1 Full round action

**Effect:** You create a temporary organ out of your own Evangelions biomass that is capable of generating its own A.T. Field, essentially converting your ATP into ATS for the organ. You may then explosively launch this organ, which thereafter propels itself at the enemy using its A.T. Field. While it would normally have an unlimited range via this method, it can only fly for 5 rounds at a speed of 10 dm/ATS it possesses before becoming unstable and releasing all of its energy in a violent explosion.

On impact, the AT Bomb organ self destructs in a violent explosion that combines kinetic energy with a rapidly expanding globe of force. This deals 2d10+ATS Explosion Damage with a blast

range of 5 dm, but like anything that possesses an A.T. Field, it can be neutralized to negate its range of movement as well as to partially reduce its damage.

**Special:** The biomass lost from the creation and launching of this organ deals 1d5 Rending damage that ignores toughness and armor to one body part of the pilot's choice.

**Augmentation:** For every additional ATP spent, increase damage done by the explosion by 1. For every 3 additional ATP spent on this power, increase the blast range by 1.

### A.T. Wave

**ATP Cost:** 5

**Activation:** 1 Half Action

**Effect:** You focus your A.T. Field to create a single plane of force that you send out to slice through all targets in an arc. Roll a ballistic skill test against all targets with a 40 dm cone, dealing a flat 10 rending damage with a penetration of 2 on all hits. This counts as a small area of effect attack.

**Special:** On 4 or more degrees of success on the Ballistic Skill test, this attack incurs no Collateral Damage despite being an area effect.

**Augmentation:** For every extra ATP spent on this power, the damage and penetration increase by 1.

### Cross Blast

**ATP Cost:** 8

**Activation:** 1 Full Round Action

**Effect:** You may unleash a devastating blast of energy that forms a horizontal Christian cross on impact. This attack has a range of 60 dm and is 5 dm wide, dealing (1d10 + 8 E). In addition, it deals (1d10 E) to the 5 dm immediately behind the target as well as the 5 dm to the left and right of the target. This counts as a large area of effect attack.

**Augmentation:** For every additional ATP spent on this power, the damage and the penetration increase by 1 and for every 4 ATP the range extends 5 dm further to the sides and behind the target.

### Rising Cross

**ATP Cost:** 8

**Activation:** 1 Full Round Action

**Effect:** A concentrated version of Cross Blast, you cause an explosion in the shape of a vertical cross to erupt from the ground beneath a target within 60 dm. This attack deals 1d10 E damage automatically upon bypassing the AT Field, and deals an additional 1d10 + 8 E if the target fails to dodge. This counts as a small area of effect attack.

**Augmentation:** For every additional 4 ATP spent, an additional Cross may be fired, but it must be aimed at a different target.



## Enhancement Powers

### A.T. Funnel

**ATP Cost:** 4

**Activation:** 1 Half Action

**Effect:** You wrap your A.T. Field around the barrel of your weapon to reduce friction around a single energy beam or projectile. This doubles the range of a single shot and deals an extra 2 damage with an extra 2 penetration.

This power can only be used when firing a weapon on single shot.

**Special:** When this power is used to enhance the shot of a Heavy Railgun, that Heavy Railgun shot is capable of hitting targets in orbit around the Earth.

**Augmentation:** For every 2 additional ATP spent on this power, the damage and pen increase by 1.

### Maximum Momentum

**ATP Cost:** 2

**Activation:** 1 Half Action

**Effect:** You wrap your A.T. Field around a weapon and use it to add extra force to the attack. Before rolling damage during your next melee attack you may choose to expend this power to provide it with a +1 to its damage and penetration. At the beginning of your next turn if this power hasn't been

spent yet, you may choose not to regain back your ATS to keep it activated.

**Augmentation:** For every 2 ATP spent on this power, the damage and penetration granted increase by 1.

### Wrap Beam

**ATP Cost:** 4

**Activation:** 1 Reaction Action

**Effect:** You can bend the path of light or other forms of energy by manipulating space in much the same way as you create a Dirac Sea. Using this ability, you can cause a single beam to bend into an impossible path to redirect its course.

Anytime a Ballistic Skill test with a ranged weapon that deals energy damage is rolled, you may use this power and Test Ballistic Skill yourself to have the attack redirected at another target. If used to redirect an attack back on the enemy that fired it, the Ballistic skill test is at a -20 penalty. On a failure, the ranged attack proceeds along its course as if this power had not been activated. This power may also be used if an energy attack was successfully dodged to attack the intended target a second time, but not if the attack is negated by an A.T. Field.

**Special:** This power automatically fails when used with A.T. Field penetrating attacks with a pen of 4 or higher, as they punch right through the Field that is trying to bend them.

**Augmentation:** For every 1 ATP spent on this power, the A.T. Penetration the power can endure increases by 1.

## Neutralization Powers

### Destructive Interference

**ATP Cost:** 1

**Activation:** 1 Half Action, Maintain Free

**Effect:** As Neutralize with a range of 30 dm, but in addition to neutralizing the enemies A.T. Field you trigger a painful psychosomatic feedback through your attack on their A.T. Field. When sufficient force is applied, this pain can be crippling.

If you neutralize 5 or more points of an Enemy A.T. Field with Destructive Interference, the enemy in question receives a -10 penalty to all tests rolled that round. This is a status effect that cannot be stacked.

**Special:** Due to the aggravating nature of this attack, it is not uncommon for an enemy to attack the user of this power with extreme prejudice if given the opportunity.

**Augmentation:** As with the Neutralization power, for every ATP spent on this power you cancel out one point of the enemy's ATS.

### Dissonance Bomb

**ATP Cost:** 2

**Activation:** 1 Full Round Action

**Effect:** You create a temporary organ out of your own Evangelions biomass that is capable of generating its own A.T. Field,

essentially converting your ATP into ATS for the organ which it can use to neutralize other nearby A.T. Fields. You may then explosively launch this organ, which thereafter propels itself at the enemy using its A.T. Field. While it would normally have an unlimited range via this method, it can only fly for 5 rounds at a speed of 10dm/ATS per round before becoming unstable and expending all of its energy in an attempt to neutralize any nearby A.T. Fields. This reduces the ATS of all A.T. Fields within 20 dm by 1, but like anything that possesses an A.T. Field, it can be neutralized to negate its range of movement as well as to reduce the effectiveness of its neutralization.

**Special:** The biomass lost from the creation and launching of this organ deals 1d5 Rending damage that ignores toughness and armor to one body part of the pilot's choice.

**Augmentation:** For every 2 ATP spent on this power, the ATS it neutralizes increases by 1.

### Suppression

**ATP Cost:** 4

**Activation:** 1 Reaction Action.

**Effect:** By focusing an already spread Anti-A.T. Field, you cancel out one A.T. Field or A.T. Field based power. You can use this to instantly cancel out one A.T. Field based power within 30 dm of you, such as an enhancement or A.T. Field based attack. If you are attempting to cancel an effect that covers an area, you only negate that part of

the area which overlaps with your 30 dm of Negation. The exception is if the creature generating the A.T. Field is within 30 dm of you, in which case the entire A.T. Field based area effect is cancel out.

**Special:** This power may only be used with an Anti A.T. Field Spread Pattern activated.

**Augmentation:** For every 2 ATP spent on this power, you can cancel another A.T. Field or A.T. Field based power.

## Neutralize

**ATP Cost:** 1

**Activation:** 1 Half Action. Maintain Free

**Effect:** You use your own Spread A.T. Field to absorb and negate power from an enemy A.T. Field. Choose one other A.T. Field within 20 dm of you. That A.T. Field is treated as having an ATS (and corresponding pool of ATP) of 1 less.

This power cannot be used with the Anti A.T. Field, Barrier Field or Inverted Field Spread Patterns.

**Augmentation:** For every additional ATP spent on neutralization, the enemy A.T. Field's ATS is reduced by 1.

## Dirac Sea Powers

### Dirac Abduction

**ATP Cost:** 3

**Activation:** 1 Full Round Action

**Effect:** From inside your Dirac Sea, you attempt to absorb everything within an area of 30 dm. Unwilling targets must test Dodge as a Reaction as if evading an area attack or be trapped within your Dirac Sea. This deals collateral damage as a large area of effect attack. This effect lasts until your Inverted Field ATS is reduced to less than 5 or you are defeated, whichever comes first.

**Special:** This power may only be activated with an Inverted Field spread pattern that has an ATS of 5 or higher after the ATP cost of this power has been paid. If you are neutralized and your ATS goes below 5, you are shunted back into normal space and are stunned for 1 round.

**Augmentation:** For every 1 additional ATP spent on this power, the area it absorbs can be increased by 10 dm. Additionally, you may spend 2 ATP to selectively choose what is absorbed into the Dirac Sea, effectively dealing no collateral damage.

### Dirac Breach

**ATP Cost:** 8

**Activation:** 1 Full Round Action, 1 Half Action to Maintain

**Effect:** You use a Dirac Sea to bend space and create an unstable wormhole of sorts.

The ends of this wormhole can be anywhere you can see from a monitor, your own line of sight, or a location you have precise coordinates for. Though it only is ever large enough to fit a hand through.

Any projectile fired through this wormhole ignores the intervening space, and applies its normal range from the point of the wormholes exit, effectively giving any action a possible range of 'orbital'. Melee attacks are possible through this hole as well, but they suffer a -30 penalty.

You can use this power to open a breach into another Dirac Sea or to open it from within a Dirac Sea you are in. If you are using the Inverted Field Spread Pattern treat your shadow's line of sight as your own.

**Augmentation:** For every 5 ATP spent on this power, you can create another wormhole.

### Dirac Cache

**ATP Cost:** 2

**Activation:** 1 Half Action, Maintain Free

**Effect:** Choose one weapon sized or smaller object. You create a small Dirac sea and place the weapon inside. This weapon will remain there until the Sea of Dirac is opened again, which can be done as a free action whenever the pilot chooses or happens automatically 1d5 rounds after the pilot stops paying the 2 ATP every round to maintain it.

This effectively allows you to carry an extra weapon or similar object without using your hands.

**Special:** This power can be maintained with ease for hours at no significant mental stress. Also, after being brought back the stored item is usually freezing cold to the touch (not that this ever affects its ability to operate in any way).

## **Dirac Jaunt**

**ATP Cost:** 11

**Activation:** 1 Full Round Action.

**Effect:** You expand your personal Dirac Sea and then use it to breach another point in space as it collapses. This allows you to travel long distances almost instantaneously. However, it can be difficult to control and is both dangerous and complex.

When activating this power, Test Synch Ratio. If you succeed, you and everything within 10 dm of you is absorbed into a Dirac Sea with no harm. This can be dodged like any other area attack and counts as a small area of effect for the purposes of collateral. If you fail, everything within another 10 dm per degree of failure is also absorbed into the Sea of Dirac, dealing 1d5 damage that ignores armor and toughness to all body parts to all occupants as the Dirac Sea becomes unstable. Such a failure also counts as a large area of effect attack in terms of collateral damage done.

Everything absorbed into the Sea of Dirac is teleported with a maximum range of roughly

10 km, the point of exit being decided by the person who activated this power. Precisely choosing your point of exit is impossible, but some are better at it than others. Roll a Synch Ratio Test. On a success, you end up with 1d100 dm of your chosen destination. On a failure, you take 1d5 points of damage that ignores armor and toughness to all body parts and the distance from your chosen point of exit is doubled.

If you are using the Inverted Field Spread Pattern and have an ATS of 5 or greater after activating this power, the teleporting has no maximum range as long as you can clearly visualize your destination.

**Special:** Should the Activator of this power's Evangelion be defeated by the damage from a poorly rolled SR Test as a part of this power, all occupants of the Dirac Sea takes 1d10 damage as they are violently deposited into their destination, which is treated as a failure. Furthermore, it should be noted that any Evangelion who is transported through this power will not have an Umbilical to draw power from on the other side unless one can be provided there.

**Augmentation:** For every additional ATP spent on this power, the range increases by another 1 km. Additionally, you may spend 2 ATP to selectively choose what is absorbed into the Dirac Sea, effectively dealing no collateral damage as a result from this power.

## **Dirac Trap**

**ATP Cost:** 6

**Activation:** 1 Reaction Action

**Effect:** Roll WS to maneuver an enemy normally. If you succeed, you and the maneuvered enemy are forced into a small Sea of Dirac much like the Phase Shift power. Neither you nor the enemy may be targeted or harmed by any force outside the Sea of Dirac, but you have just confined yourself to a small space with a hostile Angel, with all the danger that implies. If the Angel defeats your Evangelion, or your Evangelion is otherwise incapacitated, the power ends and the contents of the Sea of Dirac reappear.

You and the Angel may stay there for up to three rounds before the Sea of Dirac becomes unstable and you are shunted back into normal space. Staying any longer requires the activator to switch their Spread Pattern to Inverted Field.

**Special:** If your A.T. Field is completely neutralized by the Angel, you both are shunted back into normal space and you are stunned for 1 round.

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## Utility Powers

### A.T. Flare

**ATP Cost:** 2

**Activation:** 1 Free Action.

**Effect:** You spike your A.T. Field and spread it thin, making it less dense and more easily penetrated. However, it makes your A.T. Field very bright and noticeable to Angels, who are beings defined by their A.T. Fields.

Any Angel within 40 dm of you automatically knows your location, and must roll an Intelligence Test. If this test is failed, the Angel will consider the activator of this power a priority threat and target them specifically. An Angel who has succeeded on their Intelligence Test may still consider the activator of this power a target, but is not required to.

If the Angel in question is currently engaged in combat with an enemy that has a spread A.T. Field, or is currently neutralizing the Angels A.T. Field, the Intelligence Test automatically succeeds.

**Special:** If there is an Evangelion in play with a Spread A.T. Field with an ATS higher than the ATS of the activator of this power, the Angel gets a +20 to its Intelligence Test.

**Augmentation:** For every additional ATP spent on this power, the range increases by 10 dm and for every 2 ATP spent the Angel

receives a -10 penalty to their Intelligence Test.

### A.T. Ping

**ATP Cost:** 1

**Activation:** 1 Reaction Action

**Effect:** You very briefly expand your A.T. Field in a weakened state to feel the resistance of other A.T. Fields. This allows you to detect any active A.T. Field within 100\*ATS dm. You know the presence and location of an Active A.T. Field, even if the being generating it is somehow hidden from sight.

**Augmentation:** By spending an extra 3 ATP, you even detect the A.T. Fields generated by living humans, though when in large groups it becomes difficult to know the exact number of humans there.

### Containment

**ATP Cost:** 4

**Activation:** 1 Half Action, Maintain Free

**Effect:** You expand your A.T. Field to encompass an enemy, and then contract it to pull them in. One enemy of your choice within 20 dm cannot move in any direction other than directly toward you so long as your ATS is 2 or higher. In addition, any ranged or area attack that the enemy aims at someone else must breach your A.T. Field before it may roll to hit or attempt to breach any other A.T. Fields. Likewise, you may

stop others from hurting the enemy if you so desire.

This does not prevent it from attacking you in any way.

**Augmentation:** By spending an extra 2 ATP, you can contain another enemy, but the ATS requirement to hold them likewise is increased by 1.

## Float

**ATP Cost:** 4

**Activation:** 1 Half Action, 1 Reaction Action to Maintain (see special)

**Effect:** You use your A.T. Field to lift yourself into the air. You can use this power to leap into the air and land anywhere you wish within a distance equal to the number of dm you would move if you used the Run action, or move that same distance straight up. This power does not provoke attacks when leaving a threatened area

**Special:** You may use this power to end your turn suspended in the air, or to continue to suspend yourself in mid air, however this expends your reaction action. For the duration of this power, you are considered to have the Flyer trait. If you possess the Hard Target and Sprint talents, their effects apply as well.

**Augmentation:** For every 4 extra ATP spent on this power, you are treated as if your Agility Bonus was 1 higher for the duration of this power.

## Kinetic Manipulation

**ATP Cost:** 4

**Activation:** 1 Half Action, Maintain Free

**Effect:** Manipulate objects from afar with all the precision of if you were physically interacting with them using only one hand. This power has a range of 20 dm, and you may lift objects from this distance as if your Strength was 20.

You can move any objects under your control within the allowed range of this power as a Free Action at a speed of 10 dm per round.

Using Kinetic Manipulation to hold and fire weapons, while possible, uses your actions as if you were doing it with your own limbs and is not recommended due to issues of perspective. While a pilot can certainly guide a knife through the air with this power, actually hitting a target from a different angle than their current perspective is incredibly difficult. Weapons may be used normally only within a range equal to (10\*Per Bonus) dm. Outside of this range, any such attack takes penalties as if the pilot was blind. Similarly, any weapon not used directly between the Eva and the target introduces the variable of angle, and automatically takes a -10 penalty to any rolls to hit.

**Augmentation:** For every 2 extra ATP spent on this power, increase the range and effective Strength characteristic of this power by 10 dm. For every other 4 ATP you may control another object as if you had an extra hand with the same augmentations as the original, take note this does not allow



you to repeat the same half action twice, and multiple attacks in one turn will require the possession of the respective talents.

## **Lock Zone**

**ATP Cost:** 4

**Activation:** 1 Half Action, Maintain Free

**Effect:** Angels use their A.T. Fields to warp the laws of physics. It takes surprisingly little effort to brace those same laws in a small area around you, making space much harder to bend.

For as long as this power is maintained, any powers utilizing a Dirac Sea activated within 30 dm cost 4 more ATP to activate. In addition, any Angel attempting to Teleport within that range (whether it be into that range, out of that range, or between two points within that range) must Test Willpower or they instead move 0 dm.

Angels with either the “Light of the Soul” trait or an ATS 4 or more than that of the activator of this power automatically succeed on the Willpower Test.

For the purposes of this power, a Dirac Jaunt counts as Teleportation as well as the standard teleport form of locomotion.

**Augmentation:** By spending an additional 2 ATP, the activator of this power may leave a path of least resistance to a point of their choice. On a failed Willpower Test, the Angel is moved to a point of the activators choice within 30 dm.

## **Pull**

**ATP Cost:** 2

**Activation:** 1 Half Action, Maintain Free

**Effect:** Designate one small object within 40 dm of you. That object flies toward you at a speed of 20 dm per round.

When using this power to have an object collide against a target you may treat it as a thrown weapon and test SR instead of BS if it is higher. The object counts as an improvised weapon thrown with a strength bonus of 1. An actual melee weapon pulled into an enemy in this way uses its own damage profile as well as receiving the Strength bonus.

This power automatically fails if attempted on a target with an active A.T Field. When used to move and damage an Evangelion scale object, treat it as if it had taken falling damage.

**Augmentation:** For every ATP spent on this power, your maximum range increases by 10 dm and for every 2 ATP the Strength bonus of thrown weapons increases by 1.

## **Push**

**ATP Cost:** 2

**Activation:** 1 Reaction Action

**Effect:** Designate one small object within 20 dm of you. That object flies away from you at a speed of 20 dm per round.

When using this power to throw a weapon against a target you may test SR instead of

BS if it is higher and the object counts as an improvised weapon thrown with a strength bonus of 1. An actual melee weapon thrown this way uses its own damage profile as well as receiving the Strength bonus.

This power automatically fails if attempted on a target with an active A.T Field. When used to move and damage an Evangelion scale object, treat it as if it had taken falling damage.

**Augmentation:** For every ATP spent on this power, your maximum range increases by 20 dm and for every 2 ATP the Strength bonus of thrown weapons increases by 1.

## Reality Reinforcement

**ATP Cost:** Variable

**Activation:** 1 Half Action, 1 Half Action to Maintain

**Effect:** Each Angel uses their A.T. Field to create an area in which it is possible for the Angel to exist. Even when that field is completely neutralized, it still passively allows the Angel to perform many feats that would seem physically or biologically impossible. However, a skilled A.T. Tactician can infringe upon this space, preventing the Angel from warping reality as it pleases.

By spending a number of ATP equal to the Angel's Toughness Bonus, the activator of this power may select one Trait that the Angel possesses so long as the Angel is within 20 dm. For as long as this power is Maintained, the Angel is treated as if it did

not possess that Trait. If the Angel moves out of range of this power, its effect ends immediately.

Certain Traits are so intrinsic to the Angel that they may not be inhibited in this manner. These include the following traits: Amorphous, Angel, From Beyond, Flyer, Natural Weapon, Size (any), Swarm, Swim, and Decentralized Core. At The GM's discretion, certain Traits unique to an Angel (indicated by one or more \*'s in Angel entries) may also be immune to this power. In general, any Trait that if inhibited would cause the Angel to change its physical shape, size or composition is immune to this power.

If a player does not know the name of the Trait they wish to inhibit, they may instead attempt to describe the effects they are trying to inhibit. If what they describe is not a Trait the Angel posses, not a Trait that can be inhibited, or not a Trait at all (instead being a Talent or A.T. Field Power) Reality Reinforcement fails. Otherwise, the power should succeed.

## Repulsion

**ATP Cost:** 6

**Activation:** 1 Half Action

**Effect:** You release your A.T. Field as an expanding sphere of force that pushes back everything around it. Any Evangelion scale creature must make a Strength Test. If they succeed, they remain routed in place. Any enemy that has a higher ATS than you gains a +30 to their Strength Test. If they fail, they

are forced back 2d10 dm and take 1d10 impact damage. This counts as a small area of effect attack and any targets in personal scale fail this test automatically as well as taking falling damage according to the distance moved.

The globe also does 1d10 impact damage to everything within 20 dm.

## **Restrict Shot**

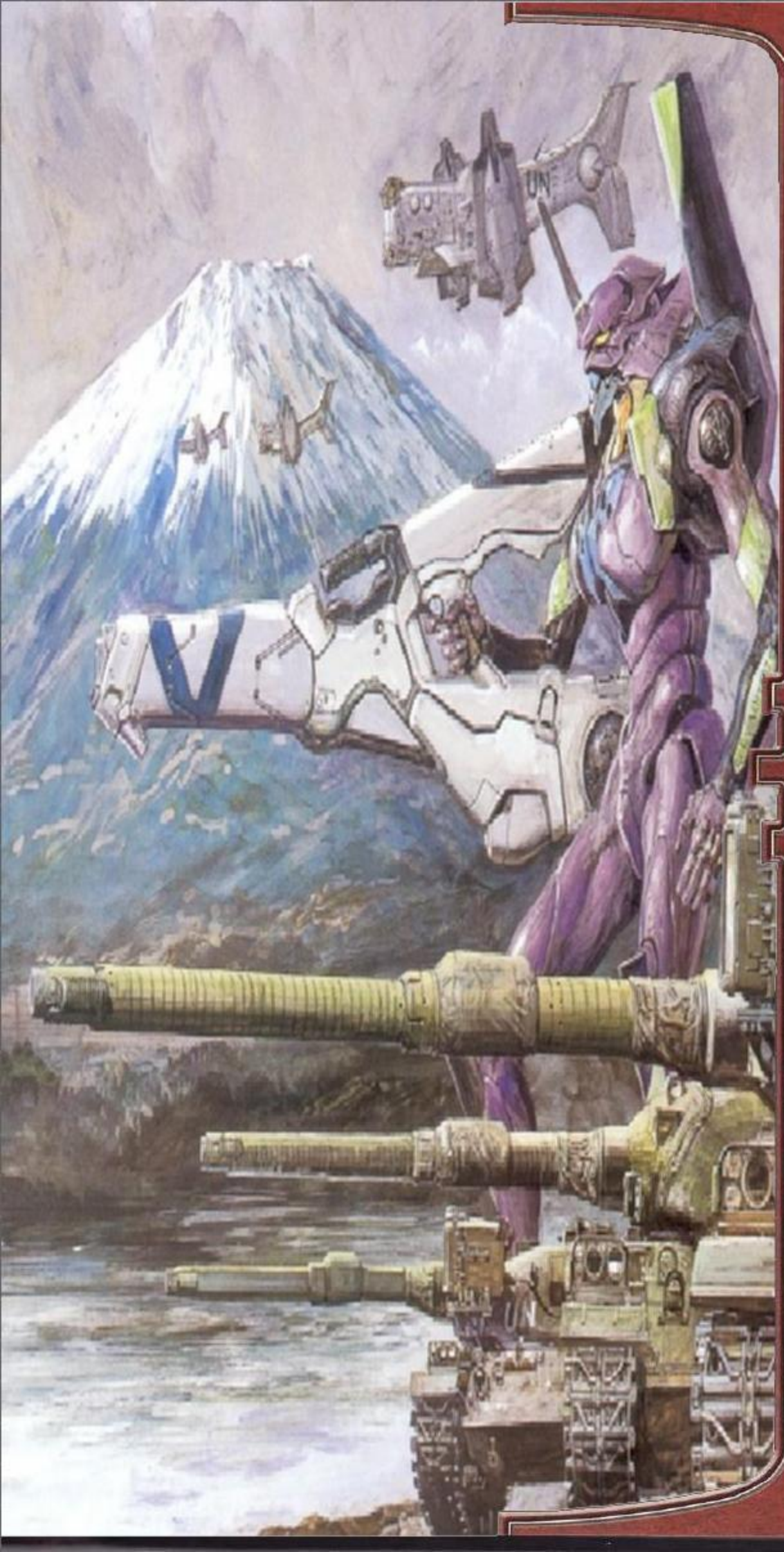
**ATP Cost:** 2

**Activation:** 1 Reaction Action

**Effect:** By creating a loose “tunnel” with your AT Field around the path that you plan on your shot to take, you can prevent catastrophic misses. Where your ranged attack, be it a physical projectile or an energy weapon, would normally miss its target and keep going it instead impacts on the side of your AT field harmlessly, even if it would normally be a blast of some kind. On any ranged weapon attack where you use this power, you do not deal collateral damage as a result of degrees of failure when firing at a target within 100 dm.

**Special:** This power automatically fails when used with A.T. Field penetrating beams with a pen of 2 or higher, as they punch right through the Field that is trying to bend them.

**Augmentation:** For every 1 ATP spent on this power, the A.T. Penetration it can endure increases by 1.



# COMBAT

- Static Defense
  - Combat
- Damage Control
  - Post Battle

"You ever see those old world war 2 movies, when the Japs or the Nazis do an air raid and some guy starts cranking that crazy looking alarm and it kinda surprises you, how loud it is?

When there's an attack, imagine that, times a thousand. They got every kind of siren hooked up to the system. Those very same air raid alarms uptown, antiques by now I image, tornado sirens in the 'burbs, and megaphones on damn near every street corner. When they go, they ALL go. And when you here them go, you drop everything and go.

First time I heard it go off, I was taking my lunch break in the park. It was a nice day, you remember right? Sunny, kinda breezy, good day to take the kids out and about. I saw a guy playing with his two kids, some old lady feeding pigeons, very "Rockwell", you know? Then the alert started, all the sound coming in at once. Pre-recorded voices telling people to calmly move to a safe place, sirens winding up from a dead start to a full wail.

Everyone around me hauled ass, I saw that same dad from earlier running full tilt, one kid in each arm. I saw another kid, just sitting there crying, everyone ignoring him as they ran past him. I saw some teenager on a cellphone, finger plugged in the other ear, telling whoever he was talking to forget him and hide in the basement.

When I made it to the street, I almost got plowed down by a truck that was driving on the sidewalk. There was a shelter down the block on the corner, with yellow emergency lights flashing. Those megaphone's still telling people to proceed calmly and with caution (Painfully loud that close), which seemed fairly ridiculous, considering that people were sprinting in every direction, some to the shelters, some trying to get home.

Then this huge shadow passes over the street. It was one of those Evas, doing full out super strides down main street. It just jumped clean over the whole crowd, crushed a parked car down the blocked, turned at the intersection and disappeared from sight behind some sky scrapers. That just agitated the crowd even worse. I didn't wait around, I just forced my way through the crowd to the shelter, some cold war relic that looked like it was recently renovated. I waited there for the all clear.

My ears rang for hours after it was over, it was so loud. Those sirens, they'll never let you forget. I suppose that's their job."

- [Name Withheld] (Male, 34), interviewed as part of the Nerv Public Relations Survey on [7/16/2015].

Adeptus Evangelion has two distinct forms of combat. The first form is personal combat, which involves your characters fighting other person-sized foes and which should be familiar to anyone who has played Dark Heresy.

The second form of combat is Evangelion combat. While this may progress in a number of different ways, Adeptus Evangelion is based around defending an area from Angels. Defending against Angels is resolved in three phases of Combat:

Stage 1) Static Defense: Pilots can not be in the Evangelion waiting to launch at all hours, especially when it can be weeks to months between attacks. They need time to be deployed. During this stage, your goal is to buy as much time as possible for the Evangelions to be deployed.

Stage 2) Combat: The Evangelions are deployed and fight the Angel. The goal of this stage is to defeat the angel and survive.

Stage 3) Damage Control: An Angel attack can be devastating, and leave entire sections of your city in ruins even if successfully defeated. Damage Control teams are already in place to evacuate civilians, put out fires and otherwise keep the city intact during and after the battle. Your goal during this stage is to contain the damage inflicted by Stage 2 and save as many lives as possible. This Stage is far from necessary, but recommended when the situation allows.



# PHASE 1: STATIC DEFENSE

Rounds: 3

FROM: dale.walters@mil.nervnet.org

TO: gordon.hertz@adm.nervnet.org

Sir, I'm one of the last old-school military on the base. I know sometimes men have to die to get things done, and that I'm going to be responsible for some of my boys dying.

But, and I say this with all due respect, old-school works both ways. If you send a man off to die, by God you owe it to him to make damned sure his death was worth it. My company's casualty rate is 108%. Of the eighty men I'm responsible for, three of them were here when we started this mess. And now I find out that while we're out there getting slaughtered by a machine we can't even hope to hurt, buying time for these goddamned robots, these kids are having their little bitchfits about getting up early and having the wrong goddamned clothes! Every second of these engagements I'm losing men so these little shits so they can have a goddamned cry about their oh-so-hard lives!

Well I'll tell you what, sir. The next time you send us out to die, those kids had goddamned better be ready to go. And if they ain't, you can bet your goddamned life I'll rectify the hell out of that problem.

Holdfast out.

## Detection

Angels can come from virtually anywhere, and Nerv has dedicated Radar and AT Detection stations specifically for the purpose of alerting them to incoming Angels.

Any Angel that is an orbital threat automatically starts off in orbit, and certain special Angels might have some way of very quickly reaching their target, or being undetectable until they strike. In general, though, at the beginning of each battle, roll on the following chart:

Interception	
Roll Result	Detected
1-10	In the Ocean.
11-35	On Land.
36-60	Near the Base of Operations.
61-89	Just outside the Base of Operations.
90-99	Inside the Base of Operations.
100	Inside the Geofront.

## In the Ocean

The Angel has been detected in the Ocean, and is approaching Nerv HQ. Nerv has enough time to deploy the Evangelions at the shoreline, and engage the Angel with the aid of Mobile Support Structures.

Except in rare instances where the Angel emerges from the sea in a City, such battles will be treated as an Undeveloped battleground.

## On Land

The Angel has been detected somewhere on the continent already, and is proceeding toward Nerv HQ.

Nerv has enough time to deploy the Evangelions to intercept it on land, with the aid of Mobile Support Structures.

There is a 50% chance that the Angel will storm through a populated city on its way to Nerv. In this case the Angel may be intercepted in one of the 3 following ways:

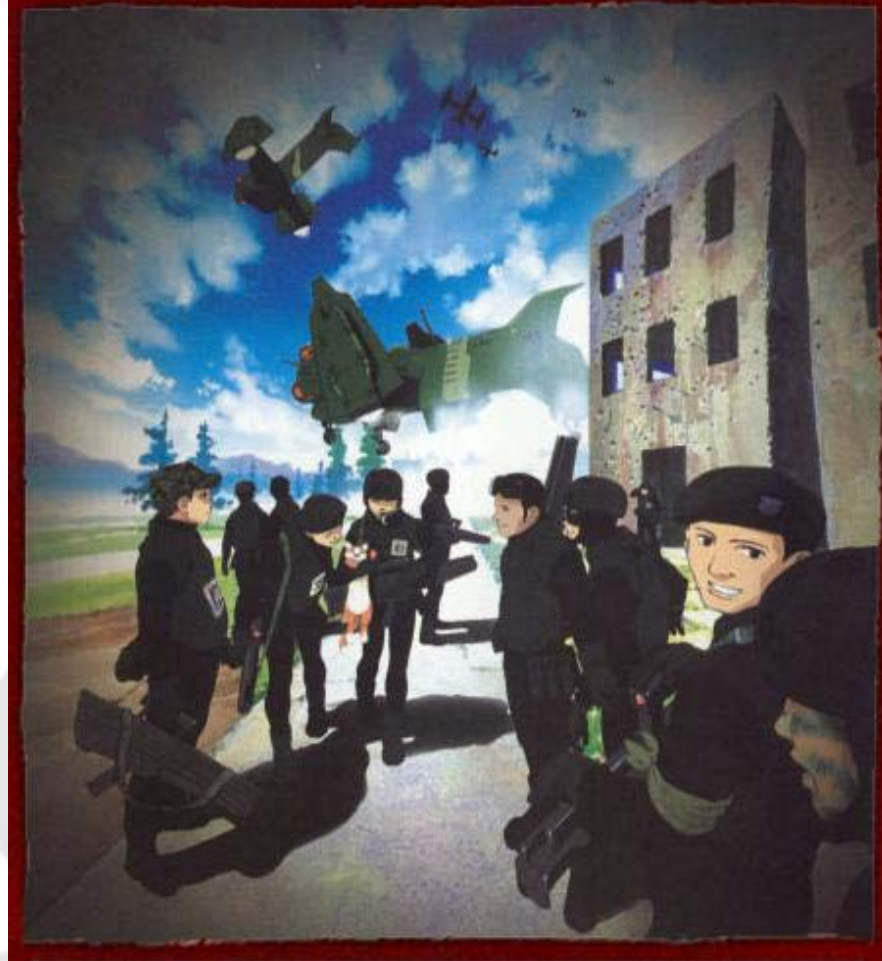
The Angel may be intercepted before it reaches the city in an undeveloped area, but without Mobile Support Structures.

The Angel may be intercepted in the City, with full use of Mobile Support Structures, but the battleground is treated as a Developed area.

The Angel may be intercepted after it has passed through the city in Undeveloped Area, but with 10 Collateral Damage having already been inflicted by the Angel on the city it passed through.

## Near the Base of Operations

The Angel has been detected approaching the Base of Operations. The pilots must scramble to get to their Evangelions, and Tanks and VTOL may deploy themselves knowing which direction the Angel is approaching from.





Base of Operations rules apply.

### **Just outside the Base of Operations**

The Angel has been detected just outside the Base of Operations. The Pilots must scramble to get to their Evangelions, and Tanks must be deployed before the players know which direction the Angel is approaching from. VTOL do not enter the Static Defense phase until the second round.

Base of Operations rules apply.

### **Inside the Base of Operations**

The Angel is already inside the Base of Operations. Tanks must be deployed before they know the location of the Angel, and VTOL may not be deployed until the Evangelions themselves launch.

Base of Operations rules apply.

### **Inside the Geofront**

The Angel somehow appears within the Geofront, skipping the rest of the Static Defense phase entirely. It is likely that the Angel will use this opportunity to attack Nerv HQ directly.

Base of Operations rules apply.

*GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.*

## Nerv Preparation

It can be weeks or even months in between Angel attacks, and Nerv forces can't be held at high alert for that entire time without exhausting both their resources and their men on the ground. Despite Nerv's best efforts, sometimes its vigil is maintained better than others.

Before any battle due to take place in the Base of Operations begins, roll on the following chart to determine if and how your battle is effected by Nerv's level of preparation for this particular attack.

Nerv Preparation Chart		
Roll Result	Effect	
<b>01-10</b>	Launch breakdown	Poor handling of the launch rails causes the Evangelions to be delayed. The Static Defense phase lasts for 4 rounds rather than 3.
<b>11-20</b>	Poorly Prepared	Nerv has responded poorly to the declared alert, and men on the ground are in a state of panic. All turrets are inactive until the last round of the Static Defense phase.
<b>21-30</b>	Lunch Break	The VTOL pilots were away from the hanger when the emergency was declared. All VTOLs must start at the edge of the map.
<b>31-40</b>	Poor Scouting	Deploy as usual, though the Angel's precise location is unknown at the beginning of the first defensive round.
<b>41-60</b>	Standard	Deploy as usual.
<b>61-70</b>	Predictive Genius	Tank squadrons locations may be placed on the map after the OD is made aware of the Angels current location.
<b>71-80</b>	Ambush Tactics	All Tanks, Turrets and VTOLs gain a +3 bonus to their initiative, and may be placed after the OD knows the location of the Angel.
<b>81-90</b>	Excess Data	Roll twice on the Magi Analysis chart and choose which result applies.
<b>91-00</b>	Well Rested is Well Prepared	All staff are in an excellent state of alertness. Turrets, Tanks and VTOLs all receive +6 to their BS.

## Defending Your Base

Once you have your base created and mapped (which you only need do once) it is ready for combat.

As an Angel approaches your Base of Operations, you must first defend with the conventional forces you have deployed. At all times, you have a minimum of 4 Tank squadrons and 2 wings of VTOL aircraft for this purpose.

The Tank Squadrons are assigned locations before the appearance of the Angel, and have the following stats:

Tank Squadron Profile (Defense phase)										
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR	
0	60	0	0	10	30	20	20	20	0	

Tank Squadron Body			
Location	% to Hit	AP	Wounds
Tank Squadron	01-00	2	5

**Movement:** 1/2/3/6  
**Skills:** None  
**Talents:** None  
**Traits:** Vehicle\*  
**\*Vehicle:** The Tank Squadron is destroyed once it reaches 0 wounds.  
**Weapons:** Main Cannon:(60 dm; S/-/-; 1d10+2; pen 0; Clip 8)

## Nerv At Sea

It is Nerv's job to engage and destroy the Angels, wherever they might appear. For this, and other reasons, it is certainly possible for the enemy to be engaged in a situation where tanks would be nonsensical to deploy, and a warship would be more appropriate.

While the sheer variety in warships could never be appropriately represented by a single sidebar, as a general example to serve as a Tank Squadron stand-in, us stats that are similar to a seafaring Tank Squadron, but with the following exceptions:

Per 30

Wounds: 3

**Weapons:** Barrage: (120 dm; S/2/4; 1d10+2; pen 0; Clip 20)

For campaigns with extensive encounters at Sea, GMs are encouraged to come up with their own various warships to more accurately represent what might be found in a UN fleet.

VTOL aircraft are much more mobile, and assuming any warning of the Angel's impending attack they may be placed at the beginning of the first round of defense, after the Angel has already been identified. A wing of VTOL aircraft has the following stats:

VTOL Wing Profile (Defense phase)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	60	0	0	30	30	20	20	20	0

VTOL Wing Body			
Location	% to Hit	AP	Wounds
VTOL Wing	01-00	1	3

**Movement:** 4/8/12/24  
**Skills:** Awareness (Per)  
**Talents:** None  
**Traits:** Flyer (4), Vehicle\*  
**\*Vehicle:** The VTOL is destroyed once it reaches 0 wounds.  
**Weapons:** Missile Launchers (30 dm; S/2/4; 1d10; pen 0; Clip 12)

In addition to these automatically assigned units, groups with an Operations Director may acquire small groups of specialty units through the "Requisition Support" Talent, adding them to the deployment roster. Such units are included below.



**N-HCC VTOL "Bumblebee" Profile (Defense phase)**

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	0	20	10	20	30	20	20	20	0

**N-HCC VTOL "Bumblebee" Body**

Location	% to Hit	AP	Wounds
N-HCC VTOL	01-00	1	2

**Movement:** 4/8/12/24**Skills:** Awareness (Per)**Talents:** None**Traits:** Flyer (4), Vehicle\*, Courier\*\***\*Vehicle:** The VTOL is destroyed once it reaches 0 wounds.

**\*\*Courier:** As a full round action the VTOL may dock with a support cache or discarded weapon in order to secure an Evangelion sized item in its manipulators, which it can deposit as a free action into the possession of any willing Evangelion who has the necessary number of hands free. Miniscule sized items in Evangelion scale such as knives, pistols and clips of ammunition may be secured as a half action. Heavy class ranged weapons and Great Weapons of any kind may not be secured.

**Weapons:** None**N-HM VTOL "Dragonfly" Profile (Defense phase)**

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	50	20	10	20	30	20	20	20	0

**N-HM VTOL "Dragonfly" Body**

Location	% to Hit	AP	Wounds
N-HM VTOL	01-00	2	4

**Movement:** 4/8/12/24**Skills:** Awareness (Per)**Talents:** None**Traits:** Flyer (4), Vehicle\***\*Vehicle:** The VTOL is destroyed once it reaches 0 wounds.**Weapons:** Missile Launchers (40 dm; S/2-; 1d10+1; pen 0; Clip 8)**N-SV Observation Plane Profile (Defense phase)**

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	0	0	0	30	30	50	20	20	0

**N-SV Observation Plane Body**

Location	% to Hit	AP	Wounds
Observation Plane	01-00	0	2

**Movement:** Must move at least 30, and no more than 40, dm each round**Skills:** Awareness (Per)**Talents:** None**Traits:** Flyer (3), Vehicle\*, Eye in the Sky\*\***\*Vehicle:** The VTOL is destroyed once it reaches 0 wounds.

**\*\* Eye in the Sky:** All Awareness Tests rolled by the Observation Plane benefit the Operations Director directly.

**Weapons:** None

**N-IV Interception Plane Profile (Defense phase)**

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	0	10	0	30	30	20	20	20	0

**N-IV Interception Plane**

Location	% to Hit	AP	Wounds
Interception Plane	01-00	0	2

**Movement:** Must move at least 50, and no more than 60, dm each round

**Skills:** Awareness (Per)

**Talents:** None

**Traits:** Flyer (3), Vehicle\*, Smokescreen\*\*

\***Vehicle:** The VTOL is destroyed once it reaches 0 wounds.

\*\***Smokescreen:** By expending a reaction action, an Interceptor Plane can deploy a cluster of smoke bombs in any space that it passes through. These smoke bombs quickly obscure vision, and any ranged attack they would shoot through that space takes a -10 penalty to BS. This smoke dissipates after 1 round. Each interceptor can deploy 2 smoke bombs before having to rearm.

**Weapons:** Missile Launchers (30 dm; S; 1d10+1; pen 0; Clip 2)

**N- HT VTOL “Firefly” Profile (Defense phase)**

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	20	20	10	20	30	20	20	20	0

**N-HT VTOL “Firefly” Body**

Location	% to Hit	AP	Wounds
N-HT VTOL	01-00	1	2

**Movement:** 4/8/12/24

**Skills:** Awareness (Per)

**Talents:** None

**Traits:** Flyer (4), Vehicle\*, Markerlight\*\*

\***Vehicle:** The VTOL is destroyed once it reaches 0 wounds.

\*\***Markerlight:** The Firefly is equipped with a huge Markerlight array that takes up much of the room inside the craft. This may be used in the same way as the Markerlight weapon upgrade.

**Weapons:** None

With these forces, your goal is to engage and delay the Angel. If the Angel is still outside of the Base of Operations or any other densely developed area (such as a city or town) then the Angel may be fought in an environment where collateral damage is less of a concern. These forces are controlled by the players during this time, and should they all be destroyed the Static Defense stage immediately ends, with the Angel moving as fast as it can to the Base of Operations in the remaining rounds. While dealing actual damage to the Angel during this phase is very much unlikely, any damage dealt carries over into the following stage of Combat.

This phase is also an important opportunity for the players to test out the Angel’s defenses and abilities using units that are much more expendable than their Evangelions.

This phase of combat ends after 3 rounds (though could conceivably be longer if the deployment of the Evangelion’s is delayed). At this time, the Evangelions emerge from

appropriate deployment points and the next stage of combat begins. Any remaining Stage 1 forces are removed from play, or given over to the control of the Operations Director if the party contains one. If, for the sake of time, the players wish to skip this phase of combat, the Angel starts within the character's Base of Operations, and all rules concerning collateral damage apply.



# NE RA

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

## PHASE 2: COMBAT

**Rounds: Variable**

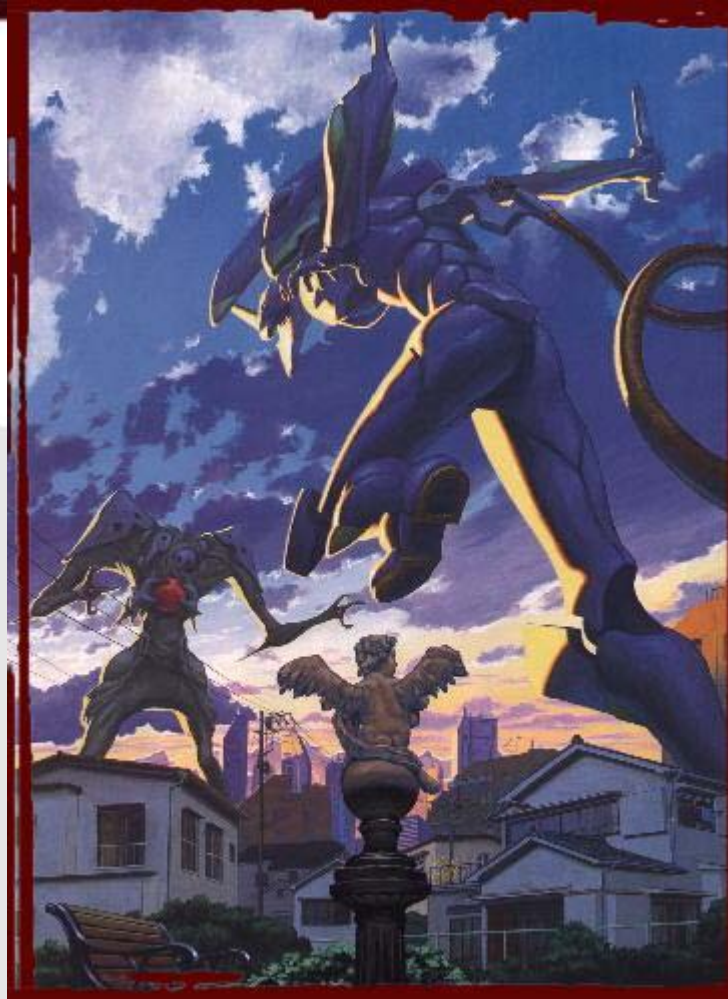
**(Until Combat is resolved)**

"The basics of hand-to-hand in an Eva are the same as they are on the ground. All you've got to do is adjust for the fact that you're now twenty stories tall, weigh eight hundred tons, and the other guy's a laser-shooting octahedron."

-Trooper Hong, Pilot  
of Evangelion Unit 00

This is the stage of combat where Evangelions fight and kill an Angel. This is much the same as normal scale combat between individuals, but with the following additions of Collateral Damage, Feedback, Synch Disruption, Defeat, Berserk and the devastating N2 mine. Additionally, Combat can change drastically based simply on where the Evangelions are fighting.

GMs are encouraged to take proper notes during Combat in preparation for the next phase.



GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.



## Battle Grounds

Battles against Angels can occur in any type of locale. While most battles are defensive actions to protect your Base of Operations, where exactly the Angel is intercepted can vary wildly. Some Angels might be detected far away from the base of Operations and engaged as an offensive action, providing a new battlefield entirely.

In Battles taking place away from the Base of Operations where there is sufficient time, mobile Support Centers may be deployed. These are deployable power stations with an Umbilical Cabal Port for the Evangelion, with a cable length of 40 dm. While extending the operating time of the attached Evangelion, the Support Center only contains enough power for an extra 10 rounds of combat. However, should the Evangelion remain in standby mode it can keep an Evangelion ready for launch for several hours.

## Base of Operations

Your Base of Operations is the fortified city from which the Evangelions are deployed, as well as the Geofront beneath it. In battles focused on the Base of Operations, the Evangelions have the benefit of the surrounding sensor arrays for early detection, and the locally stationed Tank Squadrons and VTOL Aircraft during the Static Defense phase. Additionally, specially designed defensive structures might also be in place to aid in this phase.

The Base of Operations is one of the few places on Earth where the terrain is designed to support the Evangelions. As such, it is littered with Embarkation Points and Umbilical Cable Ports which may be used to support the Evangelions in their fight.

If funding is directed accordingly, the Base of Operations might also be equipped with turrets of some kind, which would aid the Evangelion in its fight.

The Base of Operations also has its own Magi Supercomputer System, and battles that take place in or near the Base of Operations are in range of enough specialized information-gathering equipment for the Magi to analyze the attacking Angel and return useful data. At the beginning of Phase 2, roll 1d5. That many rounds later, roll on the following chart to see what beneficial information the Magi have for you:

"The MAGI system? I don't like it. Sure, it's great for strategic evaluation. The thing can grind through a thousand different scenarios in the time it takes me to enter one. The science teams think it's the best thing since shorts. We'd probably all be dead without it. Still... I just can't bring myself to trust any computer that responds to an impossible equation with "NICE TRY, SMARTASS".

## Magi Supercomputer System Analysis

Roll Result	Effect
<b>01-05</b>	The Magi require more time for their analysis. Wait an additional turn, and then roll again.
<b>06-20</b>	No effect.
<b>21-30</b>	The Angel's precise physical location is known, and precise information on its distance from battlefield landmarks such as umbilicals and Evangelions can be provided on request as a free action.
<b>31-40</b>	The Magi has successfully analyzed the strength of the Angel's A.T Field, and can provide an accurate guess how many of the deploying Evangelions will be required to fully neutralize it.
<b>41-50</b>	The Magi have analyzed the effects of the Angel's A.T. Field and have extrapolated a likely course of its A.T. Potential. The OD is informed of one of the A.T. Powers beyond Spread or Neutralize that the Angel knows, as well as what it does.
<b>51-60</b>	The Magi successfully analyzes the Angel's biometric and AT manipulation abilities. The Operations Director is made aware of one unique trait that the Angel has that is not standard for an Angel (as in, traits other than Angel, Fear 1, From Beyond... ect).
<b>61-70</b>	The Magi successfully analyzes the Angel's structural integrity and return changes in the Angels anatomy at regular intervals. At the beginning of each turn, the Operations Director is made aware of how many wounds the Angel has.
<b>71-80</b>	As above, but the Magi have successfully gathered an enormous amount of data about the Angel, enough to reassure the pilots that this is an enemy that can be defeated. All pilots gain a +10 to checks to resist Fear.
<b>81-90</b>	The Magi can observe the behavior and physical characteristics of the Angel to determine whether it is classified as a Frontal Assault, Distance Attack, or Encroachment type Angel. This information is revealed by the end of the first round of Phase 2 of Combat.
<b>91-99</b>	Close examination of the Angel with scanners has led to a minor scientific breakthrough. 1d5 additional Surplus points will be available at the end of the encounter for investment into research projects only. These points may not be spent on repair costs even if Nerv enters Deficit as a result of the battle.
<b>00</b>	Reroll twice

While at the Base of Operations, the Angel has the opportunity to breach the GeoFront. This requires a considerable amount of firepower to do by force, Should the GeoFront be breached, the cost to repair the defensive layers is counted as 20 Collateral Damage.

In all other ways, the Base of Operations is treated as a Developed Area.

## Developed Areas

Developed Areas represent Cities, Suburbs, and anywhere else that there is a dense area that would be expensive to rebuild and replace. Unless this area is also a Nerv Installation, there will be no local Umbilical Ports, and the Pilots can expect to have only 5 rounds in which to complete combat after being deployed (often via an air drop).

If there is time for preparation, 1 mobile support center per Evangelion might be deployed as well, often ahead of the Evangelion.

Battles in Developed Areas incur full Collateral Damage.

## Undeveloped Area

Undeveloped Areas represent small towns and rural or forested areas. While these often still contain structures such as power lines and roads, Evangelions can afford to deal much more damage to the surrounding environment.

If there is time for preparation, 1 mobile support center per Evangelion might be deployed as well, often ahead of the Evangelion.

When fighting in an Undeveloped Area, critically missed shots do not deal Collateral Damage. In addition, area effects count as being one size category lower for Collateral Damage purposes to a minimum of small.

## Space

There are some Angels that attack from the safety of orbit, the ultimate high ground. While there is any number of ways to address such an enemy, actually going into space to fight it is a possibility.

How the Evangelions are to reach orbit is certainly a difficult problem. Advanced groups with an AT Tactician might use the Dirac Jaunt A.T. Field Power for this purpose, though it is far from safe. Additionally, the GM might arrange for the Evangelions to be launched into space via rocket, though they could be vulnerable to attack during the Launch.

It is highly recommended that any space faring Evangelions be equipped with E-Type equipment, or at the very least D- Type Equipment. Any Evangelion not so protected is instantly defeated by flash freezing and decompression.

Words cannot describe how much you would need to screw up to incur Collateral Damage when fighting in Space. As such, when fighting in Space the following instances do not increase Collateral Damage: Deployment, Critical Misses, Area Effects, and Berserkers. Note that any damage that the Angel has done to structures on Earth, however, might be counted as Collateral Damage at the GMs discretion.

## The Sea

While an Angel would almost certainly never design itself in such a way that it could not survive outside of water, some may decide to make the Earth's vast oceans their home or staging ground. One such canon example would be the Angel Gaghiel, who terrorized the United Nations Navy during the transport of crucial materials.

Though the random Angel generation chart does not specifically allow the creation of an aquatic angel, this should not be taken as a sign that such an Angel cannot exist. Rather, such an Angel would not be in a position to attack a Base of Operations on land in any way that a random generation system could hope to handle. Any GM may intentionally create an Angel who draws the Eva's out to sea, but if they do it is a part of a specific plan on the GMs part rather than random chance.

While an Angel designed for such encounters can be expected to excel in the ocean, the Evangelions are not so lucky. They were designed for fighting on land, and fare poorly underwater unless outfitted with specialized C-Type Equipment.

Underwater, Evangelions suffer a -20 to Weapon Skill, Ballistic Skill and Agility due to their awkward and slow movement through the thicker medium. In addition to these already crippling penalties, many of the Evangelion's weapons were never designed for underwater use. Masers will not fire underwater, and a Positron Weapon explodes if fired underwater. HE Bolt weapons and most general weapons have their range halved, and jam on a roll of 80 or above until dried. Ironically, the Pallet Gun was designed for use in virtually all possible conditions, and functions normally when submerged.

Unless they succeed on a Swim Test, the Evangelion will not be able to move in any direction of their choice. Instead, they will simply sink 100 meters every round. While with sufficient power an Evangelion might simply walk along the bottom back toward shore, a plugged in umbilical is likely to have the Eva become stuck after they have run out of slack, suspended some distance above the ocean floor. While climbing the umbilical is possible, the Eva risks breaking the umbilical or pulling down whatever the other end is plugged into in the process.

There is also the risk of the undersea pressure. An Evangelion is powerful, but without proper protection an Evangelion can become incapacitated by the weight of the water above it, as well as the freezing cold water around it. Consult the chart below to determine the risks of each depth bracket.

Depth	Effect
<b>200 or less meters</b>	No effect
<b>200+ meters</b>	Pilot feels uncomfortable due to the pressure, vision becomes hazy as light from above becomes dim.
<b>600+ meters</b>	The crushing pressure makes movement stiff, imposing a -10 to Agility and a -10 to swim.
<b>800+ meters</b>	The pressure on your Evangelion isn't harmful, but your frail human nerves do not know that. The pilot takes one level of fatigue.
<b>1000+ meters</b>	The pressure is even more extreme now. The pilot must Test Toughness every 10 rounds or gain another level of fatigue. In addition, light from the surface fails to penetrate this deep, and the water around you is dark as night.
<b>2000+ meters</b>	As above, but the pressure becomes harmful to the Evangelion's organic parts. For every (2*TB) rounds that pass, the Evangelion takes 1 point of damage that ignores Armor and Toughness to all areas. This pressure may not deal Critical Damage at any time.
<b>3000+ meters</b>	As above, but the number of rounds that pass before another point of damage is taken is equal to the Eva's Toughness bonus.
<b>4000+ meters</b>	As above, but the pressure may deal Critical Damage.
<b>6000-7000 meters</b>	At this range, the Evangelion reaches a point of neutral buoyancy, and stops sinking. Its depth may fluctuate slightly up and down, but it will not sink or risk any further without swimming. Going any deeper than this is possible, but requires the Eva to swim down and on a failed test they rise until they have reached this depth range again.

When fighting underwater the following instances do not increase Collateral Damage: Deployment, Critical Misses, Area Effects, Berserkers.

## Collateral Damage

An Evangelion scale fight involves a level of firepower that is truly devastating. Even a conservative fight can lead to massive damage to the Evangelion's surroundings. By either the use of especially destructive attacks, reckless fighting, or simple bad luck, the battleground surrounding an Evangelion can quickly become a pile of burning rubble. In addition, maintaining the Evas themselves requires resources on a scale usually dedicated to entire wars, and any damage to them often takes more to repair than an entire city block.

As the battle goes on, Collateral Damage will be incurred. As the fight progresses, consult the following list and keep a tally of how many collateral damage point are gained by the end of the battle. This total will be important during the post-battle stage.

The following situations incur collateral damage:

**Deployment:** The use of Evangelions causes cracks and fissures wherever they step simply from their sheer weight and size. For each Evangelion deployed in a battle, add 1 point Collateral Damage to the Collateral Damage pool.

**Critical Miss:** If a Ballistic Skill test is failed by 3 or more degrees, the shot fired accidentally hits surrounding buildings instead. Whenever this happens, add 1 point of Collateral Damage to the Collateral Damage pool.

**Area Damage:** In the event of an attack that damages an area rather than a single target (such as weapons with the Blast Special Quality and the Angel Cross A.T. Field Power) consult the following chart:

Area Damage Effect		
Area of effect		Effect
<b>Small</b>	<b>(1-4 dm)</b>	Add 1 point of Collateral Damage to the Collateral Damage pool.
<b>Medium</b>	<b>(5-10 dm)</b>	Add 3 points of Collateral Damage to the Collateral Damage pool.
<b>Large</b>	<b>(10 + dm)</b>	Add 6 points of Collateral Damage to the Collateral Damage pool.

**Berserker:** Should an Evangelion go Berserk, its pilot is not in control and it is rather careless in its rampage. Add 2 points of Collateral Damage to the Collateral Damage pool.

**Evangelion Damaged:** If an Evangelion has lost any wounds, add 1 point of Collateral Damage to the Collateral Damage pool.

**Evangelion Critically Damaged:** If an Evangelion has taken any Critical Damage, add 2 points of Collateral Damage to the Collateral Damage pool which stacks with “*Evangelion Damaged*”. Even if the Eva takes Critical Damage to more than 1 Body Location, this is only incurred once per Eva per battle.

**Limb Lost:** If an Evangelion takes so much Critical Damage that the limb is physically destroyed or removed, add an additional 1 Collateral Damage to the Collateral damage pool. Unlike “*Evangelion Critically Damaged*”, this may be incurred multiple times should an Eva lose more than one limb.

**Defeated:** If an Evangelion takes so much damage that it is rendered in operable, add an additional 3 Collateral damage to the Collateral damage pool.

## Feedback

Test 3-4-75: Exposure to high elevated temperature continuing. Intense pain response triggered in subject. Significant momentary synchronization spike, spike duration doubled. Enduring fall delayed and weaker.

Test 3-4-76: Exposure to high elevated temperature continuing. Extreme pain response triggered in subject. Very significant spike duration 4.24 seconds, fall to prior levels delayed, no enduring fall. Results promising. Authority issued by Dr Chandrahan to accelerate testing.

Test 3-5-1: Mild continuous pain response triggered in subject. Ten seconds pass. Pain response amplified to notional maximum. No unusual results in synchronization. Error in Test Frame encoding; indications of motor response. Response not possible, power not supplied to bindings. Sensor failure noted.

Test 3-5-2: Intense continuous pain response triggered in subject. Ten seconds pass. Synchronization suppressed. Notional maximum pain response triggered. Spike occurs in synchronization. Failure of microphones in test frame chamber. Overhaul of sensor equipment recommended. Testing continued under Dr Chadrahan's authority.

Test 3-5-3: Extreme continuous pain response triggered in target. Synchronization collapse as predicted. Synchronization spike to near operational levels after nine seconds. Notional maximum pain response triggered. Synchronization spikes drastically, above operational threshold. Cranial mount detonated, subject [REDACTED] Synchronization spike to [REDACTED] Sensors report [REDACTED] triggering [REDACTED] Power feed severed as per protocols. Sensors fail due to lack of power. Observation team [REDACTED]

[REDACTED] under Dr Chadrahan's authority.

**ATTENTION ALL SCIENCE PERSONNEL. AS OF ORDER 92 ALL PLANNED TESTING USING TEST FRAMES IS CANCELED. NO FUTURE TESTING USING TEST FRAME IS PERMITTED UNDER ANY CIRCUMSTANCES. NO EXEMPTIONS APPLY.**

**- AUTHORITY OF OPERATIONS DIRECTOR COLONEL ADRIAN HERTZ.**

Synchronization with an Evangelion is more than transmitting your thoughts to the cybernetic war machine around you. The telepathic contact runs both ways. While sensory buffers make most damage taken toned down to something barely noticeable, critical injuries to the Evangelion can inflict massive amounts of pain on the pilot.



Every time an Evangelion sustains Critical Damage, the pilot must test either Willpower or Toughness (their choice) or suffer a level of fatigue.

Certain effects of critical damage (noted on the new critical damage charts in Chapter 3) result in additional modifiers to Feedback.

## Synch Disruption

The pilot's control of their Evangelion is based primarily on empathic control. While this might be done reliably and consistently through concentration in ideal conditions, in the stress of battle a pilot's Synchronization Ratio is likely to fluctuate wildly.

Every time that a Pilot is in an Evangelion and takes a level of fatigue, takes damage, gains insanity points or removes points from his Ego Barrier, that pilot's Synch Ratio changes.

First, roll 1d10. If the resulting number is odd, the pilot's Synch Ratio temporarily increases. If the number is even, the pilot's Synch Ratio temporarily decreases.

Then, roll 2d10. This is the amount that the pilot's Synch Ratio has changed by. Changes to a Pilot's Synch Ratio last until the end of the encounter.

The Prodigy background's "Unreliable" trait adds 1d10 to the amount of points that the Synch Ratio is changed by. Other effects (such as Synch Explosion) work similarly.

Synch Disruption will affect a pilot only once per round, regardless of the number of potential triggers the pilot may experience over the course of that round.



## Defeat

When an Evangelion has taken sufficient damage to the head or body, it is defeated. While on rare occasions an Evangelion might continue fighting (such as the Berserker Talent 'From The Grave'), this usually means that the Evangelion can no longer continue fighting.

The Pilot immediately gains 1d5 Insanity Points from experience, and must roll on the Trauma table. If the Pilot normally has a penalty to resist Feedback, that same amount is instead added to this roll to determine the effects of the Trauma.

When the Evangelion is defeated, an armored plate on the back of the Evangelion is explosively released. The pilot's Entry Plug is ejected and the pilot lands safely away from harm's reach. At least, in theory. In reality, the Entry Plug ejection system is an engineering catastrophe, often failing to fire entirely and rarely safe even when it does.

Roll on the following chart to determine the effect of the launch:

Entry Plug Launch	
1d100 Roll	Effect
1-10	The Entry Plug attempts to launch, but is jammed. The confined heat of the thrusters begins to boil the LCL in the plug, dealing 1d10 E damage to the pilot.
11-20	The Entry Plug attempts to launch, but is somehow jammed and suffers internal damage. The body of the Evangelion is treated as having taken one extra critical wound when determining repair cost.
21-40	The Entry Plug fails to register the launch command entirely. No effect.
41-60	The Entry Plug successfully launches, but doesn't have enough thrust to escape the battle. The Pilot takes 1d10 I damage as the entry plug falls to the ground 1d10 dm behind the Eva, and is at risk of being caught in area effects or simply being stepped on should anyone move through that space.
61-80	The Entry Plug successfully launches, but may not reach a safe distance. It lands 1d100 dm behind the Evangelion. Additionally, roll 1d10. On a roll of 9, the landing is rough and the pilot suffers 1d10 impact damage.
81-90	The Entry Plug successfully launches, but may not reach a safe distance. It lands 1d100+20 dm behind the Evangelion. Additionally, roll 1d10. On a roll of 9, the landing is jarring and the pilot suffers a level of fatigue.
91+	The Entry Plug launches and reaches a distance where it is safe from harm. Parachutes deploy without incident, and the pilot is unharmed.

Should the Entry Plug remain inside the Evangelion after being defeated, the pilot is at risk of further harm. Area attacks in which the Evangelion is caught, as well as attacks that strike the Evangelion's body, have a 50% chance of dealing 1d100 damage to the pilot as the entry plug is breached.

If the pilot is killed within the Evangelion, and the pilot has no more fate points to burn to survive, roll 1d10. On a roll of 8 or 9, the attack has missed the Entry Plug and instead hits the Eva's Core, causing it to explode. This permanently destroys the Evangelion and the pilot's body, as well as dealing 1d10+5 damage to everything within 1d100+200 dm. Beings with active A.T. Fields only take half damage, and the Bunker Field power may be used to ignore damage from this entirely.

If all Evangelions are defeated, an N2 mine is dropped on the Angel at the first opportunity in the hopes of incapacitating it long enough to restore the Evas to combat status. If only one Evangelion remains, and that Evangelion has sustained critical damage, that Evangelion may be pulled back and an N2 mine dropped for similar reasons.

Any other use of N2 mines requires use of the N2 Strike Talent.

## Berserk

"Recruit Hong! Did you just try to force your Evangelion unit to go Berserk, or are you just incompetent?"

"No, sir, I just couldn't-"

"You lost control, Recruit Hong?"

"Sir! Yes, sir!"

"Recruit Hong! How many weapons in the United States' armed forces are capable of killing an Evangelion unit?"

"Sir, I-"

"HOW MANY, RECRUIT?"

"Uh... none, sir?"

"NONE! With the exception of the Evangelion itself, we possess exactly ZERO weapons capable of harming an Evangelion unit! Do you know what this means, Recruit Hong?"

"It, uh, means..."

"It means, Recruit Hong, that if that thing goes Berserk there is NOT A GODDAMNED THING WE CAN DO TO STOP IT! The single most powerful weapon ever made will be stomping around our backyard, destroying the most crucial military asset in the United States, and there will be NOTHING we can do about it! And that is the best case scenario! What are we supposed to do if an Angel attacks while your Evangelion is killing our men?"

"I, uh, don't know-"

"WE'RE GOING TO GODDAMNED START PRAYING, BECAUSE THERE WILL NOT BE ANOTHER GODDAMNED THING WE CAN DO! While your Berserk Evangelion is slaughtering our nation's finest, the Angel will be

STARTING THIRD IMPACT! It will wipe out the goddamned human race! Everybody you have ever known will be killed, and it will be YOUR GODDAMNED FAULT! Do you want to destroy humanity, Recruit Hong?"

"No, sir, I-"

"I SAID DO YOU WANT TO BE THE BASTARD THAT KILLED OUR ENTIRE GODDAMNED SPECIES?"

"No, sir!"

"THEN IN THE FUTURE YOU WILL MAINTAIN CONTROL OF YOUR EVANGELION, RECRUIT HONG!"

"Sir! Yes, sir!"

"Now we're going to run the simulation again, and this time we will keep running it until you get it right!"

- Recorded in 3<sup>rd</sup> Branch Simulation Plug room, Nov 14 2012

Despite appearances, the Evangelions are not machines. They are living creatures in mechanical shells meant to restrain and control them as they remain mostly dormant and lobotomized. However, despite efforts to the contrary, sometimes the Evangelion becomes aware of its surroundings and takes control should the pilot become incapacitated.

If the pilot is ever rendered unconscious, or the Evangelion takes damage after it has run out of power, roll 1d10. On a roll of 9 the Evangelion goes Berserk.

While Berserk, the Evangelion gains a +10 to WS, a +20 to both Strength and Toughness, and a +2 to its A.T. Field Strength. Perception, Willpower, and Intelligence default to 30, and Fellowship may not be rolled for any reason. In addition, it becomes incapable of using ranged attacks or any A.T. Field Power other than Spread and Neutralize. The Advanced Berserk talent makes additional A.T. Field Powers available.

As the pilot is no longer in control, the Evangelion becomes immune to Stunning, Fatigue and Fear. In addition, the Evangelion requires no external power to operate, and will continue until the Angel has been defeated, as well as 1d5 rounds afterwards before again becoming dormant. If presented with a new opponent, the Evangelion will fight until that new opponent is defeated, and then become dormant after 1d5 rounds.

While Berserk, the Evangelion is dominated by an all consuming rage, and will savagely attack the nearest enemy until either the



enemy or itself is destroyed. After the Angel is defeated, or if the Angel is out of melee range, there is a 50% chance that the Berserk Evangelion attacks another nearby Evangelion.

## N2 Mines

"The N2 mine used to be a Phantom Weapon, designed to cause such horrific and indiscriminate casualties that it would never have to be used. No matter the situation, the N2 mine ensured no nation ever stood to gain from declaring war. It is irrelevant how many boots you have on the ground, or missiles in the air, if at any time the flick of a switch can kill you and anyone else within a ten kilometer radius.

Unfortunately, it seems someone neglected to pass on this revelation to the Angels."

-Nerv Director of Operations Adrian Hertz

The so-called N2 mine is the UN's WMD of choice. Based on the same science as positron technology, it is in fact a crude Antimatter Weapon. By creating a relatively large antimatter reaction, the energy released is equivalent to that of the Pre-Second Impact Nuclear Weapons, but without the lingering radiation.

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.

An N2 Mine deals 8d10+10 damage to all things without an A.T. Field in a 100 dm Radius, and 2d10 damage to everything within a 2 mile radius. The shockwave often deals minor damage to things outside that range as well.

Regardless of where on Earth the N2 mine is deployed, 1d10+4 Collateral Damage results from the cost of cleanup (certain exceptions, such as Space, apply). If the N2 mine is deployed in a developed area, a flat 100 Collateral Damage results, and the political fallout is tremendous. If the N2 mine is deployed near a developed area, and is close enough for the shockwave to deal damage, between 1d5 and 2d10 Collateral damage results at the GMs



discretion.

The N2 mine is so powerful that even Angels within their A.T. Fields are not entirely immune, dealing massive internal damage even if the body were to resist. If an N2 mine is deployed against an Angel, roll on the following table and subtract twice the Angel's current A.T. Field Strength from the roll for determining effect.

Angels are notoriously adaptable, and after having an N2 Mine used against them subtract an additional 40 from all future rolls on this chart. All damage mentioned on the chart ignores Armor and Toughness.

Any Evangelion with a Spread A.T. Field must roll on this chart as well. Any Evangelion caught within the blast that does not have its A.T. Field Spread takes full damage as normal.

N2 Mine Effects	
Roll Result	Effect
1-20	The Angel is unfazed by this attack.
21-50	The Angel takes 1d5 E damage to all areas
51-60	The Angel takes 1d5 E damage to all areas and it is incapacitated.
61-80	The Angel takes 1d5+1 E damage to all areas and it is incapacitated.
81-90	The Angel takes 1d10 E damage to all areas and it is disabled.
91-95	The Angel takes 1d10+1 E damage to all areas and it is disabled.
96 - 100	The Angel takes 2d10 E damage to all areas and it is disabled.

Should an incapacitated or disabled Angel be attacked during this time, it will invariably reactivate and resume its attack. While Incapacitated, an Angel is by no means blind to what is going on around it, and may reactivate if it feels threatened.

Should the Angel be dealt critical damage to any body part and allowed to regenerate it to normal condition in this fashion, it rolls in the Angel Regeneration Table for that limb as normal.

## Optional Rules: Action Evas

Some GMs might find that fights with an Angel drag on longer than they want them to, or that the Evangelions seem to have trouble defeating the Angels at all. While this could be remedied by a slight weakening of the Angels that the group is fighting, the following rules can be applied to the Evangelion's actions to make the pilots that little bit more devastating in combat and bring the fight to a swifter conclusion.

**Near-Miss Called Shots:** If a Called Shot fails by less than 2 degrees of failure, then there is a chance that the attack manages to hit some other part of the enemy instead. Roll on the Body Location chart as normal to determine where the ill-aimed attack hits. However, if the specific body location that was being aimed for is rolled randomly, the attack misses entirely instead. After all, you already failed to hit that part of the enemy...

**Skillful Critical:** When rolling Weapon Skill (or Ballistic Skill for a weapon on Single Shot) for attack purposes, add an extra point of damage to the following damage roll for every 2 degrees of success on the Weapon or Ballistic Skill Test.

## PHASE 3: DAMAGE CONTROL

### Rounds: Variable

"Failure? Listen, I'm old for what I do. CSAR for those pilots is one of the hardest jobs you can hope for- we have to go out and recover ejected pilots in the middle of combat. It ain't easy- or fun. Failure isn't ever an option though- those kids are all that stands between us and annihilation. I'd say that rates the risk we take to recover them and patch them up so the docs can fix them again."

"It's getting better- more teams, fewer missions for us, but still. Every time a team goes out, we go out with them, just in case. We're the guys that save the saviors, and I guess I couldn't ask for a better job than that"

-11t Vladimir Borusa, 21st NERV SF company

While Evangelion Pilots are certainly the most visible, they are far from the only ones doing their best to protect humanity. During the Damage Control phase, you take control of some of these nameless heroes.

The players will be thrust into the role of a Nerv Emergency Response. This team has the unenviable job of running around on the ground and doing everything they can to keep the city intact and save as many people as possible as the Battle between the Evangelions and the Angel is still going on. As was recommended before, the GM should have taken notes of the Combat Phase in preparation for this.

Given the wide range of possible battlegrounds, not every battle will require the deployment of such emergency response personnel. In many situations, this Phase may be skipped without import.

### Unsung Heroes

Rather than have the players create a new party of characters specifically for this phase, it is highly recommended that the players form a group of between 6 and 10 personnel from the following list. While the team's size will vary, each team is required to have at least one of each class of personnel. This team will be controlled by the Players as a group, and provide redundant skills for the team to use.

While hardly required, many groups might enjoy having a Necromunda-esque reoccurring group that slowly changes and evolves completely separate from the pilot characters.

Each team is assigned an APC or VTOL Aircraft for transport. The APC can carry up to 12, and the aircraft up to 7 plus pilot.

## Medic

Medic Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
20	25	30	30	30	40	35	35	30	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per), Medicae +20 (Int)

**Talents:** Weapon Training(Pistol), Master Chirurgeon, Talented (Medicae)

**Armor:** Flak Vest (Body 3)

**Weapons:** Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** Nerv ID, 1 Sidearm Pistol clip, First Aid Kit, Radio

## Soldier

Soldier Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
35	35	35	35	30	30	35	30	30	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per), Climb (S), Common Lore (War), Drive (Heavy) (Ag)

**Talents:** Pistol Weapon Training(General), Basic Weapon Training (General), Disarm, Takedown, Arms Master, Fearless

**Armor:** Flak Armor (All 3)

**Weapons:** Assault Rifle (60 m; S/3/6; 1d10+2 I; Pen 0; Clip 20; Reload Full; Reliable), Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable), Combat Knife (1d5+2 R; Pen 0)

**Gear:** Nerv ID, 2 Assault Rifle clips, 1 Sidearm Pistol clip, Radio

## Demoman

Demoman Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
30	30	30	30	30	35	30	30	30	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Carouse (T), Climb (S), Demolition +20 (Int),

**Talents:** Weapon Training(Pistol), Iron Jaw, Talented (Demolition)

**Armor:** Flak Vest (Body 3)

**Weapons:** Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** Nerv ID, 1 Sidearm Pistol clip, 3 Explosive Charges, 3 Remote Detonators, 1 Timed Detonator, Radio



## Technician

Technician Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
30	30	30	30	30	40	30	30	30	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Common Lore +10 (Science), Evaluate (Int), Pilot (Aircraft) (Ag), Tech-Use +10 (Int), Search (Per), Security (Ag)

**Talents:** Weapon Training(Pistol), Talented (Tech Use)

**Armor:** Flak Vest (Body 3)

**Weapons:** Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** Nerv ID, 1 Sidearm Pistol clip, Tool Kit, Dataslate, Radio

## Captain

Captain Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
30	35	30	30	30	35	35	30	35	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per), Climb (S), Command (Fel)

**Talents:** Weapon Training(Pistol), Iron Discipline, Resistance (Fear)

**Armor:** Flak Vest (Body 3)

**Weapons:** Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** Nerv ID, 1 Sidearm Pistol clip, Radio

## Saving the World: One Block at a Time

There are any number of ways that a given Damage Control Phase can play out, they can often be even longer than the combat Phase that they are cleaning up after.

There are several possible subsets of situations that a Nerv Emergency Response Team might be called in on:

### Law Enforcement

While all citizens are often ordered to make their way to the nearest Emergency Bunker during an Angel attack, it is not uncommon for some to be unwilling or unable to comply. Of these, a surprising number feel inclined to take the incredibly risky opportunity to loot the undefended shops during the attack. As an emergency response team patrolling the streets, it is entirely possible for the group to come across such activities in the midst of other duties.

It is also possible for some organization to use the cover of an Angel attack for less materialistic purposes, such as espionage. In such a situation, it is much more likely that the team would be called in on what was thought to only be a robbery only to find themselves in a much more serious situation.

During such a mission, apprehension of the criminals is only of top priority if the Team is not currently en route to another emergency.

## **Evacuation**

Most citizens comply with the order to flee to the nearest Emergency Bunker. However, such bunkers can quickly become dangerous during the course of the devastating battle between the Evas and the Angel.

In such a situation, the People inside the bunker need to be escorted to another bunker or a predetermined Emergency area where they might be evacuated out of the combat zone. However, the very fact that this is happening means that the area is damaged and unstable. Some evacuees might be wounded, and the battle could still be raging outside. Sections of buildings or streets could be damaged or unusable, requiring a deviation from the predetermined path.

During such a mission, protection of the civilians is of top priority.

## **Search and Rescue:**

As the city takes collateral damage, people can become trapped in damaged buildings. From structurally unsound skyscrapers to devastated power plants or breached Emergency Bunkers, the list of possible locations for such a mission is almost endless. The team would be required to go into these dangerously unsound areas, treat wounds, and evacuate as many civilians as possible before the building has a chance to deteriorate further.

During such a mission, safe evacuation of the civilians is of top priority.

## **Damage Control**

While certainly important, not all of the Nerv Emergency Response team's missions involve the direct saving of lives. Sometimes the job is to prevent further harm from city systems damaged in the battle.

Such damage control missions include shutting off the electricity to a downed power line, putting out fires, or some other preventative measure. Alternatively, restoring key systems also falls under this heading, such as restoring power to a section of the city.

## Considering Success

Whether or not the mission was achieved can be much more ambiguous during this phase than with the previous two.

Depending on how well the group performed at their various tasks as a Nerv Emergency Response Team, a certain amount of Collateral Damage is negated in the final tally.

If the Team performed poorly,  $1d5+2$  Collateral Damage is negated as the other teams are forced to pick up the slack.

If the Team succeeded,  $1d5+5$  Collateral Damage is negated.

If the Team succeeded brilliantly,  $1d10+5$  Collateral damage is negated.

In addition, during the mission the GM may include certain critical skill tests to prevent a catastrophe or save lives. If these critical skill tests are passed with sufficient degrees of success, or in certain situations even passed at all, an extra point of Collateral damage might be negated in the final tally.

## Skipping this Phase

Some players might be unwilling to play as something other than the main character, and will hate this phase to no end. Alternatively, you might simply run out of time at the end of a session.

For whatever the reason, if you opt to skip this phase rather than roleplay it, have each player roll a test where a 30 or below succeeds. For each success, 1 extra point of Collateral Damage is negated.

## POST BATTLE

3,015 military casualties - 1989 KIA, 304 DOW, 410 MIA, 402 WIA (199 reserve duty, 203 medical discharge)

Projected expense medical cover, widower payments: \$17,340,000

274 Mk III Crusader armored vehicle losses - 215 K-kill (unrecoverable), 23 K-kill (recoverable), 1 M-kill (unrecoverable), 16 M-kill (recoverable), 19 missing (susp. deserted).

Projected expense repair, replacement: \$2,030,908,000

44 N-HM Firefly VTOL losses - 32 K-kill (unrecoverable), 8 M-kill (recoverable), 3 missing (susp. deserted), 1 unknown (susp. consumed)

Projected expense repair, replacement: \$620,305,000

General damage military/NERV facilities - 8 MRLS sites damaged, 2 umbilical cables severed, 1 launch facility inoperable.

Projected expense repair, replacement: \$15,936,000

12,442 civilian casualties - 12,309 civilian, 131 former NERV staff (12 KIA, 15 DOW, 84 WIA, 20 MIA (susp. hospitalized unreported))

Projected expense compensation, medical cover, widower payments: civilian \$NIL (UN veto on compensation payments) former NERV \$903,000

General damage civilian facilities - minimal, combat confined to residential areas.

Projected expense repair, replacement: vital \$847,000 secondary \$2,133,000 private \$NIL (UN veto on compensation payments)

**Total projected expense \$2,688,372,000**

**Observations:** Controlling area of conflict very effective in reducing collateral damage to vital infrastructure. 400% increase in civilian casualties within acceptable limits. 80% increase in military casualties suspected coincidental. Overall, strong improvement.

After the battle is over, there is still much to do for both the GM and the Players. First, the GM must determine the available funds for repairing the Evangelions and providing upgrades. Once these funds have been determined, they may be spent on researching new possible upgrades for the Evangelions, or building additional support structures around the Base of Operations.

Take all of the Collateral Damage that was accrued during the battle and add it together. Then, consult the following chart. The less damage caused to the Evangelions and the area around them, the more Nerv can afford to spend on research and new construction projects in the form of Surplus.

<b>Surplus Funds</b>	
<b>Total Collateral Damage</b>	<b>Effect</b>
<b>5 or less</b>	Wildly successful battle! Nerv used almost none of its budget to accomplish this stunning victory, and the resulting surplus is staggering. Add 50 surplus to the Surplus Pool.
<b>6-10</b>	Very successful battle. Nerv has plenty of funding left over. Add 30 surplus to the Surplus Pool.
<b>11-20</b>	Successful battle. The Evas did their jobs well. Add 20 Surplus to the Surplus Pool.
<b>21-30</b>	Good battle. The Eva's managed to hold their ground against the enemy. 10 Surplus is added to the Surplus Pool.
<b>31-40</b>	Costly Battle. The Evas won, but with little resources to spare. Add 1d10 surplus to the Surplus Pool.
<b>41-50</b>	Very Costly Battle. The Evas performed poorly, and Nerv is struggling to keep all projects running. A mere 1d5 surplus is added to the Surplus Pool.
<b>51+</b>	Overwhelmingly costly battle. Good God, if you sucked any more we would all be dead! The Evas are repaired, but that's the limit to what the UN can spare after this catastrophe. As it stands, millions worldwide suffer for the Evas to function. No Surplus gained.

## Surplus

After Evangelion Repairs and Collateral Damage have been addressed, remaining funds are treated as Surplus. After surplus from a battle has been determined, it may be spent on researching new technologies, buying new equipment, or constructing new structures in or around the Base of Operations.

Remember that Surplus from a battle is in addition to the influx of 1 Surplus every week.

## Spending Surplus

Name	Prerequisite	Effect	Cost
<b>Facilitate Upgrades</b>	---	Purchase Upgrades at less cost.	2 Surplus
<b>Letter-Type Equipment</b>			
<b>A - Type Equipment</b>	---	Equip an Evangelion for flight.	3 Surplus
<b>C - Type Equipment</b>	---	Equip an Evangelion for deployment underwater.	4 Surplus
<b>D - Type Equipment</b>	---	Equip an Evangelion for deployment in hazardous environments.	4 Surplus
<b>E - Type Equipment</b>	---	Equip an Evangelion for deployment in space.	5 Surplus
<b>Research</b>			
<b>Ablative Technology</b>	---	Unlock Ablative Armor equipment.	40 Surplus
<b>HE Bolt Technology</b>	---	Unlock HE Bolt Weapons.	85 Surplus
<b>Hyper-Progressive Technology</b>	Scientific Advancement Tier 2	Unlock Hyper-Progressive Weapons.	35 Surplus
<b>Maser Technology</b>	---	Unlock Maser Weapons.	35 Surplus
<b>Positron Technology</b>	---	Unlock Positron Weapons.	85 Surplus
<b>Scientific Advancement Tier 2</b>	---	Unlock Tier 2 upgrades & equipment.	50 Surplus
<b>Scientific Advancement Tier 3</b>	Scientific Advancement Tier 2	Unlock Tier 3 upgrades & equipment.	100 Surplus
<b>Super-Solenoid Generation</b>	Scientific Advancement Tier 2	Allow Construction of S2 Organs.	20 Surplus
<b>Super-Solenoid Application</b>	Scientific Advancement Tier 3, Super-Solenoid Generation	Unlock advanced Super-Solenoid Weaponry and Weapon Upgrades.	50 Surplus
<b>Construction</b>			
<b>Support Structures</b>			
<b>Umbilical Port</b>		Place a new Umbilical Port in the Base of Operations.	5 Surplus
<b>Support Cache</b>		Place a new Support Cache in the Base of Operations.	10 Surplus
<b>Launch Port</b>		Place a new Launch Port in the Base of Operations.	20 Surplus
<b>Embarkation Point</b>		Place a new Embarkation Point in the Base of Operations.	20 Surplus
<b>Recessive Buildings</b>		Reduce the risk of Collateral Damage in the Base of Operations.	20 Surplus
<b>Barrier Plate</b>		Place a new Barrier Plate in the Base of Operations.	2 Surplus
<b>Entrapment System</b>		Place a new Anti-Angel immobilization system in the Base of Operations.	10 Surplus
<b>Turrets</b>			
Name	Prerequisite	Effect	Cost
<b>Pallet Turret</b>	---	Place a new Pallet Turret in the Base of Operations.	4 Surplus
<b>Missile Bank</b>	---	Place a new Missile Bank in the Base of Operations.	5 Surplus
<b>Bakelite Sprayer</b>	Scientific Advancement Tier 2	Place a new Bakelite Sprayer in the Base of Operations.	5 Surplus

<b>Maser Turret</b>	Maser Technology	Place a new Maser Turret in the Base of Operations.	5 Surplus
<b>Bolt Turret</b>	HE Bolt Technology, Scientific Advancement Tier 2	Place a new Bolt Turret in the Base of Operations.	10 Surplus
<b>Positron Turret</b>	Positron Technology, Scientific Advancement Tier 2	Place a new Positron Turret in the Base of Operations.	15 Surplus

## Facilitate Upgrades

With sufficient surplus, modifications for the Evangelions are much easier to requisition. By spending 2 points from the Surplus Pool, the pilots can ensure that all Upgrade Points cost only half the normal amount of Experience to buy until the end of the next battle. This option may be bought only once per session.

## Letter-Type Equipment

Letter-Type Equipment represents advanced loadouts for the Evangelions designed to prepare them for drastically different deployment environments. The Evangelions are equipped with B-Type Equipment by default, and within a matter of hours may be outfitted with any other set of Letter-Type Equipment currently in stock.

Each purchase of a set of Letter-Type Equipment purchases a single set of this equipment only, which may be used by any of the Evangelions. In order to field all available Evangelions into nonstandard-environments, multiple sets of each equipment type must be purchased.

However, Nerv is not completely unprepared. The development of the Letter-Type Equipment has not happened all at once, and in fact development of some equipment types began before construction of the Evangelions themselves. Some forms of Letter-type Equipment contain entries on Prototype and Test Type versions of the Letter Type Equipment in question. Nerv is assumed to have access to 1 set of both the Prototype and test Type version, which may be fielded should Nerv lack access to the fully developed versions of the equipment in sufficient quantity. However, these Prototype and Test Type versions are noticeably inferior to the fully developed version, though often still better than using the B-Type Equipment in that situation.

The available Letter-Type Equipment loadouts are described below:

### Only two things are certain...

Facilitate Upgrades is meant to provide players with a meaningful choice after every battle, however for many groups this upgrade seems like a 'Tax' after every battle which is not what is intended.

If so desired, Facilitate Upgrades could be changed to work permanently at an increased cost of 20.

It could also be made to cover each of the three Upgrade Points separately, or may be provided for free to the group if you think they could use any help they can get.

## **A-Type**

The A-Type Equipment represents a dead end in the development of the early Evangelions. With time to spare before the arrival of the Angels, optimistic science and engineering teams were convinced that the S2 Engine would be safely developed, tested and installed by the time of the first Angel attack. With this assumption about the Evangelion's operating time, original Evangelion designs were based around extended long distance self deployment to engage and destroy the Angels wherever they chose to appear. To this end, the original Evangelion armor prototypes were outfitted with removable thrusters and jump jets for the purpose of long distance travel. Obviously, power supply issues forced this branch of development to be scrapped. However, for shorter distance trips the technology still works.

Unlike most other types of equipment which are designed to be an extension of the Eva's armor, the A-Type Equipment is designed to be a replacement, specifically one with significantly lighter armor. While the A-Type equipment is in use, armor for all areas is treated as 2 lower. However, even with this reduction in weight, fuel storage and weight distribution makes only short jumps practical. Each Evangelion can carry enough fuel for a number of short "jumps" equal to one less than the Evangelion's Strength Bonus. Using this flight system to move is a half action, but moves you a distance as if you had used the Run action. However, in any round in which these jumps are used the sudden speed changes put stress on the Eva's targeting computers, imposing a -10 penalty to Weapon Skill and Ballistic Skill for 1 round.

An Evangelion outfitted with A-Type equipment is carrying large containers of some of the most powerful rocket fuel developed by man. Until the Eva has used its maximum number of jumps, whenever it takes critical damage to the body from an attack dealing Energy or Explosive damage, there is a 50% chance that the Evangelion takes an additional 1d5 X damage and catches on fire.

While the A-Type Equipment is poorly suited for long term propelled flight, it is well built for gliding. If deployed in the air from a Nerv Evangelion Carrier plane, the Eva may activate the A-Type equipment and sustain flight for an extended period of time. In order to sustain this flight, they must expend enough fuel to count as a single use of their jump ability every 20 kilometers. After all fuel has been expended, they glide an additional 1d10+5 kilometers and then crash, taking falling damage equal to 1d10+7 (the equivalent of a 9 dm straight drop). If all fuel has not been expended, the Eva may land safely.

If an Evangelion is equipped with an S2 Engine, the thrusters do not require fuel, and as none is stored it may not be ignited by critical damage. If Super Solenoid Application has also been researched, than the thrusters are replaced with morphic retractable wings like those of the Mass Production Evangelions.

## **B-Type**

The B-Type equipment is the second generation of intended Evangelion restraining armor, and is the Type most commonly associated with the Evangelion. Designed to act as both protection for the Evangelion and its pilot, as well as proper restraint so that the Evangelion can



be piloted at all, the B-Type equipment is reasonably functional in terms of mobility as well as ability to protect the user in both ranged and close quarters combat. Simply put, this is the standard, unmodified Evangelion equipment.

## **C-Type**

The C-Type Equipment represents the first example of Nerv's intention to engage and destroy the Angels wherever they might appear. While the standard B-Type equipment is capable of supporting the life of the Evangelion when completely submerged in water, it is not designed for underwater movement, much less combat.

The C-Type equipment fits as a cover for the rest of the Evangelion, adding to its armor in most places and increasing its armor by 1 for all Body Locations. However, this is not to be taken as a free protective upgrade. If used on land, the Evangelion suffers a -20 to Weapon Skill, Ballistic Skill and Agility. However, it is designed to work well in water, and the Evangelion suffers no penalties from moving underwater.

The C-type equipment, in addition to the turbines and pressure suit that allow the Eva to operate when submerged, also contains buoyancy tanks capable of halving the rate at which the Evangelion sinks per round. In case of emergency, any Evangelion wearing C Type equipment no deeper than 1000 meters may activate an emergency flotation device that immediately causes the Eva to rise 100 meters per round until they reach the surface.

Each section of the C-Type Equipment is sealed off from the rest of the suit and independently pressurized, to prevent truly catastrophic decompression. This pressurization system as a whole allows the Evangelion to be effected by the pressure as if they were in fact 1000 meters less deep than they truly are. Should an Evangelion take Critical Damage to a body part, that body part now suffers from all of the effects of pressure as normal for the depth that the Evangelion is at.

**Prototype:** As above, but only treats the pressure depth as 500 meters less and lacks individualized pressurization entirely. Should the C-Type equipment be breached by critical damage to any body part, the entire Evangelion is now exposed to the true pressure around them.

**Test Type:** As above, but only treats the pressure depth as 800 meters less.

## **D-Type**

The D-Type Equipment is supplementary hazardous environment gear. Originally designed and tested for extremes of pressure, temperature and radiation, the D-Type Equipment can keep the Evangelion safe in all but the most extreme of situations at the cost of virtually all mobility.

Regardless of where the Eva is deployed, the D-Type Equipment imposes a -10 WS, a -20 BS, and a -20 Ag from its cumbersome design. The Eva also suffers from a -10 Perception

due to its vision-constraining helmet. However, it is heavily reinforced, granting an additional +4 armor to all areas, making the wearing immune to fire and flame based weaponry, and halving the damage from any energy weapon due to its energy-reflective outer shell.

While the D-Type Equipment is in place, the Entry Plug may not launch for any reason.

If deployed in the Ocean the D-Type equipment suffers an additional -10 AG whenever not standing on something, and may treat the ocean pressure around it as if it were 8000 meters higher than it really is.

If deployed into molten rock, the D-Type equipment keeps the pilot safe until they reach a depth of 1100 meters.

If deployed into space, the Evangelion is protected but lacks any means to making itself move.

While normally supplied by a reinforced Umbilical Cable, should this cord ever be cut the Evangelion lacks the mobility required to replace it without assistance. Only a Mobile Support Platform or a fellow Evangelion may manually replace the plug with a new one.

**Prototype:** While still immune to flame based weapons, the D-Prototype lacks the advanced energy reflective coating, and takes full damage from Energy weapons. In addition, its reinforcement is sub-standard, granting it only 2 armor to all places and halving the effective distance in meters higher it is treated as in all situations. Finally, the Prototype's design does not carry its own weight very well, imposing a -10 to the Evangelion's Strength.

**Test Type:** As the fully researched type, but only treating its armor to all areas as 3. The Test Type had not yet fixed the support issues of the Prototype, and still suffers from a -10 Strength.

## **E-Type**

The E-Type equipment is, quite simply, a modification of the D-Type equipment made to maneuver in zero gravity. While worn, the Evangelion is protected from all of the hazards of space, though the D-Type's enviable energy-reflective coating was regrettably removed to make way for an advanced anti-radiation layer designed to allow the Eva to operate even during a powerful solar flare.

Each section of the E-Type equipment is individually pressurized and protected, preventing a single breach from compromising the entire suit. However, should the Evangelion take a point of Critical Damage to any body location, that section of the suit is compromised and that body part is rendered inoperable almost instantaneously as a result of decompression and flash freezing. Should this happen to the Head or Body, the Evangelion is defeated.

While the E-Type Equipment is in place, the Entry Plug may not launch for any reason.

The E-Type equipment takes advantage of its intended low-gravity environment to attach additional batteries to the Eva's back. The Evangelion may operate for a total of 20 rounds without an Umbilical (which it is unlikely to have access to in space) though the Eva has considerably less actual fuel.

For movement in space, the E-Type equipment is outfitted with a system of thrusters, allowing it to affect its movement for 10 rounds worth of actions. Once this movement change is made, the Evas last trajectory change becomes constant until stopped. For example, an Eva that moves forward 20 dm will continue to move forward every round until they change their movement again. This constant motion is not under the Evangelion's control, and does not require any further actions on the Evangelion's part to maintain. It takes a half action for an Evangelion to intentionally halt itself.

**Prototype:** The E-Prototype was designed simply to support the Evangelion in orbit, with little development in its more practical aspects. This version of the E-Type has a smaller battery which only allows for 15 rounds of operation, and enough fuel for 3 rounds worth of movement changes. In addition, its radiation shielding is sub-par, and a solar flare or similarly powerful radiation burst can stun the Eva for 1d5 rounds.

**Test Type:** As the fully researched type, but only carries enough fuel for 6 rounds worth of movement changes.

NERVA

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# Research

"The harnessing of antimatter as a potential energy source is the most significant scientific development since electricity. Twenty times more efficient than nuclear fusion, it is not only the most efficient fuel available but the most efficient fuel physically possible. The true potential of this advance will not be uncovered for centuries of dedicated research.

And, naturally, the first thing they ask me to do with it is stick it in a bullet so they can shoot things with it."

-Dr. Chandrahan

By spending Surplus Points, Players can research new technologies to unlock new upgrades for their Evangelions. Not all of the funding for a new technology need be spent on it at once, and new funding for a technology stacks with all previous funding spent on researching that technology. Multiple research projects may be going on simultaneously.

Possible Research Projects include:

## *Ablative Technology*

Cost: 40 Surplus

Ablative Armor is made of specially designed composite materials that are not especially strong and under stress dissolve almost instantly. While this sounds like an incredibly poor material to make armor out of, by destroying itself the Ablative material absorbs and negates all of the force or energy from an attack. While the Ablative Armor itself is destroyed, what it was put in place to protect is completely unharmed. What makes this especially useful is that the force of the attack that destroys the Ablative Plate doesn't matter. An Ablative Plate can absorb an armor piercing high powered beam of energy just as easily as it can absorb a small missile. Once fully researched, Ablative Technology allows the purchase of Ablative Structural upgrades.

## *High Explosive Bolt Technology*

Cost: 85 Surplus

High Explosive Bolts are a simple application of high science. Each HE Bolt Shell is an armor piercing rocket propelled grenade. While such a thing is not particularly advanced science, the HE Bolt Shell takes it one step further by making the warhead a self-contained positron charge surrounded by explosive polymer. In short, in addition to the strength of a normal explosion is a small anti-matter reaction. While not the focused destructive force that a full positron weapon uses to breach an A.T. Field, the anti-matter reaction is enough to cause a Angel serious harm on a direct hit.

However, creating a weapon to fire this incredibly heavy projectile is even more difficult than creating the Bolt Shells in the first place.

Once fully researched, High Explosive Bolt Technology allows the purchase of High Explosive Bolt Weapons.

### *Hyper-Progressive Technology*

Cost: 35 Surplus

A Standard progressive weapon operates by vibrating at such a high frequency that its own friction with the air causes it to become white hot. At this speed, the oscillation results in a chipping and shearing effect not entirely unlike a chainsaw or jackhammer. However, such technology has always been hindered by the structural integrity of the weapon, usually resulting in any large weapon shattering on contact with a solid target.

Recent scientific advances, however, make it possible to remove such restrictions. By building the weapon out of a series of seamlessly interlocking progressive sections, the vibration of the weapon can be balanced enough to prevent the weapon from shaking itself apart. Similarly, these individual progressive sections can be designed to work in harmony, accelerating the oscillation of the weapon to previously unimaginable speeds. Once fully researched, Hyper-Progressive Technology allows the purchase of Hyper-Progressive Weapons.

### *Maser Technology*

Cost: 35 Surplus

A maser is a device that produces coherent electromagnetic waves through amplification due to stimulated emission. Historically the term came from the acronym "**M**icrowave **A**mplification by **S**timulated **E**mission of **R**adiation", although modern masers emit over a broad portion of the electromagnetic spectrum. Many modern masers are widely mistaken for being lasers, a similar concept made popular by Pre-Second Impact Science Fiction.

Maser weaponry is on par with solid projectiles for destructive potential, however it often far exceeds solid projectiles in terms of range. In addition, the lack of recoil combined with proper cooling mechanisms make creating rapid fire Masers simple, even in the early prototype stages. Also, the advanced battery technology that keeps an Evangelion operating is more than capable of providing power for the relatively energy-efficient Maser weapon.

Once fully researched, Maser Technology allows the purchase of Maser Weapons.

### *Positron Technology*

Cost: 85 Surplus

The Positron is the antimatter counterpart of the electron. The positron has an electric charge of +1, a spin of  $\frac{1}{2}$ , and the same mass as an electron. When a low-energy positron collides with a low-energy electron, annihilation occurs, resulting in the production of two or more gamma ray

photons. The existence of positrons was first postulated in 1928 by Paul Dirac as a consequence of the Dirac equation.

Positron weapons fire a thin but dense beam of positrons with an ablative layer of ionized air around the beam to slow its loss of energy. This beam of energy is dense and powerful enough that it can even punch through the defensive bubble of an A.T. Field. However, much of the beam's energy is lost immediately after leaving the projector, and without a massive amount of starting energy a positron beam can prove ineffective against an Angel. Once fully researched, Positron Technology allows the purchase of Positron Weapons.

### *Scientific Advancement Research*

Cost: 50 Surplus/100 Surplus

Where research into technology paths, such as positron generation and ablative plate construction, open up specific new construction and upgrade options, research for general scientific advancement has applications in all fields. Whether it be more powerful supercomputers, more efficient superconductors, or light but strong carbon composites, this general scientific research opens up new practical applications in every field, even those of new technologies.

Unlike other research projects, Scientific Advancement must be researched twice to unlock its full effect. The first research path has a cost of 50 surplus, and unlocks all equipment and upgrades requiring a research tier of 2.

The second research path costs an additional 100 surplus, and may not be begun until the first Scientific Advancement research path is completed. This research unlocks all equipment and upgrades requiring a research tier of 3.

### *Super-Solenoid Generation*

Cost: 20 Surplus

Before the events leading up to Second Impact, the Super-Solenoid Theory of Spontaneous Energy Extraction was regarded as little better than a quaint theoretical model. In most scientific circles, it wasn't even considered that. However, among the many groundbreaking discoveries during the ill-fated Katsuragi Expedition was the fact that Adam (and by extension his creations the Angels) perform the Super-Solenoid reaction as a natural process, presumably as their primary source of energy to fuel their reality-bending AT Field manipulations. What was truly amazing about this discovery was that the Angels seemed to make this process self-perpetuating, producing a high output of energy with no fuel and with no apparent limit on how long this process could be carried out before becoming unstable.

With this amazing discovery made, the Super Solenoid Engine has since become the holy grail of scientific achievement: a man made device to mimic the process found in the Angels capable of generating super-high energy outputs , forever and without pause or fuel.

Sadly, a true Engine has yet to be designed. However, recent Magi analysis of data collected from Evangelion encounters with active Angels, man's understanding of this science

has been rapidly increasing by leaps and bounds. A man-made engine may be beyond human technology to fabricate. A grown organ, however...

Once fully researched, Super-Solenoid Generation allows the purchase of the S2 Organ Biological Upgrade.

### *Super-Solenoid Application*

Cost: 50 Surplus

With the creation of the Super-Solenoid Organ, mankind's understanding of the universe has both increased and branched out into truly bizarre branches of research. The Angels themselves are lifeforms made out of apparently inorganic compounds, and while previously inert under observation S2 technology has given scientists the ability to generate and manipulate these compounds in ways that seem to violate physical laws entirely. While much of this influx of new data can be explained by the successful creation of a Super-Solenoid system, there are whispers that the leaps and advances are simply too great too quickly for that to be the sole explanation. It may very well be the case there is more research into how the Angels function than even most of Nerv is aware, or that access to a functioning S2 organ has allowed Nerv greater access to the Lance of Longinus.

Once fully researched, Super-Solenoid Application allows the purchase of S2 Weapons and Weapon Upgrades.

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# Construction

## Support Structures

Support Structures are buildings designed to provide aid to the Evangelions while they fight within the Base of Operations.

Without them, the Evangelions would be unable to deploy, re-arm, or even power themselves for more than 5 rounds. While not directly increasing the combat potential of the Evangelions, a well placed support structure can change the entire layout of the battlefield, and what tactics may be implemented.



All Support Structures have building costs, deducted from the current surplus. Once placed, Support Structures may not be moved. If damaged or destroyed, add the wounds requiring regeneration for the Support Structure to the Collateral Damage Pool. When Collateral Damage is repaired, so are the Support Structures.

<b>Umbilical Ports</b>
Building Cost: 5 Surplus
Wounds: 1
Armor: 0
These are hatches in the ground from which a spare Umbilical Cable may be deployed for increased range of operation through the city. These cables are 80 dm long.

<b>Support Cache</b>
Building Cost: 10 Surplus
Wounds: 2
Armor: 1
A Support Cache is a false building that contains a smaller version of the launch rails seen in Launch Ports. These points may not be used to deploy Evangelions, but can be used to deploy extra weapons or ammunition. They also contain an Umbilical Port with a 60 dm long cable for emergency use.

## Fortress Cities.

It is entirely possible a team more concerned about survivability rather than funds will try and stick to the safety of the city and use the terrain to its full advantage.

All buildings provide suitable terrain for the purposes of the Concealment skill as well as reasonable cover, however buildings that are not support structures aren't meant for this, and as such they only have an AP of 1 and 1 wound. In the case of larger or more important buildings these numbers may be raised to 2 however these will be unusable if the Recessive Buildings upgrade has been purchased, since they will be safe underground.

Any time an attack hits a building used as cover, add a point of collateral damage to the collateral damage pool.



<b>Launch Port</b>
Building Cost: 20 Surplus
Wounds: 5
Armor: 4
A false building or section of street that opens to reveal launch rails for an Evangelion. These points automatically contain Umbilical Ports with 60 dm long cable, and may be used to deploy additional weapons and ammunition after the Evangelion has been launched. Evangelions deployed from this point arrive at the beginning of the Combat phase. Additional weapons or ammunition arrive 1 round after being requested, assuming that the gear is something that the Base of Operations has in stock.

<b>Embarkation Point</b>
Building Cost: 20 Surplus
Wounds: 8
Armor: 3
Often a section of false terrain, these points contain an enormous cargo elevator that is capable of deploying up to three Evangelions from the same point. While also capable of supplying additional weapons or ammunition to the battlefield, it is notoriously slow. Anything deployed from this point takes an extra 2 rounds to arrive. This includes Evangelions at the beginning of the phase.

<b>Recessive Buildings</b>
Building Cost: 20 Surplus
Wounds: --
Armor: --
Recessive Buildings is an advanced system of gears and rails that allows primary buildings to recede into the ground, where they are much less likely to be caught up in the firefight against the Angel. Not technically an individual structure, this represents a more extensive city-wide upgrade to major buildings and skyscrapers.
Once Recessive Buildings have been purchased, all area effects within the Base of Operations deal 1 less point of Collateral Damage.

<b>Barrier Plates</b>
Building Cost: 2 Surplus
Wounds: 4
Armor: 4
Barrier Plates are solid, reinforced sheets of metal that can be placed at key points in the city, often intersections. Normally, they remain in small bays underground, but at the push of a button they slide up, standing some 5 dm high and 2 dm wide. Once requested, the sheets deploy 1 half action later (or are deployed as a reaction action by an Operations Director), and may be used by the Evangelion to provide cover or block an expected enemy attack. In terms of Dark Heresy cover rules, it provides a +4 AP bonus to all appropriate areas.

<b>Entrapment System</b>
Building Cost: 10 Surplus
Wounds: 10
Armor: 2
<p>The Entrapment system is a dense cluster of fake buildings, or an additional floor added to small preexisting buildings, housing a collection of hundreds of rocket-propelled armor-piercing harpoons and grappling hooks connected to spools of high-tension steel cable. While any single cable could be snapped with ease by something the size of an Angel, when fired all at once this system has the potential to snare a target of Hulking Size or smaller and drag it to the ground, forcing it prone.</p> <p>The Entrapment System takes up a single 10-dm wide square. If an acceptable target is lured into this space, the trap may be triggered. This is resolved as a grapple attempt, where the trap has an effective WS of 50 owing to its mass attack and element of surprise, and an effective Strength of 30.</p> <p>This system may also be used to restrain a Berserking Evangelion should it become hostile to its allies.</p>

## Turrets

Turrets are defensive structures to be used to aid the players in both the Static Defense and Combat stages. They are easily destroyed and lack the power of A.T. Fields, making them virtually useless against an Angel at full strength. However, when an Angel's A.T. Field has been neutralized, the turrets volume of fire can turn defeat into victory.

All turrets have building costs, deducted from the current surplus. Each Turret type also has its own Ballistic Skill for determining attacks. Once placed, Turrets may not be moved. If damaged or destroyed, add the wounds requiring regeneration for the turret to the Collateral Damage Pool. When Collateral Damage is repaired, so are the turrets.

<b>Pallet Turret</b>	
<b>Prerequisite:</b> None	
<b>Building Cost:</b> 4 Surplus	
Pallet Turrets are mounted batteries of cannons designed to launch the same shells as the Pallet Gun, and share many qualities with its Evangelion carried version. It is cheap, easily repaired and replaced, and almost entirely useless.	
<b>Wounds:</b> 1	<b>Ballistic Skill:</b> 50
<b>Attack:</b>	30 dm; S/-/2; 1d10 I; Pen 0; Clip 10; Inaccurate, Unreliable

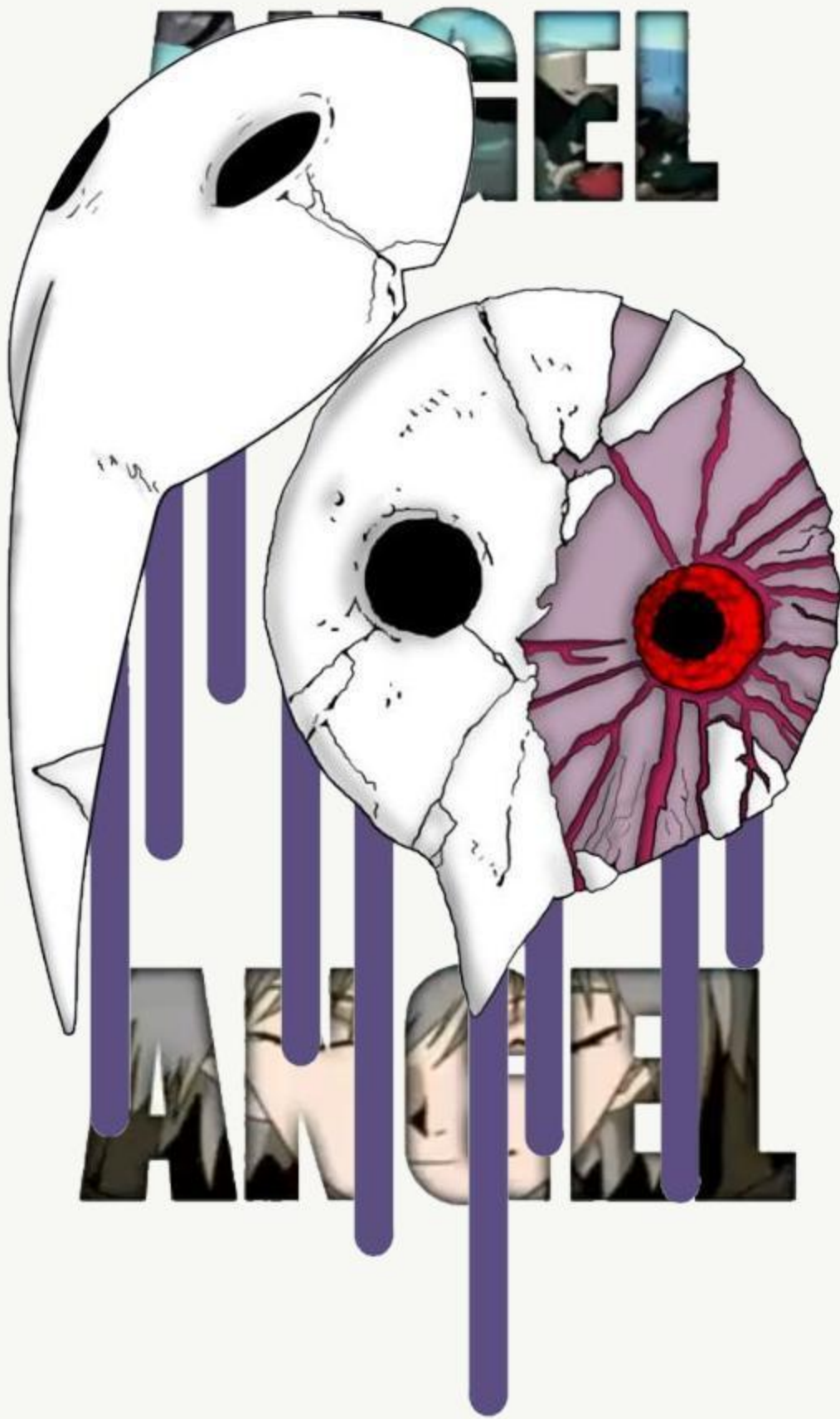
<b>Missile Bank</b>	
<b>Prerequisite:</b> None	
<b>Building Cost:</b> 5 Surplus	
Missile Banks are small buildings stocked with an arsenal of small, long range missiles. While less damaging than most other turrets, Missile Banks can fire repeatedly at extreme range.	
<b>Wounds:</b> 1	<b>Ballistic Skill:</b> 75
<b>Attack:</b>	120 dm; S/-/4; 1d10 X; Pen 1; Clip 20; Accurate

<b>Bakelite Sprayer</b>	
<b>Prerequisite:</b> Research Tier 2	
<b>Building Cost:</b> 5 Surplus	
The Bakelite Sprayer may look like a turret, and function like a turret, but its true purpose is rather different. Instead of attempting to damage the Angel, this structure draws from underground tanks to spray restraining Bakelite on the target. Any foe hit by this spray has its Agility reduced by 1d10 as the red liquid quickly hardens into a superhard plastic, also granting a +1 to armor for whatever body location was hit. If the effected Body Location is later hit and successfully damaged, all armor accumulated by the Bakelite is removed and the Angel regains its lost Agility. If the Angel's Agility is reduced to 0, it is immobilized. This attack may be dodged or deflected by an A.T. Field as normal.	
<b>Wounds:</b> 1	<b>Ballistic Skill:</b> 50
<b>Attack:</b>	10 dm; S/-/-; See Text; Pen 0; Clip 4

<b>Maser Turret</b>	
<b>Prerequisite:</b> Maser Technology	
<b>Building Cost:</b> 5 Surplus	
Maser Turrets combine the rapid fire, energy efficient technology of Masers with the city's power supply and heavier cooling systems. While not nearly as long range or damaging per shot as even the pallet gun, these maser turrets can fire lightning fast at anything that comes close, and have unlimited ammunition so long as the city remains powered.	
<b>Wounds:</b> 1	<b>Ballistic Skill:</b> 60
<b>Attack:</b>	20 dm; -/-/4; 1d5+1 E; Pen 0; Clip <i>see text</i>

<b>Bolter Turret</b>	
<b>Prerequisite:</b> Research Tier 2, HE Bolt Technology	
<b>Building Cost:</b> 10 Surplus	
Bolter Turrets are of heavy construction, and despite their advanced computer controlled targeting systems are not especially accurate against moving targets. In addition, the explosive nature of the HE Bolt shells makes storing large quantities of them in the turret unwise for safety reasons. However, due to their incredible payload Bolt Turrets are still one of the most effective defensive structures against the Angels.	
<b>Wounds:</b> 3	<b>Ballistic Skill:</b> 45
<b>Attack:</b>	40 dm; S/-/-; 1d10+5 X; Pen 1; Clip 5; Tearing

<b>Positron Turret</b>	
<b>Prerequisite:</b> Research Tier 2, Positron Technology	
<b>Building Cost:</b> 15 Surplus	
Positron Turrets consume an incredible amount of power. However, they represent the only defensive structure that can be said to truly pose a threat to an angel, given the ability of Positron weaponry to penetrate A.T. Fields. The Positron Turret uses mass produced parts to form a heavier, higher output beam than that of the Positron Rifle, though at the cost of a required cool down time between shots. The Positron Turret has more than enough power to draw on as long as the city's power grid is operational, but after a mere four firings several of its fuses and mechanisms have burnt out and must be replaced.	
<b>Wounds:</b> 2	<b>Ballistic Skill:</b> 50
<b>Attack:</b>	100 dm; S/-/-; 2d10 E; Pen 5; Clip 4; Recharge, Positron



# ADAM'S CHILDREN

Felling Angels

- The Angels you Know

- Additional Opponents

- Creating New Angels

Neon Genesis Evangelion has one of the densest, most widely debated plots in anime or any other medium. As such, some of the bigger concepts (such as the origin of the Angels and what their motivation is) can be hard to pin down.

Adeptus Evangelion assumes the following to be true:

## **In the Beginning**

In the distant past, an advanced alien civilization was seeding life throughout the galaxy. They achieved this by sending powerful artificial beings to worlds where they could reshape and populate it accordingly.

There were at least two models of these progenitor beings, and possibly more. Adam was one that was sent in a massive white sphere, which crashed into what is present day Antarctica. From there, he set about preparing the world to be filled with his creations.

## **First Impact**

But things didn't go according to plan. Another of the Progenitor's seeds was somehow knocked off course and failed to reach its planned destination. Instead, it crashed on Earth as well. This was how Lilith came to be on earth, and her vessel was the giant black sphere beneath the Base of Operations that would later be used by Nerv as the Geofront.

Adam and Lilith were designed to create two very different kinds of life, and neither was meant to coexist with the other. The exact details of their conflict are unknown, but in the end both of them were severely wounded. Adam returned to his sphere in Antarctica, and Lilith returned to her sphere, where they both sat in recovery for billions of years. The Lance of Longinus, a powerful tool and weapon belonging to either Adam or Lilith, was left in the Dead Sea.

During their conflict, Lilith's blood had been spilt and infected the Earth's oceans, creating the primordial soup that gave rise to all life on Earth.

## The Road to Second Impact

At some point in early human history, mankind came into possession of the knowledge of the Angels. Either a result of precognition or the discovered knowledge of the great Progenitor race that sent Adam and Lilith in the first place, there was written a manuscript detailing the events of Second and Third Impact, and how they might be brought about. This secret was hidden as part of the Dead Sea Scrolls, a part that an organization known as SEELE made sure was never revealed to the world.



SEELE later recovered the Lance of Longinus and funded the ill fated Katsuragi Expedition to find and study the dormant Adam. After they had the information they desired, SEELE provided the Expedition with the Lance for a “Contact Experiment”.

The result was Second Impact. Adam awoke, in the form of a Giant of Light, and recognized humanity as the creation of his enemy. Had he been left unchecked, humanity would not have survived. The Katsuragi Expedition, in a desperate ploy to minimize the damage, used the Lance of Longinus to reduce Adam to embryonic form. The resulting release of energy vaporized Antarctica.

The explosion also scattered, or even created, the Cores that would eventually give rise to the Angels. It would take them roughly 15 years to develop.

## FELLING ANGELS

"The core is the one thing that matters in Angel combat. Every last one of them, no matter how perverse on the outside, can be killed by cracking the core. It doesn't take much, either. There were weapons already in our forces that could crack them open. Problem is, just because the outside's not important don't mean we don't have to spend three hundred billion a year to get through it."

-Sergeant Walters, 2Div Infantry.

Killing Angels has three primary steps.

### **Step One: Breaching the A.T. Field**

An A.T. Field represents the ultimate defense. As long as it is active, even weapons of mass destruction are of little threat.

All Angels have A.T. Fields, and many have A.T. Fields of incredible strength. Anyone meaning harm to an Angel must first find a way to breach this defense, either through neutralizing it with your own A.T. Field or through powerful Positron weaponry.

### **Step Two: Disabling the Angel**

While not technically a required step, failing to do so will make step three incredibly difficult. Even with its A.T. Field breached, an Angel is nothing to be underestimated. They often have powers and attacks that cut through armor like paper, or they simply attack your mind directly.

The only way to disable an Angel is through massive damage to the body or, if it possesses one, the head. Damaging the other limbs will also cripple its ability to resist, though the Angel will be incapacitated at most rather than disabled.

### **Incapacitated**

An incapacitated Angel must remain still as it tries to repair internal damage, losing its Regeneration trait and regenerating instead at a rate of 1 wound/hour to all parts. In addition the Angel takes a -10 to all tests until such a time that it no longer has any Critical Damage. If the Angel is engaged by an Eva, or feels threatened, it may attempt to fight back in its wounded state, but any hour in which it moves or attacks does not count towards its regeneration of wounds as the S2 Organ cannot handle the stress of regeneration and combat at the same time.



## Disabled

A disabled Angel is like an incapacitated one, but the damage is so severe the regeneration rate is 1 wound/day instead. The Angel can only take a single Half Action each turn and it cannot spend or burn fate points to regenerate. If the Angel is engaged by an Eva, or feels threatened, it may attempt to fight back in its wounded state, but any day on which it moves or attacks does not count towards its regeneration of wounds as the S2 Organ cannot handle the stress of regeneration and combat at the same time.

Angels that have taken too much damage trying to reach their objective will likely attempt to flee or, if that turns out to be impossible, self destruct their core dealing 1d10+5 E damage to any nearby Evangelions and firing an Angel's Cross into the sky.

Both of the above conditions remain until all critical damage has been healed, and their regeneration stops automatically if the Angel comes under attack as the S2 Organ cannot handle doing such a delicate procedure and fighting at the same time.

Each Angel has 1 fate point. In addition to the normal uses of a Fate Point, they may spend this fate point to regenerate 1d5 wounds to a single body part, or burn it to either heal 1d5 wounds to the core, regenerate any other limb by an amount equal to its TB, or somehow avoid an attack that would have been fatal (rendering any successful attack or damage rolls entirely null and void for that single attack).

If the regenerated wounds are enough to bring the limb from critical damage to a normal state, the Angel recovers from all penalties induced by the critical injury such as being stunned or blind. In addition, the regrown limb has a chance of being better than before and the Angel rolls on the appropriate Angel Regeneration Table below:

<b>Angel Regeneration: Head</b>	
<b>Roll result</b>	<b>Effect</b>
<b>01-25</b>	No special abilities.
<b>26-50</b>	The head grows back with 1d5+1 extra eyes, granting the Angel improved offensive capabilities in the form of +5 to BS and the Hatred (Evangelions) Talent.
<b>51-70</b>	Unwilling to risk sensory deprivation, the reborn head is excellent at perceiving its surroundings, giving the Angel the A.T Ping Power and the Unnatural Senses trait.
<b>71-85</b>	The Angel grows an extra head, it gains +10 Toughness (for a total of +20) and gains the Combat Master talent.
<b>86-00</b>	The new head has developed uncanny A.T manipulation abilities, the Angel gains a random offensive A.T Power with the added benefit that it costs 0 ATP to use.

### Angel Regeneration: Body

Roll result	Effect
01-15	No special abilities.
16-50	The new body grows back covered in spikes, any evas attacking it in melee must pass an easy (+10) Agility Test or receive Rending damage equal to the Angel's TB. Unarmed attacks fail this test automatically and spears succeed automatically.
51-70	The Angel regrows a new body and discards what is left of the old one, which becomes an Angelspawn with the same base stats and physical attacks as the parent, but none of the Traits, Talents, Skills or A.T Powers and is one size category smaller.
71-85	The new body provides the Angel with a protective membrane over the core, giving it the Armored Core trait (see Zeruel).
86-00	The Angel doesn't just grow back a larger body, the regeneration extends to cover the rest of the Angel itself and it now counts as an enemy one size category larger. Fear tests must be rerolled accordingly.

### Angel Regeneration: Arm

Roll result	Effect
01-20	No special abilities.
21-40	The Angel's hand glows with a terrifying power, attacks with it deal energy damage and have the Power Field quality.
41-75	The new arm is unnaturally long and capable of bending, attacks with it gain the flexible quality and can now attack at up to 10 dm away.
76-90	The arm is covered in razor sharp teeth, and attacks with it gain the Tearing quality.
91-00	From the stump grows a tentacle-like whip of energy instead of a new arm (10 dm; 1d10+4 E; Pen 2; Flexible) with the Destroy Weapon Trait (see Shamshel).

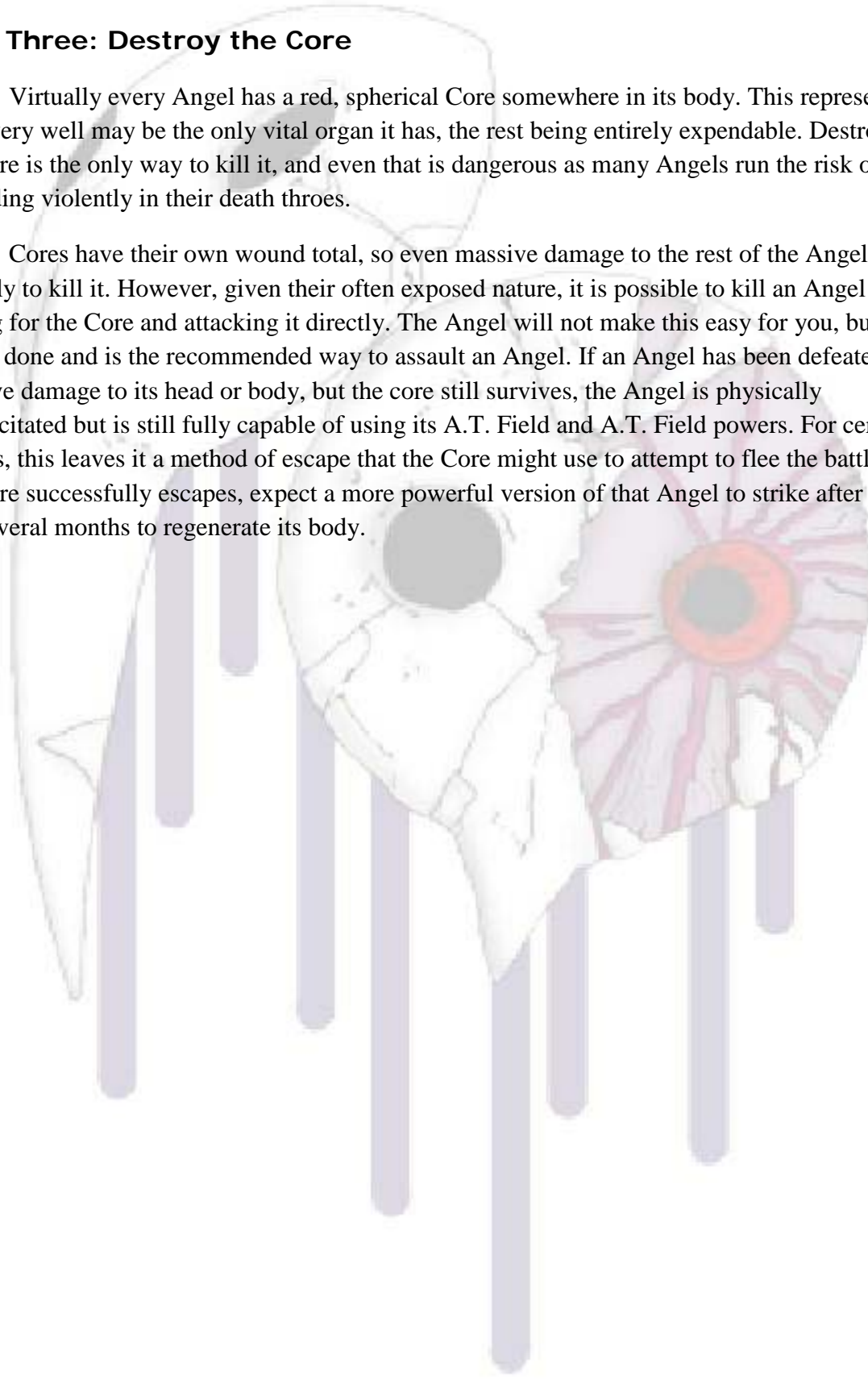
### Angel Regeneration: Leg

Roll result	Effect
01-40	No special abilities.
41-70	Improving the footwork and reflexes of the previous one, the new leg gives the Angel the Step Aside talent.
71-80	The new leg is built to compress and expand with all of the force of a powerful piston, and similar mutations have appeared in the other leg(s) as well. The Angel may now, as a half action, leap a distance equal to what they could normally cross as a full move.
81-90	A longer leg grows to replace the original, and all other legs mutate to make the Angel taller, its size category does not change but it now counts as if it had the higher ground.
91-00	The Angel grows a leg that is stronger and better suited to hitting things, providing a kick attack (1d10+S*2 D), in addition the Angel gains the Gravity Kick talent and gets to use falling distance as a bonus rather than a penalty, but falls prone and takes full falling damage if the attack were to miss.

### Step Three: Destroy the Core

Virtually every Angel has a red, spherical Core somewhere in its body. This represents what very well may be the only vital organ it has, the rest being entirely expendable. Destroying the Core is the only way to kill it, and even that is dangerous as many Angels run the risk of exploding violently in their death throes.

Cores have their own wound total, so even massive damage to the rest of the Angel is unlikely to kill it. However, given their often exposed nature, it is possible to kill an Angel by aiming for the Core and attacking it directly. The Angel will not make this easy for you, but it can be done and is the recommended way to assault an Angel. If an Angel has been defeated by massive damage to its head or body, but the core still survives, the Angel is physically incapacitated but is still fully capable of using its A.T. Field and A.T. Field powers. For certain Angels, this leaves it a method of escape that the Core might use to attempt to flee the battle. If the Core successfully escapes, expect a more powerful version of that Angel to strike after it has had several months to regenerate its body.



# THE ANGELS YOU KNOW

What follows are Adeptus Evangelion conversions of each of the Angels we see appear in the series. Each Angel also has in its description possible alterations that you might make to them in order to avoid players exploiting their knowledge of the series to make battles easier, as well as recommended tactics for the Angel to employ.

## New Traits

### Angel

The enemies of humanity, Angels have incredible control over their forms, achieving a biological integrity that would be impossible outside of the A.T. Field.

All creatures with this Trait double their Toughness Bonus, are immune to fatigue, and often have access to unique A.T. Field Powers. In addition, all Angels have their A.T. Field continuously spread at their full power, and also have one Fate Point to spend and burn as if they were a player character.

### AT Penetration

All of the Angel's attacks have the ability to ignore or otherwise overwhelm an A.T. Field. Whenever an attack of the Angel's would be deflected by an AT Field, roll 1d5 and add a value equal to half the Angel's current ATS. If this total is higher than the ATS of the field that would next roll to deflect, the Angel's attack pierces the AT Field automatically.

### Light of the Soul

Angels are beings with a much greater control of their A.T. Fields, and they can use its power in ways that even the most skilled pilot could never hope to replicate with impossible efficiency.

Angels with 'Light of the Soul' do not actually need to spend any ATP to use their A.T. Field Powers. While it may activate a power as if it had spent extra ATP to augment it, the Angel cannot activate an augmented A.T. Field power that requires a number of ATP greater than the Angel's ATS.

## Celerity

An Angel's control of their biology is absolute, and they can pull off amazing feats impossible for the Evangelions. An increasingly common trait is for the Angels to use some combination of their biology and their AT Field to either increase their reflexes or dilate time in some fashion. Regardless of the method a particular Angel uses, when rolling initiative an Angel with Celerity rolls twice. They act on both resulting positions in the initiative order, effectively having two turns. However, any ability or status effect that requires an Angel to wait a full round still takes a full round to resolve (for example, an angel Stunned for 2 rounds would not be stunned for any shorter period of time, they would merely have lost more opportunities to act in those two rounds), and the Angel's ATS does not replenish until it has reached its turn with the higher initiative order in each round.

Should an Angel have taken critical damage to any body location, they lose the benefits of Celerity (acting on their higher initiative position only and taking no actions on the lower) for as long as they still have 1 or more Critical Damage.

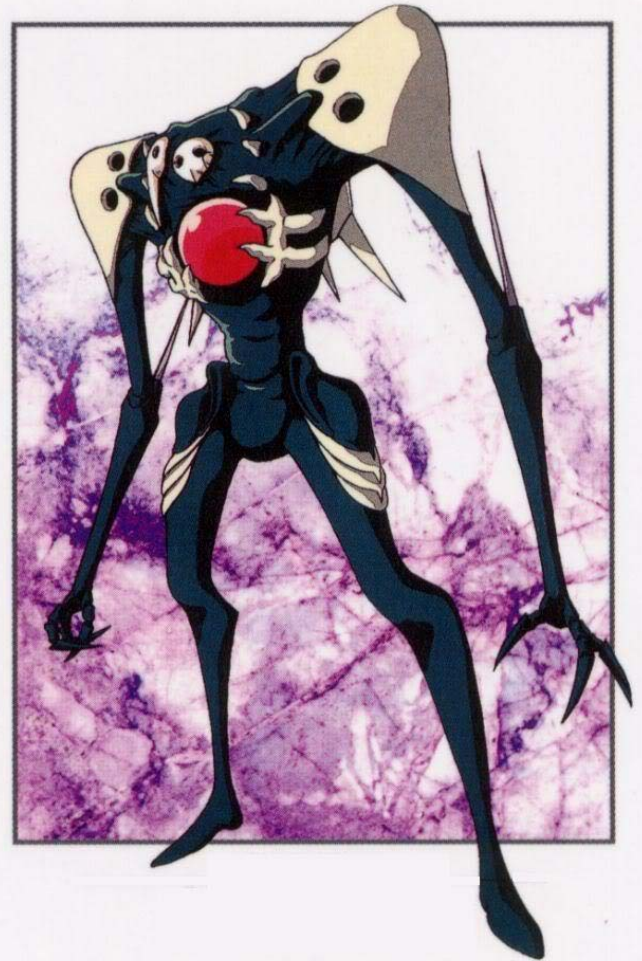
## The Stuff of Nightmares (AE)

This Trait is in many ways very similar to the Trait of the same name from dark Heresy, but requires some modification to fit within the new context of Adeptus Evangelion. An Angel with The Stuff of Nightmares ignores any effect from the Angel Critical Damage charts that do not include the destruction of the body location in question or death of the Angel. However, any effect triggered by the Angel having taken Critical Damage still recognizes the fact that the Angel has taken such damage, even if the normally appropriate status effects do not apply.

# SACHIEL

Sachiél is the first Angel to attack the Base of Operations. It is a massive, vaguely humanoid creature with large bony structures on its shoulders and torso, gill-like structures on its legs, tridactyl hands, and a distinctive beaked face (a second face, behind and slightly to the side of the first one, is generated after an N<sup>2</sup> bomb is dropped on the Angel). It has a powerful long-range energy blast, which distinctly forms a Christian cross on detonation, and two sharp spikes which slide through its arms and extend through holes in its palms as striking weapons (when retracted, the spikes extend from the Angel's elbows) Its core is located prominently on its chest.

Sachiél literally means *Covering of God* or *Price of God*.



## Sachiél Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	20	40	40	30	20	40	20	10	80

## Sachiél Body

Location	% to Hit	AP	Wounds
Head	01-10	2	4
R. Arm	11-20	0	6
L. Arm	21-30	0	6
Core	31-40	2	15
Body	41-70	2	10
R. Leg	71-85	0	6
L. Leg	86-00	0	6

**Movement:** 6/12/18/36

**Skills:** Awareness (Per), Swim (S)

**Talents:** Swift Attack, Takedown.

**Traits:** Angel (TB 8), Dark Sight, Fear (1), From Beyond, Natural Weapon (Claws), Regeneration.

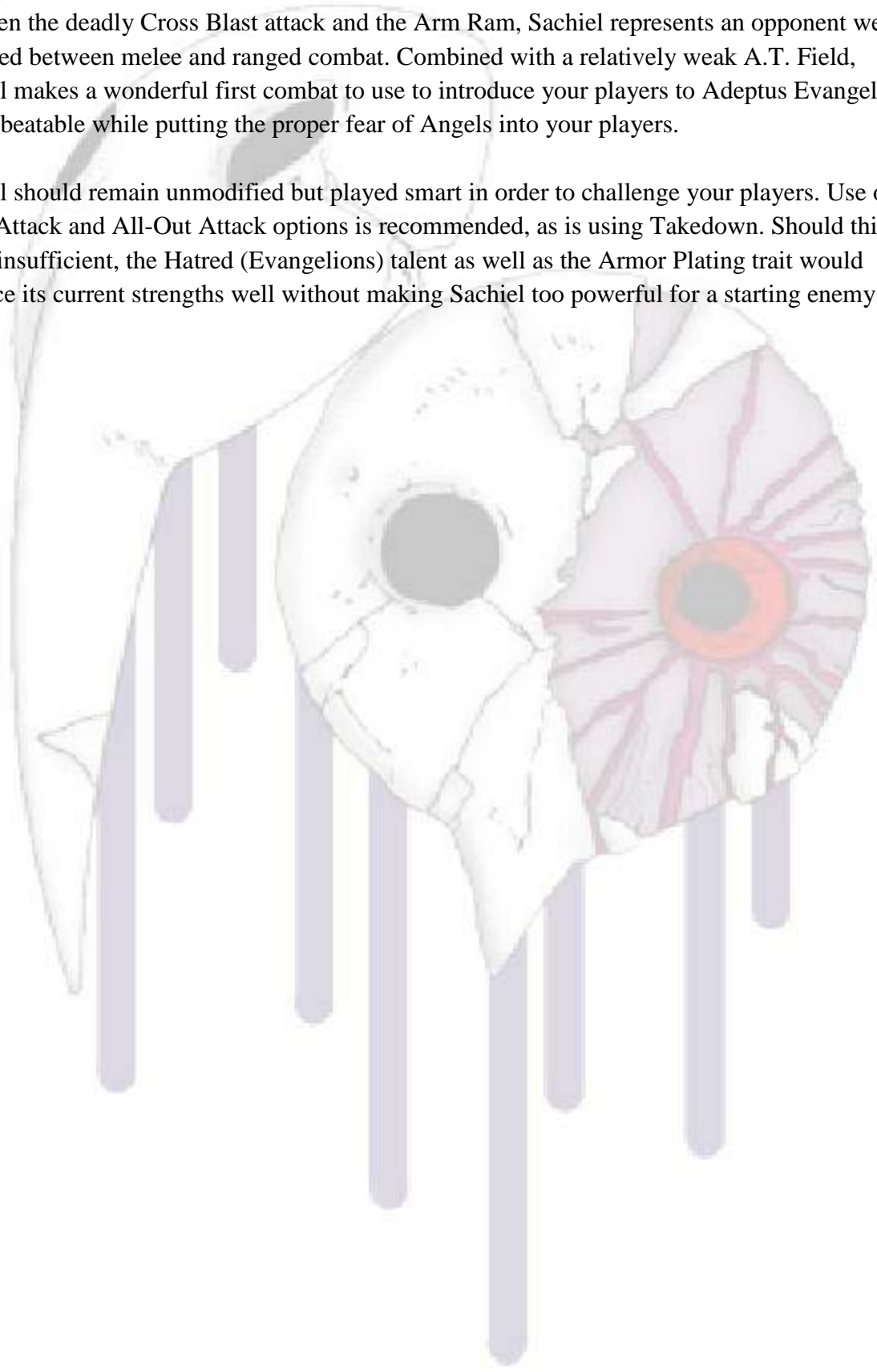
**A.T. Field Powers:** Deflective Field, Neutralize, Float, Rising Cross, Cross Blast

**Weapons:** Claws (1d10+4 R), Arm Ram (10dm; 1d10+8 I; Tearing)

### Using Sachiel:

Between the deadly Cross Blast attack and the Arm Ram, Sachiel represents an opponent well balanced between melee and ranged combat. Combined with a relatively weak A.T. Field, Sachiel makes a wonderful first combat to use to introduce your players to Adeptus Evangelion that is beatable while putting the proper fear of Angels into your players.

Sachiel should remain unmodified but played smart in order to challenge your players. Use of the Swift Attack and All-Out Attack options is recommended, as is using Takedown. Should this prove insufficient, the Hatred (Evangelions) talent as well as the Armor Plating trait would enhance its current strengths well without making Sachiel too powerful for a starting enemy.



# SHAMSHEL

Shamshel is a massive, vaguely arthropod-like creature, with a long cylindrical body, a roughly shovel-shaped head with two eyespot-like markings, and eight retractable segmented limbs. It also has two short "arms" that project energy whips, which can easily slice through armor and may also be used to manipulate objects. Shamshel remains horizontal during flight. During combat it raises itself upright by 90 degrees, with the "head" remaining parallel to the ground. Its core is located under its "throat."

Shamshel literally means *Lonely Conqueror of God*.

## Shamshel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	20	30	30	40	10	40	10	10	90

## Shamshel Body

Location	% to Hit	AP	Wounds
Head	01-20	0	4
R. Arm	21-30	4	6
L. Arm	31-40	4	6
Core	41-50	2	15
Body	51-00	2	10



**Movement:** 8/12/16/48

**Skills:** Awareness (Per)

**Talents:** Swift Attack, Destroy Weapon\*, Lash\*\*

**Traits:** Angel (TB 6), Dark Sight, Fear (1), Flyer 8, From Beyond, Regeneration, Natural Weapon (Energy Whip)

**A.T. Field Powers:** Deflective Field, Neutralize, Float.

**\*Destroy Weapon:** Shamshel may, as a half action, test Weapon Skill with a -10 penalty to destroy any weapon held by an Evangelion within melee range.

**\*\*Lash:** Shamshel may, as a Half Action, test Weapon Skill with a -10 penalty to grab and toss an opponent 15 dm in a direction of its choice. Should this cause the opponent to collide with another Evangelion or building, both take 1d10+3 Impact damage. Whether they hit something or not, the opponent lands prone.

**Weapons:** Energy Whip (10dm; 1d10+3 E; pen 5, Flexible)

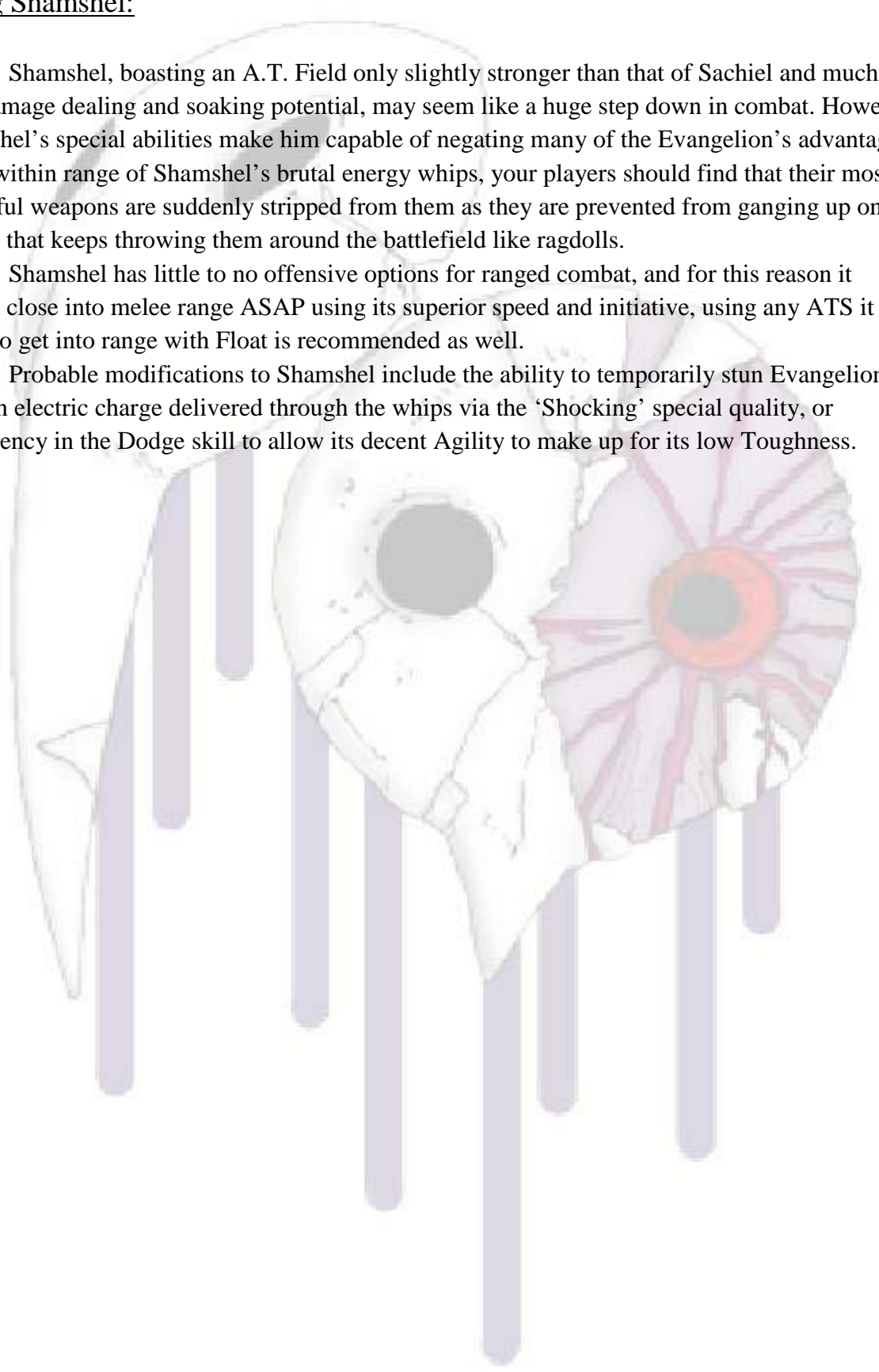


## Using Shamshel:

Shamshel, boasting an A.T. Field only slightly stronger than that of Sachiel and much less damage dealing and soaking potential, may seem like a huge step down in combat. However, Shamshel's special abilities make him capable of negating many of the Evangelion's advantages. Once within range of Shamshel's brutal energy whips, your players should find that their most powerful weapons are suddenly stripped from them as they are prevented from ganging up on an enemy that keeps throwing them around the battlefield like ragdolls.

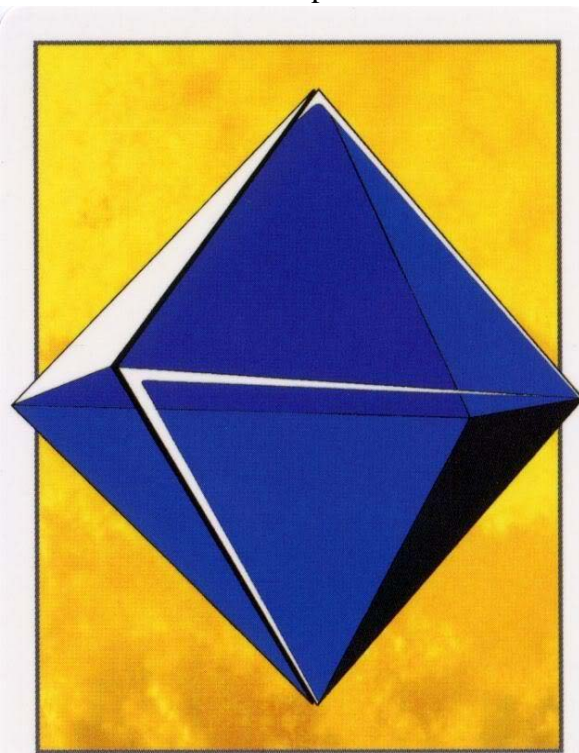
Shamshel has little to no offensive options for ranged combat, and for this reason it should close into melee range ASAP using its superior speed and initiative, using any ATS it can spare to get into range with Float is recommended as well.

Probable modifications to Shamshel include the ability to temporarily stun Evangelions with an electric charge delivered through the whips via the 'Shocking' special quality, or proficiency in the Dodge skill to allow its decent Agility to make up for its low Toughness.



## RAMIEL

Ramiel is a translucent blue octahedron, and arguable one of the most powerful Angels seen in the series. Ramiel defends itself with a particle beam that automatically targets any hostile object within a certain radius or any direct threat outside of it. It also bears an A.T. Field so powerful that it visibly warps light passing through it. It extends a drill bit from its bottom apex and attempts to bore through the armor above the GeoFront, in the first credible attempt to reach Terminal Dogma. Despite being one of the most powerful and formidable Angels, Ramiel is very passive in nature, using a slowly moving drill to bore into the GeoFront while using its deadly energy attacks only for defensive purposes. Ramiel's core is not shown, but it is implied to be deep within the Angel's body.



Ramiel literally means *Thunder of God*.

### Ramiel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
20	70	0	20	10	30	50	30	10	160

### Ramiel Body

Location	% to Hit	AP	Wounds
Core	1-5	10	10
Body	6-100	10	10

**Movement:** 2/4/6/12

**Skills:** Awareness (Per), Silent Move (Ag), Search (Per)

**Talents:** Automatic Response\*, Distance Fighting\*\*

**Traits:** Angel (TB 4), AT Penetration, Drill\*\*\*, Flyer 4, Unnatural Senses, Regeneration, From Beyond, The Stuff of Nightmares (AE), Light of the Soul, Size (Enormous), Fear (2), Positron Beam\*\*\*\*

**A.T. Field Powers:** Deflective Field, Neutralize, AT Ping, A.T. Funnel.

**\*Automatic Response:** Ramiel may fire his Positron Beam against anything it deems a threat that comes within 50 dm of it as a reaction action.

**\*\* Distance Fighting:** Ramiel has one free reroll which it may use to reroll a since failed Ballistic Skill test once.

**\*\*\*Drill:** Ramiel may deploy a drill that slowly but inevitably makes its way downward. This drill may overcome any armor given sufficient time. Should the drill come into contact with Adam, Ramiel could initiate Third Impact.

If used as a weapon against something below Ramiel, the drill deals 2d10 R per round.

**\*\*\*Positron Beam:** Ramiel may, as a Full Round action, fire a Positron Beam that deals 3d10 Energy damage with a penetration of 10 and the Positron special quality. The maximum range of this beam is unknown.

**Weapons:** None

### Using Ramiel:

In possession of both deadly weaponry and very high AP, Ramiel's only weakness is the frailty of the body under all that armor, easily making it one of the toughest Angels an early game party could face. Game Masters should remember that Ramiel's Energy Beam may be fired as a reaction action. Rather than attempting to dodge an attack, Ramiel simply vaporizes you. Without the very best of luck, a direct hit by Ramiel will cripple or disable your Evangelion.

If the players cannot find a better plan, Game Masters should consider giving the players access to a Positron Cannon prototype even if they cannot acquire one with the use of an R&D IOU. The drawbacks of this prototype should be even more strict than the usual for prototype weapons. While already an incredibly dangerous opponent, possible modifications to Ramiel include giving him the ability to bend light and project an illusion of itself to confuse attackers, blurring itself with the background, Wrap Beam is another possibility to further protect Ramiel from Positron weapons as well as to prevent its own Positron Beam from being used against the Angel.

## GAGHIEL

Gaghriel is an aquatic being with a massive body and long jaws filled with sharp teeth. It also has a small "face" similar to Sachiel's on its forehead, and its core is located in its mouth. It is extremely strong, and can use parts of its body to easily slice up combat warships. Unlike the preceding Angels, it does not generate a visible A.T. Field (though it does not appear to be damaged by any fire from the naval vessels around it).



Gaghriel literally means *Roaring Beast of God*.

### Gaghriel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
70	10	50	50	35	30	20	10	10	60

### Gaghriel Body

Location	% to Hit	AP	Wounds
Head	1-29	5	10
Core	30	5	15
Body	31-100	5	25

**Movement:** 7/14/21/42

**Skills:** Awareness (Per), Dodge (Ag), Swim (S)

**Talents:** Berserk Charge

**Traits:** Angel (TB 10), Dark Sight, Fear (2), From Beyond, Natural Weapon (Teeth), Size (Enormous), Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, Layered Field.

**Weapons:** Teeth (2d10+10 R; Primitive, Tearing)

### Using Gaghiel:

Gaghiel represents a dangerous threat, but only within its specific area of influence. With its deadly jaws, incredible speed, and large pool of health, Gaghiel is a terror to fight in the water. This is doubly true for Evangelions not properly equipped for underwater combat. However, against a properly equipped force, the Game Master may find that Gaghiel goes down too easily.

Gaghiel also presents the problem of being a very specific encounter. Unless you are transporting something of great value across the sea, it is likely that Gaghiel in his aquatic form will never be encountered. Otherwise, you must simply present Gaghiel as an Angel terrorizing Sea traffic in general, which the Evangelions are called in to dispose of.

In either case, players will know exactly what they are fighting long before their character's do. Possible modifications to Gaghiel include giving it the ability to fly, which allows it to be a threat anywhere. Similarly, one might give Gaghiel the ability to generate amphibious Angelspawn (of Average size), which it sends out of the sea to attack Nerv HQ in its place while it remains safe within its area of dominance.

## ISRAFEL

Israfel has the appearance of a massive, vaguely humanoid creature, similar to Sachiel. Israfel has a face/mask, reminiscent of Sachiel's, which resembles a yin-yang symbol. Israfel has a pair of razor sharp claws and a weak energy beam (compared to other Angels). Its A.T. Field appears to be relatively weak. It has two cores located in its chest, matched on either side of its center torso by four external bone-like rib structures.

Israfel's most notable weapon is its ability to split itself into separate, twin Angels, referred to as "Alpha" and "Beta". The twin Angels are almost identical in appearance and properties to the original (except in color scheme). Both have faces/masks with three eye holes and possess their own cores, but without the rib structures. They use synchronized tactics to fight enemies, and must be attacked in unison to assure victory.

Israfel is named for the twin Angels of Poetry, Music and Dance.

### Israfel Prime Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
60	25	50	50	30	20	40	10	10	100

### Israfel Prime Body

Location	% to Hit	AP	Wounds
Head	01-10	2	12
R. Arm	11-20	0	14
L. Arm	21-30	0	14
Core	31-40	2	15
Body	41-70	2	21
R. Leg	71-85	0	14
L. Leg	86-00	0	14

**Movement:** 6/12/18/36

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:** Swift Attack, Hatred (Evangelions).

**Traits:** Angel (TB 10), Dark Sight, From Beyond, Natural Weapon (Claws), Twin Quantum Core\*, Size (Hulking), Light of the Soul, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, AT Blast

**\*Twin Quantum Core:** Through the reality bending properties of the AT Field, Israfel may displace its core so that it exists at two separate points in space at the same time, granting it an additional Fate Point. Upon taking Critical Damage to any body part, Israfel splits in half. Both halves (Israfel Alpha and Israfel Beta) use the stats included below. No damage is transferred



during the split except that inflicted to the Core (which ends up in two places at once inside the newly generated twins) and each of the twins has one of Israfel's two Fate Points.

**Weapons:** Claws (1d10+10 R)

Israfel Alpha/Beta Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	25	40	40	30	20	45	10	10	80

Israfel Alpha/Beta Body			
Location	% to Hit	AP	Wounds
Core	01-10	2	15
Body	11-00	2	21

**Movement:** 6/12/18/36

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:** Double Team, Takedown, Swift Attack.

**Traits:** Angel (TB 8), Dark Sight, From Beyond, Natural Weapon (Claws), Recombine\*, Quantum Entanglement\*\*, Disrupted Biology\*\*\*, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, AT Blast.

**\*Recombine:** Should Alpha and Beta be forced into the same space, there is a 50% chance that they reform into Israfel Prime. If either Alpha or Beta have taken critical damage, the chance is 100%.

**\*\*Quantum Entanglement:** Israfel now exists in two places at the same time,

moving independently of each other. The Magi have stopped trying to calculate how that works. What is important is that Israfel chooses to replicate the existence that he finds less threatening. Damage done to Israfel after armor and Toughness have been taken into account is not applied until the Angel's turn, and he recalculates wound totals for both Alpha and Beta to mimic which of the twins took less damage overall.

**\*\*\*Disrupted Biology:** The unfortunate side effect of splitting in half using this method is that Israfel's biology is no longer fully cohesive. While Israfel still has a normal "to hit" chart, its form only has two wound pools: the core and the rest of it. For applying damage and critical damage, Israfel is treated much like a normal Dark Heresy foe with the addition of a Core with its own wounds. Israfel still uses the Angel critical damage charts.



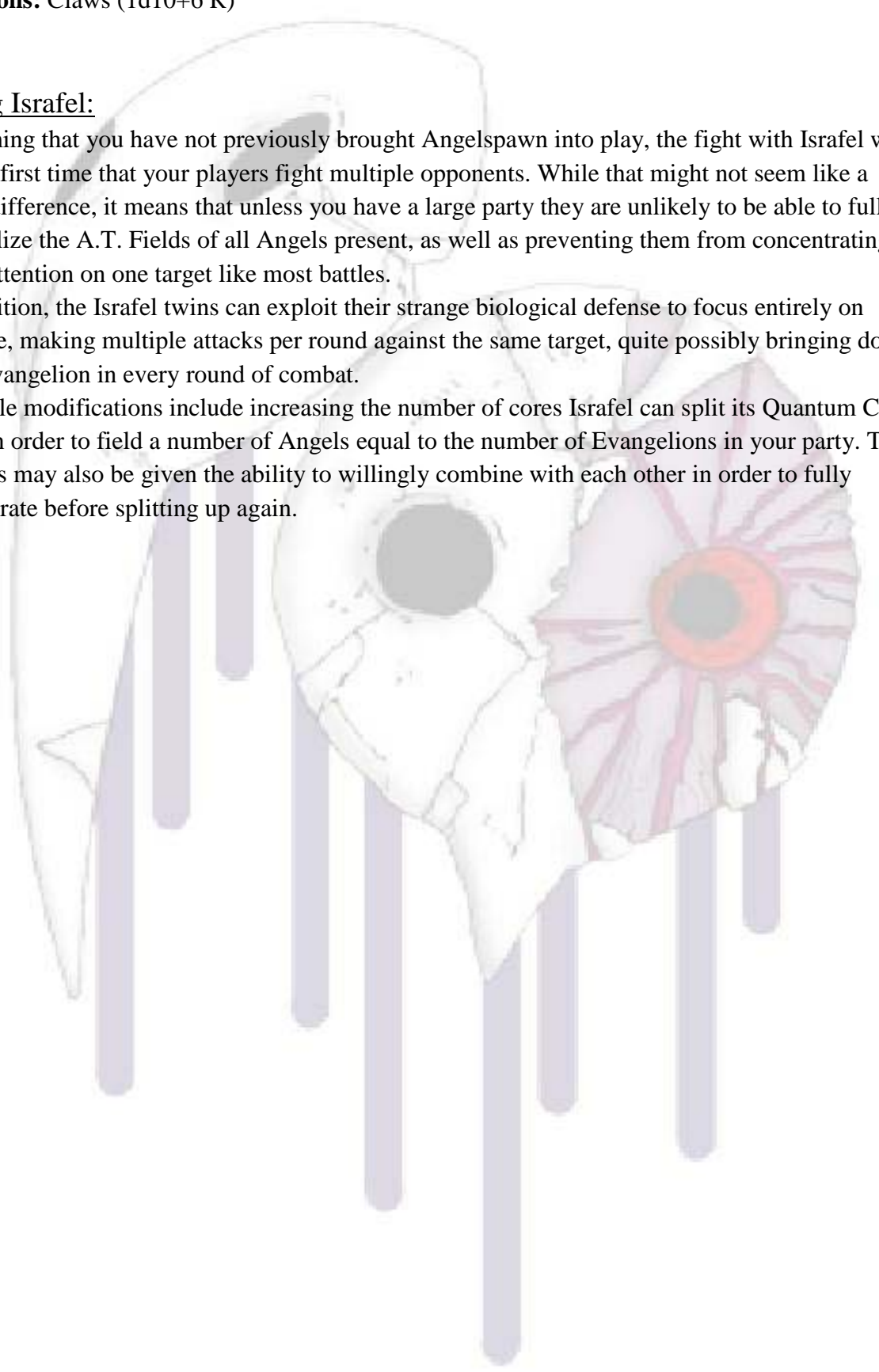
**Weapons:** Claws (1d10+6 R)

Using Israfel:

Assuming that you have not previously brought Angelspawn into play, the fight with Israfel will be the first time that your players fight multiple opponents. While that might not seem like a huge difference, it means that unless you have a large party they are unlikely to be able to fully neutralize the A.T. Fields of all Angels present, as well as preventing them from concentrating their attention on one target like most battles.

In addition, the Israfel twins can exploit their strange biological defense to focus entirely on offense, making multiple attacks per round against the same target, quite possibly bringing down one Evangelion in every round of combat.

Possible modifications include increasing the number of cores Israfel can split its Quantum Core into, in order to field a number of Angels equal to the number of Evangelions in your party. The Israfels may also be given the ability to willingly combine with each other in order to fully regenerate before splitting up again.





## SANDALPHON

Sandalphon is similar in form to the aquatic Cambrian predator *Anomalocaris*. It appears to have no abilities beyond its extraordinary resistance to heat and pressure, up to the point of being able to open its mouth in magma. Its own A.T. Field was never strong enough to physically manifest. Its core was never depicted.

### Sandalphon Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
35	20	30	30	20	10	40	40	10	00

### Sandalphon Body

Location	% to Hit	AP	Wounds
Head	01-20	6	6
Body	21-00	6	15

**Movement:** 4/8/12/24

**Skills:** Swim (S)

**Talents:** Swift Attack

**Traits:** Angel (TB 6), Dark Sight, From Beyond, Decentralized Core\*, Natural Weapon(Tooth), Celerity

**A.T. Field Powers:** None

**\*Decentralized Core:** Sandalphon hasn't evolved a distinct Core of its own. The Angel must be destroyed by inflicting massive damage to the body.

**Weapons:** Teeth (1d10+3 R pen 2)

### Using Sandalphon:

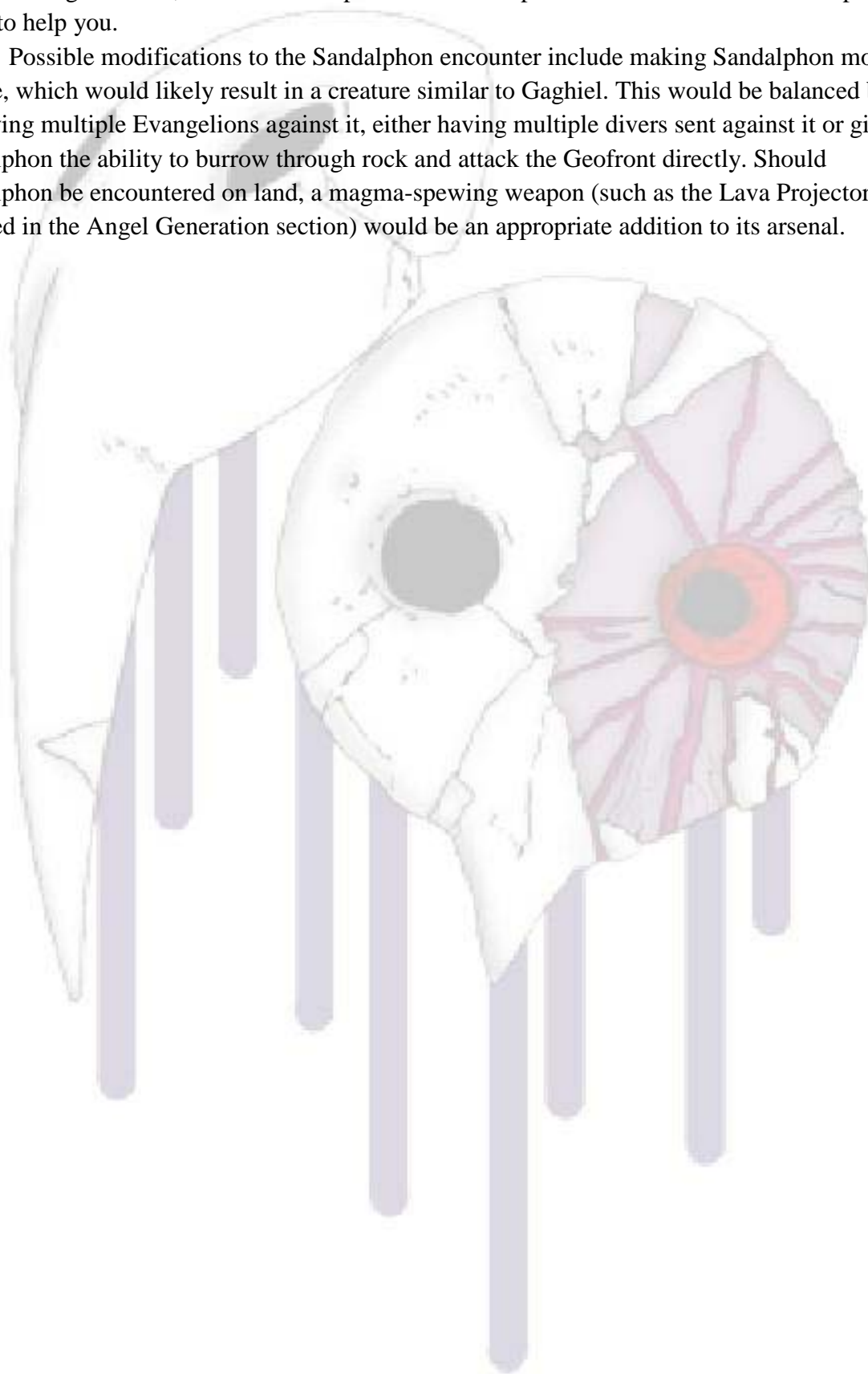
Sandalphon is an Angel whose encounter in the show does not translate well to gameplay. Sandalphon is without a doubt the least threatening of all Angels in the series. Sporting a virtually nonexistent A.T. Field, low wounds, and a weak attack, fighting Sandalphon is a lot like fighting a Core that can try to bite you. There are only two things that can make this creature a threat to fight: being forced to fight it alone, and having to fight it in its home environment of molten rock.

Unfortunately, both have problems from a GM's perspective. Forcing a character to fight it alone excludes the other characters entirely for the battle, which can be disappointing and boring. And fighting it in molten rock not only puts the Evangelions at the disadvantage of the bulky D-Type equipment, but their life is very literally hanging from a thread. If this thread is cut



and the Evangelion lost, retrieval of the pilot becomes impossible and no amount of fate points is likely to help you.

Possible modifications to the Sandalphon encounter include making Sandalphon more mature, which would likely result in a creature similar to Gaghiel. This would be balanced by deploying multiple Evangelions against it, either having multiple divers sent against it or giving Sandalphon the ability to burrow through rock and attack the Geofront directly. Should Sandalphon be encountered on land, a magma-spewing weapon (such as the Lava Projector featured in the Angel Generation section) would be an appropriate addition to its arsenal.



# MATARIEL

Matariel has the appearance of a massive opilionid-like creature with numerous eyes. The central eye on the underbelly secretes a strong solvent which can easily melt through both concrete and steel. The Angel attempts to burn a tunnel directly into the Geofront using this solvent. The Angel appears to possess no special armament beyond this solvent, though it may use its legs to spear nearby targets. Matariel's core is not revealed, and is presumed to be hidden somewhere inside its body.

Matariel literally means *Premonition of God*.

## Matariel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
60	20	50	40	20	20	40	10	10	100

## Matariel Body

Location	% to Hit	AP	Wounds
Body	01-55	4	15
Core	56-60	4	10
Leg 1	61-70	4	8
Leg 2	71-80	4	8
Leg 3	81-90	4	8
Leg 4	91-00	4	8

**Movement:** 4/8/12/24

**Skills:** Awareness (Per), Climb (S)

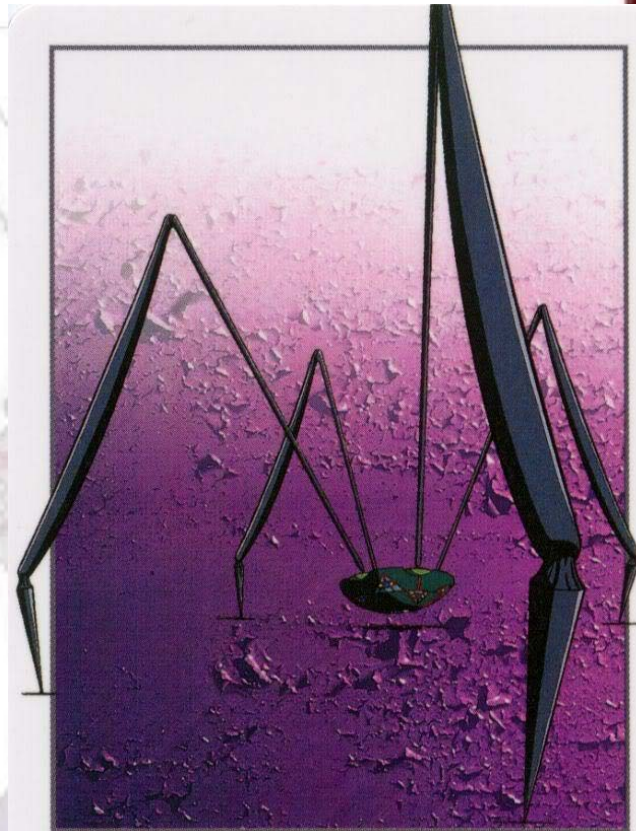
**Talents:**

**Traits:** Acid\*, Angel (TB 8), Dark Sight, From Beyond, Natural Weapon (Legs), Size (Massive), Regeneration, Fear (3), Celerity

**A.T. Field Powers:** Deflective Field, Neutralize

**\*Acid:** Matariel may leak acid from its underbelly that melts through virtually everything it touches. This acid deals 2d10 damage every round with a penetration of 10, but only to targets directly below Matariel.

**Weapons:** Legs (1d10+5 R)

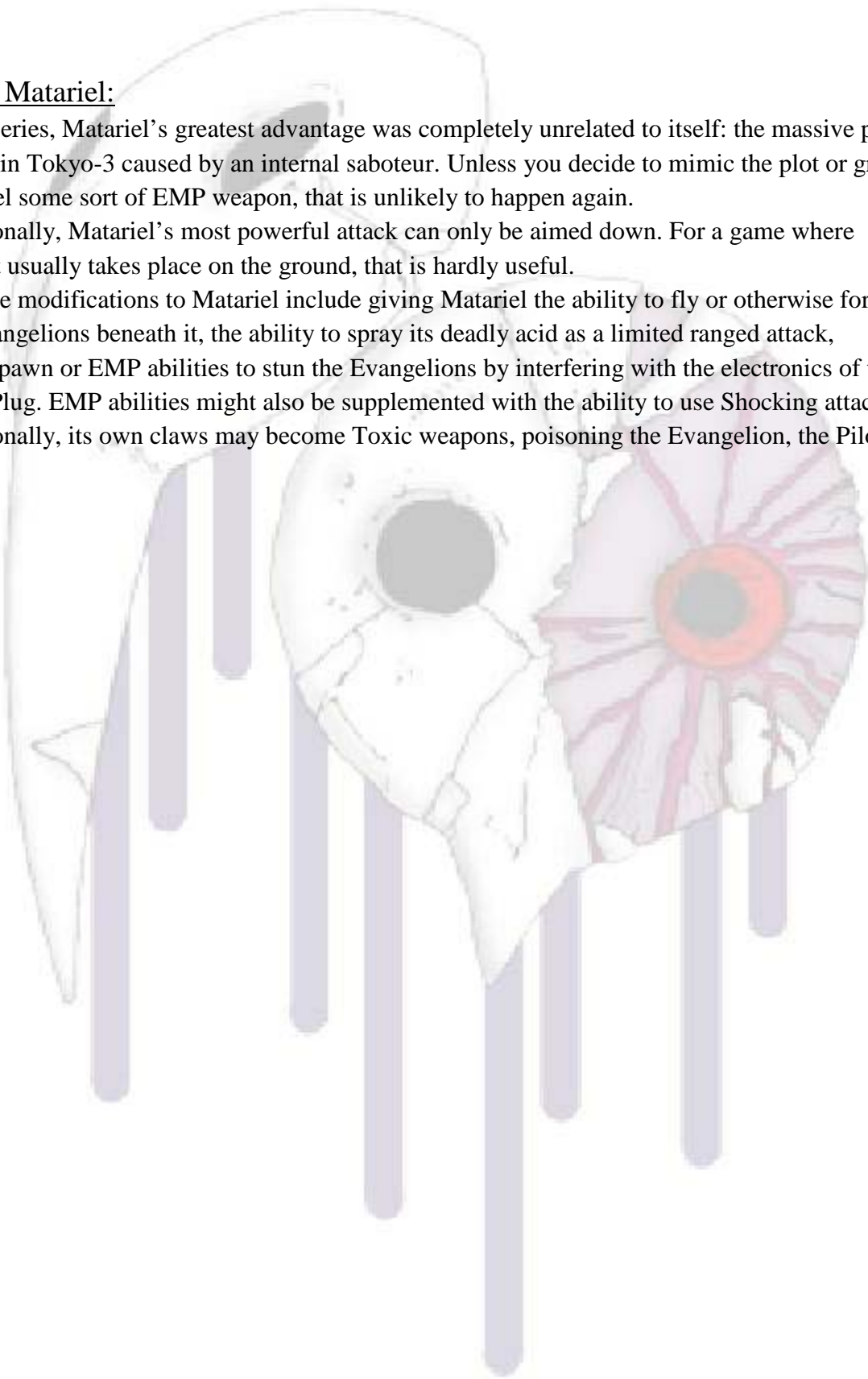


### Using Matariel:

In the series, Matariel's greatest advantage was completely unrelated to itself: the massive power outage in Tokyo-3 caused by an internal saboteur. Unless you decide to mimic the plot or grant Matariel some sort of EMP weapon, that is unlikely to happen again.

Additionally, Matariel's most powerful attack can only be aimed down. For a game where combat usually takes place on the ground, that is hardly useful.

Possible modifications to Matariel include giving Matariel the ability to fly or otherwise force the Evangelions beneath it, the ability to spray its deadly acid as a limited ranged attack, Angelspawn or EMP abilities to stun the Evangelions by interfering with the electronics of the Entry Plug. EMP abilities might also be supplemented with the ability to use Shocking attacks, Additionally, its own claws may become Toxic weapons, poisoning the Evangelion, the Pilot, or both.



## SAHAQUIEL

Sahaquiel is a massive and bizarrely-shaped creature. It has an elongated body, with three eye-like markings (one in the center and one on either end of the body), and three stem-like growths projecting radially at both ends.



Sahaquiel's A.T. Field is comparatively powerful, able to shield the Angel from several dozen N<sup>2</sup> bombs. It also seems to have the ability to jam satellite communications. The Angel's most devastating weapon is itself: utilizing both kinetic energy and its A.T. Field, it drops pieces of itself onto Earth as bombs. Its core appears as the pupil of the central "eye."

Sahaquiel literally means *Ingenuity of God*.

Sahaquiel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	50	20	40	10	10	50	20	10	160
Sahaquiel Body									
Location	% to Hit	AP	Wounds						
Core	01-10	2	15						
Body	11-00	2	30						

**Movement:** 2/4/8/12

**Skills:** Awareness (Per)

**Talents:** Distance Fighting \*

**Traits:** Angel (TB 8), Dark Sight, Fear (3), Regeneration, From Beyond, Size (Massive), Light of the Soul, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, AT Bomb, Orbital Bomb\*\*, Bunker Field, Planetfall\*\*\*

**\*Distance Fighting:** Sahaquiel has two free rerolls which it may use to reroll failed Ballistic Skill tests.

**\*\*Orbital Bomb:** Sahaquiel has six deployable segments that may be launched at a target on the ground from orbit, aimed using BS. These segments take 1d10 hours to regrow after being used, and on impact deal 1d10+ATS damage to everything within 2d10+4 miles of the point of impact. Sahaquiel initially has trouble aiming these bombs, and will fire 1d5 of these before its actual target is under any threat of being hit.

**\*\*\* Planetfall:** Should Sahaquiel decide to make impact, the results are devastating. Due to an advanced ability to guide itself, Sahaquiel gains a +50 to BS when Planetfalling. If Sahaquiel

reaches the ground successfully, everything within 6\*ATS miles takes 1d10xATP damage. The damage and area may be reduced by neutralizing the A.T. Field before impact.

**Weapons:** (None)

### Using Sahaquil:

Sahaquil represents the first orbital threat that your players are likely to face, as well as one with an attack that threatens whole cities with every shot. More than any other, fighting Sahaquil requires proper planning.

In the series, Sahaquil is defeated when it attempts planetfall on Tokyo-3. While a potentially devastating attack, that was quite possibly the dumbest thing Sahaquil could have done, sacrificing its superior range without attempting to soften up Tokyo-3's defenses with its AT Bombs first.

However, unless Sahaquil expresses such stupidity, fighting it can be virtually impossible. Anti-orbital weapons (such as the Great Positron Cannon or the Heavy Railgun) have the potential to harm it but Sahaquil's powerful A.T. Field is far outside the range of neutralization, and can make winning such a battle a long shot without specialized A.T. Powers.

Other possibilities for fighting Sahaquil include deploying one or more Evangelions into orbit via rocket, outfitted with special (E-Type) equipment to allow space combat, in order to engage and neutralize Sahaquil's A.T. Field. Balancing the attack force with what is necessary to defend your Base of Operations from Orbital Bombs and the possibility of a Planetfall may be difficult. Possible modifications to Sahaquil include replacing its AT Bombs with a Positron Beam similar to Ramiel's, or weakening the impact damage from its AT Bombs but having them be Hulking-sized Angelspawn.

## IRUEL

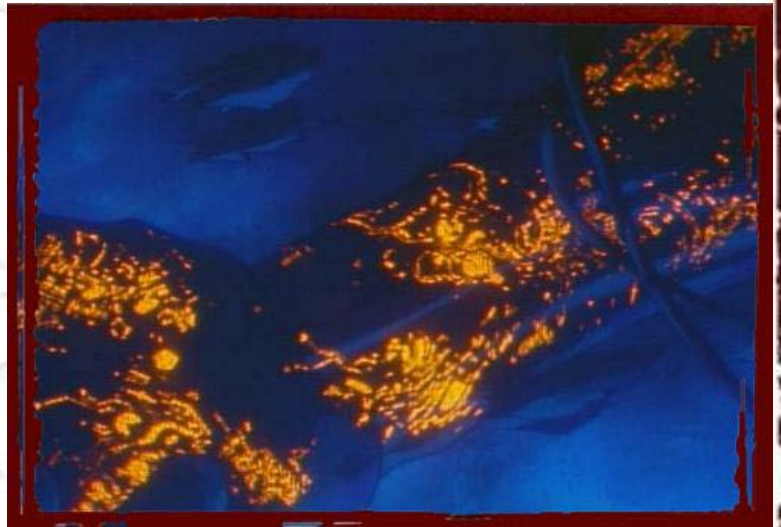
Iruel is a nano-scale entity, similar to a virus. In addition to its A.T. Field, it demonstrates an ability to adapt and evolve to almost anything. Rather than "moving" in the conventional sense, the Angel seems to simply spread by rapidly reproducing at the cellular level. It is not known whether or not Iruel has a core.

Iruel literally means *Fear of God*.

### Using Iruel:

More so than any other Angel in the series, the encounter with Iruel needs to be modified from the original series. Whereas other Angels might simply be disappointing to fight, Iruel is flat out impossible to fight. In the series, the pilots spend the entire conflict in ejected Entry Plugs while the Science Team solves the problem. As a game where the players are the Pilots, this simply will not do.

Retaining Iruel as an infection based organism that has infiltrated Nerv opens up the possibility of your pilots experiencing a major battle without their Evangelions, an unusual and terrifying experience. Beating it, however, will require some imagination. Alternatively, Iruel represents a good Angel to be replaced by an Angel of your own creation using the Angel Creation System featured later in this chapter.



# LELIEL

Leliel has a misleading appearance and possesses bizarre properties and powers. The Angel initially appears as a large, floating, black-and-white patterned sphere, and, when attacked, it re-manifests as a large black shadow. The Angel's true body is the shadow itself, and the "shadow" of the Angel is the floating sphere. This makes this Angel one of the most difficult to combat as it is impossible to attack a virtually 2-D creature. Leliel is explained as possessing an extremely powerful inverted A.T. Field, which allows the Angel to take into itself anything in range of its shadow-like body, and keep it contained. Within the inverted A.T. Field is a Dirac Sea, an extradimensional space of unknowable size. At its fullest extension, the Angel's body is 60 decameters in diameter and 3 nanometers thick. It is unknown whether Leliel has a core and, if so, where.

Leliel literally means *Jaws of God*.

## Leliel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
?	?	?	?	?	40	40	40	10	200

**Movement:** ?

**Skills:** Awareness (Per)

**Talents:**

**Traits:** Angel (TB ?), Dark Sight, Fear (3), From Beyond, Light of the Soul

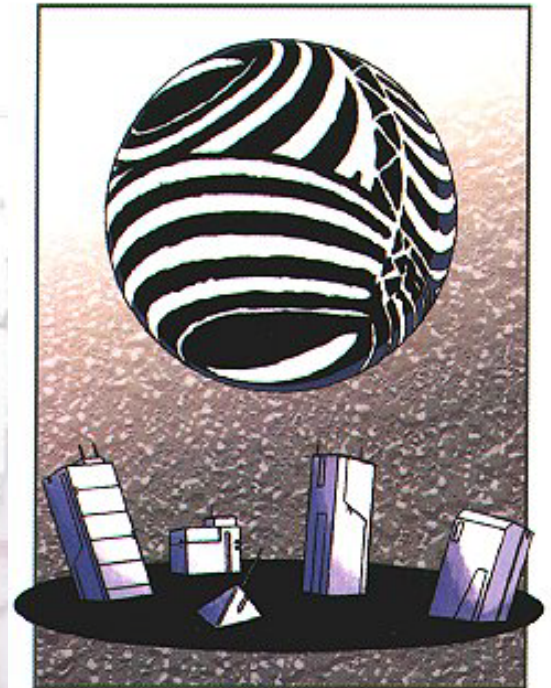
**A.T. Field Powers:** Dirac Sea\*, Engulf\*\*, Neutralize, Illusion\*\*\*

**\*Dirac Sea:** Leliel can create an extradimensional space of unknown capacity by inverting its A.T. Field. The contents of this extradimensional space are unknown, though any person that enters it must make a willpower check every hour or remove 1d5 points from their Ego Barrier.

**\*\*Engulf:** Once threatened, Leliel will open a one-way hole into its Sea of Dirac at the enemy's feet. The Evangelion must succeed on a very difficult (-30) Agility test or become trapped, slowly sinking into the Sea of Dirac over the course of the next round. Once this process has begun, due to the one-way nature of the opening it cannot be escaped while Leliel still lives. Even if the Agility Test is made, the Evangelion must still find a way to get out of the area without touching the ground, which may prove impossible depending on the local terrain and what abilities the Evangelion has at its disposal.

**\*\*\*Illusion:** Leliel projects a giant black and white sphere into the air, which many assume is the actual angel. All attacks aimed at this sphere do no damage whatsoever.

**Weapons:** ?





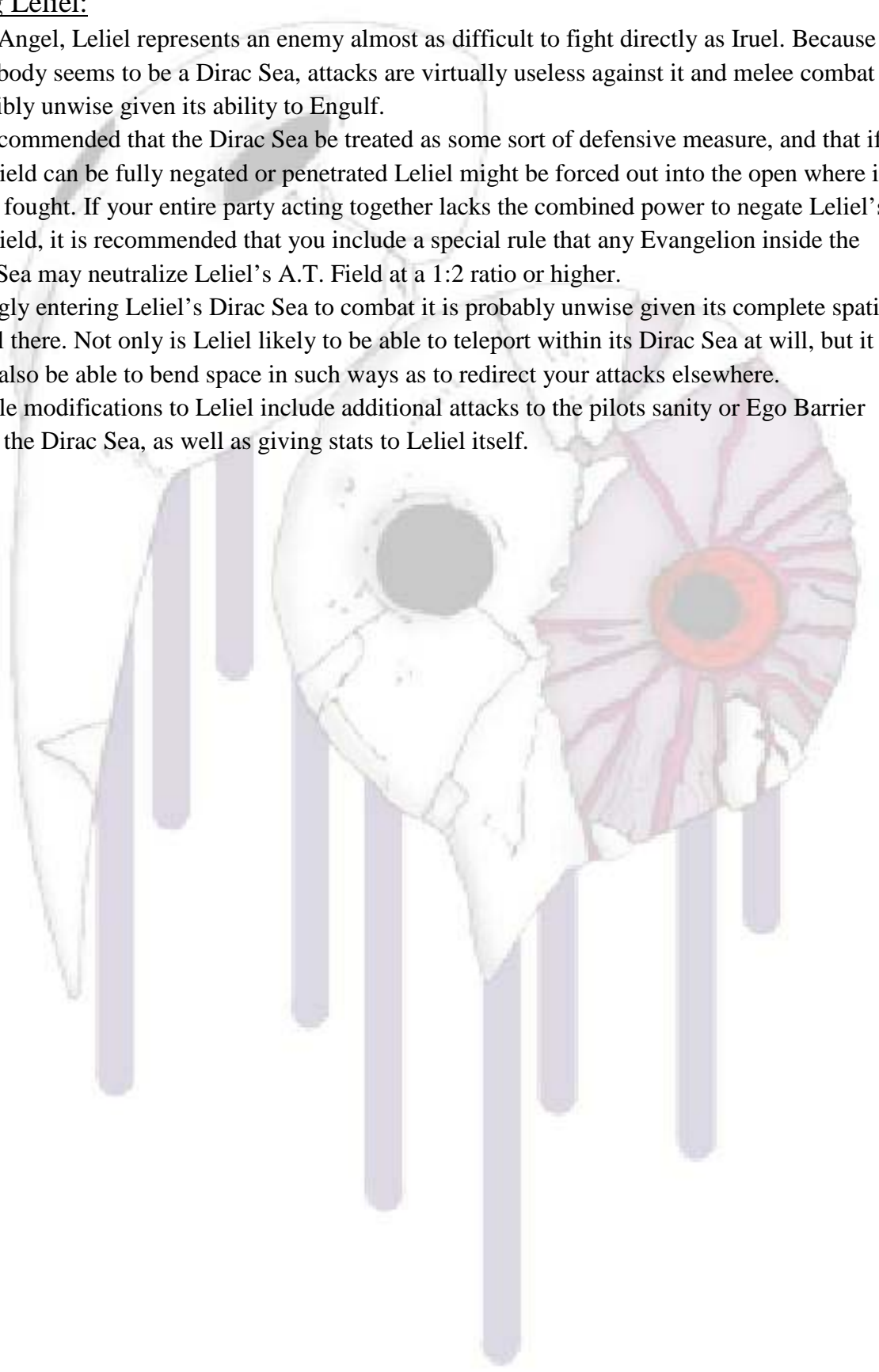
### Using Leliel:

As an Angel, Leliel represents an enemy almost as difficult to fight directly as Iruel. Because its entire body seems to be a Dirac Sea, attacks are virtually useless against it and melee combat is incredibly unwise given its ability to Engulf.

It is recommended that the Dirac Sea be treated as some sort of defensive measure, and that if its A.T. Field can be fully negated or penetrated Leliel might be forced out into the open where it can be fought. If your entire party acting together lacks the combined power to negate Leliel's A.T. Field, it is recommended that you include a special rule that any Evangelion inside the Dirac Sea may neutralize Leliel's A.T. Field at a 1:2 ratio or higher.

Willingly entering Leliel's Dirac Sea to combat it is probably unwise given its complete spatial control there. Not only is Leliel likely to be able to teleport within its Dirac Sea at will, but it might also be able to bend space in such ways as to redirect your attacks elsewhere.

Possible modifications to Leliel include additional attacks to the pilots sanity or Ego Barrier within the Dirac Sea, as well as giving stats to Leliel itself.



# BARDIEL

Bardiel inhabits an Evangelion (in the series this is Unit 03). It apparently possesses all the properties and strengths of an Evangelion, and it can also stretch the Eva's arms to a distance roughly equal to the Eva's height. The Angel's core is never shown, but, given that it has taken over Unit 03, and the Evangelions all have cores, it can be assumed to possess Unit 03's core.

Bardiel literally means *Humiliated Son of God*.

## Bardiel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
60	50	50	50	40	40	30	20	10	100

## Bardiel Body

Location	% to Hit	AP	Wounds
Head	01-10	2	10
R. Arm	11-20	3	14
L. Arm	21-30	3	14
Body	41-70	5	20
R. Leg	71-85	3	14
L. Leg	86-00	3	14

**Movement:** 8/16/24/48

**Skills:** Awareness (Per), Dodge (Ag), Contortionist (Ag), Acrobatics (Ag).

**Talents:** Takedown, Drop Trained, Gravity Kick, Hatred (Evangelions).

**Traits:** Angel (TB 10), Disturbing Anatomy\*, Dark Sight, Regeneration, From Beyond, Integrated Core\*\*, Infect\*\*\*, Natural Weapon (Fists), Fear (3), Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, Barrier Field, Float.

**\*Disturbing Anatomy:** Bardiel's flesh is slightly morphic, and may stretch and shape itself in ways that an Evangelion was never meant to. Bardiel's melee range is 10 dm, and Bardiel's fists have the Flexible special quality (As in Dark Heresy).

**\*\*Integrated Core:** Due to its nature as an Evangelion, Bardiel's core is buried deep within its chest and is heavily armored. As such, direct attacks against it are impossible. Bardiel is defeated when it has been damaged in such a way that an Evangelion would similarly be defeated.

**\*\*\* Infect:** Any Evangelion stunned by Bardiel's Takedown or hit by its Gravity Kick is exposed to an infectious liquid that deals 1d10 damage to the pilot's Ego Barrier, should the pilot be reduced to 0 Ego Barrier in this way the Evangelion will rise as an extension of Bardiel and both units will have to be destroyed for it to be defeated.

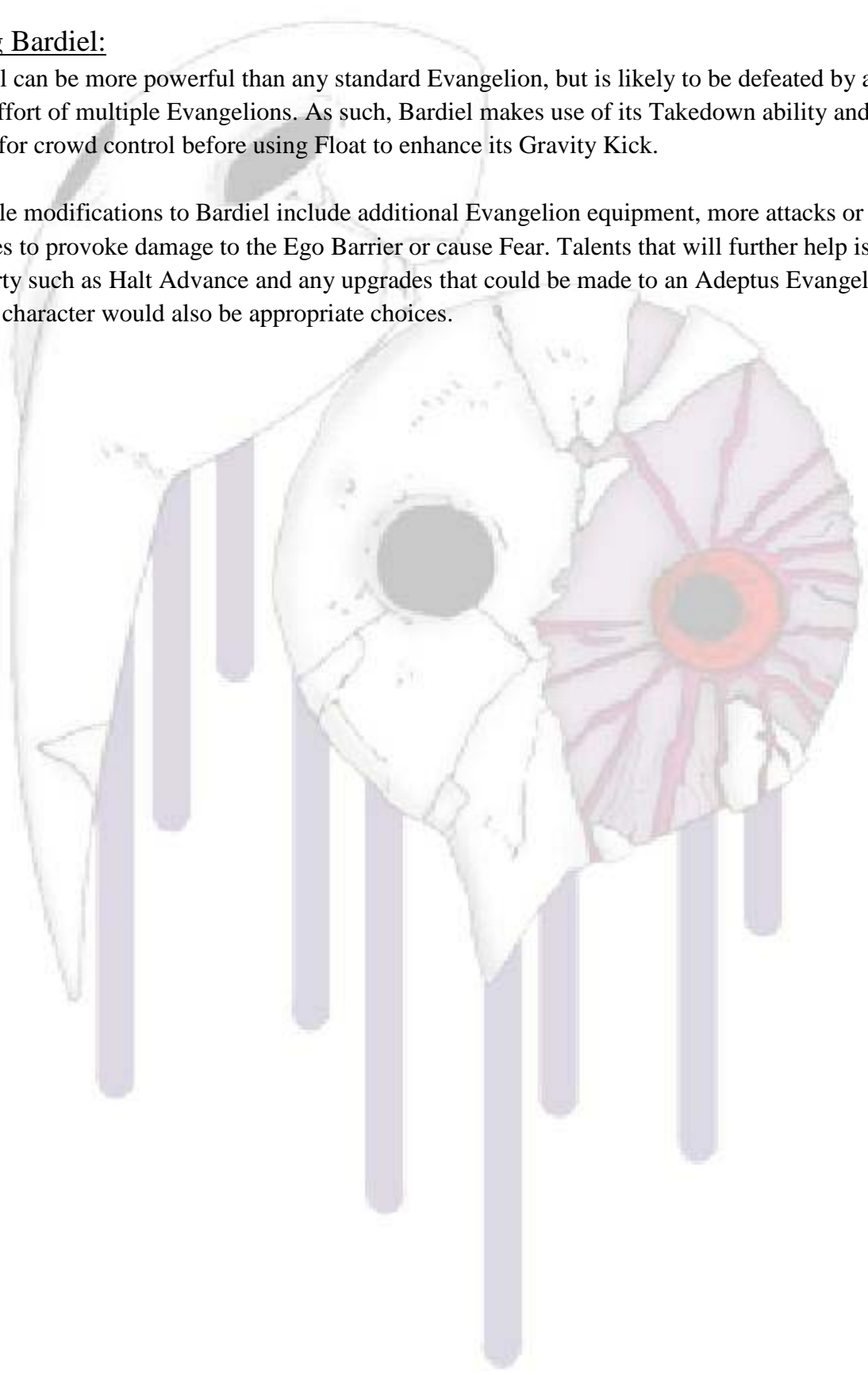
**Weapons:** Fists (1d10+10 I)



### Using Bardiel:

Bardiel can be more powerful than any standard Evangelion, but is likely to be defeated by a joint effort of multiple Evangelions. As such, Bardiel makes use of its Takedown ability and Fear rating for crowd control before using Float to enhance its Gravity Kick.

Possible modifications to Bardiel include additional Evangelion equipment, more attacks or abilities to provoke damage to the Ego Barrier or cause Fear. Talents that will further help isolate the party such as Halt Advance and any upgrades that could be made to an Adeptus Evangelion player character would also be appropriate choices.



# ZERUEL

Zeruel appears as a floating creature as large as the Evas but lacking humanoid limbs, with a malformed "skull" as a face. Zeruel possesses one of the most powerful Angel beam attack to date (which, like Sachiel's, detonates into the shape of a Christian cross) which it can fire several times in rapid succession. It also possesses folding foil-like "arms" that it uses as cutting weapons in close-range combat. These "arms" can breach most materials with relative ease. It also uses these "arms" to crawl about when it breaks into Central Dogma from the Geo Front. The Angel has a relatively powerful A.T. Field, and its armor-like "skin" is strong enough to endure the point-blank detonation of an N<sup>2</sup> bomb completely undamaged even without the usage of an A.T. Field. All in all, Zeruel is one of the most powerful Angels ever seen. Its core is located on its chest.

Zeruel literally means *Arm of God*.

Zeruel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
75	55	50	50	30	10	30	20	10	160
Zeruel Body									
Location	% to Hit	AP	Wounds						
Head	01-10	6	18						
R. Arm	11-20	4	20						
L. Arm	21-30	4	20						
Core	31-45	8	23						
Body	46-00	8	32						

**Movement:** 6/12/18/36

**Skills:** Awareness (Per)

**Talents:** Swift Attack

**Traits:** Angel (TB 10), Armored Core.\* Flyer 3, Dark Sight, From Beyond, Light of the Soul, Lash\*\*, Superheavy Shell\*\*\*, Absorption\*\*\*\*, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, Rising Cross, Bunker Field, Layered Field.

**\*Armored Core:** The Angels Core is defended by a heavily armored membrane that activates when Zeruel detects an attack aimed directly at it. Any attack specifically aimed at the core (such as a Called Shot) fails to do damage (although a randomly rolled hit on the core is treated as normal). This ability fails when Zeruel is disabled.

**\*\*Lash:** Zeruel may test Weapon Skill to grab and toss an opponent 3d10+10 dm in a direction of Zeruel's choice. Should this cause the opponent to collide with another Evangelion or building, both take 1d10+3 Impact damage. Whether he hits something or not, the opponent lands prone.

**\*\*\*Superheavy Shell:** Each body location on Zeruel is considered to have an Ablative layer that absorbs and negates any attack that has overcome normal Armor and Toughness concerns. Any



attack with a penetration lower than 6 fails to do damage. Unlike most ablative layers, breaching this once does not negate its effect on future hits.

\*\*\*\***Absorption:** Zeruel's ability to deflect kinetic energy is unparalleled. The first Area attack to hit Zeruel fails to do damage, up to and including an N2 mine at point blank range.

**Weapons:** Foil Arm (1d10+10 R; pen 5)

### Using Zeruel:

In the series, Zeruel is the only Angel who ever managed to breach Nerv by sheer force. In the progression of Angels in your game, Zeruel represents the point in the campaign where the gloves have come off and everything becomes much harder.

Generally good at everything, Zeruel is an Angel not to be trifled with. With the ability to use Rising Cross on three targets at once and powerful, long range foil arms, there is no safe way to attack Zeruel save extreme range, which limits your options significantly.

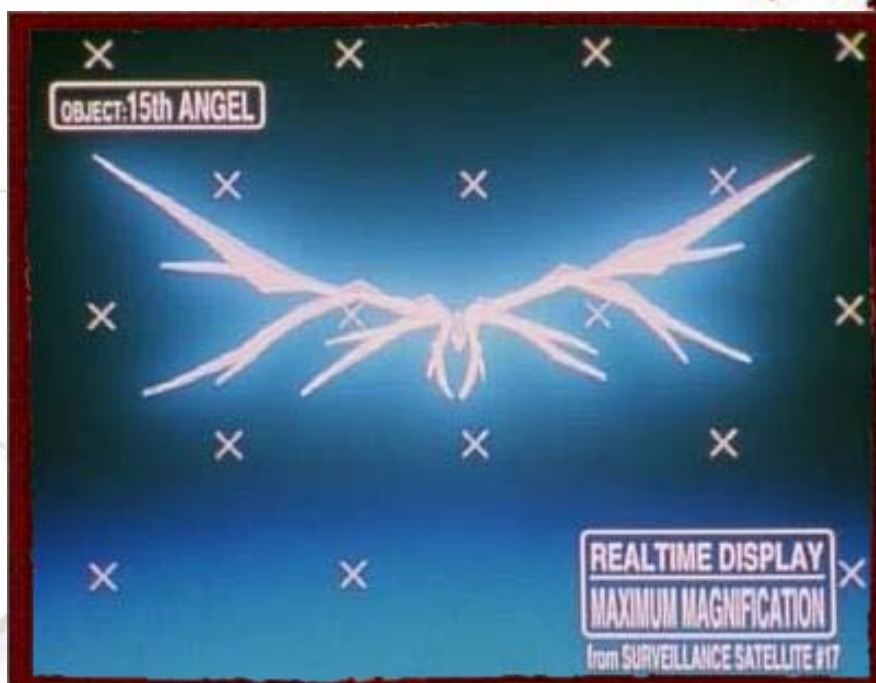
Any battle with Zeruel that the players did not win by the skin of their teeth should be considered a failure on the Game Master's part.

Zeruel is already very powerful, so it would be unwise to modify his weapons further. However, while rather powerful defensively speaking high level Positron weaponry that the players could now have access to might make the Zeruel fight too easy. Possible modifications to Zeruel include the ability to teleport short distances, an ability to absorb Energy based damage until the field has been fully neutralized or an EMP that can temporarily knock out the city's power grid (negating the use of umbilical cables).

## ARAEEL

Arael has the form of a massive, glowing winged creature. In addition to a conventional A.T. Field, Arael's main weapon appears as a beam of yellow-white light, which penetrates the target's mind to directly attack their psyche (the beam itself is stated to have properties similar to an A.T. Field). The Angel's core is held outside of its body by the appendages on its underbelly.

Arael literally means *Light of God* or *Vision of God*.



Arael Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	50	40	40	10	40	40	40	10	120
Arael Body									
Location	% to Hit	AP	Wounds						
Core	01-10	7	15						
Body	11-00	7	25						

**Movement:** 3/6/12/24

**Skills:** Awareness (Per)

**Talents:**

**Traits:** Angel (TB 8), Dark Sight, Fear (2), From Beyond, Size (Enormous), Light of the Soul, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, From the Heavens\*

**\*From the Heavens:** Arael projects a column of light at one target per round. This column automatically hits its target, and bypasses all defenses as it directly attacks the pilots mind. Each round that a pilot is targeted by From the Heavens, they must succeed on a difficult (-10) Willpower Test or gain 2d10 Insanity points. On a successful willpower test, they only gain 1d5 insanity points, but are in addition stunned for one round as their entire concentration is devoted to maintaining their mental integrity.

Any pilot that is targeted by this attack takes a -10 penalty to Trauma Tests for every round that they were subject to this attack when rolling to resist mental trauma resulting from insanity points gained in this encounter. Should Arael make a character permanently insane, it ceases its attack to consider the results of its brief contact with the human mind. It may stay in this state of inactivity from anywhere to a few hours to a few days at the GMs discretion. However, attacking it or threatening it in any way will cause Arael to resume its attack.

**Weapons:** (None)

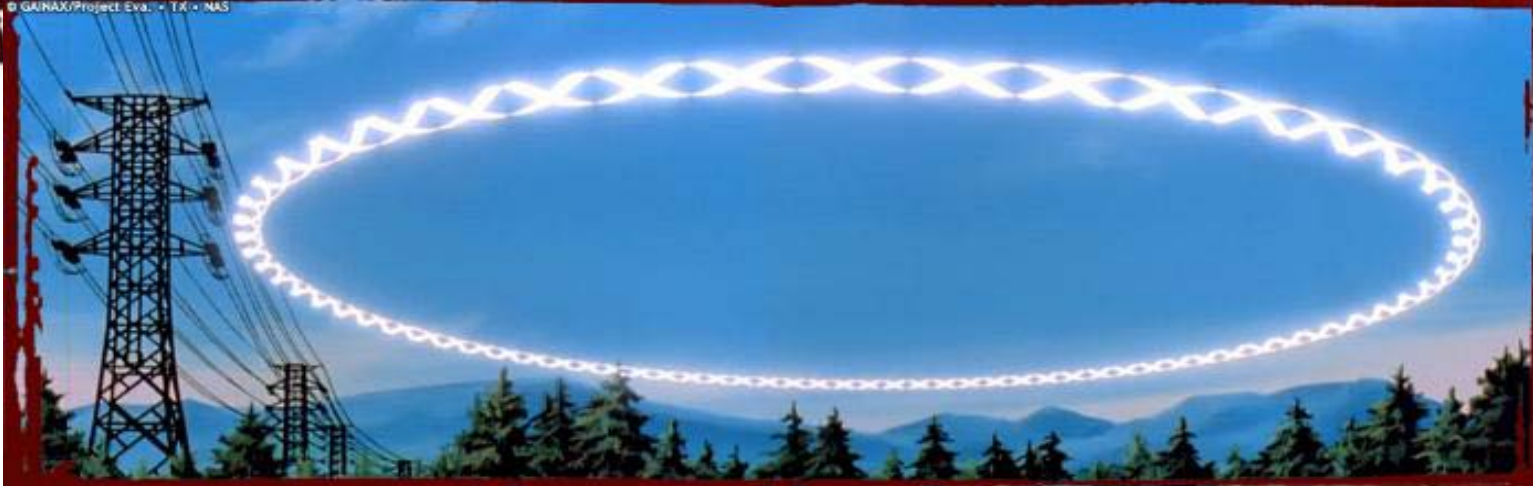
## Using Arael:

While lacking any ability to deal damage, Arael is one Angel from the series that your players are sure to fear. Capable of ignoring defenses and incurring long term status effects or even removing your character from play entirely, a fight with Arael can go wrong for the players in any number of ways.

Depending on how the fight with Sahaquiel went, your players might attempt to fight Arael in any number of ways. It is recommended that you modify Arael in such a way that their previously used tactic is made less effective somehow, preferably by sticking to non-damaging attacks.

Such modifications might be the effects of a hallucinogenic grenade from Dark Heresy on any pilot that comes within a certain radius, or the ability to force an Evangelion to go Berserk (thus denying it ranged attacks) for a short period of time.

While it might seem overly cruel, don't be afraid to remove a character from play due to permanent insanity resulting from Arael's beam.



## ARMISAEEL

Armisael appears as a large glowing floating torus which may represent a plasmid. In its initial dormant phase, the Angel's body has a double helix structure. During battle, the double helix deconstructs into a single thread, which then lashes out at enemies, utilizing its entire body as a weapon. Its powers are potent enough to pierce the Evas' A.T. Fields as it attempts to fuse with the Evangelion and its pilot.

Armisael literally means *Mountain of Judgment of God*.

Armisael Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	0	40	50	40	40	40	40	10	120
Armisael Body									
Location	% to Hit	AP	Wounds						
Body	01-00	5	40						

**Movement:** 8/12/16/24

**Skills:** Awareness (Per)

**Talents:**

**Traits:** Angel (TB 10), AT Penetration; Dark Sight, From Beyond, Regeneration, Natural Weapon (Whip); Size (Scrawny), Fear (1), The Stuff of Nightmares, Light of the Soul, Decentralized Core\*, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, Merge\*\*, Sense A.T. Field\*\*\*

**\*Decentralized Core:** Armisael has no core, and it is now considered defeated only if the body is destroyed.

**\*\*Merge:** On a successful hit with either end of its body (a long whip-like worm of energy when attacking) Armisael may fuse with the Evangelion. Once initiated Armisael cannot be forcibly removed so long as it lives. The pilot takes 2d5 damage to their Ego Barrier during each of Armisael's turns. Should the pilot be reduced to 0 Ego Barrier in this fashion, Armisael is absorbed into the Evangelion and it rises as an Angel much like Bardiel with Armisael at the controls. The pilot has been absorbed entirely and recovery is impossible.





**\*\*\*Sense A.T. Field:** Armisael automatically knows the location of any Evangelion using A.T. Field powers. In addition, Armisael is sensitive enough to detect the A.T. Field strength of individual humans. As such, Armisael will consider the pilot with the lowest Ego Barrier to be a high priority target.

**Weapons:** Whip (10 dm; 1d10+4 E; Pen 2; Flexible)

### Using Armisael:

Virtually unstoppable, Armisael's encroachment attack may come especially heavy hitting after the insanity inducing Arael. While already a terrifying opponent to fight, Armisael presents an opportunity for any number of possible modifications.

Recommended modifications for Armisael include an exploitation of its whip like nature by giving it Shamshel's ability to destroy weapons, or using it's morphic form to give it additional shapes it can take, possibly mimicking physical characteristics and abilities of the Angels that have come before it.

## TABBRIS

Tabbris, the final Angel, holds the form of a human (Kaworu Nagisa in the series). Like the other Angels, he is "born of Adam", although it is implied that he was created by the organization Selee. Tabbris' A.T. Field is the most powerful ever detected, strong enough to block out "light, magnetism, sub-atomic particles, *everything*". He may control any Evangelion unit he wishes, even from



outside the entry plug, so long as the soul inhabiting the Eva is dormant (although whether this means the Evangelion is simply inactive or there must be some disconnect between the Evangelion and the Pilot is unclear). Within the entry plug, he can set his synchronization ratio at any level he wishes. The nature or even the very existence of his core is not revealed.

Tabbris loosely means *Good of God* in Hebrew.

### Tabbris Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	50	10	20	40	40	40	40	50	400

### Tabbris Body

Location	% to Hit	AP	Wounds
Body	01-00	0	1

**Movement:** 1/2/3/6

**Skills:** Awareness (Per), Logic (Int), Tech-Use (Int), Deceive (Fel)

**Talents:**

**Traits:** Angel (TB 4), Dark Sight, From Beyond, Size (Miniscule), Light of the Soul, Celerity

**A.T. Field Powers:** Deflective Field, Neutralize, Adam's Dark Shadow\*.

**\*Adam's Dark Shadow:** Tabbris may activate and control any Evangelion that is currently offline and whose designated pilot is incapacitated (due to extensive physical injury, mental instability, or death) or has a Synch Ratio too low to activate the Evangelion (20 or below).

Tabbris can use this ability on any Evangelion with 40 dm, and maintains control so long as the controlled Evangelion remains within 200 dm of him. Evangelions controlled in this way have all their normal stats, and are capable of fighting normally.

Tabbris can control multiple Evangelions at once in this fashion, though for each Evangelion he controls he reduces his Synch Ratio by 50.

## Using Tabbris:

Among all the Angels from the series, Tabbris represents the one with the most potential. He also represents the Angel that is most difficult to use and balance effectively.

Tabbris, created directly from Adam by SEELE, has a human form and thus can do what no other Angel could ever hope to: infiltrate. He also has an A.T. Field more powerful than anything else ever witnessed in the series, requiring Rei to use Lilith's A.T. Field to neutralize his for him to be made vulnerable. Given the strength of his A.T. Field, and his lack of any other form of attack, it is entirely plausible to give him any AT power of his choice.

Tabbris could easily sneak into the Geofront and initiate Third Impact so quickly and so protected by his A.T. Field that there would be no chance of stopping him whatsoever without a Dues Ex Machina. However, that is rarely fun for the players.

It should be noted that the stats above represent him when being fought by an Evangelion. Should he be encountered by characters on the ground, he is of average height in that scale and should be restated appropriately.

Possibilities for using Tabbris include:

### **1) The Reveal**

Introducing him as an NPC (possibly as new pilot) and then revealing him as the last Angel. This is what was done in the series, and that is exactly why it is recommended that you avoid this route. Should you introduce an NPC pilot late in the game, your players would be fools not to suspect him. Introducing him early in the game, however, requires you to come up with a reason why he simply doesn't strike as soon as there is an opening, or simply betray the other pilots after a particularly tough battle when they are in no shape to resist him.

### **2) The Ret-Con Reveal.**

At a time of your choosing, take aside a pilot and inform him that he is the last Angel. All of his memories were falsely implanted by SEELE, and now he has been 'activated'. This would obviously work best with a Pilot that has the manufactured background, even better if he chose the Angel Hybrid Asset.

This allows you to put the terms of engagement in your players hands. Whether he chooses to initiate Third Impact, destroy himself out of self loathing, or some other course of action is entirely up to him. However, should you choose this route, it is highly recommended that you decrease Tabbris's Synch Ratio to 100 in case he decides to side with the party. That is, unless, you really feel your players need a walking God on their side to survive what is to come...

### 3) The Antagonist.

While Tabbris was sent by SEELE to Nerv HQ late in the series, there is nothing that says he was not created earlier than that. You can use Tabbris as a reoccurring enemy who manipulates and strikes from hiding, preparing for his inevitable assault on the Geofront.

Because the Angels work individually, in this role it is entirely possible to have Tabbris assist the Pilots against an Angel that he fears might reach Adam before him. However, down this route is inevitable betrayal.

Possibilities for a final confrontation with Tabbris include him defeating and collecting multiple Evangelions from the other Nerv installations, amassing his own team of possessed Evangelions to fight the players for him. Whether this group is made up of standard Evangelions, Mass Produced Evangelions, or a mix of the two is entirely up to the GM.

# ADDITIONAL OPPONENTS

## Jet Alone

Jet Alone is a nuclear-powered, unmanned robot created by an independent corporation for the Japanese government with the intention of supplanting the Evangelion units. Unlike the Evas, Jet Alone has an on-board nuclear reactor, so it can function without external power for 150 days. Additionally, Jet Alone is controlled by a supercomputer system that rivals the Magi which makes its combat decisions. While never witnessed in the series, Jet Alone contains powerful integrated weaponry.

### Jet Alone Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	50	30	10	20	30	35	20	10	0

### Jet Alone Body

Location	% to Hit	AP	Wounds
Head	01-10	4	8
R. Arm	11-20	4	10
L. Arm	21-30	4	10
Body	31-70	6	15
R. Leg	71-85	4	10
L. Leg	86-100	4	10

**Movement:** 3/6/9/18

**Skills:** Awareness (Per), Logic (Int)

**Talents:** Combat Master, Independent Targeting, Deadeye Shot

**Traits:** From Beyond, Natural Weapon (Claws), Machine\*, Nuclear Powered\*\*, Integrated Weapons\*\*\*, Celerity

**A.T. Field Powers:** None

**\*Machine:** Jet Alone has no core, and once its head or body is reduced to 0 wounds it is defeated. Any limb reduced to 0 wounds is crippled beyond use or destroyed.

**\*\*Nuclear Powered:** If Jet Alone takes enough damage to his body that he would normally take critical damage, roll 1d10. On a roll of 5 or lower, Jet Alone's reactor has been breached, and will suffer a major meltdown within 1 round. While this does virtually no physical damage, the released radiation poisons everything in the surrounding area and during the post-battle phase treat the Collateral damage from the fight as an even 100.

**\*\*\*Integrated Weapons:** While Jet Alone can use its manipulator claws as a close combat weapon, it also possesses built in weaponry of the GM's choice.

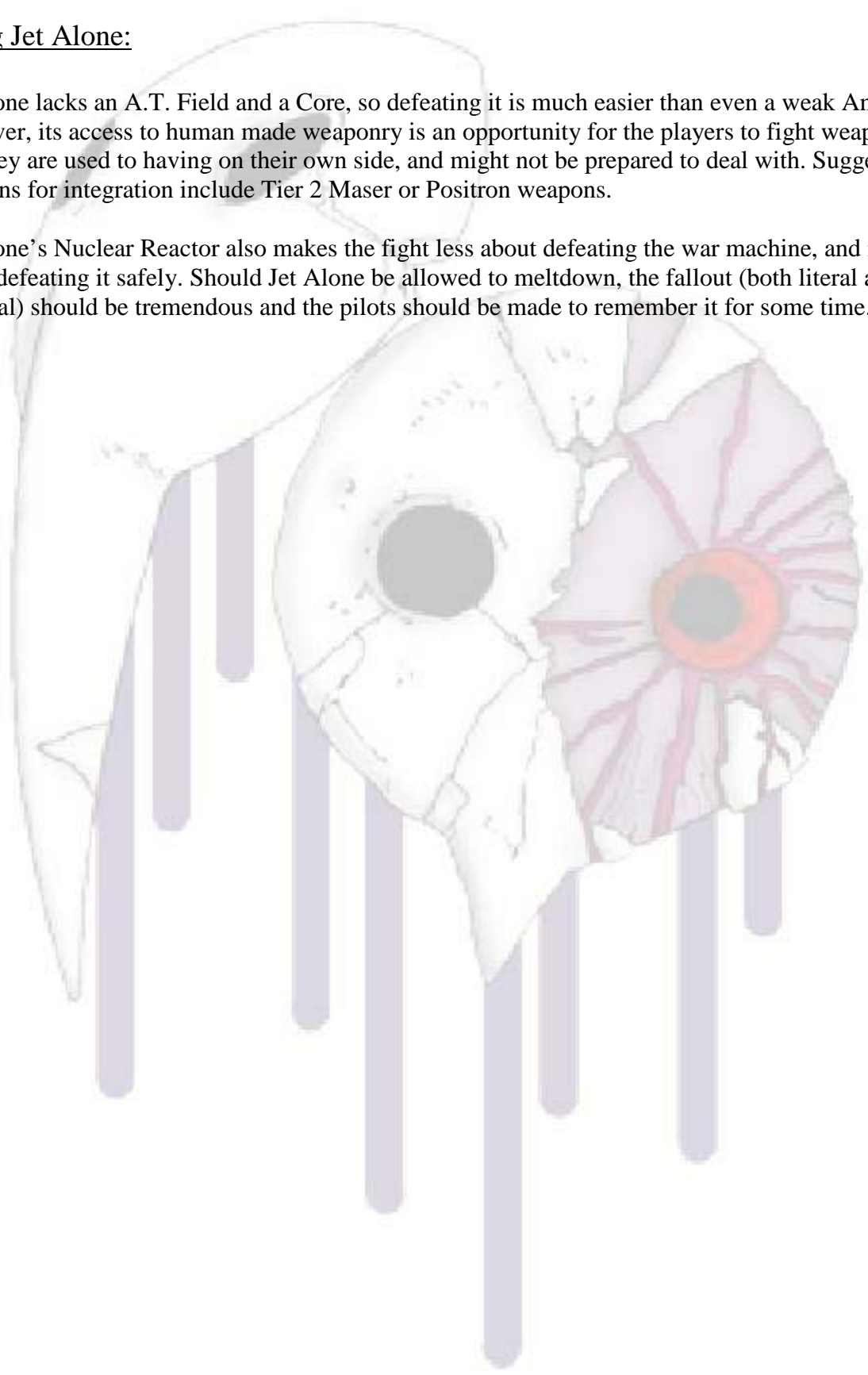
**Weapons:** Claws (1d10+3 R)



### Using Jet Alone:

Jet Alone lacks an A.T. Field and a Core, so defeating it is much easier than even a weak Angel. However, its access to human made weaponry is an opportunity for the players to fight weapons that they are used to having on their own side, and might not be prepared to deal with. Suggested weapons for integration include Tier 2 Maser or Positron weapons.

Jet Alone's Nuclear Reactor also makes the fight less about defeating the war machine, and more about defeating it safely. Should Jet Alone be allowed to meltdown, the fallout (both literal and political) should be tremendous and the pilots should be made to remember it for some time.



## Jet Alone Prime

The previous Jet Alone was the prototype model, and this unit with an onboard N<sup>2</sup> reactor was actually in development at the time. Initially afraid of having an onboard fission reactor, but forced to meet the deadline for the public test, they fitted the prototype with a nuclear reactor taken from the "old system".

The Jet Alone Prime model contains an onboard reactor which was treated as experimental at the time. By coincidence, it slipped through the grasp of outside forces who conspired to have it sabotaged, thus narrowly escaping disassembly.

The body of this robot, with its reactor, is slightly smaller than the original Jet Alone. But it's still powerful and nimble, and in exchange for only having to equip a single cooling system it consumes massive amounts of water, requiring the presence of a nearby water supply during periods of extended operation. Its weapons include a giant hammer and a ring attached to the wrist that emits an electrical discharge.

### Jet Alone Prime Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
65	65	30	10	25	30	35	20	10	0

### Jet Alone Prime Body

Location	% to Hit	AP	Wounds
Head	01-10	6	8
R. Arm	11-20	6	10
L. Arm	21-30	6	10
Body	31-70	8	15
R. Leg	71-85	6	10
L. Leg	86-100	6	10

**Movement:** 3/6/9/18

**Skills:** Awareness (Per), Logic (Int), Dodge (Ag)

**Talents:** Combat Master, Independent Targeting, Furious Assault, Deadeye Shot, Sharpshooter, Celerity

**Traits:** From Beyond, Stuff of Nightmares, Machine\*, N2 Reactor\*\*, Positron Discharge\*\*\* Radhammer\*\*\*\*

**A.T. Field Powers:** None

**\*Machine:** The Jet Alone Prime has no core, and once its head or body is reduced to 0 wounds it is defeated. Any limb reduced to 0 wounds is crippled beyond use or destroyed.



**\*\*N2 Reactor:** The Jet Alone Prime is powered by an N2 Reactor. Generating even more power than the old fission reactor, where the radiation put off by the old fission reactor was a constant threat the quark soup shed by this process is actually the key to the Jet Alone Prime's primary weapons. Nevertheless, if the body is reduced to 0 wounds, there is a 40% chance that the Jet Alone Prime's antimatter reactor is breached, dealing 3d10+10 damage to everything within 60 dm. Anything with an active AT Field may instead roll on the N2 Mine chart with a -40 to their roll.

**\*\*\*Quark Discharge:** The exotic radiation produced by a sustained antimatter reaction is a randomized rapidly decaying quark soup. This quark soup can be channeled through the Jet Alone Prime through specialized conduits and held in a relative stasis using advanced electromagnetic field generation. By using a simple ultraviolet laser to ionize a path to the target, this exotic radiation can be released and be expected to immediately follow the path of least resistance down the path of the beam, right at the target.

Whenever the Quark Discharge attack is deflected by an AT Field, that AT Field's ATS is decreased by 2 for one round as the quark soup decays and releases energy in such varying wavelengths that the AT Field must expend extra effort to neutralize it all.

**\*\*\*\*Radhammer:** Using electromagnetic field relays, the exotic radiation normally stored for firing the Quark Discharge can be channeled up to the head of Jet Alone Prime's hammer and stored in a special capacitor. By releasing this stored up radiation all at once on impact, the hammer can destabilize the AT Field at the point of impact and possibly break through. Roll 1d10 +4. If this should exceed the targets current ATS, it ignores the AT Field entirely. After being expended, it takes one round for the capacitor to recharge enough for another such attack.

**Weapons:** Hammer (1d10+7 I), Ultraviolet Laser Repeater (40 dm; S/3/-; 1d5+3 E; Pen 1; Clip unlimited), Quark Discharge (40dm; S/-/-; 1d10+5 E; Pen 4; Clip Unlimited; Recharge, Positron)

### Using Jet Alone Prime:

Still lacking an AT Field, the Jet Alone Prime was designed to nevertheless be effective against enemies with low-strength AT Fields. Originally featured in an Evangelion video game, exactly how the Jet Alone Prime could beat its way through an AT Field with little more than a giant hammer was never properly explained. The above pseudoscience is nothing more than a justification for this, so try not to look too much into it. As it stands, the Jet Alone Prime is already well equipped for dealing with the Evas themselves, and even standing up to some of the weaker Angels. While the introduction of entirely new weapons systems would probably be unnecessary, and merely upgrading the currently in place weapons and abilities would make it more than a match for most opponents, any high-science prototype weapon that a GM wanted to introduce to their campaign could almost certainly be seamlessly introduced via its inclusion on the Jet Alone Prime. Should the Jet Alone Prime be fielded against the Evangelions, it would not be unheard of for it to be accompanied and supported by T-RIDEN-T Land Cruisers of some design. In what is sure to infuriate the players, Jet Alone Prime's distinctive hammer is nothing more than a simple hammer in the hands of an Eva, which lack the sophisticated N2 reactor and accompanying systems to make use of its more exotic abilities.



## T-RIDEN-T Land Cruiser Prototype

The Evangelions are designed to fight the Angels, and represent the most advanced fighting machine mankind has ever built. However, while built by different countries, each Evangelion is the property of Nerv, and by extension the United Nations. Man is an inherently distrustful creature, and more than a few have looked ahead and wondered what purposes the Evangelion might be used for once the Angel threat has been eliminated.

The dinosaur-like T-RIDEN-T Land Cruiser was built to be the answer to the proposed “Evangelion Problem”: a massive fighting machine designed specifically to combat and kill an Evangelion should it become necessary. This prototype is dangerous in and of itself, and could easily break the back of any conventional army singlehandedly. Whether it has what it takes to defeat an Eva, however, remains to be seen...

T-RIDEN-T Land Cruiser (Prototype)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
25	40	30	10	35	30	35	30	30	0

T-RIDEN-T Land Cruiser (Prototype)			
Body			
Location	% to Hit	AP	Wounds
Head	01-10	3	6
R. Arm	11-20	2	4
L. Arm	21-30	2	4
Body	31-70	6	10
R. Leg	71-85	4	8
L. Leg	86-100	4	8

**Movement:** 6/12/18/36

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:**

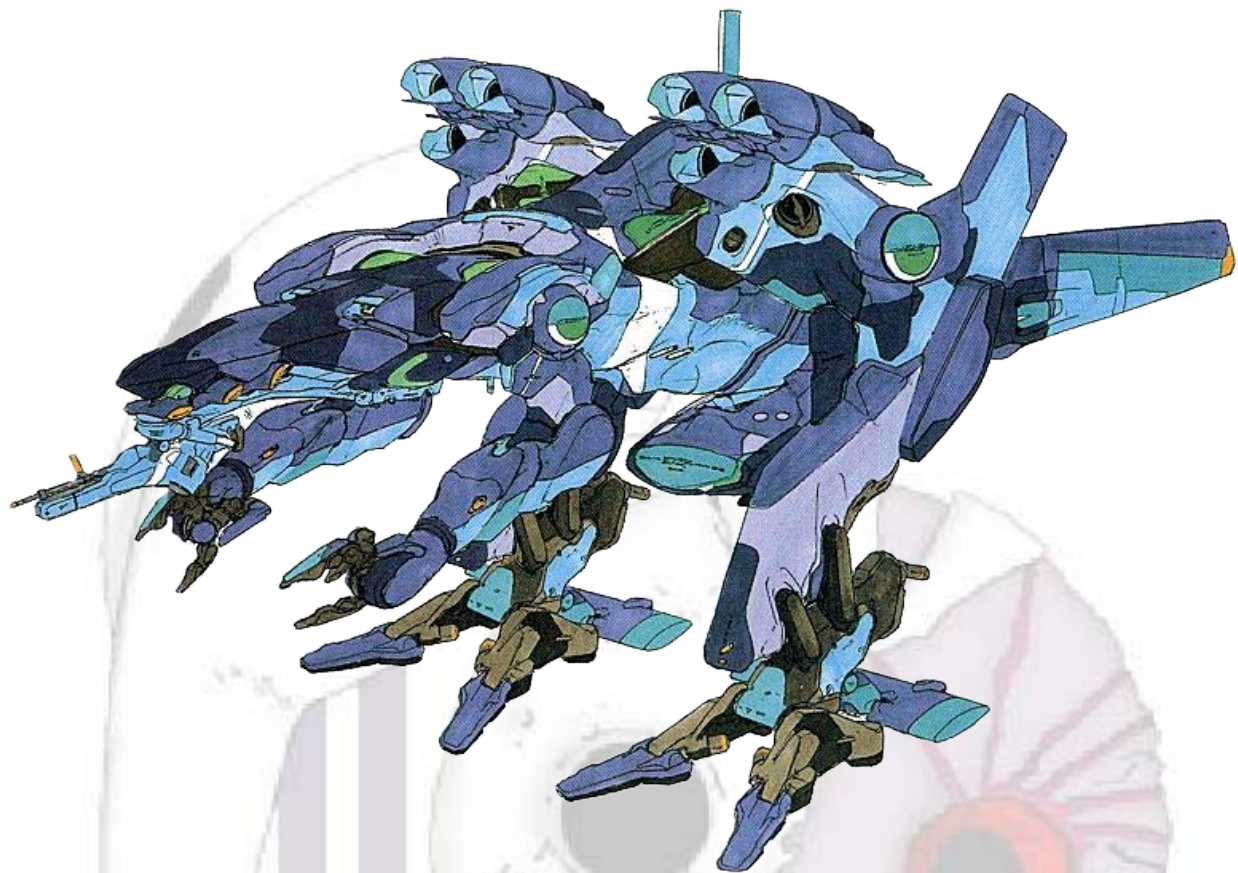
**Traits:** Machine\*, Airborne\*\*, Size (Hulking)

**A.T. Field Powers:** None

**\*Machine:** The T-RIDEN-T Land Cruiser has no core, and once its head or body is reduced to 0 wounds it is defeated. Any limb reduced to 0 wounds is crippled beyond use or destroyed.

**\*\* Airborne:** The T-RIDEN-T Land Cruiser is self deployed, and comes equipped with powerful thrusters. Specifically designed for this form of flight, the T-RIDEN-T Land Cruiser is treated as being equipped with A-Type Equipment, with 3 jumps of fuel onboard and capable of lifting off and initiating sustained flight under its own power.

**Weapons:** Manipulators (1d10+3 I), Chin-mounted Cannon (40 dm; S/3/6; 1d10+2 I; Pen 1; Clip 30); Missile Launcher (80 dm; S/2/-; 2d10+2 X; Pen 2; Clip 6; Blast(3))



### Using T-RIDEN-T Land Cruiser Prototype:

The T-RIDEN-T may seem like “Jet Alone... again”. That would be a mistake. The T-RIDEN-T has a human pilot, which makes fighting one a rare instance of fighting another human being. Even without this added moral quandary, the Trident trades Jet Alone’s sturdiness for flight and maneuverability.

However, do not expect a single T-RIDEN-T prototype to be much of a threat to your Evangelions, unless it somehow manages to separate them and/or cut the umbilical. In a fair fight, even at low levels an Evangelion could be expected to win against a single T-RIDEN-T prototype. It is the T-RIDEN-T pilot’s job to keep it from turning into a fair fight, using range and speed to their advantage.

A fight against a T-RIDEN-T prototype is not important because of any risk the pilot may be facing now. What makes the T-RIDEN-T important is that there are human enemies out there intentionally targeting the Evangelions. And while the prototype was not especially deadly, it was close enough that with some better weapons, it might pose a real threat.

Any GMs looking for a better version of the T-RIDEN-T prototype are encouraged to simply use the T-RIDEN-T Production Models instead. However, any GM looking to change up the way the T-RIDEN-Ts are armed should note that the T-RIDEN-T has a basic weapon mounted on the chin, and two heavy weapons mounted on the body.

## T-RIDEN-T Land Cruiser Production Models

The prototype went a long way to defining the construction of the T-RIDEN-T series. However, it underestimated the firepower required to take down an Eva. This is a mistake they have done much to correct, through application of technology originally developed to aid the Evas against the Angels.

The T-RIDEN-T Land Cruiser Production Models come in two varieties: Interceptor and Artillery. The Interceptor model is designed to engage the Evangelions at medium to close range, utilizing its twin Positron weapons against targets with active A.T. Fields and unloading an impressive rate of fire with its Maser on any targets of opportunity that present themselves. The Artillery model is instead designed to establish a position on the edge of the battlefield, picking targets at will for its devastating Heavy Railgun. Manned by expert pilots, T-RIDEN-T kill teams work in unison to bring down the Evangelions with startling efficiency.

### T-RIDEN-T LAND CRUISER (INTERCEPTOR)

T-RIDEN-T Land Cruiser (Interceptor)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
30	40	30	10	45	30	35	30	30	0

**Movement:** 8/16/24/48

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:** Furious Assault, Disarm, Hard Target, Positron Burrow, Spotter

**Traits:** Machine\*, Airborne\*\*, Size (Hulking)

**A.T. Field Powers:** None

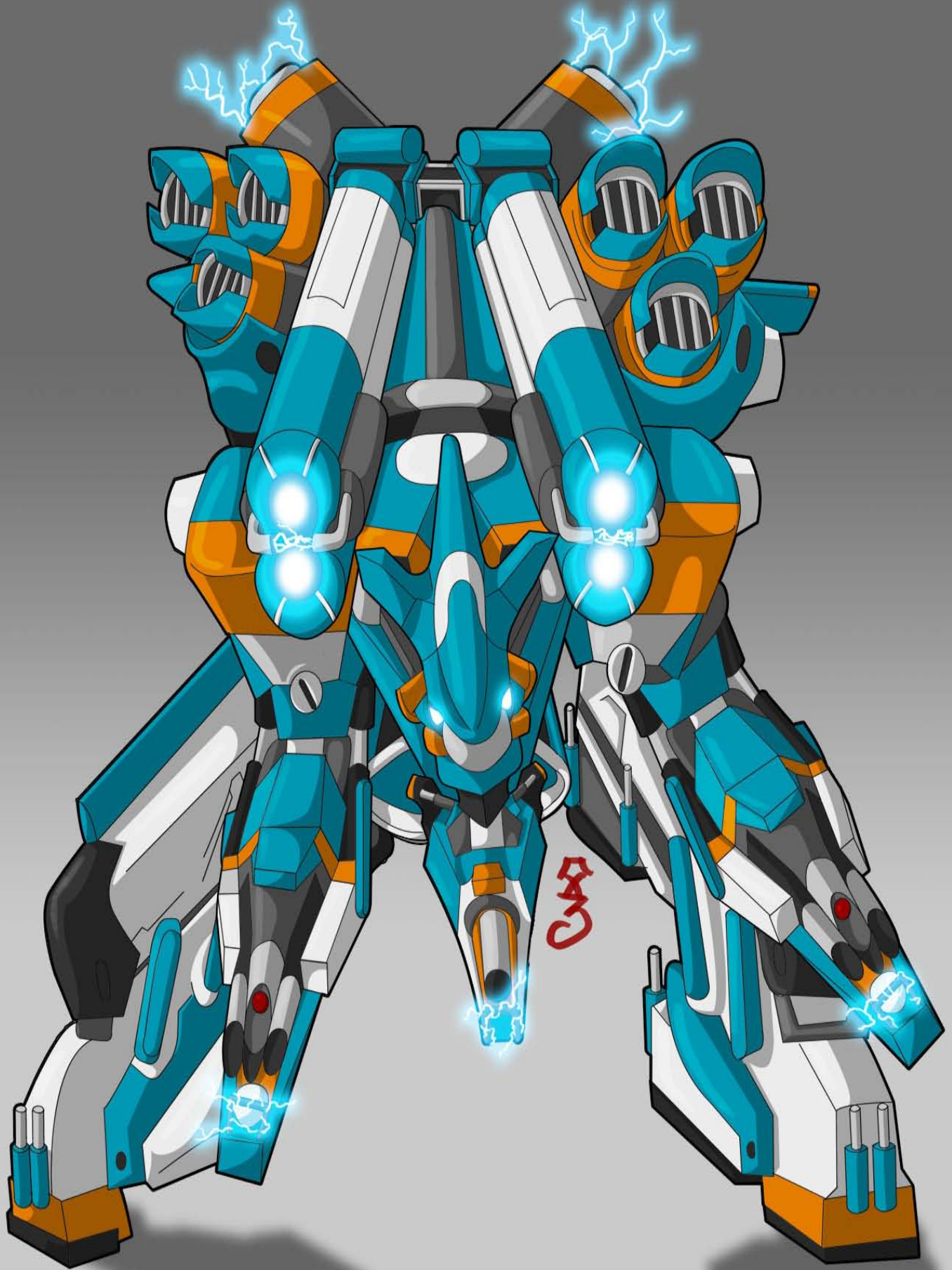
**\*Machine:** The T-RIDEN-T Land Cruiser has no core, and once its head or body is reduced to 0 wounds it is defeated. Any limb reduced to 0 wounds is crippled beyond use or destroyed.

**\*\* Airborne:** The T-RIDEN-T Land Cruiser is self deployed, and comes equipped with powerful thrusters. Specifically designed for this form of flight, the T-RIDEN-T Land Cruiser is treated as being equipped with A-Type Equipment, with effectively unlimited jumps of fuel onboard and capable of lifting off and initiating sustained flight under its own power.

**Weapons:** Progressive Ram (1d10+4 R; Progressive), Manipulators (1d10+3 D),

Chin-mounted Maser (30 dm; -/3/10; 1d10+1 E; Pen 1; Clip 40; Markerlight); Dual Positron Guns (55 dm; S/2/-; 1d10+3 E; Pen 6; Clip 4; Positron, Tearing)

T-RIDEN-T Land Cruiser (Interceptor) Body			
Location	% to Hit	AP	Wounds
Head	01-10	5	7
R. Arm	11-20	3	4
L. Arm	21-30	3	4
Body	31-70	8	12
R. Leg	71-85	6	9
L. Leg	86-100	6	9



## T-RIDEN-T LAND CRUISER (ARTILLERY)

T-RIDEN-T Land Cruiser (Artillery)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
25	50	40	10	25	30	35	30	30	0

**Movement:** 4/8/12/24

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:** Marksman, Deadeye Shot, Sharpshooter

**Traits:** Machine\*, Airborne\*\*, Size (Hulking)

**A.T. Field Powers:** None

**\*Machine:** The T-RIDEN-T Land Cruiser has no core, and once its head or body is reduced to 0 wounds it is defeated. Any limb reduced to 0 wounds is crippled beyond use or destroyed.

**\*\* Airborne:** The T-RIDEN-T Land Cruiser is self deployed, and comes equipped with powerful thrusters. Specifically designed for this form of flight, the T-RIDEN-T Land Cruiser is treated as being equipped with A-Type Equipment, with effectively unlimited jumps of fuel onboard and capable of lifting off and initiating sustained flight under its own power.

**Weapons:** Manipulators (1d10+4 I), Chin-mounted Cannon (40 dm; S/3/6; 1d10+2 I; Pen 1; Clip 30); Heavy Railgun (300 dm; S/-/-; 3d10+3 I; Pen 4; Clip 10; Accurate, Mounted, Recharge))

T-RIDEN-T Land Cruiser (Artillery) Body			
Location	% to Hit	AP	Wounds
Head	01-10	6	7
R. Arm	11-20	2	4
L. Arm	21-30	2	4
Body	31-70	8	10
R. Leg	71-85	6	8
L. Leg	86-100	6	8

## Using T-RIDEN-T Land Cruiser Production Models:

T-RIDEN-T Production Models are intended to finish off their target as quickly and efficiently as possible, and should not willingly engage an Evangelion one-on-one. Instead, the T-RIDEN-Ts will prefer to operate in kill teams generally consisting of two T-RIDEN-T “interceptors” and one “artillery” T-RIDEN-T. More than one kill team could theoretically be fielded against the Evas, but the resources required for such an operation would be truly enormous, and one kill team should be able to pick apart all but the most well equipped Evangelion with relative ease.

The T-RIDEN-T’s should preferably be outfitted with weapons to best reflect the technologies researched throughout the campaign. If, for example, Positron research was never completed but HE Bolt technology was, then it would be reasonable to swap out the interceptor’s “Dual Positron Guns” with “Dual Bolters”, or even a Heavy Bolter system. Similarly, one or more T-RIDEN-Ts could be outfitted with Ablative armor of some kind, if such a thing was ever researched for the Evas.

If such technology was never fully researched by Nerv, this does not actually mean that it may not be used by the T-RIDEN-Ts, it just means that the research was performed by some other organization. Such competing research should not be a complete surprise to the pilots; hints of an Eva-scale arms race should be dropped before then to prevent it from seeming like an ass-pull.

In short: The T-RIDEN-Ts are meant to be equipped to defeat the Evangelions. Feel free to equip them with whatever man-made weapon would seem most reasonable for them to be expected to have in your campaigns. If simple weapon loadouts are not enough, particularly malevolent GMs may even include an N2 mine aboard one or more Tridents, set only to arm itself and explode should all fielded T-RIDEN-Ts be defeated. It is unlikely that the T-RIDEN-T pilots would be aware of its inclusion.

## Pilots of Steel: T-RIDEN-T PCs

While in the source material originally developed to face and destroy the Evangelions, it is not impossible for a Player Character to use a T-RIDEN-T to fight alongside the Eva’s. Whether this means that the T-RIDEN-Ts are actually Eva-friendly, or whether it is simply a form of long-term prototype testing in preparation for a later betrayal is up to the GM and what campaign he wants to run. Obviously, having a T-RIDEN-T PC has wide-reaching implications for the game world and the campaign, so a T-RIDEN-T PC may only be included with express GM permission.

A T-RIDEN-T PC should be handled as a normal pilot, but with the following changes:

- T-RIDEN-T Pilots have no Synch Ratio characteristic.
- T-RIDEN-T Pilots may not be of the Prodigy Background, and use of the Manufactured Background is discouraged for them.
- Only the Skirmisher and Pointman Career paths are available to T-RIDEN-T pilot characters.
- T-RIDEN-T pilot characters may not take AT Field Powers, Biological Upgrade Points, or any Talent related to AT Fields, Berserking, or Biological Eva functions.
- T-RIDEN-T pilot characters begin play with the Pilot (T-RIDEN-T) skill, and the “Independent Targeting” OR the “Berserk Charge” Talent from Dark Heresy.
- T-RIDEN-T pilot characters may take an unlimited number of Structural Upgrades or Weapon Upgrades per rank, regardless of the career path chosen.
- T-RIDEN-T pilot characters may select the unique talent “Broadside” (described below) at Rank 4 and the unique talent “Dynamic Entry” at Rank 5.
- Instead of an Evangelion, they begin play with a T-RIDEN-T Prototype, though swapping out the listed skills and talents for their own and having a Blast Shield (described below) instead of the listed Missile Launchers.
- The Pilot's T-RIDEN-T has a single chin-mounted Basic Weapon slot, and two body-mounted Heavy Weapon slots. Weapons fitting these slots may be bought, integrated, upgraded, and swapped out at will. Should the pilot wish it, a basic weapon may be selected to fill one of the Heavy Weapon slots.
- The T-RIDEN-T may be equipped with any Structural Upgrade available to the Evangelions that is not a Wing Loadout, as the T-RIDEN-T lacks Wings.
- The T-RIDEN-T uses the Pilots WS and BS + 10. The T-RIDEN-T's Strength, Toughness, and Agility start with the same values as the stated T-RIDEN-T Prototype, and may be increased by spending SUP's much like an Eva's characteristics might be increased by spending BUPs. However, the cost to increase each characteristics buy each increment is as follows: 1 SUP/ 2SUP/ 3 SUP/ 4 SUP.
- The T-RIDEN-T may be equipped with the following Melee weapons only: Progressive Knife MK I, Spear, Progressive Spear, Shield, Chainsword, Pneumatic Hammer, Progressive Knife MK II, Core Knife and Hyperprogressive Spear.

#### **Unique T-RIDEN-T Equipment:**

**Structural:** Blast Shields, Fuel Reserves

**Weapons:** Heavy Missile Pod, Raiden Cannon

**Blast Shield (Prerequisite: none):** The T-RIDEN-T covers itself with advanced armor plating. This Structural Upgrade fills up both Heavy Weapons slots, but increases the AP on the Body and Head by 2. This amount may be permanently increased by 1 for every 2 SUP spent to increase it, to a maximum to + 8 armor total.

**Fuel Reserves (Prerequisite: Research Tier 2):** The amount of flight ‘jumps’ the Trident may perform is doubled.

**Multi Missile Pod (Prerequisite: Research Tier 2):** (60 dm; Heavy; -/-/5; 1d10+5 X; Pen 1; Clip 2; Reload N/A; Blast(8)) A huge, shoulder mounted module that fires a staggering amount of missiles at once, saturating an area with fire. On a failed BS roll, or a successful Dodge by the enemy (but not a successful AT Deflection of the attack) all targets in the blast range still take 1d10+2 damage.

**Raiden Cannon: (Prerequisite: none):** A massive prototype railgun, far too large for an Eva to use. (45 dm; Heavy; S/-/-; 1d10+4 I; Pen 2; Clip 20; Reload: N/A)

#### **Unique Talents:**

**Broadside (Prerequisites: None, Scale: E):** After using the aim action, instead of gaining a bonus to BS you may fire all of your weapons on single shot, rolling for each weapon individually.

**Dynamic Entry (Prerequisites: None, Scale: E):** On a charge, the T-RIDEN-T may expend one “jump” of fuel to fly the distance and deal extra damage equal to double their SB on a successful hit.

## Mass Produced Evangelions

The Mass produced Evangelions are different from previous Evas, being narrower in the chest and shoulders and wider in the hips, but the greatest difference is in the head: rather than humanoid, it is streamlined and vaguely resembles the head of a baleen whale or a giant tube worm, and apparently covered by the same reinforced plastic that coats the arms. The long jaws have red muscular lips, metal-plated teeth, a large grey tongue, and produce large quantities of saliva. They have no

apparent eyes. They are equipped with large, mechanical, avian-style wings that enable them to fly, and which can be fully retracted into the back. They also lack the shoulder-mounted armor "wings" which were characteristic of previous Evas. Their primary weapons are the double-bladed Heavy Lances, which eventually transform into their true form, dark gray replicas of the Lance of Longinus. Additionally, the MP Evas consistently behave in an animal-like manner; they show formidable savagery, and circle fallen enemies in the air in a manner similar to vultures before descending to tear the Eva apart. Each MP Eva contains an internal S<sup>2</sup> Engine, which grants them complete mobility (being freed from the umbilical cable) and no operational time limit.



### Mass Produced Evangelion Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
70	50	40	40	50	20	40	10	20	60

**Movement:** 10/20/30/60

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:** Double Team, Quick Draw, Swift Attack.

**Traits:** Dark Sight, Flyer (4), From Beyond, False Lance\*, Natural Weapon (Bite), Regeneration, We'll be Back\*\*, Terrifying Visage\*\*\*

**A.T. Field Powers:** Deflective Field, Neutralize

**\*False Lance:** The double bladed weapons that the Mass Produced Evangelions carry may, as a half action, be shifted into an imperfect copy of the Lance of Longinus. In this form, it may be thrown with a range of 30 dm, and ignores any A.T. Field with an ATS of 1d10+3 or lower.

**\*\*We'll be Back:** All Mass Produced Evangelions have a Fate Point to spend as if they were Angels. In addition, when burning this Fate Point for any reason, roll a d10. On a roll of 9 the intended effect still occurs but the Fate Point is not, in fact, burnt.

**\*\*\*Terrifying Visage:** Witnessing the entirety of the Eva Series in action is extremely disturbing, and all who see the group must roll a Fear (3) test.

**Weapons:** Great Weapon (2d10+4 R; Pen 2; Unbalanced), Bite (1d10+4)

Mass Produced Evangelion Body			
Location	% to Hit	AP	Wounds
Head	01-10	3	5
R. Arm	11-20	5	7
L. Arm	21-30	5	7
Body	41-70	7	11
R. Leg	71-85	5	7
L. Leg	86-00	5	7



### Using Mass Produced Evangelions:

In the series, they are controlled directly by SEELE via Dummy Plugs based on Kaworu Nagisa, and are the final attack by SEELE on Nerv. Accordingly, they should only be used if SEELE has become the enemy, or they are somehow stolen.

The Mass Produced Evangelion fight should be the capstone to a campaign. Given their tenacity and superior numbers, any fight with them can easily become a TPK. Under no circumstances should they be encountered early in the campaign, as the player's possession of a False Lance can be extremely unbalancing.

If you feel the need to modify the Mass Produced Evangelions to make them stronger, you are a terrible person. Recommended modifications include access to Anti-A.T. Field Powers that may only be used through Group Synchronization, as well as the Push and Pull A.T Powers to better manipulate their Lances.

## CREATING NEW ANGELS

Each Angel that the players fight is an entirely new and dangerous opponent. While many Angels share certain similarities, these often prove to be superficial as the Angel demonstrates abilities or tactics that are dramatically different from previously faced opponents.

While information on the Angels and other enemies from the series are provided above, it would be a poor game to play if they represented the only pool of enemies to fight. To supplement the original enemies, or even to replace them entirely, GMs of Adeptus Evangelion are encouraged to create their own Angels using the following random generation system, though they may choose to make their own from scratch.

### Genesis

First, each Angel is assigned a Specialization. Given the truly varied forms and abilities of the Angels, Specializations are a way of restricting the Angel's abilities to a reasonably focused end, rather than a system of truly random generation likely to create an Angel whose abilities are both lacking in power and varied to the point of ridiculousness.

Next, the Angel's physical form and attributes are determined. What basic body type the Angel is determined to have can drastically alter what weapons, wound totals, and modes of transportation are available to it, as well as what its Characteristics are.

Once its characteristics have been determined, the Angel's A.T. Field Strength and Powers are determined.

With the basic skill sets of Physical form and AT Powers accounted for, the Angel's truly special attributes are determined. While additional Traits provide rounding out of the Angel's attributes, it is the Angel's Special Abilities that define it, often being the Angel's primary defining feature on which its tactics are based.

Once all of this has been determined, an appropriate name is selected and the Angel is completed.

The Angel Creation process is in many ways similar to creating a character, as the resulting Angel is a powerful and unique individual. When creating a new Angel, GMs are encouraged to make use of the record sheet provided.



## Difficulty

The first step of creating an Angel should be considering its relative position in the campaign and the ability of the characters facing it. Angels should always be challenging but the Players should not have a significant chance of perishing in battle until at least their Third Angel encounter. They should make it through encounters alive, but by only a small margin.

The GM should know better than anyone the general power level of their party, however for those unsure how to scale the difficulty of encounters to account for their party's advancement, the following scheme is suggested. Add up the number of Evangelion pilots in your group with the total number of Angels defeated, and consult the following scale. This figure is a good gauge of their skill, the surplus points they have had access to thus far, and the raw force they can bring to bear, though it assumes that the players receive roughly 400 xp per battle, and only 400 xp between each battle.

0-5	6-8	9-14	15-20	21+
<b>Introductory</b>	<b>Easy</b>	<b>Medium</b>	<b>Hard</b>	<b>Apocalyptic</b>

### Introductory

Likely the first, perhaps second Angel your players will face, these should merely serve as an introduction to Adeptus Evangelion combat and throw no unusually challenging concepts at the players. The Angel's final Toughness Characteristic is reduced by 20. If the Angel rolls a Synchronisation Ratio higher than 100, its SR is simply 100.

The Angel has only a 50% chance of possessing a Special ability, rolls twice on the Traits and Talents table, and automatically starts with 'Fear(1)' to represent the pilot's initial inexperience with frightening eldritch horrors. Angels may not roll the 'Orbital' body type, or the 'Encroacher' specialization at this time.

### Easy

Whilst still easy due to being a part of the early game, these angels represent a step up from the fodder tossed at the players initially. These Angels have Toughness reduced by 20, have a maximum possible SR of 160, possess a single special ability and roll twice on the Traits and Talents table. Angels may not roll the 'Orbital' body type, or the 'Encroacher' specialization at this time.

### Medium

These angels make up the bulk of a campaign, with the end of this region possibly corresponding to a darker change in mood, or the final stretch of Angel attacks. These Angels are not really scaled in any way from their state due to the rest of the chart. They roll 3 times on the Traits and Talents Table, and possess two special abilities. All Medium Angels automatically have the Celerity Trait.

## Hard

Angels at this level of difficulty would likely cause total player death if encountered at lower ranks, and occur as the campaign is beginning to draw near to the end. They receive +10 to either WS or BS, and add +40 to their SR to a maximum of 200SR. They roll three times on the Traits and Talents table, and have three special abilities. All Hard Angels automatically have the Celerity Trait.

## Apocalyptic

You are unlikely to have more than one or two of these in your campaign if at all, they are the final few, and by far the strongest, angelic encounters you can expect to see. They receive +20 to their final WS, BS, Strength, and Toughness, have 200 SR, roll 1d5+2 times on the Traits and Talents table and possess three special abilities. All Apocalyptic Angels automatically have the Celerity and AT Penetration Traits.

## Specialization

Each Angel has a Specialization, which is a focus for its skills and abilities that will define its form, powers and tactics during its creation as well as in combat.

The first thing that should be determined is whether the Angel attacks through direct means, or through physical or mental infection; Angels which use the latter tactic are referred to in Adeptus Evangelion as 'Encroachers'. Encroachers should never be encountered as the first Angel (They cannot be rolled on 'Introductory' difficulty), and should appear only sparingly prior to the final stretch of the campaign.

A GM should keep in mind that even with such broad specialisations; there ARE possibilities that have been avoided due to the difficulty of placing them within an arbitrary framework such as this. An example being Angels who corrupt human works through more

conventional means like hacking, such as Iruel, or employ politics and idealism to gather a conventional force under their command. It is also worth noting that Angels wearing the guise of the human form cannot be rolled in this chapter, and should be made using the suggestions listed under the entry for 'Tabbris' from earlier in the chapter

### Specializations

Roll Result	Specialization
01-40	Frontal Assault
41-80	Distance Fighting
81-00	Encroachment

**Frontal Assaulters** gain extra wounds to all body parts as described below:

Introductory	Easy	Medium	Hard	Apocalyptic
1 extra wound	3 extra wounds	5 extra wounds	8 extra wounds	10 extra wounds

**Distance Fighters** gain a number of free rerolls that can be used to reroll failed Ballistics Tests: 1 reroll for Introductory and Easy Angels, 2 rerolls for Medium Angels, and 3 reroll for Difficult or Apocalyptic Angels.

In addition, Introductory and Easy Angels have a 50% chance of starting with the AT Penetration trait. Medium difficulty and higher Angels automatically start with AT Penetration.

**Encroachers** automatically start with one Encroachment special ability, using Melee if the Angel's final WS is higher than its BS or Ranged otherwise. The ability is rolled at a +30 bonus if the Angel is of Medium difficulty, +40 if it is of Hard Difficulty and +50 if it is of Apocalyptic Difficulty.

## Body

### Body Type

Frontal Assault	Roll Result		Body Type
	Distance Fighting	Encroachment	
01-35	01-05	01-15	<b>Bipedal</b>
36-50	06-20	16-30	<b>Insectile</b>
--	21-40	31-50	<b>Orbital</b>
51-70	41-45	51-60	<b>Bestial</b>
71-80	46-70	51-70	<b>Artificial</b>
81-90	71-95	71-95	<b>Amorphous</b>
91-00	96-00	96-00	<b>Swarm</b>

### Bipedal

Bipedal Angels are of a vaguely humanoid shape, and are generally of equivalent size to the Evangelions. Often skilled at melee combat, their possession of powerful ranged attacks is neither impossible nor unlikely. Bipedal Angels gain a +20 bonus to their rolls to determine Weapon Skill and Toughness.

### Insectile

Insectile Angels share some physical attributes with insects, though how much can vary wildly. They are often dangerous if not powerful in melee, and can combine an armored exoskeleton with speed surprising for its size. Insectile Angels gain a +30 bonus to their rolls to determine Armor, a +20 bonus to their rolls to determine Agility, and a -20 penalty to their rolls to determine Toughness.

### Orbital

Orbital Angels are often much larger than normal Angels, putting their less restrictive environment to good use. These Angels never focus on melee combat, though what they choose to use their advantage of range for can vary wildly. They also treat all directed ranged attacks as having sufficient range to shoot surface targets from orbit. An orbital Angel's WS is always 00 and they cannot have melee attacks. In addition, they take a -20 penalty to their rolls to determine Strength and Toughness but gain a +30 bonus to rolls to determine Ballistic Skill and Synch Ratio. Orbital Angels, regardless of difficulty class, may not have the Celerity trait.

### Bestial

Bestial Angels are powerful if simple in design. While they rarely resemble any creature from Earth, they are clearly some sort of predator, often one with a devastating melee attack. Bestial Angels possess a +20 bonus to their rolls to determine Weapon Skill, Strength and Toughness but take a -20 penalty to their rolls to determine their Synch Ratio.

### Artificial

Despite their name, Artificial Angels are not actually more artificial than any other creation of Adam. Rather, they have physical forms that are of a design that is clearly not natural. This could be something

that is crystalline in form, visibly warping reality around it, or it might even appear to be made of pure energy! In any event, such Angels usually possess abilities just as strange and impressive as their appearance. Artificial Angels receive a -10 penalty to their rolls to determine Weapon Skill, Strength and Agility but gain a +20 bonus to their rolls to determine Ballistic Skill, Synch Ratio and Armor.

### **Amorphous**

Amorphous Angels have no defined physical form. This could be because the Angel is a large, amoeba-like blob or because its form is constantly shifting. This is often indicative of an exceptionally powerful A.T. Field that should not be underestimated. Such Angels automatically gain the “Amorphous” trait from Dark Heresy. Amorphous Angels have a Decentralized Core (as the unique trait possessed by Sandalphon and Armisael) and must be destroyed by inflicting massive damage to their bodies, fortunately for the pilots this also means that it does not typically violently detonate upon death. In addition to that, they have a +20 bonus to

their rolls to determine Toughness and Synch Ratio, but a -20 penalty to rolls to determine Armor.

### **Swarm**

Such an Angel consists of many smaller, independent bodies circling its core rather than a single being. The resulting hive is very agile, and at times is able to simply present too many targets to be combated effectively by Evangelion scale weaponry (which is normally designed to combat a single huge opponent). Any attacks from blast, spray, scatter or area of effect weapons deal double what they normally would after Armor and Toughness have been applied, but final damage from other weapons is halved (rounded up). Swarm Angels are immune to grappling, knockdown or pinning. They have a +30 bonus to their Agility rolls and a -30 penalty to their Armor rolls.

Also note that when their size is rolled for, this is the size of the swarm as a whole, not the individuals in it, who will generally be of miniscule or puny size. At GM discretion the characteristics of these individuals may be rolled for in the ‘Angelspawn’ chart later in this chapter, or they may simply remain anonymous parts of the whole.

# Locomotion

Locomotion							Form of Locomotion
Roll Result							
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Swarm	
01-50	01-50	---	01-40	01-15	1-15	1-15	<b>On the Ground</b>
---	51-60	---	41-75	16-20	16-20	16-20	<b>Burrowing + On the Ground</b>
51-75	61-70	---	76-90	21-25	21-30	21-30	<b>Swimming + On the Ground</b>
76-90	---	---	---	26-75	31-70	31-80	<b>Hovering</b>
91-95	71-00	01-90	91-00	76-80	71-75	81-90	<b>Flying</b>
96-00	---	91-00	---	81-00	76-00	91-00	<b>Teleportation</b>

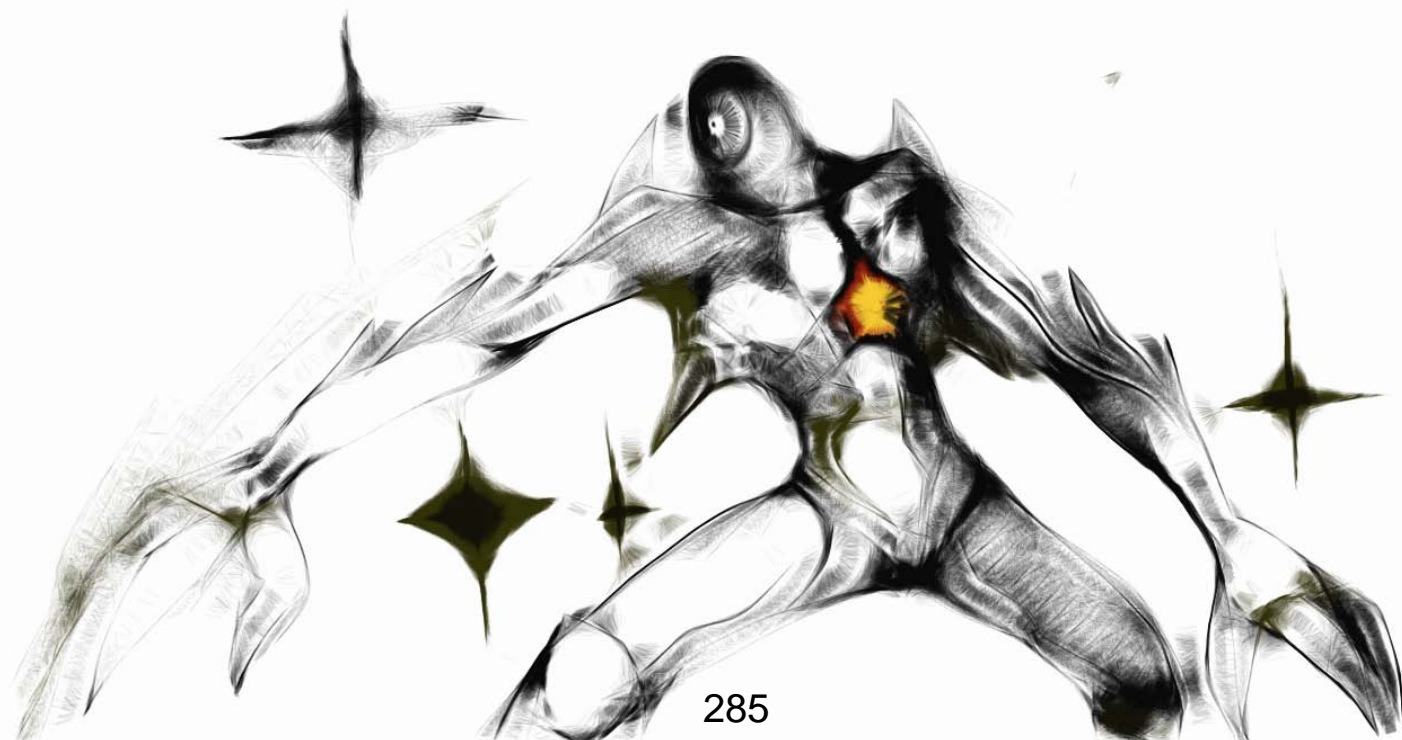
How does the Angel move itself about the battlefield? While an Angel's body type might determine much of its general physical appearance, if it plans on walking it will need legs to do so, and so forth. Roll twice in this chart, if the same result is returned twice that is the only form of locomotion the angel has, if not, it has both of the locomotion types rolled.

## On the Ground

The Angel moves on the ground. This may be on two legs, on four legs, or even no legs at all. Whatever organs turn out to be at work, the Angel moves at a speed determined as normal by its Agility. Such angels are considered to be effected by difficult terrain.

## Burrowing

The Angel gains the Burrower Trait from Dark Heresy, with a speed equal to one half its normal speeds as determined by its Agility. They also add +10 to interception rolls.



## Swim

Angels with this method of transportation can swim through a liquid medium at a speed equal to their 'On the Ground' speed. They are considered to be at home in such places and hence do not suffer from sinking,

Fly Speed	
Roll Result	Speed
01-10	(Agility Bonus)/2
11-30	Agility Bonus
31-50	(Agility Bonus)*2
51-65	ATS/2
66-95	(Agility Bonus)*3
96-00	ATS

treat their effective depth as 3000m higher in water (and coupled with an immunity to fatigue this means they can stay very deep indeed), or 1500m higher in more hazardous environments such as Magma, and count as proficient in the swim skill with respect to tests made to swim in turbulence etc.

## Hovering

These angels float marginally above the ground, but cannot ascend to such heights that it impedes Evangelions attempting to attack them: The main difference to 'On the Ground' is their ability to avoid relatively low lying obstacles such as small buildings. They gain the hoverer trait from dark heresy with a speed equal to twice their ground

speed as determined by Dark Heresy, in decametres.

## Flying

The Angel gains the Flyer trait from Dark Heresy, with a speed determined by rolling on the following chart:

## Teleportation

Angels that possess teleportation abilities can travel between two points instantaneously. In the event that this is the Angel's sole method of transit it may hang in the air motionless between jumps. At the GMs discretion, targets such as Evangelions that are grappling with or otherwise in physical contact with the angel may or may not be brought along on the jump. The amount of turns they must wait between jumps is half of (10-AG). If the angel successfully rolls dodge the GM may decide at their discretion that this constitutes them teleporting out of the way and allow them to make an additional jump under these circumstances. The maximum distance these jumps cover is equal to their Agility x ATS in dm. They add +20 to their interception rolls



# Size

While all but the most unique of Angels are huge by human standards, from an Evangelion pilot's point of view not all Angels are equal in stature. Roll randomly on the following chart based on body type to determine exactly how large the Angel is, where Scrawny is shorter than an Evangelion, Average is equal to an Eva, Hulking is larger, and Enormous and Massive are much larger than an Evangelion.

Angel Size							
Roll Result							Size and Effects
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Swarm	
01-10	01-10	---	---	01-20	01-05	01-05	<b>Scrawny: -5 WS, -2 wounds on all areas, -5 S</b>
11-80	11-60	---	01-15	21-50	06-35	06-15	<b>Average: no effect</b>
81-99	61-95	01-10	16-65	51-80	36-70	16-80	<b>Hulking: Fear rating (1), +5 WS, +2 wounds on all areas, +5 S, +5 T</b>
00	96-00	11-80	66-90	81-00	71-99	81-95	<b>Enormous: Fear rating (2), +10 WS, +4 to wounds on all areas, +10 S, +10 T</b>
---	---	91-00	91-00	---	00	96-00	<b>Massive: Fear rating (3), +15 WS, +6 to wounds on all areas, +15 S, +15 T</b>

# Characteristics

Roll for each characteristic based on the Angel's determined body type. Certain rolls may be modified based on Specialization or Body Type.

<b>Angel Weapon Skill</b>			
WS	Frontal Assault	Distance Fighting	Encroachment
10	--	01-25	01-10
20	--	26-50	11-20
35	01-40	51-80	21-40
40	41-70	81-00	41-90
45	71-90	--	91-95
50	91-00	--	96-00

<b>Angel Ballistic Skill</b>			
BS	Frontal Assault	Distance Fighting	Encroachment
10	01-15	--	01-10
20	16-40	01-05	11-20
35	41-85	06-20	21-40
40	86-00	21-60	41-90
45	--	61-90	91-95
50	--	91-00	96-00

<b>Angel Strength</b>			
S	Frontal Assault	Distance Fighting	Encroachment
10	--	01-20	01-15
20	01-10	21-50	16-30
30	11-20	51-90	31-65
40	21-60	91-00	66-75
45	61-75	--	76-85
50	76-85	--	86-95
55	86-95	--	96-00
60	96-00	--	--

<b>Angel Toughness</b>			
T	Frontal Assault	Distance Fighting	Encroachment
10	01-05	01-10	01-35
20	06-10	11-20	36-70
35	11-40	21-30	71-99
40	41-80	31-70	00
45	81-95	71-85	
50	91-00	86-00	

<b>Angel Agility</b>			
Ag	Frontal Assault	Distance Fighting	Encroachment
10	01-15	01-20	01-05
20	16-30	21-45	06-15
30	31-50	46-80	16-40
40	51-75	81-00	41-80
50	76-90	--	81-95
60	91-00	--	96-00

<b>Angel Intelligence</b>			
Int	Frontal Assault	Distance Fighting	Encroachment
20	01-40	--	01-20
30	41-75	01-30	21-50
40	76-90	31-80	51-75
50	91-00	81-00	76-90
<b>Angel Perception</b>			
Per	Frontal Assault	Distance Fighting	Encroachment
30	01-45	01-10	01-35
40	46-90	11-50	36-85
50	91-00	51-00	86-00
<b>Angel Willpower</b>			
WP	Frontal Assault	Distance Fighting	Encroachment
20	01-65	01-25	01-10
30	66-80	26-55	11-40
40	81-95	56-80	41-75
50	96-00	81-00	76-00
<b>Angel Fellowship</b>			
Fel	Frontal Assault	Distance Fighting	Encroachment
10	01-50	01-70	01-35
20	51-95	71-90	36-80
30	96-00	91-00	81-00
<b>Angel Synch Ratio</b>			
SR	Frontal Assault	Distance Fighting	Encroachment
(1d5+3)*10	01-20	01-10	--
(1d5+7)*10	21-50	11-25	01-15
(1d5+9)*10	51-75	26-50	16-50
(1d5+10)*10	75-90	51-80	51-80
(1d10+10)*10	91-95	81-90	81-90
200	96-00	91-00	91-00



# Body Parts

The forms of the angels are many and varied. How an Angel is shaped determines what body parts it has, and how much punishment each body part can take before it fails. Each Angel's form of Locomotion also influences their body type.

Most Angels will have at least a Body and a Core.

After the number and type of body parts has been determined, each body part is assigned a wound total based on its placement and the Angel's Toughness Bonus (TB). Keep in mind that each Angel has the Angel Trait, which doubles their Toughness Bonus.

## Bipedal

Bipeds are the simplest, given that their determined form marks them as distinctly humanoid. If the biped can fly, you may want to consider giving them wings, or an array of wings, the hit % of which can be deducted from the limbs, primarily the legs, as such an Angel has a reduced need for them. (Or the wings can be considered part of the body).

Biped Body		
Location	% to Hit	Wounds
Head	01-10	TB-2
R. Arm	11-20	TB
L. Arm	21-30	TB
Core	31-40	TB+1d10
Body	41-70	2*TB+1d5
R. Leg	71-85	TB
L. Leg	86-00	TB

## Insectile

This type of Angel always has multiple legs but they don't necessarily have arms. Roll 1d10, if the result is 8, 9 or 0 then the Angel lacks Arms and add their Hit % to the Body, if the Angel flies, the Arms also count as Wings. The Legs (and Arms, if applicable) are so many they all count as a single entry, and when enough critical damage is incurred all suffer the corresponding effects of it.

Insectile Body		
Location	% to Hit	Wounds
Head	01-10	TB-2
Arms	11-30	TB
Core	31-40	TB+1d10
Body	41-70	2*TB
Legs	71-00	TB

## Orbital

Orbital Angels may come in several different designs, but they are all huge and have no need for arms or legs. Regardless of whether the Angel moves by flight or teleportation, the following Body part chart is used.

Orbital Body		
Location	% to Hit	Wounds
Core	01-10	TB+1d10
Body	11-00	3*TB+1d10

## Bestial

### On the Ground

The Angel walks along the ground much like Bipedal ones do and like a predatory animal it moves on four legs, having entries for front and back legs, this table can also be used for amphibious Bestial Angels with the Swimming + On the Ground form of Locomotion.

<b>Bestial Body(on the Ground)</b>		
Location	% to Hit	Wounds
Head	01-10	TB-2
F.R.Leg	11-20	TB
F.L.Leg	21-30	TB
Core	31-40	TB+1d10
Body	41-80	2*TB+1d10
B.R. Leg	81-90	TB
B.L. Leg	91-00	TB

### Burrowing

The Angel, while capable of moving over land, prefers to burrow as its primary means of transport. Lacking legs and arms, the Angel either drags itself around, slithers, or moves by some other means.

<b>Bestial Body (Burrowing)</b>		
Location	% to Hit	Wounds
Head	01-30	TB-2
Core	31-40	TB+1d10
Body	41-00	2*TB+1d10

### Flying

The Angel can fly, having evolved its arms into wings to do so. If enough critical damage is applied to them the Angel won't be able to sustain flight.

<b>Bestial Body (Flying)</b>		
Location	% to Hit	Wounds
Head	01-10	TB-2
R. Arm	11-25	TB
L. Arm	26-40	TB
Core	41-50	TB+1d10
Body	51-80	2*TB+1d10
R. Leg	81-90	TB
L. Leg	91-00	TB

## Artificial

Artificial Type have strange and variable anatomies. Roll 1d10, if the result is 7, 8 or 9 the Angel has no discernible head and the Hit % is added to the Body.

<b>Artificial Body (On the Ground)</b>		
Location	% to Hit	Wounds
Head	01-10	TB-2
Core	11-20	TB+1d10
Body	21-60	2*TB
Legs	61-00	TB

<b>Artificial Body (Flying/Teleportation)</b>		
Location	% to Hit	Wounds
Head	01-10	TB-2
Arms	11-30	TB
Core	31-40	TB+1d10
Body	41-00	2*TB

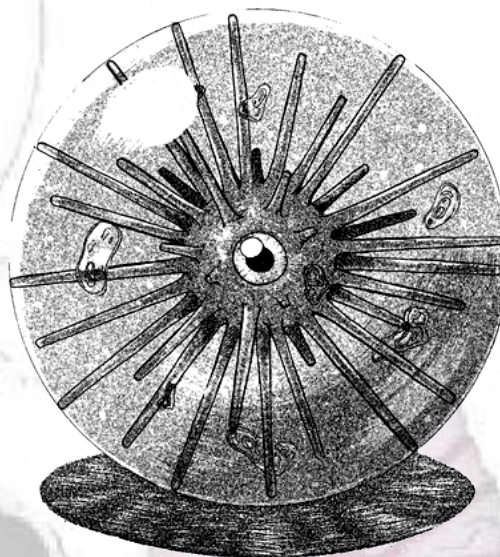
## Amorphous

The Angel's physical form is either indistinct or constantly shifting. In either case, there are few specific body parts to attack. This Angel might move across the ground, fly through the air, or simply flicker between places. Its form of locomotion does not matter, each Amorphous Angel has the following Body chart:

<b>Amorphous Body</b>		
Location	% to Hit	Wounds
Body	01-00	3*TB+1d10

## Swarm

The Angel's physical form consists of dozens, perhaps innumerable small bodies that swarm, circle, and slither around the core. There is a small chance there is no discernible core. Roll 1d10, if the result is 7, 8 or 9 add the Core Hit % to the Body and the entirety of the Swarm has to be destroyed for the Angel to be defeated.



Swarm Body		
Location	% to Hit	Wounds
Core	01-10	TB+1d10
Body	11-00	3*TB

## Armor

Each Angel has a set amount of body armor. While this varies from Angel to Angel based on type and physical composition, each Angel's core has an AP of 2 at least.

Angel Armor			
Armor Value (Locations)	Frontal Assault	Distance Fighting	Encroachment
No Armor	01-10	--	01-40
AP 2 (Body/Head)	11-25	--	41-80
AP1d5 (Body/Head)	26-60	01-40	81-95
AP 1d5+2 (Core/Body/Head), AP 2 (Arms/Legs)	61-85	41-70	96-00
AP 1d5+4 (Core/Body/Head), AP 1d5 (Arms/Legs)	86-95	71-90	--
AP 1d10+5 (Core/Body/Head), AP 1d5+2 (Arms/Legs)	96-00	91-00	--

# Angel Attacks

Each Angel has at least one basic attack. Roll on the charts below to determine what kind of attack it is and what the properties of the attack are.

Angel Standard Attacks			
Attacks	Frontal Assault	Distance Fighting	Encroachment
<b>Melee</b>	01-45	01-10	01-30
<b>Ranged</b>	46-55	11-55	31-60
<b>A.T Power</b>	56-85	56-85	61-90
<b>Roll Twice</b>	86-00	86-00	91-00

Melee Attacks							
Roll Result	Properties	Roll Result	Damage	Roll Result	Penetration	Roll Result	Type
01-10	Unbalanced	01-25	1d10+S	01-15	0	01-40	Impact
11-50	None	25-50	1d10+(S*1.5)	16-30	1d5-2	41-75	Rending
51-60	Power Field	51-80	1d10+(S*2)	31-70	1d5	76-00	Energy
61-90	Flexible	81-00	2d10+S	71-90	1d5+1	--	--
91-00	Tearing	91-00	2d10+(S*2)	91-00	2d5	--	--

Ranged Attacks							
Roll Result	Properties	Roll Result	Damage	Roll Result	Penetration	Roll Result	Type
01-10	Inaccurate	01-35	1d10+2	01-15	0	01-20	Impact
11-50	None	36-60	1d10+(1d5)	16-30	1d5-2	21-40	Rending
51-60	Toxic	61-85	2d10	31-70	1d5	41-70	Energy
61-90	Blast(1d5)	86-00	3d10	71-90	1d5+1	71-00	Explosive
91-00	Scatter			91-00	2d5	--	--

\*All basic ranged attacks have a range of (1d10+3)\*10dm.

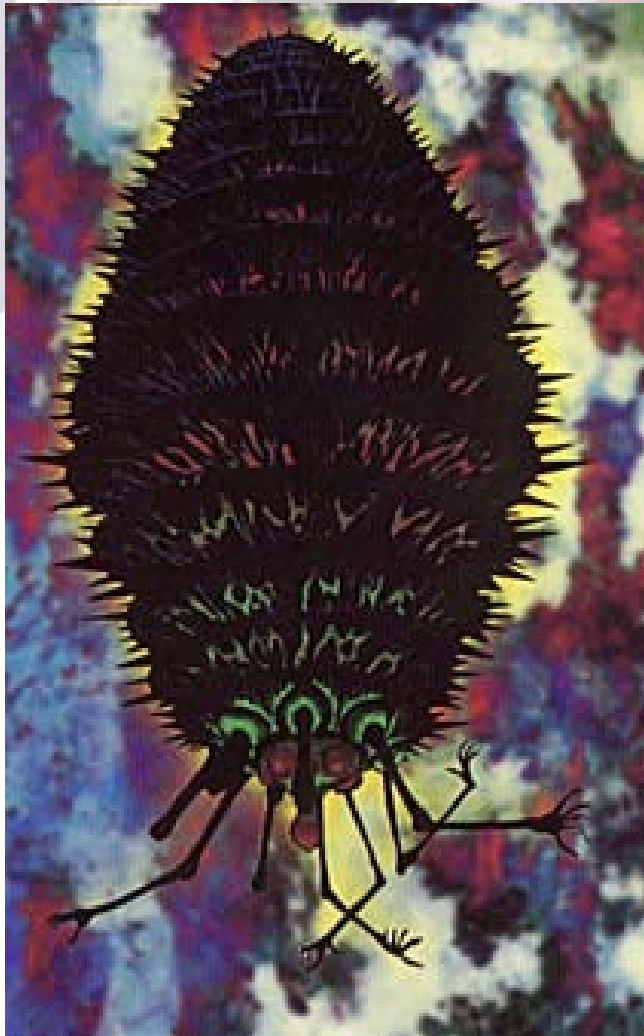
## AT Powers

As well as its array of offensive powers, each Angel has access to A.T. Field powers. Every Angel has, by default, the Deflective Field and the Neutralize AT Powers.

In addition to those powers, roll on the following chart a number of times equal to the Angel's Willpower Bonus to see what A.T. Field powers are gained as well. If an Angel comes to possess a power that it is not capable of using for whatever reason, or a power it already possesses, feel free to roll again.

Offensive AT Powers	
Roll Result	AT Power
01-15	Repulsion
16-35	AT Wave
36-50	AT Blast
51-55	AT Bomb
61-85	Rising Cross
86-00	Cross Blast

AT Powers			
Frontal Assault	Roll Result		Name
	Distance Fighting	Encroachment	
01-05	--	01-10	Accelerated Territory
06-10	01-10	--	Barrier Field
11-30	11-20	11-20	Bunker Field
--	--	21-45	Inverted Field
31-50	21-30	--	Layered Field
--	31-45	--	A.T. Funnel
51-70	--	--	Massive Momentum
--	46-60	46-70	Wrap Beam
--	61-75	--	Dirac Breach
71-75	--	--	Dirac Trap
76-80	76-80	71-80	A.T. Ping
81-90	--	81-85	Containment
91-00	--	86-90	Float
--	81-90	91-95	Kinetic Manipulation
--	91-00	96-00	Repulsion





## Special Abilities

This is the Angel's primary attribute. While it may have other attacks or abilities, this is the one that defines it and makes it a unique opponent to fight.

Many of these abilities require the Angel to have an existing attack to enhance, for this reason if an Angel was given arms or legs, but at no time received a melee attack, it is granted a randomly generated melee attack, if the Angel is of the Distance Fighting type and has no ranged attack, it gets to randomly generate one.

Roll on the following chart based on the Angel's specialization to determine whether the special ability is a melee, ranged, defensive or spawn ability.



Special Abilities			
Roll Result			
Frontal Assault	Distance Fighting	Encroachment	Type
01-65	---	01-35	Melee Ability
---	01-65	36-70	Ranged Ability
66-95	66-95	71-95	Defensive Ability
96-00	96-00	96-00	Angelspawn

## Melee Ability

Only Frontal Assault and Encroachment specialized Angels can gain a special melee ability. However, they each have different focuses: The Frontal Assault is more concerned with defeating the Evangelion, and the Encroachment is more concerned with defeating the pilot. Given the small overlap between these two, each specialization receives its own Special Melee Ability Chart to roll on.

<b>Special Melee Ability (Frontal Assault)</b>		
<b>Roll Result</b>	<b>Special Ability</b>	<b>Effect</b>
01-20	Arm Ram	The angel gains a natural weapon with 1d10+(S*2) Impact damage with a range of 10 dm and the 'Tearing' and "Pneumatic" qualities. This weapon may be used without penalty in a grapple.
21-30	EM Punch	One of the Angels melee attacks deals an additional 1d5 Energy damage, and gains the 'Shocking' quality.
31-40	Destroy Weapon	The Angel may, as a Half Action, test Weapon Skill with a -10 penalty to destroy any weapon held by an Evangelion within melee range.
41-50	Lash	The Angel may, as a Half Action, test Weapon Skill with a -20 penalty grab and toss an opponent SB*5 dm in a direction of the Angel's choice. Should this cause the opponent to collide with another Evangelion or building, both take 1d10+SB Impact damage. Whether they hit something or not, the opponent lands prone.
51-60	A.T Leech	The Angel rolls a WS test as a Half Action, on a success 1d5 ATS are taken from its target and added to the angel's ATS until its next turn. This attack may not be dodged.
61-70	Dirac Warp	Whenever the Angel damages an Eva, the unit disappears for 1d5 rounds before reappearing at its prior location. No time has passed for the target, but the umbilical cable will have detached.
71-80	Paralytic Strike	One attack of the Angels choice renders whatever body part it hits unusable for 1 round. On a hit to the head or body, the Eva is stunned.
81-90	Dense Field	All non-Angels within 30 dm of the Angel have their Agility halved for as long as they remain in that range.
91-00	Lava Projector	The Angel gains a Blast (10) weapon with the 'Flame' quality, a range of 15dm and damage of 1d10+5E. If this attack deals critical damage, the heat deals 1d10 E damage to the pilot as the LCL starts to boil.

## Special Melee Ability (Encroachment)

Roll Result	Special Ability	Effect
01-15	Biotoxin	The Angel chooses a melee attack, whenever it deals damage, the Eva must Test Toughness or have its Toughness be halved and the pilot is both blind and deafened for 1d5 rounds.
16-30	Synchrotoxin	The Angel chooses a melee attack, whenever it deals damage the Pilots Synch Ratio decreases by 2d10 and the Ego Barrier of the pilot decreases by 1d5.
31-50	Mind Crush	The Angel makes a called shot with any melee weapon to the head and on a hit it inflicts 1d5 Insanity Points on the Pilot, as well as forcing him to Test Willpower. On a failure, the pilot is treated as if having suffered the effects of a Hallucinatory Grenade.
51-60	Fearsome Attack	Whenever an Eva takes damage from the Angel in melee, the pilot must roll for Fear(1) or the Angel's Fear rating, whichever is higher.
61-70	Sympathetic Overload	The Angel chooses a melee attack, whenever it deals damage the pilot must Test Toughness or take 1d10 I damage.
71-80	Feedback Loop	Upon coming within 30 dm of the Angel and every turn thereafter until it dies, any Evangelion Pilots must Test Willpower at a +20 bonus or they suffer from Synch Disruption.
81-90	Disruptive Feedback	Should an Evangelion ever attempt to neutralize the Angel's A.T. Field, the pilot takes an amount of Ego Barrier damage equal to the ATS spent on the neutralization, this is repeated every time the pilot chooses to maintain neutralization.
91-95	Infect	The Angel chooses a melee attack, whenever it deals damage the pilot takes 1d10+2 damage to their Ego Barrier, should the pilot be reduced to 0 Ego Barrier in this way the Evangelion is now under control of the Angel until it dies.
96-00	Merge	As above, but the Angel may as a Full Action enter a grapple with the Eva that is impossible to break free from. The Ego Barrier damage is dealt every one of the Angel's turns until the Angel is destroyed or the Evangelion absorbed.

## Ranged Ability

Much like the melee abilities, each specialization has its own subset of acceptable special abilities. Roll on the following chart based on specialization to create a ranged ability.

<b>Special Ranged Ability (Distance Fighting)</b>		
<b>Roll Result</b>	<b>Special Ability</b>	<b>Effect</b>
01-10	Spine Barrage	The Angel may fire a storm of small needles with a range of 80 dm, a rate of fire of S/4/8, and which each deal 1d10+3 R; Pen 2.
11-20	EM Blast	Fire a 60 dm; 1d10 E; pen 10; Blast(5) attack that also blinds and deafens any Eva's in range for 1d5 rounds.
21-40	Volley	The angel chooses a ranged attack in its possession. This attack may now be fired full auto with a rate of S/-/6.
41-50	Area Bomb	The Angel may fire a short range 50 dm; 1d10+5 X; pen 0 attack with a RoF of -/-/3 and the 'Blast (5)' special quality.
51-60	Penetrating Shot	The Angel chooses a ranged attack in its possession. This attack now possesses the Accurate special quality and will always deal 1 point of critical damage to the location it hits, even if it fails to damage the body part otherwise.
61-70	Positron Cannon	The Angel may fire a (1d10+5)*10 dm; 3d10 E; Pen 10 Positron Beam with the 'Recharge' special quality as a Full Action.
71-80	Overfreeze	As a Half Action, the Angel may fire a 100 dm; 1d10E; pen 0 attack that reduces the target's Agility score by 1d10 unless it is dodged or deflected by an A.T Field. Should an Evangelion's Agility be reduced to 0 in this fashion the Eva is completely useless until the internal circuitry and organs are defrosted.
81-90	Kinetic Blast	As a Half Action, one target with 100 dm is forced back 1d10+5 dm, takes damage as if they had fallen that distance and must Test Agility or be knocked down.
91-00	Singularity Bomb	The Angel may fire a 20 dm blast every 3 turns as a Full Action. All targets within that blast are moved to the center of the blast radius and take 2d10 Impact damage and automatically destroying their held weapon. Should they survive, they must successfully Test Strength to climb out of the compacted rubble as a full action. A spread A.T. Field may be rolled as normal to prevent damage, but the forced movement happens regardless.



### Special Ranged Attack (Encroachment)

Roll Result	Special Attack	Effect
01-20	Inflict Pain	Choose one target within 60 dm. The Target takes a -10 on all Tests for 1d5 rounds, and then takes 1d5 Insanity points.
21-30	Provoke Evangelion	The Angel may choose one Evangelion with 150 dm. That Pilot must roll a Willpower Test or his Evangelion goes Berserk. However, if the Evangelion Berserks, the Pilot gains 1d10+2 Insanity Points and reduces his Ego Barrier by 1d10+2 as he feels his body ripped from his control by an alien presence.
31-50	Terrify	The Angel may, once every other round, spend a reaction action to choose one target within 50 dm and force them to roll against Fear as if they were facing a Fear(4) foe.
51-60	Warped Vision	Any foe that comes within 30 dm must test Willpower or suffer the effects of a hallucinogenic grenade from Dark Heresy. They must reroll the test every round that they remain within range.
61-80	Psi Barrage	The Angel gains a ranged attack with the stats: (1d10)*10dm; 1d10E; -/-/6; which ignores armor and deals 1 point of Insanity to the pilot for each wound their Evangelion takes.
76-95	Mindscan	As a Full Action the Angel may choose one target within sight. The Pilot must Test Willpower at a +10 bonus or have their current number of insanity points double. If they have 0 Insanity points, they instead gain 1d10.
96-00	Absolute Terror	The Angel gains the 'Anti-A.T. Field' and 'Anti-A.T. Blast' A.T. Powers.

## Defensive Power

Defensive Ability		
Roll Result	Ability	Effect
01-10	Barbed Carapace:	Any Eva that deals damage in melee to the Angel's Body must pass an Agility Test or suffer Rending damage equal to the Angel's Toughness Bonus, unarmed attacks fail this test automatically.
11-20	Resilient Frame	The Angel may spend a Reaction action to make a Toughness Test to negate damage in place of a dodge or parry.
21-30	Ablative Iris	The Angel may, as a reaction action, choose to take no damage from one successful attack against its core, once only per battle.
31-40	Optical Illusion	As the Chameleon Psychic Power from Dark Heresy. This may be negated by the use of the A.T. Ping A.T. Power.
41-50	Shift Image	As the Distort Vision Psychic Power from Dark Heresy. This may be negated by the use of the A.T. Ping A.T. Power.
51-60	Energy Absorption	The Angel may choose to heal 1d5 wounds rather than take damage from any Energy attack when it. This ability only works when the Angel has an ATS of 1 or higher.
61-70	Reflective Field	The Angel's ATS is cut in half, but all ranged attacks against it are redirected to a target in range of the Angels choosing, using the Angels BS where appropriate.
71-80	Probability Shell	The Angel's ATS is always treated as 0 for the purpose of deflecting enemy attacks. Instead, all attacks against the Angel must roll to hit 2 times and take the worst. This ability cannot be neutralized.
81-90	Decentralized Core	The Angel has no core, its core wounds are added to its body wounds, and it is now considered defeated only if the entirety of the body is destroyed. Fortunately for the pilots this means the Angel does not violently detonate upon death.
91-95	Aberrant Core	Only A.T. Field Powers, or attacks enhanced by A.T. Field Powers, may harm the core at any time.
96-00	I'll be Back	The Angel has one additional Fate Point.

# Angelspawn

Angelspawn are an entirely new form of attack, unlike anything seen in the series. Angelspawn are smaller 'creatures' generated by the Angels as a half action using their A.T. Field in an imitation of their creator, Adam. A number of Angelspawn may be generated in this fashion equal to the Angel's FB, with the exception of miniscule-sized Angelspawn which are assumed to be constantly shed by the Angel with no need to spend any actions at all.

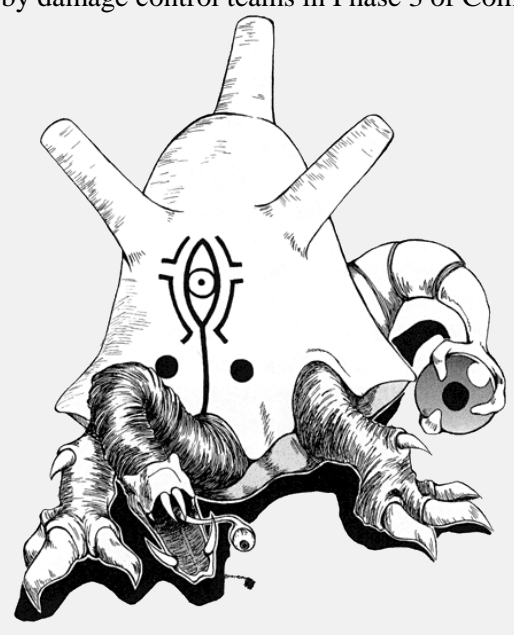
Angelspawn are always of the same body type as their parent Angel, and unlike Angels have a single pool of wounds like a normal Dark Heresy opponent. Each Angelspawn gains a melee attack by default with a damage amount based on their size.

Consult the following charts to creature your Angelspawn:

Angelspawn Size						
Original Size			New Size			Number that may be fielded at any time
Scrawny	Average	Hulking	Enormous	Massive		
01-00	01-50	01-30	01-25	01-20	Miniscule*: 00 WS, 1 wound, ¼ S, -10 T, SR 0	Swarm: Uncountable
---	51-00	31-70	26-50	21-40	Puny*: -20 WS, -4 wounds, ½S, SR -40	Parent Angels TB*1.5
---	---	71-00	51-75	41-60	Scrawny: -10 WS, -2 Wounds, -10 S, SR -20	Parent Angels TB
---	---	---	76-00	61-80	Average: SR +20	Parent Angels TB -2
---	---	---	---	81-00	Hulking: +10 WS, +2 wounds, +10 S, +10 T, SR +40	Parent Angels (TB/2)-1

\*Note that Angelspawn of these sizes may be encountered and fought by damage control teams in Phase 3 of Combat, and will require restating for encounters in that scale.

Characteristics	
Weapon Skill (WS)	30 +1d10
Ballistic Skill (BS)	30 +1d10
Strength (S)	25 +1d10
Toughness (T)	25 +1d10
Agility (Ag)	25 +1d10
Intelligence (Int)	10 +2d10
Perception (Per)	30 +1d10
Willpower (WP)	30 + 1d10
Fellowship (Fel)	20 +1d10
Synch Ratio (SR)	2d10
Wounds (W)	5+1d10



## Angelspawn Traits

All Angelspawn have the Traits 'From Beyond' and 'Strange Physiology'. Roll on the chart below to see what they gain as additional traits.

Angelspawn Traits		
Roll Result	Trait	Effect
01-20	<b>Puppet</b>	The Angelspawn can only move a maximum of 2d10+20 dm away from its originator before turning into LCL. If the Angel originator has its ATS reduced to 0, the Angelspawn dissolves as well.
31-30	<b>Amorphous</b>	The Angelspawn have the 'Amorphous' trait from Dark Heresy.
31-35	<b>Clingy</b>	The Angelspawn, after dealing damage with a melee attack, latch on. They take no further actions, but the Eva loses 5 Agility until the Angelspawn is killed.
36-45	<b>Flyer</b>	The Angelspawn have the 'Flyer' trait from Dark Heresy.
46-60	<b>Self-Destruct</b>	The Angelspawn have a deadly, suicidal attack (2d10, Explosive, pen 5) as their only offensive move. Miniscule Angelspawn may not have this Trait.
61-70	<b>Quadruped</b>	The Angelspawn have the 'Quadruped' trait from Dark Heresy.
71-90	<b>Talented</b>	Roll once on the Traits and Talents table for angels, all Angelspawn gain the result.
81-90	<b>Tough</b>	All Angelspawn gain the Unnatural Characteristic (Toughness) Trait from Dark Heresy.
91-96	<b>Larger Spawn</b>	The Angelspawn is one size category larger than normal (But is treated as normal for determining the number that can be spawned)
97-00	<b>Firm Identity</b>	The Angelspawn gain +1 to their ATS.

## Angelspawn Attacks

Angelspawn Size	Melee Damage
<b>Miniscule</b>	Cannot harm Eva's, but deal 1 collateral damage per round. Once every 1d5-1 rounds, the miniscule Angelspawn may overwhelm and destroy one Tank Battalion (or VTOL wing if the Angelspawn have the Flyer trait).
<b>Puny</b>	1d5
<b>Scrawny</b>	1d10 + (1/2 S)
<b>Average</b>	1d10+S
<b>Hulking</b>	1d10+(S*1.5), 50% chance of having the A.T. Power: A.T. Blast, which it may use every second turn as though it had enough ATP.
<b>Enormous</b>	1d10+(S*2), may use A.T. Blast every second turn as though it had enough ATP.

Additionally, if an Angelspawn for whatever reason ends up with an ATS, it is granted the AT powers 'Neutralize', 'Deflective Field', 'Barrier Field', 'Pull' and 'Push' which it may use at their normal cost.

Angelspawn are only considered to have skills if their Intelligence is not 10 or more less than the parent angel's Intelligence, if they do have skills, they simply possess the same as the parent Angel.



## Traits and Talents

With the defining features of the Angel determined, additional Traits and Talents are provided to round out their abilities. Each Angel Automatically has the 'Angel', 'Dark Sight', and 'From Beyond' Traits.

Traits and Talents				
Frontal Assault	Roll Result		Ability Gained	Type
	Distance	Encroachment		
01-07	01-09	--	Armor Plating <sup>DH</sup>	Trait
08-14	--	01-09	Brutal Charge <sup>DH</sup>	Trait
15-21	10-18	10-18	Fear (1d5-3)+1 <sup>DH</sup>	Trait
22-28	19-27	19-27	Unnatural Senses <sup>DH</sup>	Trait
29-35	--	28-36	Combat Master <sup>DH</sup>	Talent
36-42	--	--	Furious Assault <sup>DH</sup>	Talent
43-49	--	37-45	Hatred(Evangelions) <sup>DH</sup>	Talent
--	28-36	46-54	A.T. Focus	Talent
50-56	--	--	Iron Jaw <sup>DH</sup>	Talent
--	37-45	--	Marksman <sup>DH</sup>	Talent
--	46-54	--	Mighty Shot <sup>DH</sup>	Talent
58-63	55-63	55-63	Swift Attack <sup>DH</sup>	Talent
64-70	--	64-72	Takedown <sup>DH</sup>	Talent
71-78	--	--	Wall of Steel <sup>DH</sup>	Talent
--	64-72	--	Deadeye Shot <sup>DH</sup>	Talent
79-85	73-81	73-81	A.T. Penetration(one attack)	Trait
86-92	81-91	81-91	Light of the Soul	Trait
93-00	92-00	92-00	The Stuff of Nightmares <sup>DH</sup>	Trait

<sup>DH</sup> This Trait or Talent appears in Dark Heresy

## Finishing Touches

With its abilities thus determined, it's time to polish the Angel for its final presentation. Knowing what you know about its form and function; briefly summarize what it looks like. Remember that this likely looks nothing like anything they have ever seen before, and while the original series could simply show the audience the angel, you need to describe it if you want your players to have any memory of this opponent.

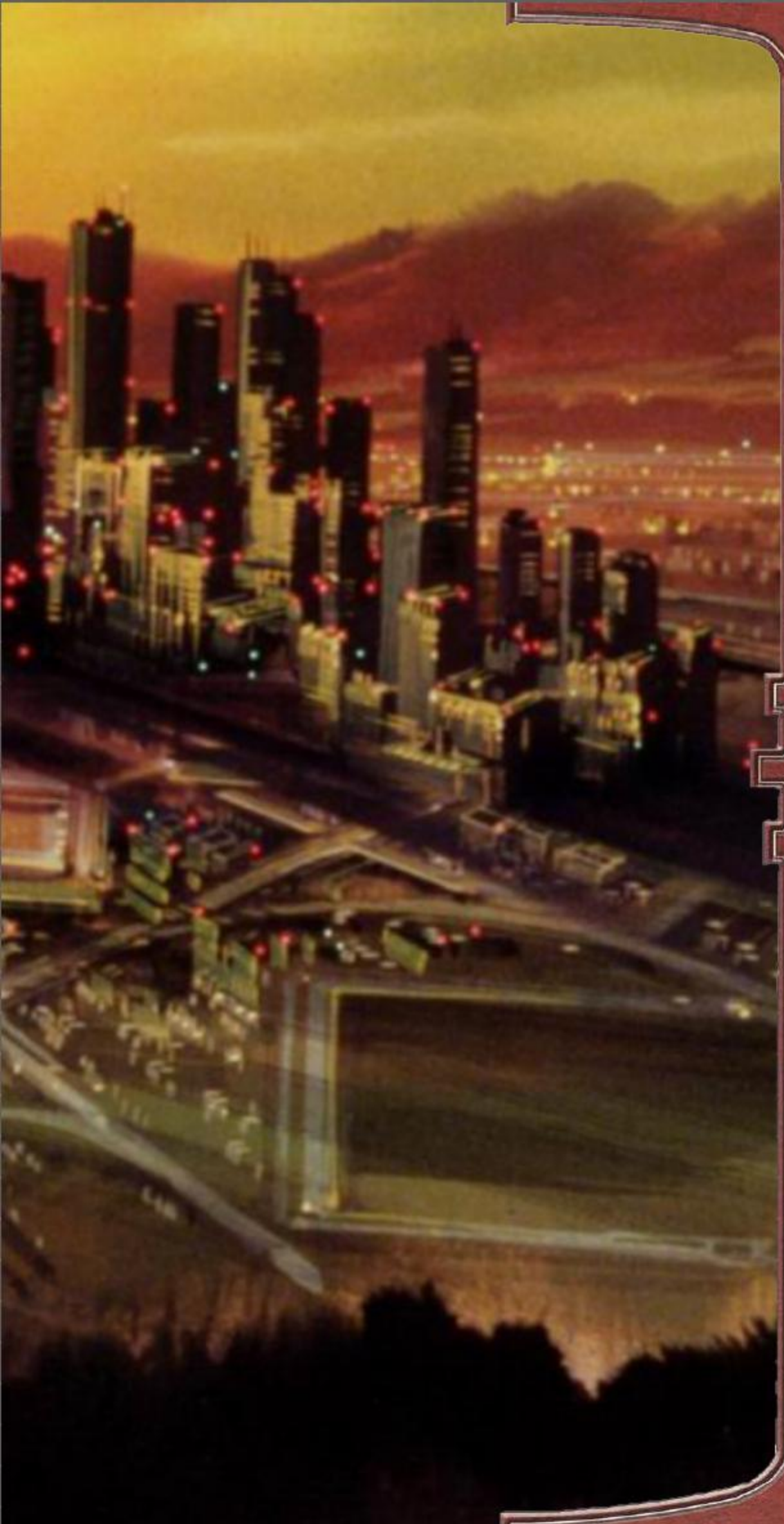
Any GM who is stumped for some physical, non-mechanical cosmetic traits for their Angel may roll on the following chart as many times as he wishes. Though, they should keep in mind that given the wide variety of Angel forms, there are many options possible that simply will not be able to be applied to the Angel you rolled. Even so, feel free to roll until you find something that feels right.

Angel Cosmetic Traits					
Roll Result	Body Part	Description	Roll Result	Body Part	Description
1	Arms	Elbow spikes	43	Skin	Crystalline
2	Arms	Oversized limb	44	Teeth	Blunt
3	Arms	Stone-like forearms	45	Teeth	Fanged
4	Arms	Oddly proportioned	46	Teeth	Needle-like
5	Arms	Bizarre growths	47	Teeth	Split Jaw
6	Hands	Claws	48	Teeth	Metallic
7	Hands	Pincers	49	Other	Whip-like tongue
8	Hands	Suckered	50	Other	Eyestalks
9	Hands	Backwards fingers	51	Other	Vestigial Wings
10	Digits	Abnormally long	52	Other	Vestigial Limbs
12	Digits	Extra joints	53	Other	Inhuman Noises
13	Digits	No nails	54	Other	Uncomfortable Aura
14	Head	Animal-like	55	Other	Fungal/leafy growths
15	Head	Animate "hair"	56	Other	Incontrollable twitch
16	Head	Multiple faces	57	Other	Bleeding pores
17	Head	Extra eyes	58	Other	Androgynous
18	Eyes	Cyclopic	59	Other	External organ
19	Eyes	Fish-like	60	Other	Whistling umbilicus
20	Eyes	Cat-like	61	Other	No shadow
21	Eyes	Glowing	62	Other	Bony ridges
22	Eyes	Smoking	63	Other	Antennae
23	Face	Animal-like	64	Other	Incongruous footprints
24	Face	Insect Mandibles	65	Other	No reflection
25	Face	Strangely human	66	Other	Internal glow
26	Face	No features	67	Other	Smoking breath
27	Face	Angel-Skull Mask	68	Other	Exoskeleton
28	Legs	Backwards bending	69	Other	Softly Glowing Core
29	Legs	No feet	70	Other	Pulsing Core
30	Legs	Frog legs	71	Other	Oddly-Colored Core
31	Legs	Insect legs	72	Other	Chitinous plates
32	Build	Emaciated	73	Other	Split Limbs
33	Build	Hunchback	74	Other	Mandelbrot Biology
34	Build	Bloated	75	Other	Recursive Face
35	Skin	Loose	76	Other	Skeletal
36	Skin	Patterned	77	Other	Glowing
37	Skin	Liquid	78	Other	Absorbs Light
38	Skin	Slimy	79	Other	Asymmetrical
39	Skin	Strangely Colored	80	Other	Multidimensional
40	Skin	Translucent	81-90		Roll twice, ignore any result of 80 or higher.
41	Skin	Variable Color	91-00		Roll three times, ignore any result of 90 or higher.
42	Skin	Metallic			
43	Skin	Clay-like			

Consider assigning the Angel a number of skills that it is trained in, no more than its Intelligence Bonus. Suggestions include Dodge, Acrobatics, Climb, Concealment, Contortionist, Search, Silent Move, Swim, and Tech-Use.

Finally, look over what abilities the Angel has at its disposal. See if you can determine its theme. Then, consult the following list to choose your Angel a name.

<b>Aariel</b>	<i>Lion of God</i>	<b>Kabaiel</b>	<i>Star of God</i>
<b>Abruel</b>	<i>Power of God</i>	<b>Kafziel</b>	<i>Speed of God</i>
<b>Adireal</b>	<i>Magnificence of God</i>	<b>Kakabel</b>	<i>Angel of the Moon</i>
<b>Adoil</b>	<i>Hand of God</i>	<b>Kemuel</b>	<i>Assembly of God</i>
<b>Ahkraziel</b>	<i>Herald of God</i>	<b>Kutiel</b>	<i>Angel of Water</i>
<b>Ambriel</b>	<i>Angel of Communications</i>	<b>Makatiel</b>	<i>Plague of God</i>
<b>Anauel</b>	<i>Angel of Prosperity</i>	<b>Malchediel</b>	<i>Angel of Courage</i>
<b>Asmodel</b>	<i>Angel of Patience</i>	<b>Metatron</b>	<i>Angel of Thought</i>
<b>Barakiel</b>	<i>Angel of Good Fortune</i>	<b>Muriel</b>	<i>Angel of Emotions</i>
<b>Barbiel</b>	<i>Lightening of God</i>	<b>Nemamiah</b>	<i>Angel of Just Causes</i>
<b>Camael</b>	<i>Angel of Joy</i>	<b>Noriel</b>	<i>Fire of God</i>
<b>Cassiel</b>	<i>Angel of Temperance</i>	<b>Omiel</b>	<i>Angel of Oneness</i>
<b>Cathetel</b>	<i>Angel of the Garden</i>	<b>Perpetiel</b>	<i>Angel of Success</i>
<b>Chamuel</b>	<i>Angel of Tolerance</i>	<b>Qaphsiel</b>	<i>Angel of the Moon</i>
<b>Charoum</b>	<i>Angel of Silence</i>	<b>Rampel</b>	<i>Angel of Endurance</i>
<b>Colopatiron</b>	<i>Angel of Liberation</i>	<b>Raziel</b>	<i>Secret of God</i>
<b>Elemiah</b>	<i>Angel of Inward Journeys</i>	<b>Rehael</b>	<i>Angel of Respect</i>
<b>Forcas</b>	<i>Angel of Invisibility</i>	<b>Remliel</b>	<i>Angel of Awakening</i>
<b>Forfax</b>	<i>Angel of Astronomy</i>	<b>Rhamiel</b>	<i>Angel of Empathy</i>
<b>Galgaliel</b>	<i>Angel of Vibration</i>	<b>Salmael</b>	<i>Severity of God</i>
<b>Gazardiell</b>	<i>Angel of New Beginnings</i>	<b>Samandiriell</b>	<i>Angel of Imagination</i>
<b>Germael</b>	<i>Majesty of God</i>	<b>Sathariel</b>	<i>Concealment of God</i>
<b>Gradhiel</b>	<i>Might of God</i>	<b>Sariel</b>	<i>Angel of guidance</i>
<b>Hamael</b>	<i>Angel of Dignity</i>	<b>Shoftiel</b>	<i>Judge of God</i>
<b>Hamaliel</b>	<i>Angel of Logic</i>	<b>Tadhiel</b>	<i>Righteousness of God</i>
<b>Harachel</b>	<i>Angel of Knowledge</i>	<b>Taharial</b>	<i>Angel of purification</i>
<b>Hayyel</b>	<i>Angel of wild Animals</i>	<b>Trolliel</b>	<i>Grief of God</i>
<b>Haziell</b>	<i>Vision of God</i>	<b>Turiel</b>	<i>Rock of God</i>
<b>Hodiell</b>	<i>Victory of God</i>	<b>Uriel</b>	<i>Angel of Creativity</i>
<b>Hutriell</b>	<i>Rod of God</i>	<b>Valoel</b>	<i>Angel of Peace</i>
<b>Iadiell</b>	<i>Hand of God</i>	<b>Yofiel</b>	<i>Angel of Divine Beauty</i>
<b>Iahhell</b>	<i>Angel of Meditation</i>	<b>Yrouel</b>	<i>Fear of God</i>
<b>Israfil</b>	<i>Angel of Judgment Day</i>	<b>Zacharael</b>	<i>Angel of Surrender</i>
<b>Izra'il</b>	<i>Angel of Health</i>	<b>Zadkiel</b>	<i>Angel of Prayer</i>
<b>Jamaerah</b>	<i>Angel of Manifestation</i>	<b>Zahafiel</b>	<i>Wrath of God</i>
<b>Jehoel</b>	<i>Angel of Presence</i>	<b>Zagzagel</b>	<i>Angel of Wisdom</i>
<b>Jophiel</b>	<i>Angel of Enlightenment</i>	<b>Zuriel</b>	<i>Angel of Harmony</i>



## **BASE OF OPERATIONS**

**Choosing your  
Base**



**Building your  
Base**



**Sample Bases**



**The Magi  
Supercomputers**



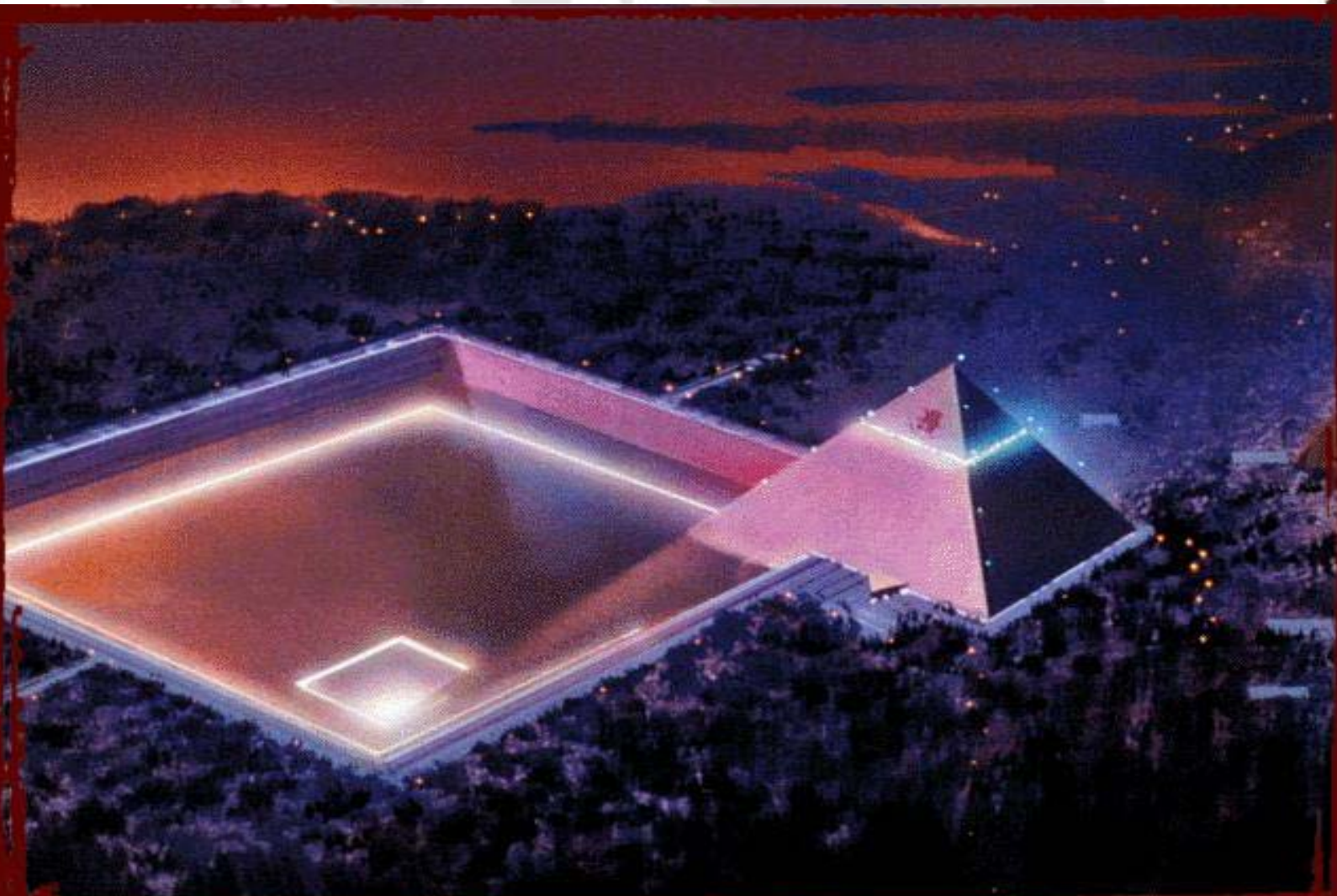
**Buried Treasures**

# BASE OF OPERATIONS

What you are defending from an Angel attack is your Base of Operations. Be it a fortified city, a military installation, the last best hope for humanity or even just the place you call home, your Base of Operations is from where your Evangelions sortie and where the Angels seem determined to strike.

In the Evangelion series, the Base of Operations is Tokyo-3. Tokyo-3 is a fortified city built above a massive underground geofront containing a secret installation holding Lilith (and later, Adam as well). This is a very specific Base of Operations, but not the only one possible.

However, given the defensive nature of Evangelion combat, there should be something within or beneath your Base of Operations that the Angels want to get to. This could be Lilith, Adam, the Lance of Longinus, or some combination of the three.



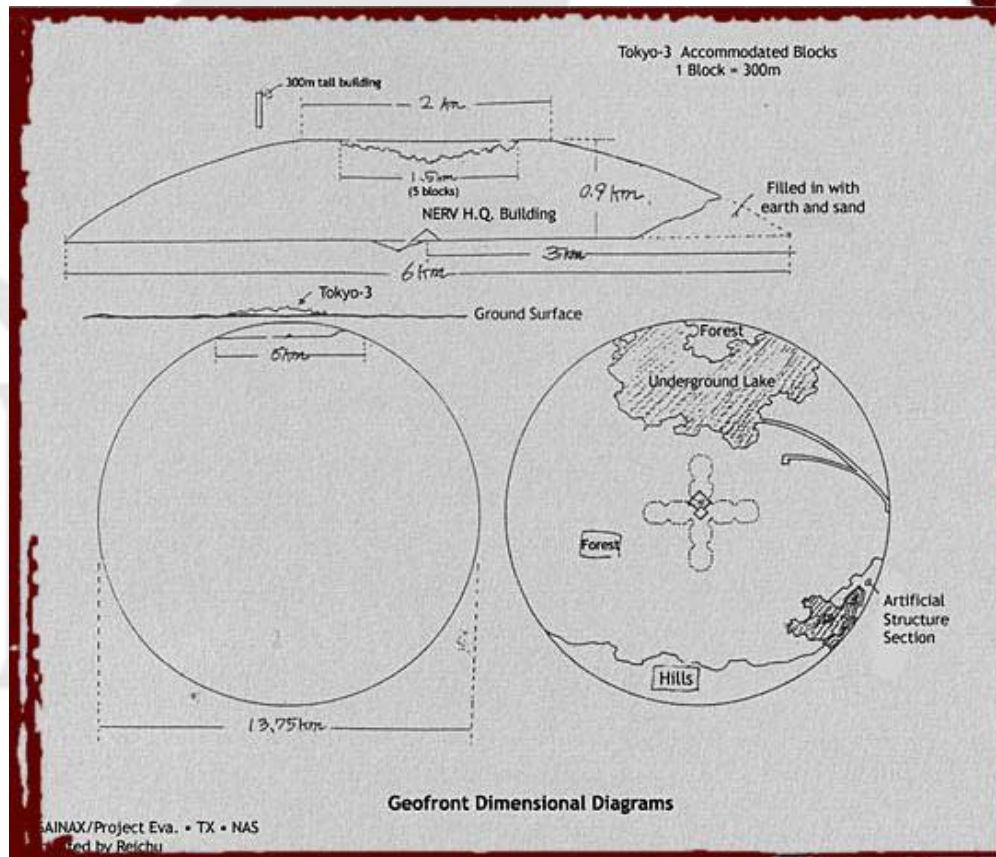
# CHOOSING YOUR BASE OF OPERATIONS

The Base of Operations for your characters is unlikely to change over the course of your campaign, so choose it wisely. While you can change your Base of Operations to suit what kind of campaign you want to run, in *Adeptus Evangelion* your Base of Operations is assumed to be the Geofront.

## GeoFront (Nerv HQ)

A spherical cavern, protected by 22 layers of armored bulkheads, located under a fortified city and containing Nerv headquarters. This is later revealed to be the Egg of Lilith, from which humanity was born. It is revealed towards the end of the series that humanity didn't build the GeoFront, but instead found it pre-existing at its current location, and chose to build Nerv HQ there, along with expanding some internal space through tunneling, to construct their base.

The Geofront, while your technical Base of Operations, need not be a specific geographic location. The following canonical installations may be used as a cover for your Geofront, thereby becoming Nerv HQ.



## Nerv-00

Nerv-00 is Tokyo-3, the location of the Geofront in the *Evangelion* series. Tokyo-3 is located in Southern Japan, and is noted for being the location of the original Magi Supercomputer system. In addition to the standard support structures of a Base of Operations, Tokyo-3 has been designed to reduce collateral damage as much as possible. Tokyo-3 begins play with the "Recessive Buildings" upgrade already purchased, halving all collateral damage that takes place within the city.

## Nerv-01

Nerv-01 is the first North American branch of Nerv located in Boston, Massachusetts. It holds one of the Magi supercomputers, and incorporates the former MIT facilities. The First Branch is the dedicated research powerhouse of the Nerv organization, and at the beginning of the campaign the players are awarded 20 Surplus that may only be spent on research and which must be spent before play can begin.

## **Nerv-02**

Nerv-02 is the second North American branch of Nerv. It is located somewhere in the Nevada Desert, possibly at Area 51 or a post-Second Impact branch of Sandia. Nerv-02 is notable for its research into the development of new Evangelion technology, notably the S2 engine. It can be assumed to possess a Magi system. As a military installation, Nerv-02 receives 10 Surplus to spent on turrets before play begins at the start of the campaign. Any of this Surplus unspent at the time of the first Angel attack is lost.

## **Nerv-03**

Nerv-03 (also known simply as "Nerv-Germany") is the branch of Nerv located in Germany. Its location is never specified; however, there are two Magi computers in Hamburg and Berlin. Either city (or with some imagination concerning the size of the geofront, both) could be your Base of Operations.

The primary difference between the two is function. The Nerv Facility in Hamburg is designed as a construction facility for Evangelion combat-models, and may use their large supply of spare parts and equipment to halve the repair cost of all Evangelions stationed there. Similarly, The Berlin facility is designed as an Evangelion scale weapons production facility, and as such all Pilots stationed there receive a free Weapon Upgrade Point at the beginning of the campaign.

Other possible Nerv installations could be located in China, Russia, Central Africa, or any other location you can think of. Should you wish to take your campaign in a drastically new direction, you could even place the Geofront on the bottom of the sea.

## **BUILDING YOUR OWN BASE**

It is highly recommended that you have a basic map of your city and the surrounding area for planning out your defenses and battles. While you may choose to handle these in abstract, doing so will make running your campaign indescribably more difficult.

Such maps may be modified from those of the real cities corresponding to where your chose to place Nerv HQ, hand drawn or otherwise generated from scratch.

Once a map has been acquired, you have some modifications to make. Your Base of Operations begins play with no less than three Launch Ports, 6 Umbilical Ports, four Support Caches, and one Embarkation Point. Once these have been placed on the map, they may not be moved. Each can be disabled or destroyed by being caught within an area attack.

**Launch Port:** A false building or section of street that opens to reveal launch rails for an Evangelion. These points automatically contain Umbilical Ports with 60 dm long cable, and may be used to deploy additional weapons and ammunition after the Evangelion has been launched. Evangelions deployed from this point arrive at the beginning of the Combat phase. Additional weapons or ammunition arrive 1 round after being requested, assuming that the gear is something that the Base of Operations has in stock.

**Embarkation Point:** Often a section of false terrain, these points contain an enormous cargo elevator that is capable of deploying up to three Evangelions from the same point. While also capable of supplying additional weapons or ammunition to the battlefield, it is notoriously slow. Anything deployed from this point takes an extra 2 rounds to arrive. This includes Evangelions at the beginning of the phase.

**Support Cache:** A Support Cache is a false building that contains a smaller version of the launch rails seen in Launch Ports. These points may not be used to deploy Evangelions, but can be used to deploy extra weapons or ammunition. They also contain an Umbilical Port with a 60 dm long cable for emergency use.

**Umbilical Ports:** These are hatches in the ground from which a spare Umbilical Cable may be deployed for increased range of operation through the city. These cables are 80 dm long.

Your map should also include the areas surrounding your city, for mapping construction of defenses and deployment for battle outside of the city proper. In order to minimize collateral damage, fighting outside your city is recommended whenever possible.

## SAMPLE BASES

While it is always preferable to design your own Base of Operations and determine its layout, it can be a huge investment of effort. So, for the lazy among you, here are sample layouts for both the Nerv First Branch in Boston and the Nerv Third Branch in Germany (in this case, Berlin). For each Facility a map of the city itself, as well as a map of the area around it, is provided. Whereas the map of the city is to be used as an impromptu battle map during Angel attacks that reach your Base of Operations, the map of the surrounding area is to be used to plan your interception of Angels approaching your base.

In addition, while actual Battle and Interception Maps for Tokyo-3 will not be provided, a small compilation of design drawings and maps for the city will be provided. As Tokyo-3 is an entirely fictional city, any GM planning on using it as a Base of Operations will be forced to create their own maps from scratch. The included designs are intended to aid any such GMs in that task.



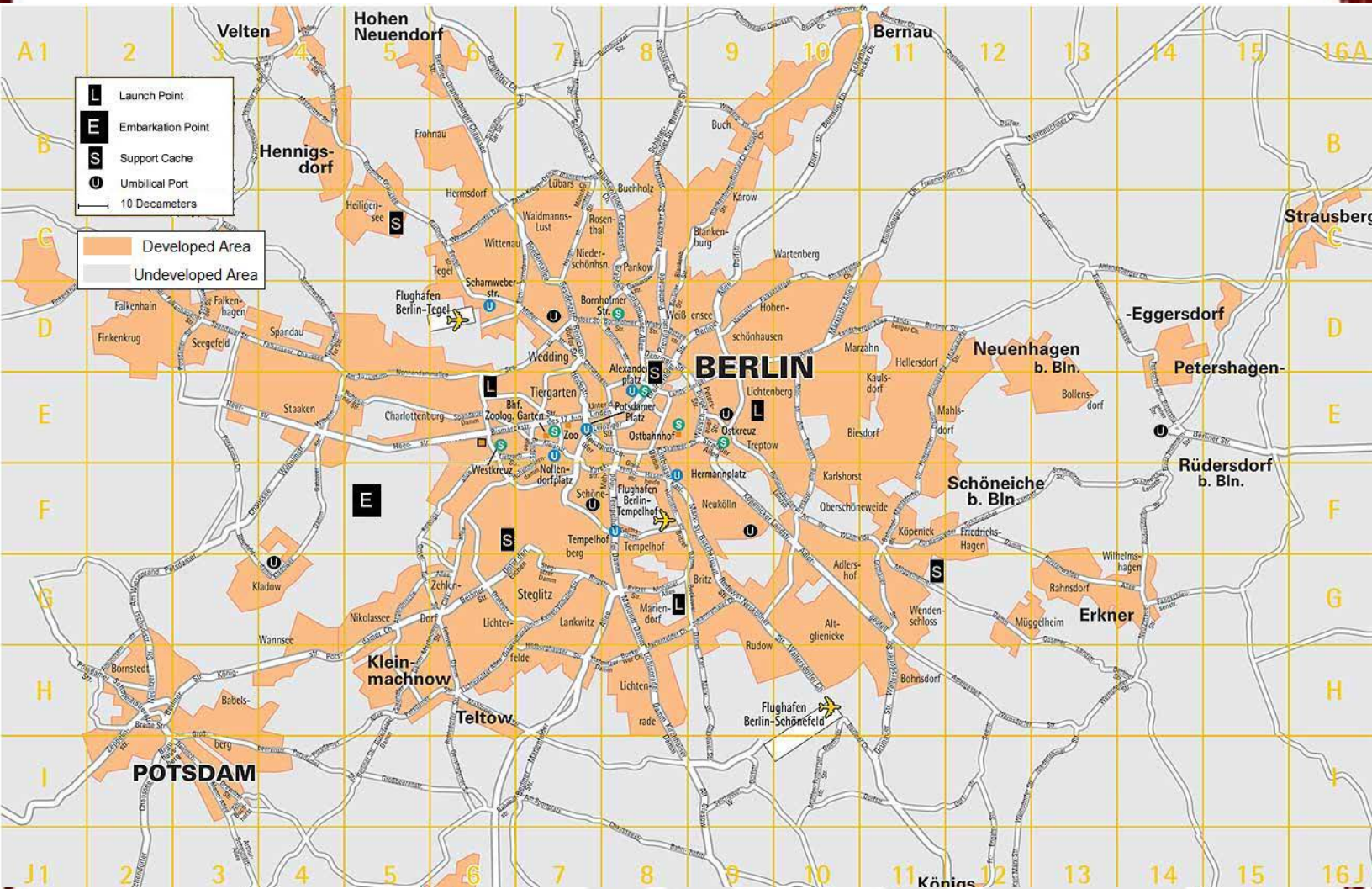


Nerv-01 (Boston) Battle Map

# Nerv-01 (Boston) Interception Map



# Nerv-03 (Berlin) Battle map

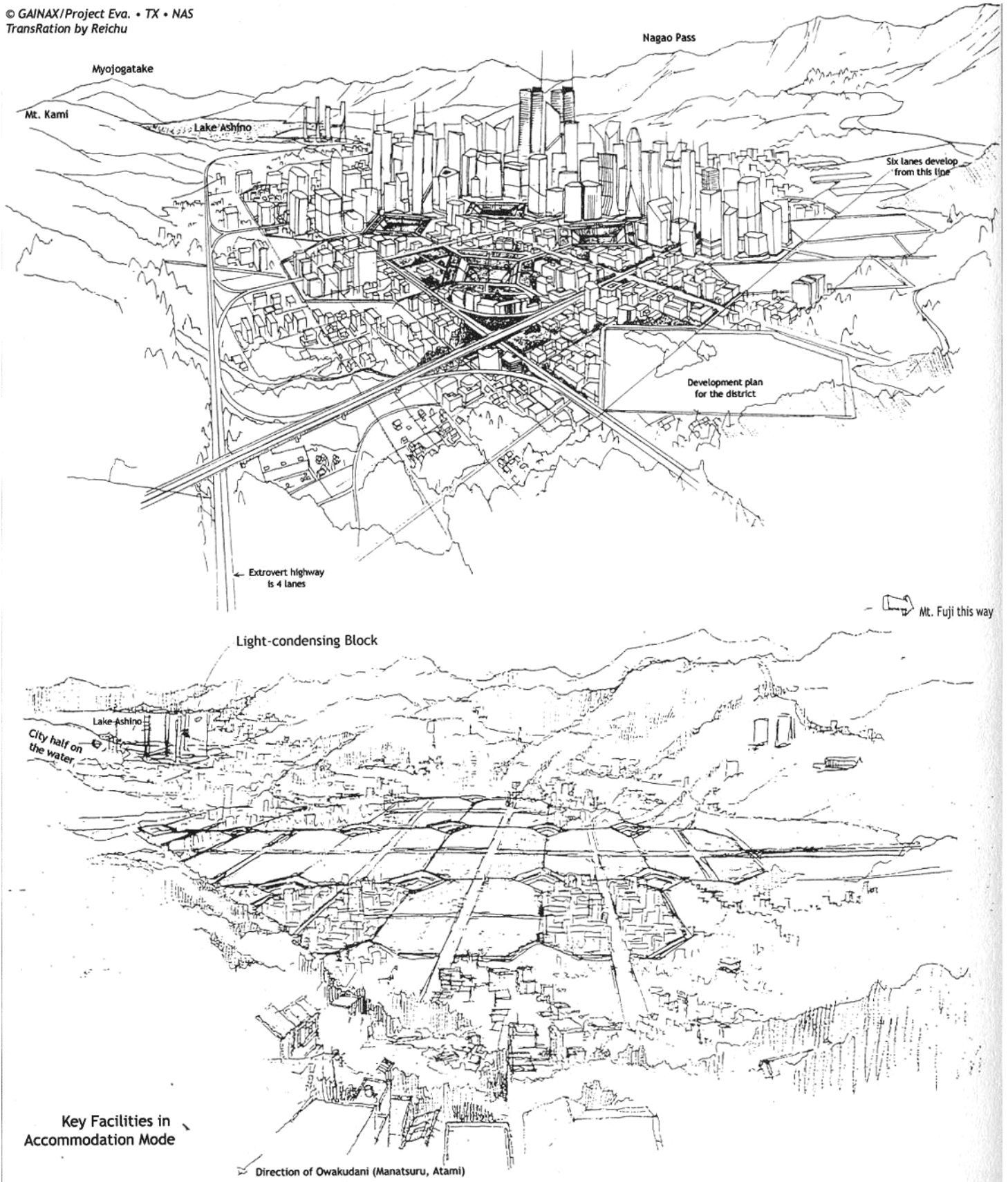


# Nerv-03 (Berlin) Interception Map

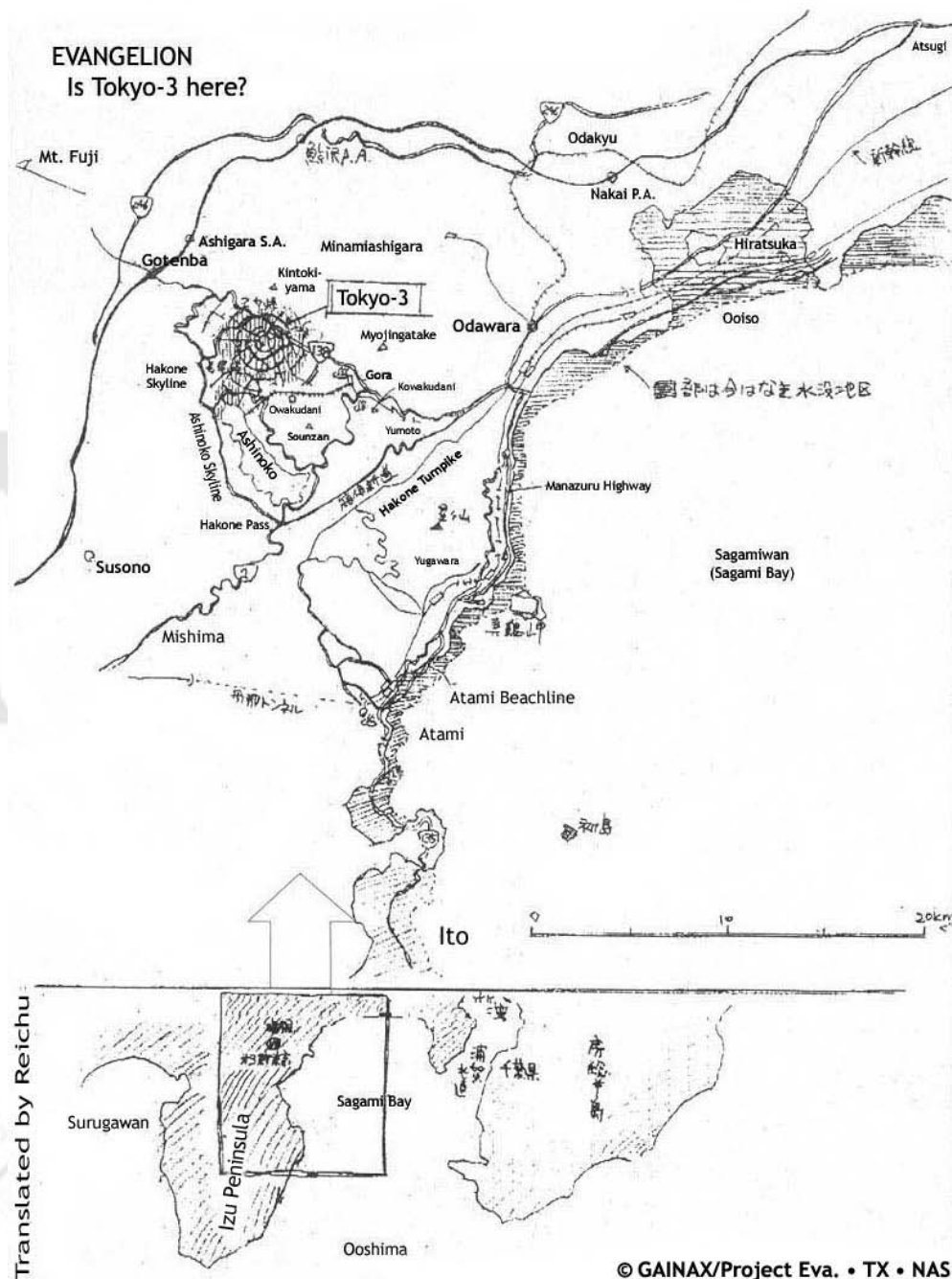


# Tokyo-3 Before and After Building Recession

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TransRation by Reichu



# Tokyo-3 Surrounding Area



## THE MAGI SUPERCOMPUTERS

The Magi Supercomputer System is the most advanced supercomputer design to date. Each system is made up of three separate Supercomputers, and at the core of each of the three is a vat-grown human brain that serves as a part of the machine's CPU. Using an advanced Personality Transplant Operating System, each of the three machines is imprinted with a different analytical style and perspective. This grants each of the Magi not only the supercomputing power of a machine, but the ability to reason and develop a course of action all on its own, though numerous safeguards exist to prevent even one of the Magi from taking any course of action that has not been approved by its human operators.

In the series, the Magi of the Tokyo-3 facility are the first Magi Supercomputer system ever developed, and the Personality Transfer OS used the thought patterns of its creator in three different functions: herself as a Scientist, herself as a Mother, and herself as a Woman. These Magi were named Melchior, Balthasar and Caspar, respectively.

While fans of the series may decide to keep this setup for their own games, it is not required. Names for the Magi may be given as the GM wishes (so long as they remain consistent) and such setups for the Personality Transfer OS may change as well, such as using the minds of different people (instead of different aspects of the same person) for different machines.

Whatever the setup, each branch of Nerv is guaranteed to have one Magi Supercomputer System. While it is used frequently in the background to handle many of Nerv's systems, both the players and the GM may make use of the Magi as both a resource and as a plot device. Benevolent GMs may use the Magi as a means of providing information to the players, or flash a warning message about the poor choice of their current plan of action. Groups with an Operations Director should be encouraged to make use of the Magi as a consultant for their plans, though difficult problems can take some time to compute.

## THE COMMAND DECK

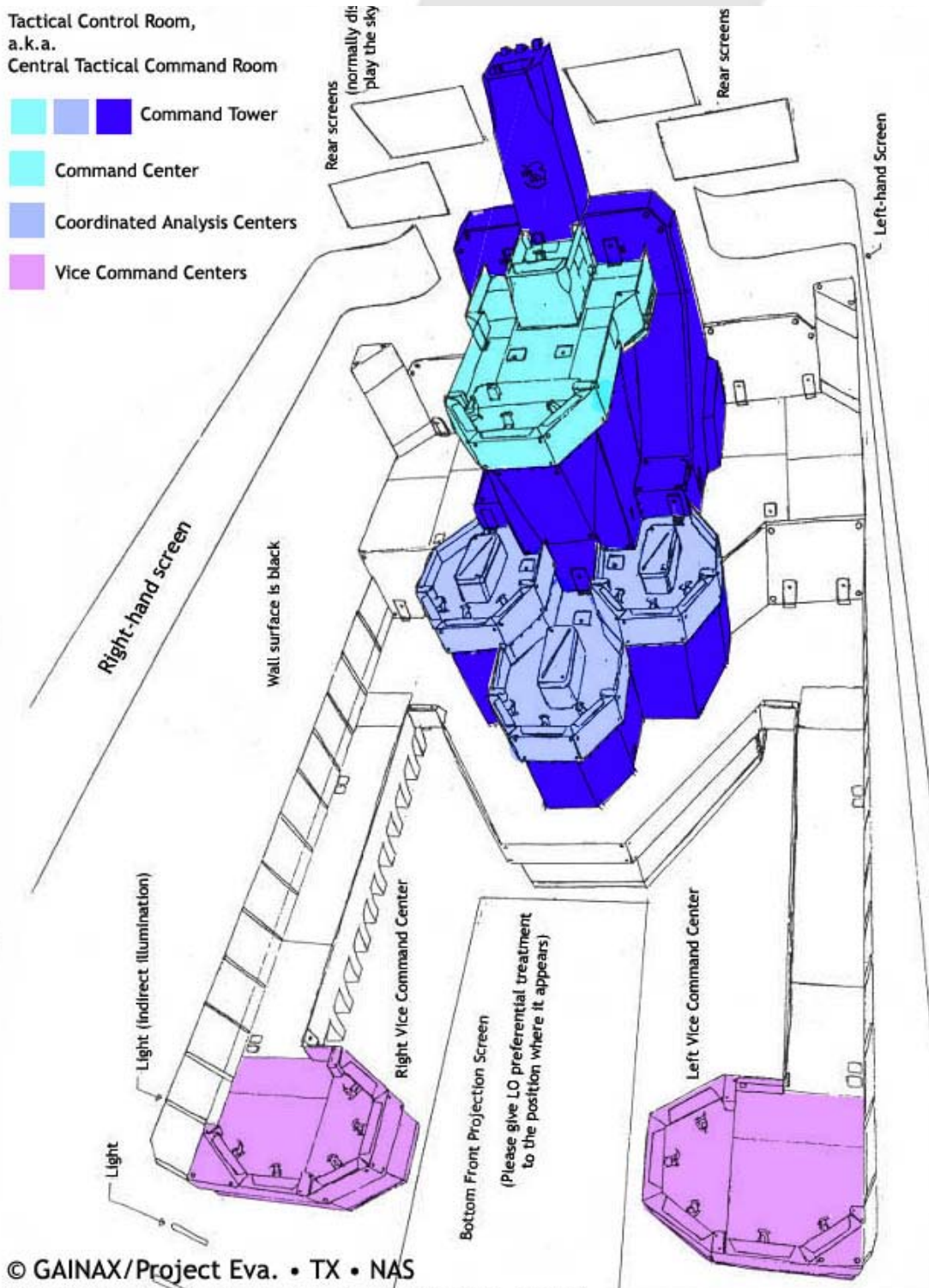
Serving as the heart of Nerv HQ, the command deck is the heavily-defended bunker from which the Operations Director does their directing of operations. This room may be set up however the GM deems appropriate, but it should have a fair amount of detail put into it. This is where the Operations Director is supposed to shine, and if they feel as if their character has no place to be during a battle their roleplaying experience will suffer for it.

The Command Deck must be the funnel through which all information and commands pass. Most of these will be the Operations Director's problem, though in rare instances the Nerv Commander might interject an observation or order.

The Command Deck will be a storm of activity during even a minor battle. Thankfully, the Operations Director need not handle everything personally. Immediately subordinant to the Operations Director is a small command team of officers (numbering three in the series) who act

as the hands and feet of the Director, monitoring the battlefield and making sure that the orders given by the Operations Director reach those that need to hear them.

This command staff, even if not given intricate backstories, should at least be considered minor NPCs in their own right. In addition to this command staff, during each battle a liason from the Nerv Science team should be available for comment, though the Magi Supercomputer may choose to pass information to a member of the command staff directly.



## THE MAN IN CHARGE

To the common masses our struggle is a fight, a war. A battle fought with sinew and muscle, with bullet, blade, and bomb, with tank and warship. To those of us high enough realize this is a conflict of will! A struggle of metaphysical dimension. The future of Mankind is our battleground.

The very existence of the human race is the prize for victory. Our morality is the sacrifice we make to win that victory.

- Commander Martell, speaking at the unveiling of Evangelion Unit 00.

The Operations Director may outrank the pilots in Nerv's command hierarchy, but they are far from the top of the food chain. The role of Nerv's apex predator belongs to the Nerv Commander. Often dealing on a logistical scale an order of magnitude above the concerns of the pilots, the Commander will rarely interact directly with the pilots. Should the Commander feel the need to intervene in the player's affairs, it is usually a clear sign that they have screwed up.

The Nerv Commander is, by definition, the sole individual in control of the most important organization in human history. They did not get that position by random happenstance. While your representation of a Nerv commander might be more personable than the example set by the series, each Commander is assumed to be very good at what they do and more than capable of being ruthless when the need arises. In many ways, the position of Nerv Commander is the Adeptus Evangelion equivalent of an Inquisitor in Dark Heresy.

Depending on what kind of person you intend your Commander to be, GMs are recommended to supplement their commander NPC with an additional NPC to serve as their right hand man. This second in command should provide an opposite to the Commander, a 'good cop' to the Commander's 'bad cop' or vice versa. Working together as such, the Commander and his second together may provide someone to chew out the players when necessary and laud them should they ever deserve it.

As mentioned before, the Commander of Nerv is unlikely to directly involve themselves in the affairs of the pilots unless things have already spiraled out of control and become a large enough problem to concern them. Such instances include if the Evangelions are defeated or on the verge of defeat, in which case a Commander is likely to order an N2 mine strike on the Angel to incapacitate it long enough for the players to regroup and strike again. If an Operation's Director has overstepped their bounds and caused incredible damage as a result, they are similarly likely to receive a reprimand from the Commander.

Outside of these actions of necessity, there should be no 'wasted' scenes with the Nerv Commander, and most of their actions should be plot relevant if such a plot exists.

As a precedent set by the series, it is not uncommon for the Nerv Commander to leave Nerv HQ to oversee important missions or meet with foreign powers. The purpose of such activities is entirely up to the GM.



# BURIED TREASURES

At the bottommost layer of your Base of Operations, locked behind every last defense that mankind could muster, is something that the Angels desperately want to get to.

However, what this specific something is can vary from campaign to campaign. GMs are free to create their own reason why the Angels are so intent on breaching your Base of Operations, but the presence of any one of the three options below may be used.

## Adam

**Adam** is the designation of the First Angel, the first of Earth's two Seeds of Life and the progenitor of the Angels. Adam is also the genetic basis of the Evangelions (unless your GM decides differently).

Adam's distinct physical features are never clearly shown, since, in the available glimpses of Adam's adult form, it is either partially covered by ice or in the form of a glowing silhouette, the "Giant of Light". However, it is visibly a giant humanoid with a morphology strikingly similar to that of an Evangelion, which is appropriate considering the genetic relationship between Adam and the Evas.

The Giant of Light is observed with shoulder pylons, although a still-shot of the Katsuragi Expedition excavating Adam confirms that the pylons were not initially present, implying that--similarly to what would be done with the Evas later--they were added as restraint mechanisms by the research team.

Adam possesses the ability to manifest translucent "wings" which it begins to spread before reaching the surface of the research base. These greatly enlarge and split into four upon Adam's explosion.

Second Impact reduced Adam's body into an embryonic state resembling a tetrapod embryo (complete with four defined limbs) in early development.

The Angels wish to reach Adam and reactivate him to initiate Third Impact and reclaim the Earth for themselves.



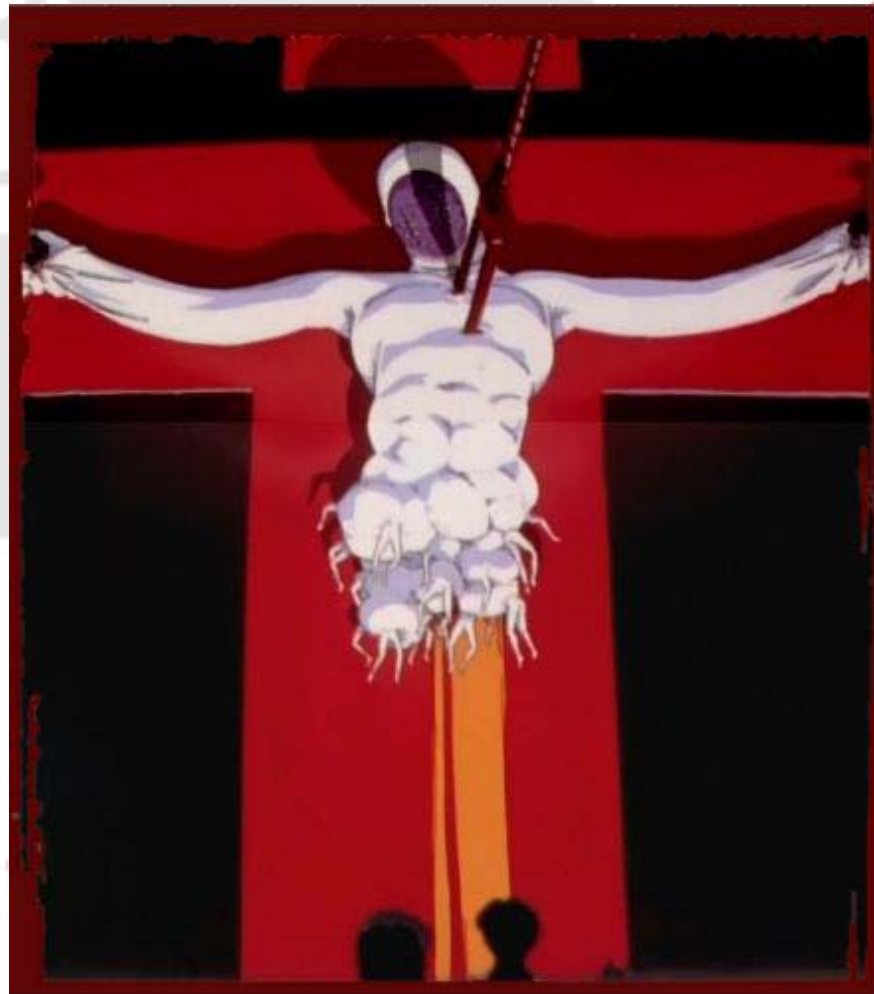
## Lilith

**Lilith** is designated as the Second Angel. Like Adam, Lilith is a Seed of Life, created by a Progenitor Race billions of years ago. Thus, Lilith is actually a co-equal being to Adam. The other Angels are the progeny of Adam, but Lilith is the progenitor of the "Lilim": humans. Thus it is actually somewhat misleading that Lilith has been designated as the "Second Angel", and indeed strictly speaking, it would be proper to say that Lilith is not an "Angel" at all.

Billions of years ago, Lilith's "Black Moon" transport vessel collided violently with Earth, purely by accident. Earth already had a Seed of Life present on it, Adam, and no two Seeds are meant to land on the same planet. The result was the First Impact, which reduced both Adam and Lilith to a state of wounded dormancy and resulting in all life on Earth arising from Lilith's spilt blood. For ages, the Black Moon containing Lilith was embedded deep within the Earth, and due to shifting tectonic plates the subterranean Black Moon eventually moved to a position underneath what would become the Base of Operations, forming the massive underground cavern termed the "GeoFront".

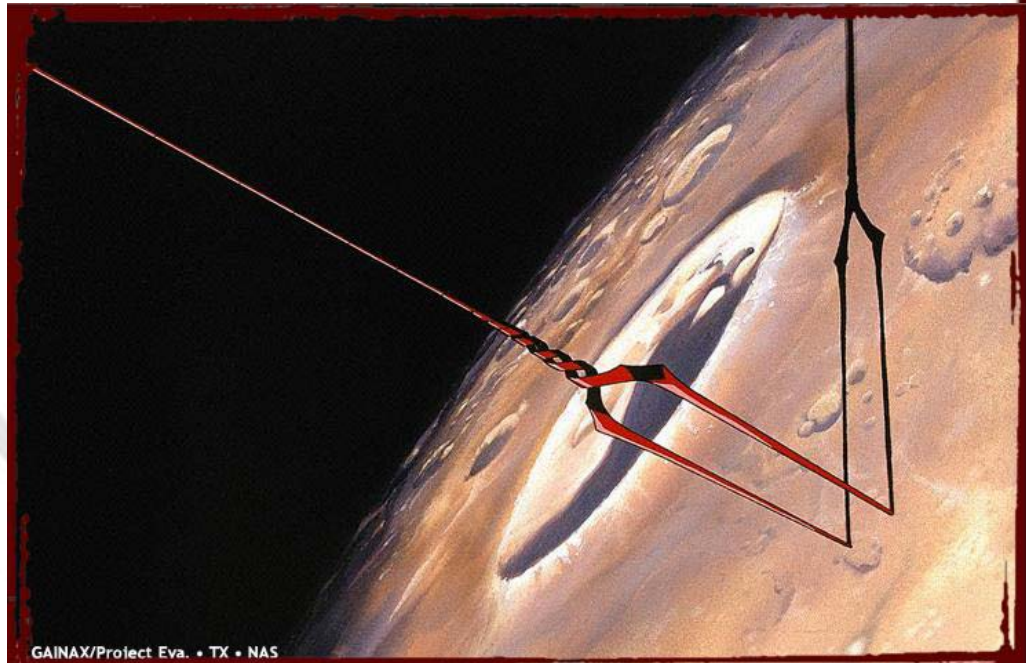
At some undetermined point in the recent past (possibly even before Second Impact) the Black Moon and Lilith were discovered by Seele. Gehirn (later, Nerv) headquarters and the Base of Operations were built around its position. Lilith is kept crucified in the deepest and most secret level of Nerv HQ, Terminal Dogma, and used as a renewable source of LCL for the Evangelion Units (LCL in fact being Lilith's blood).

The Angels wish to reach Lilith and use her to wipe out all Lilith-based life on Earth (ei: all life as we know it), eradicating all of their opponents at once as well as leaving them unhindered in their attempts to find and reactivate Adam.



## The Lance of Longinus

Physically, the Lance of Longinus resembles a long, red bident on an Evangelion scale. Its structure is inherently double-helical (in its normal configuration), with the majority of its length being straight and composed of two strands which are tightly interwoven. At one end, the two strands unwind and form two massive tines.



While the bident is the Lance's default shape, it also has metamorphic capabilities. Upon encountering an A.T. Field, the "flaps" of the Lance open up, revealing white, gill-like structures that seem to aid the Spear with self-propulsion under conditions of extreme resistance.

The Spear may be considered to be a weapon of godlike power. N<sup>2</sup> weapons have enough destructive potential to bring minor to moderate amounts of damage upon some of the weaker Angels; and Evas can use armaments against Angels after nullifying the Angels' A.T. Fields with their own. However, the Lance of Longinus is capable of piercing the active, unneutralized A.T. Field of any Angel or Evangelion, entirely by itself.

The Lance is not of Terrestrial origin, having been created by the Progenitors of the Seeds of Life. It is also not the only Lance created: Every Seed of Life, including both Adam and Lilith, was sent with a counterpart Lance. At least one established function of the Lance is that of a "security device" capable of safeguarding the Progenitor Race's plans should they somehow be compromised. The Lance featured in the series belonged to Adam, whereas Lilith's is believed to have been lost or destroyed during First Impact.

While an incredibly powerful weapon, it is also a tool that can be used to initiate Third Impact. Should an Angel come into possession of the Lance, the results could be disastrous as the Angel could use it to turn itself into a being not unlike Adam, or simply turn on the human race as a weapon of unimaginable power.

Sadly, while an Evangelion can use it as a crude weapon, the Evangelions lack the mastery of their A.T. Field required to truly unlock the powers of the Lance. In theory the Evangelions could use it as a weapon and throw it, completely eradicating 1 Angel with a single blow. However, doing so puts the Lance beyond the Evangelion's ability to retrieve it. Should it be thrown at an orbital opponent, it drifts in orbit before finally becoming embedded on the moon. If thrown at a terrestrial or flying enemy, it destroys the Angel and reaches escape

velocity, again reaching orbit. Should the players get clever and attempt to aim down so that it cannot end up in orbit, it instead passes through the Earth's crust and comes to a stop within the mantle. In all three situations, it is only a matter of time before an Angel goes to retrieve it and the Evangelions end up fighting an opponent likely to be far worse than whatever they used the Lance to kill.

Depending on the conditions of either Adam or Lilith, the Lance of Longinus may be required to keep one of the Seeds of Life dormant.

## Starting Resources

There are certain resources that Nerv HQ is assumed to have access to even at the beginning of the campaign. These resources often provide some logistic advantage, such as the Magi Supercomputers mentioned above, which would make fielding the Evangelion difficult if not impossible otherwise.

Some listed resources are already described in detail in other chapters, but are not explicitly stated to be present at the start of the campaign. Other resources which are listed as being provided at the beginning of the campaign are restated here simply for purposes of convenience. Resources not listed elsewhere will be described in full below the list.

The Base of Operations Starting Resources include:

- One (1) Pallet Gun, Progressive Knife, and Wing Loadout (Knife dock) upgrade for each Evangelion.
- A Magi Supercomputer system.
- One (1) Prototype and one (1) Test-Type of C, D and E Type Equipment.
- One Evangelion Carrier Plane for each Evangelion.
- One Mobile Support Structure and Support Drop for each Evangelion.
- Three (3) Launch Ports, six (6) Umbilical Ports, four (4) Support Caches and one (1) Embarkation Point for the Base of Operations.
- Two (2) wings of standard VTOL aircraft and one (1) Bumblebee VTOL.
- Four (4) Tank Squadrons.

Additional resources (such as missile batteries or other structures) may be included for the Base of Operations at the GMs discretion.

### Evangelion Carrier Plane

WS	BS	S	T	Ag	Int	Per	WP	Fel
00	00	0	0	20	30	20	20	20

Nerv Carrier Plane Body			
Location	% to Hit	AP	Wounds
Carrier Plane	01-00	2	8

**Movement:** As the Plot demands

**Skills:** None

**Talents:** None

**Traits:** Vehicle\*, Flyer (4)

**\*Vehicle:** The Evangelion Carrier Plane is destroyed once it reaches 0 wounds.

**Weapons:** None.

The Nerv Evangelion Carrier plane is a black aircraft designed for the transportation and deployment of Evangelions. Understandable, such planes are enormous, and as such cannot land or take off without a runway and plenty of room. Due to their size, such planes are somewhat slower and less agile than smaller, more combat oriented aircraft, and have to land to refuel every few hours.

Evangelions transported in this manner are left mostly exposed, slotted into the back of the plane by its upper body and released mid flight, plummeting to the ground below. However, the Carrier plane's pilots are trained to release the Evangelions only over acceptable terrain and within a relative safe distance from the ground, incurring no damage due to the Eva's natural resilience and certain low-yield shock absorbers built into the Eva's legs.

If the Evangelion is specifically released at extreme heights, if is released under special circumstances (such as if the Plane has been destroyed or is in the process of crashing), falling damage may apply.

### Mobile Support Structure (MSS)

WS	BS	S	T	Ag	Int	Per	WP	Fel
00	00	0	0	10	30	20	20	20

Mobile Support Structure Body			
Location	% to Hit	AP	Wounds
MSS	01-00	1	2

**Movement:** 2/4/6/12

**Skills:** None

**Talents:** None

**Traits:** Vehicle\*

**\*Vehicle:** The MSS is destroyed once it reaches 0 wounds.

**Weapons:** None.

The Nerv Mobile Support Structure is effectively a small building on wheels, the majority of

its bulk housing a large advanced battery. On the top of this structure is an Umbilical Port with 40 dm of Cable connected to the battery within. This structure is usually fielded ahead of the Evangelions and left in preparation for their later arrival. However, if the operation demands it, drivers with balls of steel may be ordered to stay put and drive the MSS during the battle to better support the Evangelions during a dynamic moving battle. However, this is not standard procedure.

The battery that the MSS is built around, while storing a truly tremendous amount of power by pre-Impact standards, could never provide as much power as the city power grid that the Evangelions usually draw power from. Each MSS has enough power to provide an Evangelion with 5 rounds of power before the Eva begins to draw upon its own internal batteries. Otherwise, if an inactive Evangelion is plugged in, a single MSS is capable of keeping an Evangelion powered up and ready to activate at a moment's notice for a period of roughly 10 hours.

If an MSS comes across a powered down Evangelion, the MSS crew may plug the Umbilical into the Eva themselves as a full round action, recharging its internal battery and activating it.

## **Support Drop**

The Nerv Support Drop is a small emergency version of the MSS designed to be airdropped into situations either too dangerous for an MSS or where an MSS would arrive too late. Carried by specially designed VTOL, the Support Drop itself is a roughly pill-shaped reinforced capsule with an internal gyroscope and weight distribution designed to ensure that it lands correctly. Upon hitting the ground, explosive bolts fire, causing the outer casing to fall away from the top, revealing a plug designed to be inserted into the same hole as an Umbilical Cable. Roughly the same size as an Umbilical Cable plug, the Support Drop may be used by any Evangelion to partially recharge its internal batteries, giving it an additional Operating time of three rounds. Pilots may request such a drop when away from the Base of Operations if such support craft are available, and the Support Drop arrives 1 round later nearby. If dropped into a developed area, there is a 50% chance that the falling Support drop crushes something of value, inflicting 1 point of Collateral Damage.



## SECOND IMPACT WORLD

### The Second Impact

- War
- Reconstruction
- Present Day
- Organizations

The event known as Second Impact changed everything. There isn't a person alive who didn't lose someone during the event or the chaos that followed it, and the planet itself was forever changed by the force of the explosion. This chapter will attempt to provide a more comprehensive view of the effect of Second Impact on the world, and how the world of Evangelion differs from our own.

## THE SECOND IMPACT

The Second Impact was a cataclysm which followed the "contact experiment" conducted by the Katsuragi Expedition on Adam in Antarctica on September 13, 2000. While the exact details of this experiment are unknown, it caused Adam to awaken and involved human use of the Lance of Longinus, an alien artifact recovered from beneath the Dead Sea.



When Adam awoke, he immediately recognized humanity as creations of Lilith and thus his enemy. Had he been allowed to run amok, he would have destroyed all life on Earth and rebuilt the world according to his plan: angelic life forms.

However, the Katsuragi Expedition managed to act in time and minimize the damage of their mistake. Before it could be reclaimed, they used the Lance of Longinus to reduce Adam into an embryonic state. While effective at neutralizing him, the resulting release of energy vaporized the continent of Antarctica. Despite being at ground zero of this tremendous blast, both the embryonic Adam and the Lance of Longinus survived the explosion.

Two billion people across the planet would not be so lucky. Massive tidal waves radiated out from the former continent of Antarctica, smashing entire cities to splinters and drowning virtually everything in all but the highest or most secluded areas of South America, Africa and Australia. The tsunamis even reached as far as the British Isles, and though significantly reduced by the intervening distance still caused massive devastation. Many cities in the Northern Hemisphere (Such as virtually every city on the East Coast of North America) experienced destructive flash flooding.

Even worse than the tidal waves was the shock to the planet from the explosion itself. The force of the blast shifted the Earth, slightly changing its axis. While the environmental repercussions of this would not be felt for some time, the geological consequences were almost immediate. Mere minutes after the instant of the explosion, the stress suddenly placed on the crust and mantle from the South Pole caused Earthquakes across the globe, ranging from minor



disturbances to massive catastrophes. Even worse were the frequent volcanic eruptions both during the Impact and for some months afterward. Special mention goes to the Yellowstone Caldera, which ejected some 47 cubic miles of rock and dust into the sky, which would take almost an entire decade to settle fully and plunged North America into chaos. Optimistic geologists, however, claim that the Second Impact spared the human race a cataclysmic repeat of the last time the Yellowstone Caldera erupted by setting it off early. On its previous eruption 640,000 years previous, the Yellowstone super volcano spewed approximately 240 cubic miles of rock into the sky.

## WAR

The sudden, unexpected and truly devastating nature of the Second Impact threw the world into chaos. Over two billion had died in the first nineteen hours alone, and millions more were in need of crucial aid and supplies. However, the global tectonic activity had crippled nearly every nation on Earth, and systems of government around the globe collapsed under the strain.

While many records from this time were either lost, destroyed or based on inaccurate and inconsistent data, it is clear that refugees from the worst afflicted areas fled to neighboring regions in untold numbers. For already barely stable countries, this panicked human locust swarm was an obvious death sentence. Fighting broke out on the borders between various countries, followed by full fledged massacres.

Nowhere was this fighting more intense than on the India-Pakistan border. In an effort to force neighboring countries to provide aid, extremist remains of the Indian government threatened the use of Nuclear Weapons. Thus provoked, Pakistan launched its own Weapons of Mass Destruction in a pre-emptive strike. The resulting exchange, added on top of the previous devastation, left the subcontinent in ruins and 15 years later still virtually uninhabited. This exchange triggered violent interventions and the sparking of tensions across the world. While the former Cold War nations avoided mutually assured destruction, several cities such as London and the original Tokyo (Tokyo-1) were destroyed within the first ten days after the Second Impact.

Thankfully the use of weapons of mass destruction was curbed early on, but the planet was plunged into war for months to come. The majority of these conflicts were a result of resource shortages and refugee crises, though pre-existing ethnic and political tensions often provided the critical spark to conflict.

In the months of combat, the devastated continents of South America and Africa seemed determined to destroy themselves, and the first world countries were scrambling to secure and protect as much as they could. China pushed forward its borders in several directions and made key acquisitions, while the United States and Canada formed a desperate alliance. Russia

reclaimed several of its satellite nations from the Cold War, though not as much territory as it had hoped due to food shortages at home that forced them to consolidate their enlarged territory rather than expand it.

In the end, the chaos seemed destined to continue and escalate back to the levels of Weapons of Mass Destruction within the year. In a desperate attempt to curb this destruction, a coalition of several European nations (notably starting with England, France and Germany) turned over their military forces to the United Nations. While only barely keeping lines of communication open between nations prior to this, the sudden increase in its military power gave the UN the might required to forcefully intervene in several out of control conflicts around the globe. Russia, having already stopped its territorial expansion and after securing the UN's guarantee that these new territories would not be touched, also joined this group. The United States, while previously opposing UN intervention in South America for nationalistic reasons, eventually admitted that with its own crises it lacked the resources to handle the South American problem on its own and joined as well.

The consolidation of these forces and others was finalized on February 14<sup>th</sup>, 2001 in the so-called Valentine Treaty. This event represented an end to the general hostilities and war that defined the six months after Second Impact, though small conflicts continued for some time and certain regional conflicts sparked during those months have continued unabated ever since.

## RECONSTRUCTION

However, this was not the end of the troubles caused by Second Impact. In the intervening fifteen years, only 22% of South America, 49% of Africa, and 12% of Australia have undergone anything approaching reconstruction, mostly restricted to basic humanitarian aid. India, Pakistan, and many previously civilized areas of the aforementioned continents are still all but deserted, despite the general recession of the floods that originally devastated them. South America has permanently lost large portions of Brazil and Chile to the Sea, and the nations of Paraguay and Uruguay are entirely submerged to this day.



In other parts of the world, the damage from flash flooding and Earthquakes is all but erased. Notable instances include the reclamation of Boston, once completely flooded by the initial waves.

Unlike the flooding the volcanic activity has left lingering scars, especially in the United States Wyoming region.

However, the massive dust clouds that crippled plant growth in North America for years were only the tip of the iceberg of climate related troubles. With the shift in the Earth's axis, as well as the desalinization of the oceans resulting from the instantaneous melting of the Antarctic continent, the Earth experienced a massive climate shift. Much of Asia, notably China and Japan, has seen significant temperature increases, with Japan now appearing locked in what equated to its Pre-Impact summer weather at all times of the year. Russia as well has seen an increase of temperatures, though oddly most of Europe has seen heavier snowfall and a longer winter than normal. Large swathes of North America experience heavy rainfall almost all year round, and Central America is quickly turning into a roasting desert.

## A CLOSER LOOK

### North American Union

The North American Union is, technically speaking, still the two separate nations of the United States and Canada. However, due to the events of Second Impact, these two countries have become so interdependent that neither is capable of surviving without the other.

The United States was without a doubt the worst hit of the two during Second Impact. With massive devastation to all of its coastal cities, as well as the catastrophic eruption of the Yellowstone Caldera, the nation was suddenly thrust into dire straits. Worse yet, while the Head of State was safely evacuated prior to the tsunamis reaching Washington D.C., an undisclosed incident occurred not long afterwards. Officially, Air Force One crashed as a result

of aeronautical complications resulting from the Second Impact, though the scientific basis for that claim has since been disproven by Russian scientists. Regardless, martial law was immediately declared within the United States of America by the remaining Chiefs of Staff as they scrambled to maintain control of the United States military and industrial assets and quell rioting across the nation.

The situation only became more unstable as refugees from the crumbling Mexico flooded the United States, overwhelming the border and spilling into the Western US. Forces were deployed to the border with orders to shoot on sight, but the sheer number of bodies proved too strong and the Mexicans flooded the western United States. A great feat to perform in the best of times, the US was in no position to deal with this sudden influx, and was forced to settle for setting up large camps to house

the refugees away from productive American cities and towns for the sake of maintaining the peace. Meanwhile, Mexico itself collapsed into little more than a coalition of militias.

After control was reestablished, the United States found itself lacking the industrial support of its overseas allies, and was on the very edge of collapse. Desperate to become more self sufficient as well as rebuild its ruined cities, America experienced a heavy shift from a service based economy to an industrial one. Making use of the sudden influx of cheap labor in the form of Mexican refugees, the United States set to work reclaiming and rebuilding its coastal cities. As a result, for the next twelve years of heavy reconstruction the American economy boomed, to the point of allowing it to establish a modest military of its own again while still supporting the forces that it had signed over to the UN.

However, in 2012, the reconstruction finished. Suddenly the United States economy, which had built itself around the rebuilding of its cities, plummeted into a massive recession as nearly 22% of its population found itself unemployed within the span of a few months despite attempts to channel the industrial workers into other fields. This blow to the United States economy has yet to balance itself out, and while the United States is still one of the more powerful nations in the world, its economy is among the worst and is desperate for jobs.

This economic downturn was a major shock to the Canadian economy as well. As a result of Second Impact flooding

that never truly receded, as well as increased rainfall, much of Canada has become wet marshland. Prompting a major changeover to wetland crops, Canada supported itself post-impact through massive food exports to still-devastated regions of the world, though its primary buyers was always the United States to the south (whose own agricultural capability was dealt a massive blow by the Yellowstone ash cloud that marred the skies of the western United States for years). When the American economy crashed, Canada desperately sought out other buyers. However, the UN's tight control over both sea and air travel made such exports prohibitively expensive.

## PRESENT DAY

While intertwined, the United States and Canada provide two very different halves of the North American Union. The United States is known for its fantastically reclaimed and rebuilt cities, especially on the East Coast. Rebuilt almost from scratch with modern technology and aesthetics, many of these cities are very real representations of certain "cities of the future" depicted by Pre-Impact visionaries. Only important landmarks of the various cities have been spared, instead being restored to something approaching their original appearance when possible. Despite rampant unemployment, the state has gone through great efforts to keep the streets of its great cities clean of unnecessary refuse, including the unemployed.

However, the farther you travel from one of these cities the more obvious the effect of the United States economic

situation is. All of the homeless and poor that would be normally expected in the cities have been instead forcibly removed to towns or camps on the edges of the suburbs. While encouraged by the government to form self-sufficient farming communities where possible, these areas serve as a primary recruitment pool for government funded manual labor and its small but growing military force. The atmosphere of the United States is very much one of enforced patriotism and optimism, though amounts of both decrease the farther you get from the pristine cities.

Canada, on the other hand, adapted to the results of Second Impact rather than recovered from it. Many Canadian cities have been reclaimed, but have been rebuilt piece by piece over time by the cheapest means available as opposed to the United States massive reconstructive push. Both more rural and more liberal than the present-day United States, Canada has been forced recently to request that the United States tighten its security on its northern border as poor Americans continue to flow into Canada looking for work. Canada is unable to perform such an action itself, lacking any substantial military force of its own after the signing of the Valentine Treaty. It is likely that if Canada and the United States were not so co-dependant that Canadian resources would be under threat of seizure by force from their southern neighbors.

## Russia

Due to the extreme distance in between itself and the devastating explosion in Antarctica, Russia was relatively unharmed by the Second Impact itself. While coastal Russia did experience a shadow of the tidal waves the crippled much of the southern half of the world, the damage was considerably less and the landlocked regions of Russia were troubled only by earthquakes, which while widespread were relatively minor. As a result, where most other countries found themselves thrown into chaos Russia found itself merely inconvenienced.

With its military power intact, Russia took advantage of the weakened United States and the overextension of China to make large pushes into Kazakhstan and Eastern Europe. Sadly, dramatic weather changes at home (a result of the as-yet undiscovered shift in the Earth's axis) crippled Russian agriculture and lead to widespread famines on the home front. With food supplies dwindling, Russia was forced to halt its expansion and consolidate its resources a mere 3 months after second Impact. However, this did not remove Russia from the wars that followed. With the UN struggling to maintain lines of communication and the crippled United States turning inward to focus on its own problems, Russia suddenly found itself the only one equipped to intervene in the rising conflicts around the globe.

While Russia had little interest in intervening in such matters, threat of immediate joint nuclear retaliation from both the US and Russia was the primary deterrent to the use of weapons of mass destruction which halted their use following the initial nuclear exchanges Post-Impact. With the United States becoming more isolationist by the day, it was unclear if they would hold to their threats, and as tensions continued to rise around the globe another nuclear exchange on any front could spark a fire that would consume the globe.

For months, Russian forces deployed alongside UN troops to stabilize Europe and certain regions of Asia, though it is notable that Russian forces almost always deployed only in countries with weapons of mass destruction or regions that bordered them. This cooperation with the UN perhaps made Russia more pliable to the upcoming Valentine Treaty, which also gave the UN the power to fulfill the responsibility that was currently only Russia's by process of elimination.

## PRESENT DAY

Quality of life in Russia has been improving slowly but steadily since the Valentine Treaty signing in 2001. With much of its own military power on loan to the UN, Russia was more than capable of redirecting its military funds to the task of stabilizing both itself and the territory it acquired after Second Impact.

While lacking the economic boom that defined the United States, as well as the industrial powerhouse of the Chinese Federation to the south, Russia has remained

economically stable over the past decade and continued to benefit from its dealings with the United Nations.

Much of these dealings are for food, as Russia's weather patterns have since changed dramatically. The southern reaches of Russia often catch a mild version of the increasingly warm weather that plagues China. Despite proximity to the Chinese border, these areas are pleasant to live in.

However, farther north, the weather becomes erratic. In a cycle that has yet to fully stabilize itself many areas of Russia will experience droughts lasting many months followed by a wet and rainy season that quickly fills and then overflows the previously dry rivers. Worse yet, this precipitation is almost always in the form of snow, as regardless of the weather the climate itself seems to be growing colder almost in response to the increased temperatures to the south.

These weather anomalies have only further weakened Russian agriculture, and while artificial hydroponic farms manage to alleviate it somewhat, Russia is still forced to buy much of its food from the United Nations to keep its large populace consistently well fed. Much of this food likely comes from the UN work farms of Australia.

In return for this food, Russia has combined the RKA and the NSAU for a revitalized space program, which has worked alongside Nerv in recent years to prepare for the defense of the planet. There has not been a UN rocket that has reached

orbit in the last nine years that was not built in Russia.

## Chinese Federation

China's territorial borders and sphere of influence grew greatly before the Valentine Treaty, and has remained stable ever since. While once plagued by overpopulation, the mass devastation of Second Impact has left China with a much more manageable population. Officially, all of the territory that China absorbed during those military campaigns were absorbed into China to form a power base of stability to benefit them all. As such, China claims those nations still exist within the Chinese government, and call themselves the Chinese Federation.

Initially devastated by the tidal waves, coordinated Chinese action quickly managed to stabilize the country, or at least what passed for stability immediately after Second Impact. Perhaps unfortunately, much of the Chinese military remained intact after the initial destruction, and as many neighboring countries fell into chaos it was a simple matter to 'peaceably' step in and reestablish 'order'. Successfully annexed territories include North Korea and portions of South Korea, southern reaches of Mongolia as well as Nepal, Vietnam, Cambodia, Laos, Burma, Thailand and what remained of the livable reaches of India (all of which bore the brunt of the Second Impact tidal waves more than the

Indonesian-sheltered China and which were in no position to resist China's strong military offensive). In the early days of the war, when it became obvious that Japan intended to lend support to nearby South Korea for use as a shield against the Chinese, a Chinese nuclear weapon destroyed Tokyo. Combined with their own losses from the Second Impact waves, this rendered Japan all but neutralized for the remainder of the post-Impact wars. Historians often speculate that Japan was only spared a Chinese annexation attempt by the territorial disputes China and Russia were engaged in at the time.

In any event, China provided a strong and powerful base, and was able to quickly win over many decimated regions through protection from armed bandit groups (some of which, in retrospect, carried a suspiciously large number of Chinese firearms) as well as aid and reconstruction of devastated regions. Through these actions China managed to gain not only territory but the support of many who lived there. However, such widespread territorial expansion by its Generals in the field was very much unsupported by the remaining Chinese government, and Chinese forces were spread very thin in an attempt to keep these newly acquired regions under control.

It was this unique combination of pro-democratic Chinese revolutionaries, resistance groups in the newly annexed territories and officers officially rebuked for their costly acquisitions that joined forces and toppled the Communist Chinese government. Between the post-impact devastation and the bulk of its defensive

forces deployed along its border with Russia, the surviving government was in no position to resist the uprising, though loyalist military elements would plague the outskirts of China for years to come.

China, its back effectively broken, risked invasion by Russia that did not come only because of Russia's own notorious famines at the time. However, immediately after the fall of Communist China, many of the newly annexed territories attempted to break away which only added to the problems caused by the remaining loyalist elements. By this time, what would later be finalized by the Valentine Treaty had already begun to form in the UN, and one of the first exercises of its newfound military power was to intervene in China. In the signing of the Valentine Treaty, faced by the UN's combined military might of the rest of the planet, China was forced to agree to certain reconstruction and quality of life goals for its newly annexed territories in return for the UN supporting China's claim to them and using UN forces to help put down the remaining resisting elements, a brief foreshadowing of the UN counterinsurgency programs to come. While enormously expensive at the time, the resulting stability in China and its annexed territory solidified its place as a global economic power, if several years behind the United States and Russia at the time.

However, China's luck ran low when the long term effects of the Second Impact became more apparent. With the shift in the Earth's axis, the same temperature rise that would lead to Japan's notorious perpetual summer quickly began to cripple Chinese

food production. Long term ecological projections showed that within a matter of years, large swaths of the Chinese Federation would officially be desert.

Desperate to prepare for this calamity, China appealed to the UN to sell China rights to the re-colonization of Australia. Under a number of restrictions and conditions (some of which would not be apparent for years to come) the UN agreed.

## PRESENT DAY

Years after the signing of the Valentine Treaty, whether life in China has improved is very much dependant on where you look. On an individual scale, life in China is marginally better than its pre-Impact days in most regions; through many outlying towns still bear the marks of Second Impact related disasters or the massacres that followed them. While UN intervention has brought stability to the region, small resistance groups are still not uncommon even though open military action has become fairly rare in recent years. Even so, in the annexed territories resentment of China is almost universal as a cultural element, though some hold fast to the idea that China is truly a federation and that their countries are represented in its fledgling Republic.

Despite certain social and cultural setbacks, the newly formed Chinese Federation was quick to establish order and put its newly acquired resources to good use. Initially only invested in re-establishing its economic power, this efficient workforce was later contracted by the UN as a primary



manufacturer for most goods, be they military or commercial in nature.

As an extension of those contracts, while China receives fairly limited information about the Evangelions themselves China is the primary manufacturer of nearly all Nerv commissioned Evangelion-scale weaponry. Nerv itself may research the technology and assemble the prototypes, but it is almost certain that the individual parts were made in China and the ammunition comes from a Chinese factory. As a result, China has access to much of the UN's cutting edge research. While it may not seem it from the products commonly available to its citizens, China is the most technologically advanced of any individual nation, technologically inferior to the UN and Nerv only.

## United Nations

Previously a decision making body rather than a power in its own right, post-ratification of the Valentine Treaty the United Nations of 2015 is unlike anything that could have been expected before the traumas of Second Impact. With the signing of the Valentine Treaty, the United Nations gained control of the major military assets of many of its member nations, including Russia, China and the United States. With this combined military power it was more than capable of establishing order in chaotic regions by force.

However, who exactly has this power is a matter of some debate. The United Nations Secretariat Building and the UN headquarters built around it were lost with the rest of New York City during the Second Impact. Between this critical loss and the ensuing wars that engulfed the planet, the decision making body that used to be the UN did not officially meet until the signing of the Valentine Treaty, by which time the UN itself was already acting independently. While the United Nations is undisputedly still a multinational organization, exactly how it survived through Second Impact to achieve its current power is far from clear. Nevertheless, even armed with decade old weaponry from a dozen different countries, the United Nations still represents the dominant military and economic power in the post Second Impact world.

In addition to this military power, the United Nations maintains a stringent regulation of overseas transportation that adds to its influence and power. Post-Valentine Treaty, the United Nations has the only official navy left on the planet, made up of ships forfeited by its member nations. While initially of little worth due to a lack of standardized resources and ammunition, this previously engorged navy has since been reduced to a much more manageable size and its ammunitions requirements standardized for better resource management. This navy leaves the United Nations the masters of the sea, and they may restrict its use as much as they wish. That said, many can and do travel outside the UN regulated waters, but at their own peril. With equally strict UN regulation of air travel,

many previously flown resources are forced to travel by sea instead, which has resulted in an increase in pirate activity. While the UN takes efforts to find and eliminate these pirate elements, they make use of them to punctuate the importance of using UN regulated trade lanes.

This naval power also provides the UN with its primary means of dealing with dissenting elements: long range naval bombardment. When this proves ineffective, the now-iconic United Nations counterinsurgency teams are deployed, an increasingly common sight in regions where their presence is not strictly necessary.

In this new organization of the UN the United States, Russia, and the Chinese Federation are all members, though unlike the rest of the world they have the might required to oppose the UN should they wish to. The rest of the world is more or less subservient to the UN's military might, and its control of the humanitarian aid and resources that it provides them.

Germany, Japan and France have risen to power within the structure of the UN. Germany especially was surprisingly quick to stabilize itself after Second Impact and, while it did not increase its territory during the chaos that followed it, gained an economic powerbase that has left it as arguably the most influential nation fully integrated into the UN.

Regions of note within the United Nations territories include:

## Japan

With the Chinese annihilation of Tokyo (referred to today as Tokyo-1), Japan itself fell into a state of indecision. Much of Japan's resources were devoted to trying to reestablish its government and repair the damage done by the waves, and while economically stable it was predicted that Japan would soon fall by the wayside and become little more than a footnote in global politics. This made the UN decision to establish its new headquarters in Japan all the more surprising.

After the destruction of the United Nations Headquarters complex in New York during Second Impact, the UN required a new base of operations to re-solidify itself. America assumed that it would again play the part of host to the UN, and was shocked to hear that it would not have the opportunity. Given its economic strength and its role in initiating what would become the Valentine Treaty, most assumed that Germany would be the location of the new UN complex.

The world's surprise at the choice of location was even greater when it was revealed that the UN planned to commission an entirely new city in Japan to house this complex. Japanese plans for a Tokyo-2 had already existed, but were deemed too costly for immediate use. The UN decision changed that, and Tokyo-2 was built to house both the originally intended Japanese government and the world order that the UN was swiftly becoming.

To this day, what prompted the UN's bizarre choice of headquarters remains one of recent history's greatest mysteries.

Regardless of the motivation behind it, the focus of UN attention and resources on Japan has left it much better off than it would have been prior to the destruction of Tokyo-1, and considerably better than most nations in the world. One of the many results of this additional funding was Japan's development of the world's first Magi supercomputer system, since loaned to Nerv HQ.

## **England**

Post-Impact England is a case of efficiency rising from tragedy. During the early days of the post-Impact resource wars, a nuclear weapon detonated beneath London without warning. There are many theories as to which side dealt this devastating blow, but in all the years since no one has claimed responsibility. The royal family and much of the government, including the prime minister, were killed in the attack. England found itself headless. In the ensuing chaos, an acting prime minister was appointed who prepared the country for a massive war effort to retaliate against the European enemies he was sure were responsible. One of his primary goals at the time was the reconstruction of the British navy, which had noticeably either lost or lost track of its entire submarine fleet during the Second Impact. While some ruined British submarines have since been found by salvage teams, many more are as-yet unaccounted for.

Despite the acting-Prime Minister's initial plans, it soon became evident that the real culprit was unknown and that conflict in Europe and the rest of the world was already over abundant. While the exact draw for England is unclear, it was a part of the initial transference of power to the United Nations that later culminated in the Valentine Treaty.

Modern England has benefitted greatly within the United Nations, and much of the trade that runs through Europe makes a stop on the shores of England. The English government itself has, in response to the loss of the Royal family, promoted a nationalistic England full of order and working for the benefit of England first. This growing sense of manifest destiny would seem to put England at odds with the United Nations, but thus far their goals have been concurrent rather than opposed.

## **Germany**

Landlocked and spared from the worst of the Second Impact's tectonic activity, Germany was almost untouched. At the time that other nations were just beginning to come to terms with the sudden tragedy, Germany was already stable and diverting resources to outlying regions. When Russia began to expand into Eastern Europe, Germany was equally quick to respond and began to reinforce nearby countries to counter the upcoming Russian offensive. Due to its notorious famine, Russia never quite reached Germany, but military projections on both sides predicted that Germany would be the focal point to oppose Russia if the war had continued.

When Russia halted its expansion to deal with its own resource issues, the German-allied countries were surprised to find the German government so willing to help stabilize the region and just as willing to withdraw its troops when asked. While few forced the Germans to leave (fearing what seemed an inevitable Russian resurgence) the offer alone helped strengthen the alliance and many regions found themselves in Germany's debt, both economically and in goodwill.

It was this goodwill that Germany later exploited to gather together the resources (both military and economic) to forfeit to the United Nations which would eventually become the Valentine Treaty. As such a primary contributor so early on (and other reasons that can only be guessed at) Germany successfully created for itself an enviable position within the UN. While the United Nations as an organization is technically separate from any one country, anyone who cares to look will notice that Germany has benefitted from UN resources on a scale rarely seen, and through use of such UN resources has managed to cultivate a tremendous amount of power within Europe and, recursively, the United Nations as a whole.

### **France**

Another country to contribute to the Valentine Treaty early on and benefit greatly from it, France has become the single wealthiest country in Europe, bar none. While Germany, England and others may have had more actual power (be it industrial or political in nature) France's economic actions post Impact have left virtually no

one without some debt to them, and they have since dominated trade within Europe.

By far the most recognizable expression of France's wealth was their purchase of Spain. Virtually ruined by the tidal waves and further crippled by changing weather patterns, Spain was forced to borrow money from France to such a degree that France was eventually able to simply purchase the land itself at only a minor inconvenience. The Spanish government has since been downgraded and absorbed into France, still semi-autonomous but only ruling the region in France's stead. Needless to say, the Spanish populace was far from pleased, and UN intervention was required to quell the revolution before it could ignite a full blown civil war. To this day, the Spanish are a prideful people quick to spit at the mention of France. But though are unlikely to admit it, quality of life in Spain has increased since its purchase.

France also technically owns what remains of drowned Portugal, which never recovered from the waves and is mostly flooded and unpopulated. Unlike Spain, France simply claimed ownership of Portugal and was never contested rather than any formal action. Left mostly to its own devices, many anti-French revolutionaries that fled Spain have since taken root in Portugal, but it will yet be some time before they are in a position to do anything important.

### **Tasmania**

The infamous UN stronghold Flammende Schwert, the entire island of Tasmania belongs to the United Nations for lack of

anyone left on it to dispute the claim. Its shores lined with concrete bunkers and mounted guns, it is better defended than many post-Impact countries. While exactly what purpose it serves is unknown, it is also the UN's southernmost naval facility, and any expedition to Antarctica inevitably is guided through Flammende Schwert first.

### **The Middle East**

A region of turmoil through most of human history, the nations of the Middle East brought resounding closure to the region immediately after Second Impact. As the various powers of the world became involved in their own problems and campaigns, the nations of the Middle East found foreign support and intervention suddenly scarce. Tensions rose and sporadic firefights turned into open war almost as a matter of course. However, these were all rendered insignificant when Iran decided to take this opportunity to destroy Israel once and for all. After the first missiles launched from Pakistan, Iran chose this moment to reveal its own stockpile of weapons of mass destruction, in this case chemical rather than nuclear in nature. Israel did not survive, but that mattered little when Israel's so-called "Samson Option" went into effect. A second-strike full nuclear retaliation, Israel had never known which of its enemies would strike the final blow. So it settled on aiming its weapons at all enemies within range. The resulting bombardment killed millions, and left the Middle East an irradiated wasteland populated by little more than traveling bands of survivors killing each other for resources and trying to avoid the fallout as they make their way to more

hospitable regions. Turkey, Egypt and Saudi Arabia have all long since stopped accepting such refugees, and instead shoot them on sight as a deterrent. This leads many to attempt travel to China through India. Few survive the trip.

### **Central America**

Little more than a series of United Nations naval bases now, Central America was all but wiped clean by the waves of Second Impact. While there were survivor groups on the mainland, the same could not be said for Cuba, Haiti and the Dominican Republic. Other areas, like the Caribbean islands, have permanently been claimed by the sea, though they provide occasional remainders of their existence as shipping hazards.

### **Australia**

The continent of Australia was, without a doubt, the hardest hit by the Second Impact save for Antarctica itself (which vaporized). Being so far south, Australia caught the full force of the devastating tidal waves across its southern edge, and in some areas the waves reached as far as 14 kilometers inland, with the resulting waters flooding considerably further in the aftermath. Even the coastal regions in the lee of the waves were not unharmed, stricken by flash flooding and turbulent waters. Even those areas spared the initial waves were not left unscathed as the East Australia hotspot suddenly became dangerously active from the sheer tectonic stress of Second Impact. Virtually the entire Newer Volcanics Province experienced eruptions within mere hours after the Second Impact. Worse yet, as typical of the East

Australia hotspot, the majority of these eruptions were Phreatomagmatic, massive underground explosions caused by the interaction of lava and water which scarred the landscape with colossal craters. Survivor's accounts of the Second Impact in Australia claim that on the day of the Impact, houses or windows (depending on location) were shattered by a tremendous thundering airburst from the south, and that the southern sky was lit by an ominous glow for several nights before dimming. That said, survivors were difficult to find as estimates place the number of Australians killed within the first 24 hours post Impact at roughly 12 million, more than 60% of Australia's total population at the time.

Worse affected were the many islands surrounding Australia, on which there were few survivors. Lush New Zealand was survived only by a handful of high-altitude subsistence farmers, and the entire western half of Indonesia (lacking the protective cover of Australia) was wiped clean, totaling in excess of 140 million dead from the waves alone and leaving Indonesia unable to support itself.

In the coming weeks and months, great flotillas of rafts full of desperate island survivors stormed the Australian shores in hopes of finding food and aid. All told, Australia suddenly found itself with more than 40 million new residents in a very short span of time. The resulting territorial dispute was arguably the bloodiest war that occurred during the Second Impact as the remaining Australians fought tooth and nail for every inch of land.

The war was ended only by the Darwin Accords in 2003, which was one of the first major demonstrations of the UN's newfound power. Forcing both parties to comply via threat of nuclear attack on any region that refused to agree to its terms, the United Nations granted the Indonesians everything west of Darwin, with Darwin itself and everything to its east remaining in the hands of Australia. However, their power thus demonstrated and Australia itself critically depopulated by the war, the United Nations similarly forced through a number of similar resolutions that leased huge swaths of land to the UN for an indefinite period of time in return for paltry aid. Many of these regions would later become UN outposts (such the famous fortress city of Tasmania), with much of the remaining territory later being rented as farmland to the Chinese.

### **South America**

The continent of South America lost much of its land to the sea and much of its population during what followed, but unlike Australia retained enough of a population so thoroughly engaged in fighting itself that the UN has been both unwilling and unable to intervene.

Virtually all of Argentina, Chile, Paraguay and most of Uruguay sank beneath the Second Impact tidal waves and never resurfaced. Brazil itself survived the waves, though its government and much of its population were not so lucky and the remaining Brazilians quickly turned on each other in a desperate scramble to secure resources. This conflict took years to resolve itself, and has reduced Brazil to a pseudo

state much like Africa but considerably more peaceful. Bolivia, on the other hand, took the opportunity to collapse into a civil war which has yet to resolve itself.

In one of history's more surprising developments, South American stability (such as it is) has been maintained by Columbia in recent years. With the collapse of the global economy, the Cartels of Columbia realized that their ability to sell their product was greatly diminished. Rather than allow themselves to become powerless, they quickly assumed control of the government and established a dictatorial army which went on to conquer Venezuela and the ruined Ecuador. While these land grabs were not technically necessary, it gave the newly formed Columbian army ample opportunity to establish a reputation of merciless brutality that has kept the rest of South America wary for years. Columbian patrols wander freely through South America, and the justice they mete out is harsh, but effective at preventing the situation from destabilizing further.

Given the UN's own lack of interest in South America, it is unsurprising that Columbian troops are often found carrying United Nations commissioned firearms to promote the stability of the region.

## **Africa**

It is no great secret that Africa was not in the best of situations prior to Second Impact, and the events resulting from the vaporization of Antarctica have hardly helped matters. The tidal waves alone were

enough to deal South Africa a crippling blow from which it never recovered, and South Africa has long since been a failed state dominated by its increasingly overenthusiastic military. While much of Africa was relatively unaffected by the geological and ecological disturbances, the shifting political tensions and the loss of UN aid for several years has led to the collapse of much of Africa, with a handful of islands of stability still visible.

For the most part, Africa has dissolved into two psuedostates cut in half by the "Niger Line", a poorly defined border that stretches across Africa that is more or less equivalent to the former northern Nigerian border. These two psuedostates have no discernable government and the only significant unifying force among them is an inexplicable hatred for their counterparts across the Niger Line. While infighting is still common, these northern and southern groups are known to band together to lead strikes across the line, though what they actually gain from this is often ill defined at best.

But not all of Africa has fallen into chaos. Despite their previous territorial disputes, Libya and Egypt have made an alliance of necessity which has managed to prevent either of them from falling to the endless hungry mobs or the warlords that arm them. Algeria stands alone, but on the brink of collapse and is not expected to last out the year.

Saudi Arabia, despite its losses, is nominally better off than it was pre-Impact as its oil resources have never been more valuable given the irradiation of the Middle

East. Wealthier than ever, Saudi Arabia maintains a relatively small but hyper-competent defensive force that has safely maintained its borders for years.

## PRESENT DAY

With the exception of the moderately stable Egypt and Libya and the affluent Saudi Arabia, Africa is a land plagued by war, famine and disease. Attempts to map the area are pointless, as many supposedly defined territories collapse within a matter of months, and many rarely last more than 2-3 years. While technically inaccurate, many still refer to regions of Africa by the pre-impact countries, if only for the purposes of an internationally recognized key of locations.

The United Nations delivers token aid to Africa each year, and applies more than token force on a much more regular basis. Unable to stabilize any region of Africa with troops for more than a short period of time, the UN has long since settled for identifying power blocks that either continue to destabilize the region or threaten to unify it in a way that opposes the United Nations and shell them with the UN's considerable naval firepower. While not pleased about Saudi Arabia's well-funded military, the United Nations approves of its actions to hold Saudi Arabia's oil, a resource that the UN considers vital to maintain.

IN THE  
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GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.



## ORGANIZATIONS

In addition to the nations of Earth, there are several organizations that have a large amount of influence on the fate of the world, either due to their direct involvement in the Evangelion project or political clout within the UN.

### Nerv

Nerv is a paramilitary special agency nominally under the control of the United Nations. Nerv's official purpose is to lead the defense of mankind against the Angels, to stop them from initiating a Third Impact after the destruction that was wrought by Adam during Second Impact in 2000, through use of the Evangelions, which they constructed.

Officially, Nerv is a private organization under the direct supervision of the United Nations with limited authority over local administration, and to an extent United Nations military forces. However, Nerv is essentially an independent organization from the United Nations apart from

matters of funding. As a result of conventional military forces' inability to defeat Angels, the effort to defeat them is often left at the discretion of Nerv's highest ranking personnel without direct external interference. Nerv is capable of guarding its own political position through whatever means necessary, including sabotaging a rival defense contractor's prototype combat robot, "Jet Alone".

Nerv's origins lie in the research organization known as Gehirn, which was renamed and reorganized into "Nerv" in 2010 after its original headquarters and the Magi supercomputers were completed. Unlike Gehirn, whose existence was officially a secret (with the UN Artificial Evolution Laboratory serving as a front), Nerv is semi-public.

### Internal Organization

Nerv globally employs many thousands of people, including scientists, technicians, paramilitary security forces, and support staff.



The standard uniform for Nerv personnel is a khaki uniform with triangular patches at the shoulders. Personnel in command positions wear a monotone tunic. All Nerv personnel have a triangular clip over their uniform's left breast which denotes rank.

## **Tactical**

**Headed by:** Nerv Operations Director

The Tactical Operations branch is responsible for coordinating the Evangelions in actual combat, as well as directing Nerv's conventional security forces and defense grid in battle against the Angels.

Nerv's internal security forces are tasked with defending the organization from terrorist attacks and other small-scale conventional threats: Nerv was intended to fight the Angels, not other humans. As a result, Nerv is actually ill-equipped to repulse a frontal assault by conventional human military forces. Security staff wear khaki uniforms like those of the operating staff, as well as red berets. They normally carry either MP5 or Uzi submachine guns.

## **Technical**

The Technical division is Nerv's science branch, responsible for the research and development of the Evangelions, as well as their maintenance and repair. It also analyzes scientific data obtained about the Angels, attempting to gain greater insight into them to aid the Tactical division in defeating the Angels.

Each Nerv facility hosts a large corps of mechanics, electricians and other staff dedicated to maintenance, repair and construction. The standard tech uniform consists of orange coveralls and a cap.

Those involved in actual research and development and Eva testing wear the standard khaki Nerv uniforms.

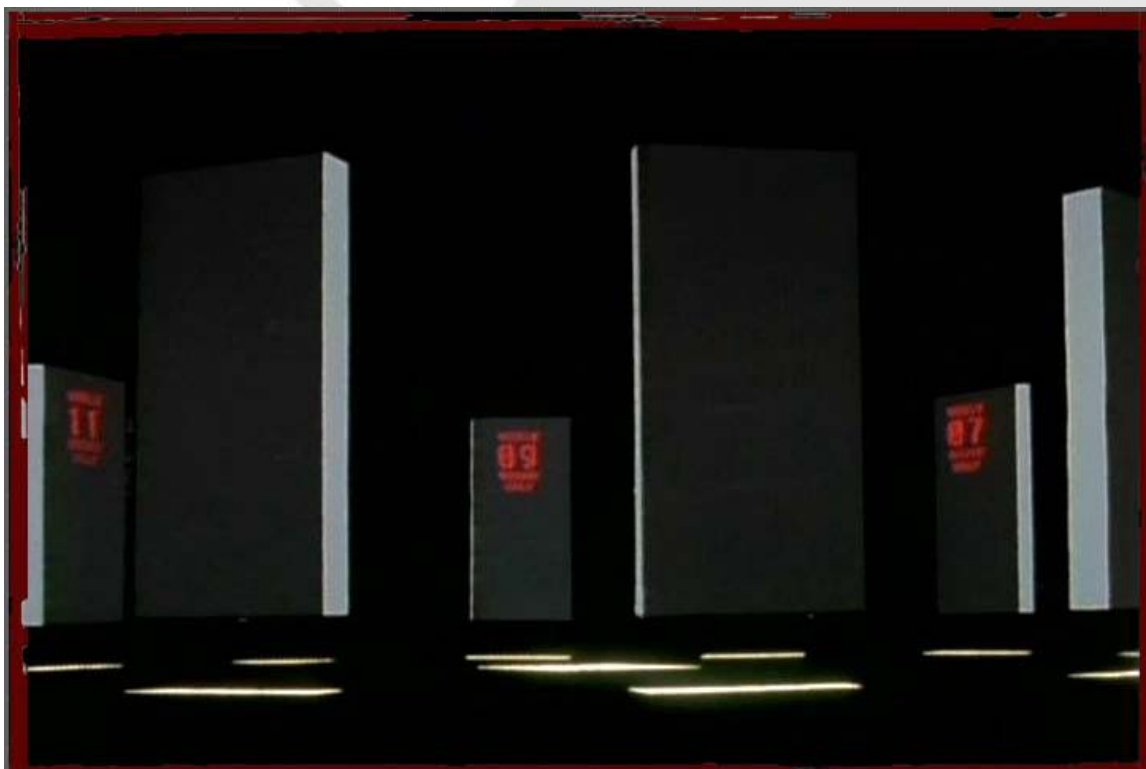
## **Other divisions**

- **Section-2 (Intelligence):** Information collection and analysis are handled by the black-suited agents of the Nerv Department of Security Intelligence, as are the surveillance and protection of key personnel.
- **Public Relations:** Nerv has its own PR subsection, which handles propaganda and media blackouts directed towards the general public to control information about the Angels and Evangelions.

## SEELE

SEELE is a shadowy and mysterious organization which maintains a global power cabal, and is the secret backer of Gehirn and Nerv. The SEELE council members are the true puppet masters pulling the strings of the United Nations.

The origins of SEELE are shrouded in mystery. According to themselves, they have maintained an Illuminati-like power cabal over Earth's governments since ancient times. While this cannot be independently confirmed, it is certain that SEELE has been active since at least the end of World War II, when they acquired the Dead Sea Scrolls. However, it is unclear how much power they really had to bring to the fore before they seized control of the United Nations through manipulation of the chaos resulting from Second Impact, which they caused.



The SEELE council is composed of 12 members, headed by Chairman Keel Lorenz. SEELE meetings consist of "video conferences" in which instead of projecting actual images of each member, images of large stone monoliths with the words "SEELE (member number) SOUND ONLY" displayed on them (i.e. Chairman Keel is "SEELE 01 SOUND ONLY").

The inner circle of SEELE is also the Human Instrumentality Committee, which directly oversees the progress of Nerv, officially in the name of the United Nations. The committee is composed of five members, and is also headed by Chairman Keel.

While their exact identities probably matter little in your campaign, the following entries might be useful for GMs who wish to make Seele involvement in the campaigns more pronounced:

Seele 01: Keel Lorentz. The center of the whole organization, Keel Lorentz has not only his official position within the UN as the head of the Human Instrumentality Committee, but all of the resources of the other Seele members to draw upon as well. He is, almost certainly, the single most powerful man on the planet through his Seele connections, and is fully capable of passing nearly any UN resolution he wishes almost singlehandedly. But even he is not invulnerable. Ravaged by a car crash years before, Keel Lorentz's spine was heavily damaged. He has since used both his own wealth and Nerv's Evangelion research to develop and acquire cybernetic enhancements, allowing him to move and operate almost as if he had never been injured in the first place.

Seele 02: Identity unknown. Seele 02 has a tremendous amount of influence within post-Impact Nationalist England. Previously suspected by many of the less influential Seele members to be the Prime Minister, after the former Prime Minister's fatal heart attack in 2009, Seele 02 remains active and Seele control of England remains undiminished. Whatever their actual identity or official position may be, Seele 02 somehow has more influence over England policy than its actual leaders.

Seele 03: Identity Unknown. Presumably responsible for the Air Force One tragedy that threw the United States into chaos during Second Impact, Seele 03 was in prime position to benefit from the ensuing declaration of Marshall Law. Poor economic planning, despite numerous reports predicting the crisis to come, may indicate that the United States 2013 financial crash was anything but accidental. Presumably, the United States was being prepared to be so desperate for jobs that they would accept Seele and Nerv related projects almost unconditionally. China eventually proved itself to be able to produce the same work for cheaper with its superior manpower, but given Seele's comparatively little influence in China it is unsurprising that they would have cultivated other opportunities. Given the United States still military-dominated government, it is entirely possible that Seele 02 is either a Chairman of the Joint Chiefs of Staff, or controls someone who is.

Seele 04: Identity Unknown. While still commanding impressive influence, Seele 04 seems to have less direct control over Russia than the other Seele heads seem to have over their own areas. Not long after the official UN investigation into the Second Impact event in 2003, Russia mounted their own expedition to the Antarctic to confirm the UN's findings as well as other, less public, reasons. Seele 04 seemed unable to halt the expedition, but Russia's investigation discovered nothing. Between this specific failure, as well as Seele 04's consistent access to Russia's secrets, Seele 04 seems to be most directly powerful in relation to Russian Intelligence.

Seele 05: Identity Unknown. Seele 05 is intentionally left open so that he might be replaced with whatever lead-in your campaign might need. Possibly a powerful official in either Nerv or whatever country you happen to place Nerv HQ, Seele 05 has the potential to be a powerful behind the scenes threat (though whether he is acting in the name of Seele or for his own ends depends on the situation).

## Non-Canon Organizations

"Our saviors, these 'Evangelions', are little better than the angelic monstrosities they fight. Fashioned of humanity's rib and capable of 'berserking' at the drop of a pin, how long until they show their true colors? Damnation walks in their footsteps! Doom resounds in their cries! How long until these true children of Eve pluck the apple from their caretakers? I fear I will live long enough to find out."

-Unknown pirate radio broadcast,  
intercepted by NERV Arizona

The following organizations are original creations that were not present in the series. In general, these organizations are designed to exist as additional human antagonists for either Nerv or the pilots. GM's are by no means required to include all, or even any, of these organizations in their campaign world. Indeed, the existence of some of them require drastic changes in the way the campaign is handled. Even if not taken whole cloth, GMs should feel free to use these organizations as inspiration for organizations of their own design more fitting to their campaigns.

### Liberated Nations

Often referred to derisively as the "heartbreakers", the so-called Liberated Nations are headed by a ragtag group of renegades (primarily from China and Russia) who refused to cooperate with the articles of the Valentine Treaty signed after Second Impact. Taking many of their troops with them into exile, these officers fled the growing powerbase of the UN to devastated regions of Africa and South America that to this day remain outside of UN control. Initially little different from regional warlords with pre-Impact military hardware, it was only four years ago that these officers began to ignore their original nationalist differences and begin to work together, taking up the name of the "Liberated Nations". A precipitating event for this sudden rise in cooperation was never revealed, but UN surveys of the area show a decrease in infighting and signs of

mobilizations previously considered to be outside of the Liberated Nations ability to organize.

With UN aid as thinly spread as it is, the United Nations gleefully leapt at the chance to deny aid to areas under the control of the Liberated Nations, refusing to recognize the Liberated Nations as anything approaching an official political organization. This may prove foolish in the long run, though. Nerv is a very resource hungry organization, and at even the best of times thousands are left starving and without even an attempt at aid in order to keep the Evangelions properly funded. The Liberated Nations have used this opportunity to spark unrest in previously docile regions, and gather support from the angry mobs. With this backing and their newfound sense of organization, UN control of Africa and South America has begun to slip, ignored for

now in favor of the more pressing concerns of the Angel threat.

However, the Liberated Nations won't let themselves be ignored for long.

### **Concerned Parents Alliance**

Much less power hungry or malevolent than other possible antagonists that Nerv may face, the CPA are welfare activists who demand that Nerv cease using child soldiers and replace them with adult pilots. This would be almost comical, were it not for the fact that the CPA is deadly serious. They see deployment of adolescent pilots as weapons of war as immoral, and no amount of "techno babble or doomsday rhetoric" will convince them that such a thing might be necessary for the Evangelions to function or for humanity to survive.

While military action is not beyond the CPA, violence is not their goal nor their preferred method of operations. Mass protests, petitions and lobbying are likely to cause no end of trouble for the pilots, though extreme arms of the CPA might attempt to remove the pilots from Nerv by force. While the pilots would almost certainly be unharmed by such an action, every day where the pilots are kept from their Evangelions is a day in which humanity is at terrible risk.

### **The Tribulation Brigade**

"Messenger of the lord! I am here, divine one! I am your humble ser-"

-Last words of Rev. Arthur Belling, stepped on by Sachiel during his attack on Boston

Hardly a unified organization, the so called Tribulation Brigade is a loose collection of religious extremist groups. Only occasionally working together, and more often likely to fight each other over religious differences, these group are only lumped together by United Nation's analysts who have trouble recognizing the important differences between them. The unifying factor of the Tribulation Brigade is a belief that the end of the world, begun during the Second Impact, is still ongoing. There were many groups that initially claimed that the Second Impact was a divine punishment and warning, a sign that humanity needed conform to whatever religious beliefs were important to the speaker at the time. However, the appearance of the Angels has added a dangerous new element to these groups. Many have become convinced that what Nerv has labeled the Angels are, in fact, servants of God come to punish humanity further for failing to take the warning of Second Impact to heart. To them, Nerv's intention of fighting and killing such divine servants is the ultimate blasphemy and hubris, and only likely to enrage God further. While thankfully lacking in resources and not especially well organized, in many of the more devastated areas such belief in an enraged God is not a hard idea to sell. And what the Tribulation brigade lacks

in organization, it more than makes up for in determination and fervor.

One specific Sect within the Tribulation Brigade is the so-called Eden Gate. One of the more recent religious extremist groups, The Eden Gate has come into existence in response to the Evangelions themselves. In the Aftermath of Second Impact, there were a myriad of religious explanations and excuses for Second Impact, the theme of it being a warning or punishment being fairly common, though for what was a matter of some debate. However, with the revelation of the Evangelions, the Eden gate was formed by those who feel that the answer is obvious: man was punished for the science that has created the Evangelions themselves. By creating artificial life forms, man has parodied god and violated the sanctity of life, which caused Second Impact. God finds the Evangelions an abomination of life, and wants them destroyed. After all, if God did not find the Evangelions distasteful then why would he send a host of Angels to destroy them and those who built them? Why else would the Angels be so unconcerned with other targets?

While obviously based on twisted facts, the Eden Gate's mere existence means that they know information that Nerv had thought secret, and their drawing of connections between the Evas and Second Impact is too close for comfort for those who know the truth. The Eden Gate is one of the most dangerous religious groups, because while they may be lacking in military resources there is evidence to

suggest they have one or more agents within Nerv itself.

## **Children of Adam**

A name that caught Nerv's attention almost immediately, the Children of Adam are a sensationalist group that is gathering more followers by the day. Lacking organization, they are nevertheless captivated by the same belief: that they have seen and spoken with an angel, a young man with extraordinary divine power who has come to lead them on the truth path to a perfect world.

What makes these stories terrifying is that there is increasing evidence that they are correct as Pattern-Blue AT field signatures are detected by remote Nerv stations far and wide, disappearing before the readings can be confirmed.

The existence of the Children of Adam within a campaign must be handled carefully by the GM, as it necessitates not only the existence of the Angel Tabbris but his appearance and plotting far in advance of his direct confrontation with the Evangelions. Whether he is simply planning on using his followers as a weapon against Nerv or something more sinister is unknown, but with the tremendous powers of his AT Field he will have little trouble convincing those he meets that he is divine.

## The Eigenart Initiative

More than any other, the Eigenart Initiative's very existence is a threat that few can match. Seele, the secret cabal with a stranglehold on the United Nations and every resource imaginable at its disposal has considered the eradication of the Eigenart Initiative to be top priority. That it remains today, however much in secret, is a testament to their resourcefulness.

A splinter group from Seele, the Eigenart Initiative was formed after an internal conflict in 2007. Sparked by a difference in opinion about whether the Human Instrumentality Project was the best course of action, Seele chose to quickly and quietly purge themselves of these dissenting elements lest they jeopardize their mission. But each and every Seele member is a powerful and resourceful individual, and despite Seele's best efforts some managed to escape with not only their lives, but much of their individual resources and influence.

These rogue elements have since gone on to found the Eigenart Initiative, which exists in opposition of Seele. Their devotion to Seele's original cause is yet intact: the Eigenart Initiative similarly believes that mankind has reached the end of their evolutionary potential. However, they have formulated a solution. A solution that isn't Seele's proposed Human Instrumentality Project.

Where the Human Instrumentality Project seeks the dissolution of all individual AT Fields and the joining of mankind as a single consummate being, the Eigenart Initiative seeks quite the opposite. Rather

than remove Humanities' bodies and both the need and possibility for continued evolution, the Eigenart Initiative seeks to make manual evolution possible. Through their study of the Angels and A.T. Fields, they have formulated a theory that if a Human's AT Field can be sufficiently increased in strength and control of it unlocked, such a human would be able to influence and define their own form. Such autoevolution, implemented on a wide scale, would allow the current race of humans to transcend into a collection of supremely powerful and varied individuals more than capable of preventing their own evolutionary degradation and combining the AT powers of an Angel with human ingenuity.

To this end, the Eigenart Initiative has begun experimentation into Human AT Field manipulation, but with little progress. While the Eigenart Initiative took many of Seele's and Nerv's files with them during their secession from Seele, these are all some years out of date, and worse yet incomplete. To have any hope of reaching their ends before Seele, the Eigenart Initiative needs access to crucial Nerv files, specifically concerning the growth process of Manufactured projects (and certain forbidden early experiments into Human-Angel hybrids) as well as information collected on the Angels by the Magi during during combat. Any actual samples of Angels would be a tremendous boon, and samples of either Adam or Lilith are a goal that the Eigenart Initiative considers crucial above all others. Of the two, Lilith is the preferred choice. Though the Eigenart Initiative's current plan would result in a



handful of powerful, Tabbris-like individuals to oppose Seele and grant the Eigenart Initiative the time to uplift Humanity over time, with Lilith at their disposal the Eigenart Initiative might initiate a Third Impact event to uplift all of humanity at once.

Even hunted viciously by Seele and forced to hide themselves in places where

the UN has no control, the Eigenart Initiative still has considerable sway in world events through their connections as former Seele members and manipulation of the discontent extremists groups that they share territory with. Any other group that has cause to hate Nerv might someday find themselves offered aid by the Eigenart Initiative, for a price...



NERV

GOD'S IN HIS HEAVEN, ALL'S RIGHT WITH THE WORLD.



## LIFE ON THE GROUND

Between Battles

- Special Events

- Equipment

- Vehicles



## LIFE ON THE GROUND



"It's weird seeing the double lives those kids lead. I was helping with a synch test once, and one of the pilots drops a few points, a bit beyond his normal range. I asked him later what had happened. He'd been nervous because he had a date with the girl in the next plug over that night.

Let me tell you, I lost no time in finding my way to a stiff drink. It's easy to forget these are kids that we're sending out there."

-[NAME WITHELD] (research assistant), Berlin Branch

Adeptus Evangelion places a lot of focus on that which makes it different from the Dark Heresy rule set – its inclusion of Evangelion combat.

However, this is by no means the only part of your campaign. Your players play as the pilots of the Evangelions, not as the Evangelions themselves. In between Angel attacks, your players need some time to stretch their character's legs a bit and do something outside of the Entry Plug.

On the whole, the relevant rules are unchanged from those in Dark Heresy, which lacks Evangelions entirely. However, the approach to the situation must be handled much differently. Dark Heresy is built around investigation, and is designed for day to day progression in roleplaying. However, in Adeptus Evangelion it can be weeks, or even months, in between Angel

attacks. Attempting to roleplay each day in between Angel attacks would be unreasonable and, unless the players have made especially interesting characters, boring.

Instead, Adeptus Evangelion applies a time-management system to cover the majority of the intervening time, punctuated by special events in which the pilots themselves are the focus of attention.

## BETWEEN BATTLES

First, it is important to determine how long it is until the next Angel attack. While the GM should feel free to set this amount of time himself, and can certainly have an Angel attack at any time, the following chart is provided for the random distribution of Angel attacks over time. Note that no matter what is rolled, the GM should not tell the players exactly how much time they have until the next attack.

<b>Random Angel Attack Chart</b>	
<b>Roll result</b>	<b>Time between attacks</b>
<b>01</b>	1d5 days
<b>02-5</b>	1 week
<b>6-20</b>	1d5 weeks
<b>21-50</b>	1d5+2 weeks
<b>51-80</b>	1d5+4 weeks
<b>81-95</b>	1 month + 1d5 weeks
<b>96-99</b>	1d5 months
<b>100</b>	6 months

Instead of letting the players know exactly how much time until the Angel attack, have them decide upon their actions week by week, until they reach a special event that you have prepared for them or the next Angel attack.

In addition to these chosen uses of the character's time, at regular intervals all of the pilots must report for Synchronization Testing. This usually occurs once a week in character, yet as a game mechanic truly needs only be rolled in the week immediately before an Angel attack, because it is the most recent Synchronization Test only which matters.

## Synchronization Testing

During a Synchronization Test, each Pilot must Test Willpower. If they succeed, then their Synch Ratio is on the rise. If they fail, they must Test Willpower a second time. If they succeed on this second Willpower Test, their Synch Ratio is stable. But if they have failed both tests, then their Synch Ratio has fallen.

Upon launching in their Evangelions, each Pilot's Synch Ratio is subject to change based off of the success or failure of their most recent Synch Test. If it is on the rise, the Pilot's Synch Ratio rises as if they were affected by positive Synch Disruption. Similarly, if their Synch Ratio is on the fall their SR drops as if they were effected by negative Synch Disruption. If their Synch Ratio is stable, then they begin the battle with an unmodified Synch Ratio.

## Time Management

For any week that you have not prepared an Angel attack or other special event, have them choose from the following activities to fill their time. While a character can easily perform many of the activities listed below in a single week, only one is counted per week. The only exception is Synchronization Testing (described above), which is assumed to happen every week, but is only actually rolled when necessary.

All Tests rolled as a part of Time Management (with the exception of those rolled for Synchronization Testing) are treated as Routine (+20 bonus).

## Physical Training

The character spends most of their free time throughout the week working out at the gym, running, playing sports or performing other physically strenuous activities. For each week that they train in this fashion, they may choose either their Strength, Agility, or Toughness characteristic. Each week that they train, they roll a test of that characteristic. If the test succeeds, make a note of it. Once they have gained a number of successes equal to their bonus for that characteristic, that characteristic increases by 1. This represents the gradual increase of the characters stats via extra training. A character can increase any given characteristic a maximum of 5 times through this method. Any further increase of the Characters Strength, Agility or Toughness should be a result of experience bought Characteristic increases.

## Combat Training

The Character spends most of their free time throughout the week sparring, at the shooting range, or otherwise training themselves. For each week that they train in this fashion, they may choose either Weapons Skill or Ballistic Skill. Each week that they train, they roll a test of that characteristic. If the test succeeds, make a note of it. Once they have gained a number of successes equal to their bonus for that characteristic, that characteristic increases by 1. This represents the gradual increase of the characters combat skill via



extra training. A character can increase any given characteristic a maximum of 5 times through this method. Any further increase of the Characters Weapon Skill or Ballistic Skill should be a result of experience bought Characteristic increases.

## Education

The Character spends most of their free time throughout the week in school or university, reading, performing personal research or otherwise increasing their base of knowledge. For each week that they train their minds in this fashion, they may either choose to research a skill or increase their general intelligence. If they decide to research a skill, they may choose one Intelligence based skill, and roll an Intelligence Test. After 5 successful weekly Intelligence tests, they have trained themselves in that skill.

If the Character has decided to increase their general Intelligence, for each week that they train their minds with puzzles and problems, they roll an Intelligence Test. If the test succeeds, make a note of it. Once they have gained a number of successes equal to their Intelligence Bonus, their Intelligence increases by 1. This represents the gradual increase of the characters mental skill via education and open thought. A character can increase their Intelligence 5 times through this method. Any further increase of the Character's Intelligence should be a result of experience bought Characteristic increases.

## Hobbies

The Character spends most of their free time pursuing frivolous but amusing ends in areas that interest them. This is purely for their enjoyment, which is more beneficial than it seems. While many might see an obsession with playing card games or building model trains to be a sign of

impending madness, this indulgence actually helps the character to define themselves. This has the effect of giving the character a tiny, almost negligible, buffer against the degradation of their Ego Barrier.

For every week that the Character obsesses over their hobby, they may Test Willpower. After 4 weekly successes, they may restore to 1 point to their Ego Barrier as long as this does not put their Ego Barrier above 100, or whatever the next multiple of 10 is. For example, through constant obsession a character with an 82 Ego Barrier might restore themselves to 90, but after that the benefits of their obsession ends and they may not restore any more of their Ego Barrier until it has fallen again.

## **File Paperwork**

Being in command isn't all fun and games. Every battle tends to result in a truly tedious amount of paperwork, red tape, official reports and apologies. However, a dedicated leader can turn this around, and through some clever bargaining and brownnosing leave with more than they came in with. Only Operation's Directors are in a position to use this Time Management option.

There are two different actions that an Operations Director can hope to accomplish through masterful paperwork skills. Acquiring additional funding, and acquiring additional resources for a pilot.

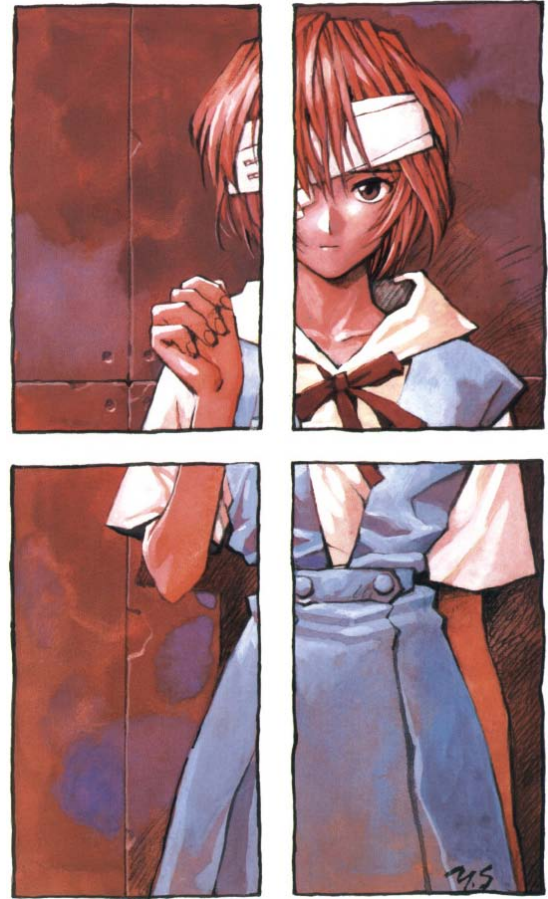
In order to acquire additional funding, the Operations Director must Test either Intelligence or Fellowship once per week. Once the Operations Director has acquired at least 3 weekly successes of one characteristic, and at least 1 weekly success of the other, 1 Point of surplus is added to the surplus pool.

In order to gain additional resources for the pilot, the Operations Director must test both Intelligence and Fellowship at the same time. In any week that they succeed on both, they gain a weekly success. In any week that they succeed only one test and not the other, no weekly success is acquired. After 5 weekly successes, the Operations Director may grant a single pilot 1 Upgrade Point of any type of their choosing. However, this exhausts such loophole exploitation in the future. Each pilot may receive one upgrade point and one upgrade point only in this manner during the entire campaign.

## **Therapy**

The Character spends most of their time in therapy, on medication, or in a relaxing and safe environment. By excising and addressing their problems, or through suppressing them, the Character might ward off the encroachment of their own insanity.

For every week that the Character is in Therapy, they may Test Willpower. After 4 weekly successes, they may remove 1 point of Insanity as long as this does not give them negative Insanity Points, or put their number of Insanity Points below the next lowest multiple of 10. For example, through heavy medication a character with a 62 Insanity Score might reduce it to 60, but after that the benefits of their drug regime end and they may not remove Insanity Points until they have gained more.



## General Rest

General Rest is a calm, relaxed minimizing of movement and physical exertion, usually for health reasons. Every time a Pilot takes wounds, they are required to spend their first available week resting. They are also required to rest for 1 week per point of Critical Damage taken. Note that this is critical damage to the pilot, not the Evangelion.

A week of General Rest heals 1 point of Critical Damage (but does not replace lost limbs), or all remaining wounds if the player lacks Critical Damage.

## Social Interaction

Whether by practicing their oratory skills or crashing a lot of parties, the character has dedicated this week to meeting new people and making small talk. As they become more comfortable around others, they become more confident and better able to hold up their end of the conversation. For each week that they expand their social circle in this fashion, they may roll a Fellowship Test. If the test succeeds, make a note of it. After achieving a number of weekly successes equal to their Fellowship Bonus, the characters fellowship Characteristic increases by 1. A character can increase their Fellowship up to 5 times in this fashion. Any further increase of the character's Fellowship should be a result of experience bought Characteristic increases.



## SPECIAL EVENTS

In between battles, there should be at least one Special Event. A Special Event is when the game breaks from the purely week-by-week handling of the pilot's affairs. While obviously a necessary mechanic for handling long spans of time, the week by week mechanic can deny the players a chance to roleplay their characters outside of combat. Special Events give the players that chance.

Sample Special Events include:

### Press Conference

With each battle that the Pilots of the Evangelions fight, the fate of humanity hangs in the balance. They also have a tendency to step on small buildings and people's cars. Such a small group of people has never before in human history been so important.

It's only natural for the masses to want to know more about their Pilot saviors. While for the most part the Pilots will be kept from the public eye for their own safety, on occasion they might find themselves accosted by reporters or scheduled for an official press conference. Any dirty secrets, or especially destructive battles, are sure to be at the top of things to discuss.

Depending on whether or not they embrace this attention, one or more of the Pilots might end up as a full blown celebrity.

### Formal Event

As the saviors of humanity, the Pilots are in a very important political situation. While technically outranked by Nerv officers, even political Heads of State have less direct impact on the fate of the world.

It will not be uncommon for powerful politicians to want to meet such extraordinary people, possibly for the purpose of getting their support and the support of Nerv through them. Such politicians can be powerful allies, and even more powerful enemies should they be given cause.

To meet with these politicians, in addition to guided tours of Nerv facilities and secret meetings, it is likely that one or more Pilots will find themselves invited to some



formal event, possibly a fundraiser or unveiling of some new military product such as the Jet Alone.

## **Holiday**

Given the potentially long span of time in between defending the world from Angels, it is almost inevitable that some iconic major Holiday will pop up on the calendar. This could be a wonderful chance for the Pilots to enjoy the simple things in life. Like dinner with the NPCs, dressing up in silly costumes, or making liberal and unnecessary use of the Carouse skill and then belligerently piloting a giant robot.

## **Emergency**

While obviously every time that an Evangelion is launched there is some sort of crisis, in this case the Angels are in no way involved. This could be the power of the Evangelions deployed against relatively defenseless conventional forces that are invading a nearby country, or a natural disaster where the proper application of an A.T. Field can save lives such as a Tsunami or volcanic eruption.

In either case, the focus should be less on fighting and more on strategic use of their skills and abilities as well as roleplaying. Where in most situations the pilots are reactionary, here they should be given as free a reign as their Umbilical Cables allow.

## **Surprise Attack**

If all else fails, the Base of Operations can be a pretty big place. Maybe it is three O'clock in the morning and the pilots were asleep, or maybe they just went out to see a movie. In any event, the Pilots are not inside a Nerv facility when an Angel suddenly appears on the edge of the city. Now, in the midst of a hectic battle that only they have a chance of winning, the pilots needs to make their way to their Evangelions and launch.

This is also a wonderful time to impress upon your pilot characters the sheer difference in scale between encountering an Angel from the view of an Entry Plug and seeing it from the ground. The archetypal version of this encounter is the Matariel fight from the series, where the pilots spend much of their time simply trying to reach the Evangelions during a massive power outage that has rendered normal access routes unusable.

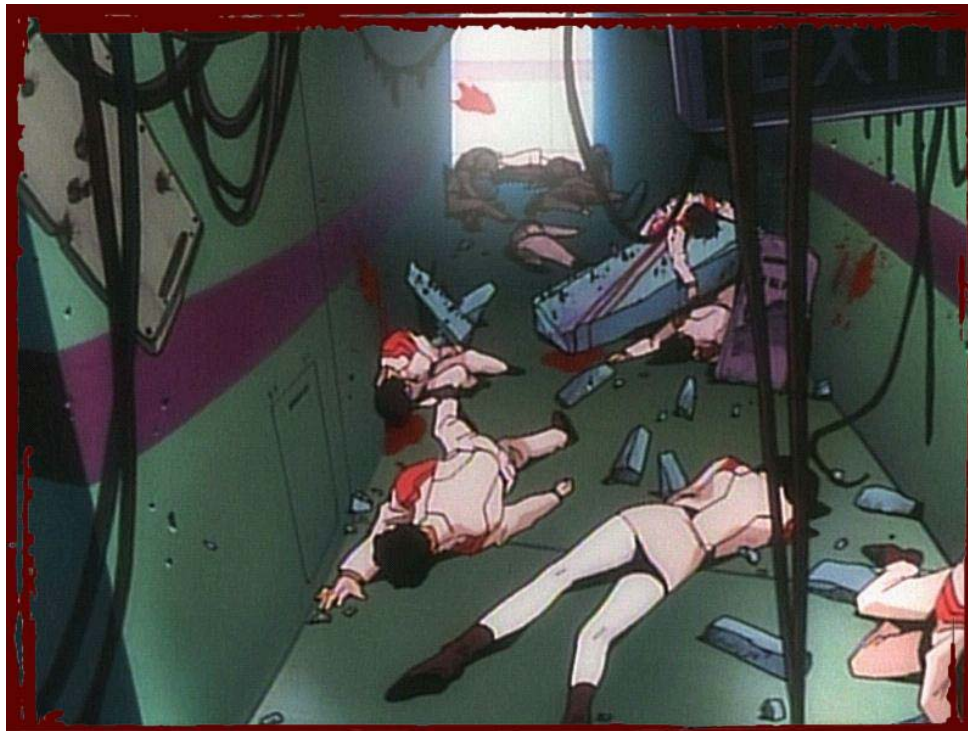
## Terrorist Attack

No group of people has ever been as important as the Pilots of the Evangelions. As such, they are incredibly high value targets.

Any group that has an axe to grind might try and take the Pilots, and by extension the fate of the human race, hostage. If the Pilots themselves are forced to fight they are likely to quickly find that for all their skill in killing Angels from the seat of an Entry Plug, most of them lack real combat skill using their own hands.

Alternatively, Nerv itself might come under attack from some extremist group that has taken the classification of the enemy as “Angels” a tad too literally, and believes Nerv to be opposing God’s Will.

Such an event should only ever be allowed to happen once as a case of things having gone horribly wrong. If the Pilots are under constant threat from human parties, it should be a primary component of the campaign.



## Investigation

The Dark Heresy ruleset itself is geared toward Investigation and combat, and as such many of the skills available to the Pilots serve this purpose even though that is rarely the focus of an Adeptus Evangelion campaign.

However, the world of Evangelion is one of plots, conspiracies and secret cabals. Often, these are based around protecting the secrets of the Evangelions themselves. Others, like the organization SEELE from the series, have far more nefarious and wide reaching goals like initiating a Third Impact.

The players should be given ample opportunity to proceed with their own investigations into these matters, though they should be made aware the risk that they are taking, even if they are Pilots.

If anything, one of the harder parts of handling the Players investigation will be restricting their chances to actually do it themselves. After all, it can be months in between fights.

Normally, the players could accomplish a tremendous amount in that span of time, but that would require them to roleplay most of the days in that time span, something which Adeptus Evangelion is not designed for and does not recommend.

## Goals

It is entirely likely that the player characters have their own goals. Whether this be pursuing a relationship, confronting a rival or rebuilding an old car, the Players should be given the chance to pursue their goals whenever it would be reasonable for them to. However, unless their goal is a rather simple or superficial one, it should be something that they have to put time and effort into.



## Random Events

Have a Life on the Ground session in a few hours and still have no idea what to do? Relax, we have all been there. Battles have the advantage of being fairly straightforward: you provide the enemy and the players fight it. Non-combat scenarios need to be considerably more varied, and if for whatever reason your group lacks inter-character momentum you might find planning your next session difficult.

But don't fret! Feel free to make use of the following random plot hook generator. It may operate under the assumption that your pilots are of adolescent age, many of the available options can be modified to apply to more age-varied campaigns as well. Other options might seem needlessly mundane, but you might be surprised how much the players can enjoy just being able to stretch their characters legs and walk about town in character. Though this should go without saying, if you roll an option that would be completely nonsensical or you feel outside your ability to GM in the next session, feel free to roll again.

## Life on the Ground: Random Plot Hook

Roll Result	Plot Hook
1	Your school plans a big festival and exhibition. The pilots are expected to be involved.
2	The MAGI or equivalent has shut down for a mysterious reason.
3	The Operations Director is brought in to teach a class.
4	A natural disaster hits! The Evangelions are used for damage control.
5	The anniversary of Second Impact. The pilots must pay their respects.
6	During a routine synch test, someone's test-plug begins to behave strangely...
7	The pilots' food has gone bad or been eaten. Time for grocery shopping!
8	One of the pilots wakes up from a nightmare in which the last Angel talked to them.
9	A higher-up in NERV such as the head scientist, the Commander or even the OD becomes very sick and doesn't want to see anyone.
10	On their way to or from somewhere, the pilots are held up by muggers.
11	A mysterious student transfers into the school and is later seen at Nerv HQ...
12	Strange graffiti starts showing up on or near the pilots' home, and eventually on the Evangelions themselves.
13	The pilots are given tickets to an event of some sort, perhaps a concert, a party or a comedian.
14	For only one day, the city seems entirely deserted aside from the pilots (It's a drill).
15	For only one day, the city seems entirely deserted aside from the pilots (It's not a drill).
16	When at HQ, the pilots hear a loud noise and feel something shaking around for a couple seconds. They are apologized to and it never happens again.
17	Holiday! Either the pilots' school, Nerv, or someone they know is doing something for a holiday and would like some help.
18	A new game or book has become massively popular in the area.
19	A friend of the pilots begins to deny ever having met them.
20	A favorite product of one of the pilots is declared contraband for unknown reasons.
21	One of the pilots has a birthday.
22	The pilots are expected to undergo a physical or psychological evaluation.
23	A hobo begins living near the pilots, talking to them or asking them for money at every possible opportunity.
24	A Nerv higher-up adopts a cute animal that when left alone with the pilots becomes vicious.
25	A rival organization announces the development of their own Evangelion units. The pilots are invited to a demonstration.
26	One of the pilots is approached by someone claiming to be an old friend. Whether they know the person is up to them.
27	The MAGI or its equivalent makes contact with the pilots, seemingly without Nerv's attention.
28	One or more of the pilots are being stalked by a particularly determined reporter.
29	One or more of the pilots are being stalked by a particularly determined love interest.
30	One of the pilots is accosted by a large group of fans in the street. They separate the pilot from the rest of the group and refuse to leave him alone. When they are finally driven off, the pilot finds something missing.

31	A cloud or some other phenomenon seems to be following one or more of the pilots.
32	One of the pilots' classmates disappears. The only excuse given is a vague reference to a "Project Raiden".
33	Embarrassing photos of one or more of the pilots are released to the public.
34	A parade is held. The pilots in their plugsuits are expected to be part of it.
35	A parade is held. The pilots in their plugsuits are expected to be part of it. During the parade, something goes wrong...
36	A backup pilot found incompatible with any Evangelion joins the class.
37	Jet Alone begins testing. The Evangelions are brought in as security.
38	An Angel appears, then immediately vanishes into thin air. Every few hours, the phenomenon repeats, but in a different location near HQ. The pilots are kept on high alert for days until the situation comes to a head.
39	An anonymous, handwritten note is found addressed to one of the pilots.
40	The most popular kid in school invites two pilots as dates to an upcoming party.
41	Something in the food tastes horrible. All the food.
42	It rains heavily for an entire day, and the pilots need to go out.
43	A terribly written and unflattering article regarding the last Angel fight is printed in a local tabloid.
44	The pilots become lost in the city.
45	There is an upswing in end-of-the-world prophets.
46	A top-secret Nerv dossier is found in the middle of an otherwise deserted street on whatever path the pilots usually take.
47	Pilots are forced into a group training system at a local gym.
48	Someone attempts to poison one of the pilots.
49	When going to the bathroom late at night, a pilot sees a frightening man looking at them from their window. He is gone when the matter is investigated.
50	The pilots have a chance meeting with someone that looks and acts eerily similar to one of them. The person is never seen again.
51	Nerv is selling guided tours of HQ to raise money. The pilots are very much part of it, perhaps even doing the guiding.
52	Much to the alarm of Nerv, an Evangelion seems to become active of its own accord within the hanger. However, it has taken no actions and remains still... for now.
53	The pilots start getting solicitors and salesmen, even at HQ.
54	Electricity shuts down throughout the city.
55	A very advanced simulator is run through the MAGI--so advanced that the pilots can hardly tell the difference.
56	A drill sergeant is brought in to whip the pilots into shape.
57	A teacher simply gets up and leaves early in a class, leaving the children to their own devices with no instructions.
58	Instead of a routine synch test, the pilots are brought to an empty undeveloped space to test prototype technology.
59	One of the pilots is approached by the hysterical wife of a man killed during the last Angel attack before she is removed by Section 2 Agents.
60	A famous televangelist is in town.
61	Flash mobs of protesters begin harassing the pilots. They yell and cause a commotion, then scatter as soon as any law enforcement comes.
62	The class is taken on a field trip to a farm.
63	As a reward for a very successful mission, the pilots and Nerv command staff are taken to the most high-class restaurant in town.

64	Remnants of the last Angel are found regardless of whether or not it exploded.
65	One of the pilots becomes physically ill.
66	A former pilot who went insane testing an Evangelion escapes from the asylum.
67	Today is scheduled for a solar eclipse. Who knows what could happen while everybody's distracted?
68	Group laundry day.
69	The school considers changing its policies on uniforms. To solve it, a series of student debates are held.
70	One of the pilots wins something in a sweepstakes they may have never entered.
71	Parent-teacher conference.
72	A group of delinquents breaks the windows of the pilots' house.
73	A friend of the pilots' or the OD's faces bankruptcy.
74	An alarming amount of things begin showing up dead on a nearby shore. At first it's sea life, then some land animals...
75	One of the pilots has inadvertently insulted someone and begins receiving threatening notes.
76	The pilots are shocked awake in the middle of the night by rumbling noises.
77	An argument between Nerv staff leaves the command center disorganized and uncooperative.
78	The pilots move into a new residence.
79	A bomb has been planted somewhere in the school.
80	A friendly face that the pilots recognize turns up dead, and is revealed to have been a plainclothes Section 2 agent.
81	A large construction project begins at HQ. Though everything is kept under wraps, the pilots are close enough to catch glimpses of rocket engines...
82	A curfew is put in place on the Base of Operations for one night only. No explanation is given.
83	One or more of the pilots has been asked to appear on a talk show in front of a live studio audience.
84	One or more of the pilots is being sued for collateral damage they caused during the last Angel battle.
85	The pilots come home to find classmates waiting for them inside the house.
86	During a weekly Synch Ratio test, a malfunction occurs. Each of the pilots experiences one memory belonging to one of the other pilots.
87	During a weekly Synch Ratio test, a malfunction occurs. Each of the pilots experiences one memory belonging to their Evangelion.
88	Something from space crashes to Earth in a country some distance away. The Evangelions and pilots are brought there for "safety reasons".
89	People begin distancing themselves from the pilots and stopping most small talk when they come in.
90	A teacher shows up to class drunk.
91	Due to a mix-up, the pilots were exposed to a poorly-mixed batch of LCL, and all suffer from rashes for a full week.
92	Nerv staff, then the pilots, are approached by a businessman looking to have his company sponsor research.
93	The pilots are approached by the parents of a terminally ill child whose dying wish is to see an Evangelion.
94	A high ranking member of Nerv has a birthday. Enthusiasm is mandatory.
95	One of the pilots is pulled aside by Nerv staff and politely informed that a relative of theirs has died.

<b>96</b>	Someone mysterious shows up and is ordered to be treated with as much, if not more respect than the Commander despite being a civilian.
<b>97</b>	The Commander and Subcommander are called away for important business. The Operations Director must run Nerv.
<b>98</b>	UN officials come into the base to "investigate". After observing how things are run and generally snooping around, they leave. Nothing is heard out of them again.
<b>99</b>	At the same moment, all of the Evangelions look straight up for a full minute and then return to inactivity.
<b>100</b>	Terrorists or an Angelspawn (choose whichever is most appropriate) attack the pilots.

**FROM: gordon.hertz@adm.nervnet.org**

**TO: ALL@LISTSERV.Nerv.org**

In reference to recent suggestions regarding the content of the scheduled inter-NERV contest between our branch and NERV Berlin, the answer is no. While I am aware of the need to enhance our training regime, as well as test the performance capacity of our Evangelion units and their pilots in nonstandard scenarios, I am also aware that this is a military facility possessed of three of the single most powerful war machines ever made by man and charged with defending the human race against certain extinction. As a result, we must conduct ourselves with a demeanor befitting the gravity of our task. There will be no Evangelion Ballroom Dance-Off, now or ever.

Operations Director Hertz.



# EQUIPMENT

Most of what is available to the Pilots is provided to them courtesy of Nerv. From Nerv issue clothing, to Nerv issue food and Nerv issue toilette paper, the pilots basic needs are all taken care of, though not to excess. Even for the saviors of humanity, in a post-Second Impact economy a lavish lifestyle is almost impossible to achieve. However, for personal expenses, each Pilot is provided with a monthly allowance equal to \$200 dollars, plus an additional \$100 per rank gained. Operations Directors are paid more with a monthly wage of \$1000, with an additional \$500 increase per Rank gained.

Note that as allowances they may not be saved for later. Unspent funds per month are not retained.

Much of what the pilots would want to buy are things already described in Dark Heresy, though under a different name. GMs are encouraged to import useful equipment from Dark Heresy wherever they would be appropriate. However, GMs should be very wary as to what Dark Heresy equipment they wish to allow in their games. In specific, guns other than Solid Projectile should be extremely rare if they even exist at all. Similarly, any armor more advanced than Flak will be virtually impossible to acquire if it exists. Most other forms of equipment are of the exact same nature as things the players can be expected to know in the real world, and can be treated as their real world counterparts. Equipment that provides mechanical benefit should use the stats, if not the descriptions, of their Dark Heresy counterparts.

Person Scale Weapons – General											
Name	class	range	RoF	Damage	Pen	Clip	Rld	Special	Wt	Cost	Availability
Nerv Sidearm	Pistol	30m	S/2/-	1d10+1 I	0	12	Full	Reliable	1.5Kg	\$45	Average
Nerv Assault Rifle	Basic	60m	S/3/6	1d10+2 I	0	20	Full	Reliable	3.4Kg	\$275	Average

Person Scale Armor						
Name	Locations covered	AP	Weight	Cost	Availability	
Plugsuit	Arms, Body, Legs	2	7Kg	Nerv Issue Only	Very Rare	

# VEHICLES

There are all kinds of vehicles that the Pilots or other character might find themselves in besides the Evangelions. In general, these are divided between the vehicles used by civilians and the vehicles used by Nerv and other military organizations.

In order to use the following vehicles to their full effect, the GM and players will need access to the Dark Heresy Apocrypha: Vehicles and Riding Beasts, an additional supplement.

## Civilian Vehicles

### Civilian Car

Type: Automobile

Size: Average

Armor: Hull 10

Traits: None, some may be Open

Narrative Speed: 50 kmph/100kmph

Combat Speed: 10/35/70/105/140

Handling Modifier(Drive(Automobile))+0

Armaments: none

Crew: 1 (Driver)

Passengers: 4

Access Points: 2 side doors

## **Civilian Truck**

Type: Automobile

Size: Hulking

Armor: Hull 12

Traits: None, some may be Open

Narrative Speed: 40 kmph/90kmph

Combat Speed: 10/35/70/105/140

Handling Modifier(Drive(Automobile))-10

Armaments: none

Crew: 1 (Driver)

Passengers: 2

Access Points: 2 side doors

## **Civilian Moterbike**

Type: Automobile

Size: Hulking

Armor: Hull 3

Traits: Open, may have All Terrain (Decrease speed 25%)

Narrative Speed: 50 kmph/150kmph

Combat Speed: 15/50/100/150/200

Handling Modifier(Drive(Automobile))0

Armaments: none

Crew: 1 (Driver)

Passengers: none

Access Points: A motorbike is open topped and may be boarded and disembarked from any point.

# Military Vehicles

## Nerv APC

Type: Heavy

Size: Enormous

Armor: Front 18, Hull 12, Rear 14

Traits: Amphibious, All Terrain

Narrative Speed: 35 kmph/70 kmph

Combat Speed: 1/25/50/75/100

Handling Modifier(Drive(Heavy))+0

Armaments: heavy machine gun turret

Crew: 1 (Driver), 2 (Gunner)      Passengers: 12

Access Points: Top and Rear hatches

## Tank

Type: Heavy

Size: Enormous

Armor: Front 22, Hull 21, Rear 14

Traits: none

Narrative Speed: 35 kmph/55 kmph

Combat Speed: 5/20/40/60/80

Handling Modifier(Drive(Heavy))+0

Armaments: Heavy Anti-tank gun

Crew: 1 (Driver), 2 (Gunner)      Passengers: 2

Access Points: Top and Rear hatches

## **VTOL**

Type: Aircraft

Size: Hulking

Armor: Hull 12, Engines 9

Traits: None

Narrative Speed: 50 kmph / 70 kmph

Combat Speed: -/ 25/50/75/100

Handling Modifier(Pilot(Aircraft))+0

Armaments: Heavy Machine Gun, Missile Launcher

Crew: 1 Pilot, 1 Copilot                      Passengers: 6

Access Points: VTOL Aircraft can be entered through a ramp at the back.

# SAMPLE PERSONAL SCALE ENEMIES

## Untrained Insurgent

Due to the ad hoc nature of many low level resistance movements, many supporters of the movement have little to no actual combat training. These individuals believe in the cause, but could never be expected to go toe to toe with a trained soldier. Even so, many are willing to do just that if ordered.

Untrained Insurgent Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
25	20	30	30	30	25	30	30	30	

**Movement:** 3/6/9/18

**Wounds:** 8

**Skills:** Speak Language (any one), Awareness (Per), Common Lore (Local)

**Talents:** None

**Armor:** None

**Weapons:** Handgun (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable), Improvised Weapon (1d10 +3 I; primitive)

**Gear:** None

## Terrorist Cell Member

Whether they have received formal training or not, these terrorists are armed and dangerous. Often working in small groups, they work in conjunction with other terrorist cells to deal the most damage possible while exposing themselves only as much as is necessary.

Terrorist Cell Member Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
35	35	30	30	30	30	30	30	30	

**Movement:** 3/6/9/18

**Wounds:** 11

**Skills:** Acrobatics (Ag), Awareness (Per), Common Lore (any one), Intimidate(S), Speak Language (any one), Security (Per) +10

**Talents:** Weapon Training(Basic), Iron Jaw, Talented (Intimidate)

**Armor:** Flak Vest (Body 3)

**Weapons:** Assault Rifle (60; S/3/6; 1d10+2; Pen 0; Clip 20; Reload Full), Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** 1 Sidearm Pistol clip, Radio

## Terrorist Cell Leader

Under normal circumstances, an angry and armed populace would never have the focus and intelligence for large scale logistical operation. The individuals who see this potential and put it to use are far more dangerous than the gun toting insurgents they command. Intelligent, brutal, charismatic or some combination of the three, a Terrorist Cell Leader is the real enemy hiding behind the score of extremists they command.

Terrorist Cell Leader Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
20	25	30	30	30	35	30	35	35	

**Movement:** 3/6/9/18

**Wounds:** 9

**Skills:** Carouse (T), Charm (Fel) (+10), Interrogation (WP), Scrutiny (Per) (+10), Speak Language (any one)

**Talents:** Weapon Training(Pistol),

**Armor:** Flak Vest (Body 3)

**Weapons:** Compact Pistol (15 m; S/s/-; 1d10 I; Pen 0; Clip 6; Reload Full; Reliable)

**Gear:** 1 Compact Pistol clip

## UN Special Forces

A step above the normal UN grunt, the UN Special Forces are highly trained and well equipped for their job. And that job is to do whatever the UN tells them to do, as efficiently as possible, no questions asked.

UN Special Forces Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
35	35	35	35	30	30	35	30	30	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness(Per), Climb (S), Common Lore (UN), Intimidate (S), Speak Language (English)

**Talents:** Basic Weapon training (General), Pistol Weapon Training (General), Disarm, Takedown

**Armor:** Heavy Flak Suit (Head 2, Arms 4, Body 5, Legs 4)

**Weapons:** UN Assault Rifle (60 m; S/3/8; 1d10+2; Pen 1; Clip 30; Reload Full; Reliable) or UN Grenade Launcher (30 m; S/-/-; 2d10; Pen 3; Clip 6; reload full; Blast 5), Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** 2 UN Assault Rifle clips or 1 UN Grenade Launcher clip, 1 Sidearm Pistol clip, Radio, Flashlight

## Section 2 Special Agent

The men in black who stake the Base of Operations, it is the job of Nerv internal security to be everywhere and hear everything. Often, important individuals like the pilots will have a whole team of Special Agents dedicated to following them and keeping them safe without ever letting their presence be known.

Section 2 Special Agent Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
30	38	30	35	35	30	38	30	32	

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per), Concealment (Ag), Dodge (Ag), Drive (Automobile) (Ag), Interrogation (WP), Security (Ag), Shadowing (Ag) +10, Silent Moves (Ag), Speak Language (English)

**Talents:** Weapon Training(Pistol), Iron Jaw, Takedown, Unremarkable

**Armor:** Concealed Vest (Body 2)

**Weapons:** Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

**Gear:** Nerv ID, 1 Sidearm Pistol clip, Radio

## Angelspawn

Sometimes, one of the smaller Angelspawn generated during an Angel attack might be encountered in personal scale. While almost insignificant from the point of view of an entry plug, from the perspective of those on the ground even a miniscule Angelspawn is large, dangerous, and likely not alone.

Thankfully, such encounters are likely only to happen once, if ever, in a campaign. However, with all the other preparation that a GM needs to go through to prepare a battle against an Angelspawn-generating foe, they might find the extra task of creating a second set of stats for the Angelspawn in personal scale exceedingly tedious. Sample, generic Angelspawn of both miniscule and puny varieties are provided below, lacking descriptive text entirely and fit to be easily modified into whatever form fits the GM's encounter best.

Angelspawn (Eva scale miniscule) Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
45	20	40	35	35	25	30	30	10	0

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per)

**Talents:**

**Traits:** From Beyond, Unnatural Toughness (TB 6)

**Armor:** N/A



**Weapons:** Melee attack (1d10+4)

<b>Angelspawn (Eva scale puny) Profile</b>									
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>Per</b>	<b>WP</b>	<b>Fel</b>	<b>SR</b>
65	30	40	50	30	30	30	30	10	20

**Movement:** 3/6/9/18

**Wounds:** 35

**Skills:** Awareness (Per)

**Talents:** Sprint

**Traits:** From Beyond, Unnatural Toughness (TB 10), Size (Enormous), Unnatural Strength (SB 8)

**Armor:** 4 all

**Weapons:** Melee attack (1d10+8)

## SAMPLE SESSION OF PLAY

Anyone who has ever played a roleplaying game before knows how it works. The Game Master (GM) narrates the world, and the players determine the actions of their characters within that world. While the vast majority of Adeptus Evangelion is dedicated to describing things related to combat, that is simply because that is the area where Adeptus Evangelion departs from the Dark Heresy system the most.

The below example is included not as an example of how roleplaying in a group happens, but instead to show how a scene that appears entirely mundane can actually be plenty enjoyable for the players to roleplay in between beating Angels to death and worrying about their sanity.

In the example group below, all of the Pilots are adolescents (a Manufactured Skirmisher played by Nathan, a Prodigy Skirmisher played by Jonah, a NeoSpartan A.T. Tactician played by Alice and a NeoSpartan Pointman played by Gordon), with an Operations Director played by the mostly-unseen Richter. In addition, on their first day in the new school system they encounter Toru, a Prodigy Berserker played by Mike who has just joined the campaign and whose character still remains ignorant of his Pilot status and the existence of the Evangelions in general. The Game Master begins by setting the scene...

**GM:** "With all of you joining the class at once, they are going to expect some brief introduction. One of those 'getting to know you' exercises that teachers always pull. The teacher goes around the room seemingly at random for this. A couple of extras speak up, but we won't worry about them for now. Nathan, you are up first. Introduce yourself to the class."

**Nathan:** Okay. John stands up and says: "My name is John Douglas. 16, from Nevada. I was brought here for the purposes of piloting Evangelion Unit 00. I have never once picked up a knitting needle." And sits back down.

**Gordon:** "Damnit, Nathan."

**Nathan:** "What?"

**Gordon:** "We probably should have kept the whole 'Eva Pilot' thing under wraps."

**Nathan:** Well that's no fun.

**Mike:** How secret are the Evas, anyway? I mean, this is a Nerv base. They have to know about **them, right?**

**Richter:** Don't ask me. I'm not even there.

**GM:** The Evas are at least semi-public. Anyway, the teacher nods. The other children in the class stare at John. "Ohh," and "aah," escape all around.

**Mike:** Toru looks up. You can see that he's all like 'What the hell is Evangelion?'

**GM:** The teacher shushes the rest of the class and moves on. "You!" She points toward Albert.

**Jonah:** Yeah, Albert doesn't bother to stand up. "Huh? Oh. Albert. 16. From Montana, USA. Free citizen of the U.S. All else is secondary. But I do pilot Unit 03."

**GM:** There are some more whispers this time around. "Alright, you," the woman points toward Klara.

**Alice:** Klara stands up gracefully. "My name is Klara Petya. I'm from Russia like most

people here, I would guess. I personally pilot Unit 02 and, " she looks round at the rest of the class, " I hope that I'll be able to make lots of friends while I'm here." She then gives a bright smile and sits down. Oh yeah, and she was totally using the Sexy Voice talent just then.

**Jonah:** You hussy.

**Alice:** Hey, first impressions and all. By the time I am done, Klara will have this whole school licking her boots.

**GM:** The class is starting to get pretty suspicious. "Another pilot...", "Really?" "All of them in our class?" "This is kinda weird." <"Odd..."> The naming session continues as several other people introduce themselves. "Name's Tim Howser. 17. Work' at..." "Jake Simon, 16, I just moved here..." and so it continues.

**GM:** But it's not before too long that it comes back around to Vlad. Not that any of the male students are paying attention to the introductions any more. They seem to find Klara much more interesting.

**Alice:** Just as planned.

**GM:** "Next," the teacher points toward Vlad.

**Gordon:** Vladimir stands up as straight as he can. "Vladimir Sergeivitch Markov. Formerly of Okhotsk, more recently of the Nerv England Branch. And, since secrecy seems to have been discarded..." Vlad glances at the other pilots. "...designated Pilot of Eva Unit 01." And sits back down.

**GM:** There is are feminine chuckles all about, "look how small he is--" "he's so cute and tiny!"

**Gordon:** God. Damnit.

**GM:** The teacher silences the class again

with a yell. "Quiet! Next!" She points toward Toru.

**Mike:** Toru stands up, but a bit clumsily.

"I'm Toru Yamato. Um... 17. I'm from Japan. I... don't know why I'm here.

Honestly. I was... forcefully brought to Russia. I think my international rights as a citizen have been violated but no one seems to care and... I get asked a lot of questions." He stammers before sitting down and avoiding glances from anyone.

**Gordon:** Oh, wow.

**GM:** There are more "oohs," and "aahs," followed by, "Japan is like in Africa, right?" "I want to go there someday."

**Jonah:** Oh god. Are we in the special class?

**GM:** The teacher claps her hands to get your attention. "We're done with introductions. Open your desks, each has an assignment calendar and the due dates. It also contains a copy of all of your classes. Take today to get familiar with the school and the faculty. Real classes will begin tomorrow."

**GM:** And the day flies by. It's pretty standard stuff, albeit with more Russia mixed in. The Russian literature class is just as boring as Highschool English. You don't really have any control of what goes on around you until lunch rolls around a couple hours later. Your lunch break begins, you have 50 minutes before your next class. Go.

**Gordon:** Vladimir collects his things and stands up.

**Nathan:** John is already on his way to the door.

**Jonah:** Albert White is so fat that he has trouble getting out of the chair.

**Alice:** Klara picks up her bag and heads out after Vlad rolling her eyes at Albert's efforts to take himself out of his chair.

**Gordon:** Vlad will wait at the door for everyone else.

**Mike:** Toru collects his things, and looks around nervously.

**Jonah:** You coming or not?

**Mike:** Toru doesn't know any of you, remember? The first time he saw any of you was the train station this morning. And you are all special or something.

**Jonah:** Fine then. Albert stumbles out of the seat, grabbing Toru by the arm and pulling him out the door.

**Mike:** That works.

**Gordon:** "50 minutes. That's plenty of time to get familiar with the layout of the building."

**Alice:** "In case we ever need to leave quickly due to an angel attack?"

**GM:** The hallway before you is much like any other you would see otherwise. There are classroom doors spread along its length, most of which are closed. The students in the classroom have all dispersed, it seems.

**Gordon:** "Among other things, yes."

**Alice:** Klara smiles at Vlad. "Smart."

**\*Richter hands the GM a note\***

**Jonah:** What was that?

**Richter:** Nothing you need to worry about... yet.

**Mike:** "What's an Angel?"

**Jonah:** "I'd just like to know where the hell the bathrooms are."

**GM:** There is a conveniently placed map, right between the female and male bathrooms.

**Jonah:** "Oh!"

**Mike:** No one's going to answer Toru, are they?

**Alice:** Probably not, no.

**Gordon:** Vladimir studies the map intently.

**Mike:** "I'm... going..." Toru decides not to finish his sentence and attempts to slink away.

**Jonah:** Oh no you don't. Albert grabs Toru again. "You don't get to leave."

**Gordon:** Vlad sighs. "White, stop molesting Yamato."

**Jonah:** Albert fears of the shortest of berserkers. He lets go.

**Mike:** "Look, I have to go... find... food or something."

**Nathan:** "I will gladly let you go ahead and do that. Please inform me when it is an opportune time to explain to you exactly what it is that we had thought you do. In addition, if you require lunch, I am more than willing to share."

**Gordon:** "How long have you been a resident here, Yamato?" Vlad asks, still looking at the map.

**Mike:** "A uh... couple of days."

**Gordon:** "Do you live alone?"

**Mike:** "Yeah."

**Gordon:** "Such isolation is hardly healthy. I had trouble myself when I moved to another country. It can be... difficult to properly assimilate yourself with people who don't speak your native tongue." Vlad turns away from the map. "We should continue this discussion elsewhere. I now know where the lunch room is. Follow me."

**Alice:** "Lead the way, Vlad."

**GM:** The walk is a brisk one. Using secret navigational practices passed down from generation to generation, Vladimir leads the group to the lunch room. Perhaps "hall" is a better description. The space is lined with chairs and tables and some school employees are handing out food further back of the room. The place is riddled with

students; many are looking in your direction.

**Gordon:** "Our previous introductions will probably get us noticed. Stick close together, for now." I'll be damned if the saviors of the human race are going to get beat up for lunch money.

**Jonah:** "There's an empty table, third from the ba- op, no, someone took it. Uhh..."

**Mike:** Toru still doesn't have any real reason to stick with you guys. He's going to split off for now and try and find his own way through.

**GM:** It seems many of the students are looking at the group. You catch certain glimpses of "pilot," "really?" and so forth.

**Gordon:** "For now, food. An empty stomach in no one's ally."

**Jonah:** "It can be if this shit's as bad as back home."

**Nathan:** "You are unfamiliar with Russian food, Albert?"

**Jonah:** "Well, that and, we're in a school. Almost always makes ya wish you lacked a colon."

**Gordon:** Vlad makes his way to the area where the food is. Specifically avoiding eye contact with the students around him.

**GM:** No such luck. "Hey!" a male student questions Vlad as he is walking toward the counter, "you a pilot, kid? How old are ye, 12? 13?"

**Jonah:** "None, he's just short, friend."

**Gordon:** "16 years old." Vlad responds. He does not slow down, and doesn't even bother looking at the kid.

**GM:** The student is left standing there, looking at Vlad. "Pf," he turns around, apparently he lost interest. The others are hesitant to approach.

**Mike:** Toru grabs his food and attempts to

find an empty table to sit at.

**GM:** Food-wise, there is an apple, a carton of chocolate milk, mashed potatoes, some pickles, bread, and a sausage for each student. It looks pretty good. You all get your serving, and you'll probably want to find a place to sit.

**Alice:** What do we have to work with?

**GM:** There is only one empty table remaining. Enough seats for 6 students.

**Alice:** Convenient.

**Jonah:** We'll go for that then.

**Mike:** There isn't anywhere else for me to sit, is there?

**GM:** There is, but if you do you're taking yourself off camera for a while.

**Mike:** looks like Toru reaches the table as everyone else does. He says... something. But since none of you speak Japanese you don't know what. It didn't sound happy, though.

**Gordon:** Vlad stops and looks at Toru. "You again?"

**Alice:** Klara looks at Toru before turning away and addressing the air. "Andy is behind this somehow, I know it."

**Nathan:** "I suppose. It is as likely as anything else."

**Mike:** "I was just looking for an empty table! Apparently you were too, and then we found the same one and... Yeah..."

**Gordon:** Vlad sits down. "There IS plenty of room. You might as well join us, Yamato."

**GM:** It is apparent now. Many of the students are scooting their chairs closer to the group. It seems some are curious to hear your conversation. There are a few male heads firmly fixated on Klara.

**Mike:** Poor Toru. Center of attention by

association.

**Nathan:** John addresses nobody in particular, turning his head to face wherever has the most people. "Hello. Is there anything in particular any of you would like to say?"

**Jonah:** "Siddown, John," Albert whispers. "Don't give 'em ammo."

**GM:** They turn away, covering their faces as if trying to hide their interest. Soon, however, they turn back with full attention.

**Alice:** Klara smiles as she opens up her milk carton. It's nice being the center of attention.

**Gordon:** Okay then, Vlad begins to eat. He particularly enjoys the sausage and potatoes.

**Nathan:** John slices a tiny bit off each piece of the meal individually and eats it with a fork. Yes, even the apple.

**Mike:** "<I wonder if they know how to make rice here."> He questions in Japanese, again to no one in particular.

**GM:** No-one responds. No Japanese students around, it seems.

**Nathan:** John begins to eat automatically, not noticing anything until he cuts off a piece of the milk carton. He gags on it a bit, blinks, then swallows it anyway.

**Gordon:** "The less you talk in your home language, the easier it will be to integrate yourself." Vlad says to Toru. He still does not look at him.

**Mike:** "Oh I was um... merely talking to myself."

**Jonah:** "Let him keep his identity, hey -" he continues to not eat.

**Gordon:** "Personal identity is fine. National identity confuses the issue."

**Alice:** Klara turns to Toru. "You wanted to know what Evangelions are, didn't you?"

**Mike:** "Well everyone keeps talking about

them."

**Jonah:** "That's because we smashed their city with them trying to kill a cosmic horror. The intricate details ain't the best to get into here."

**Mike:** Toru is... yeah. He has no idea how to take that.

**Nathan:** "That puts the matter rather bluntly, Albert. Perhaps it is honest, but it does not suit the nobility of their purpose."

**Alice:** "Maybe just one of us should explain?"

**Mike:** Toru is totally thinking that you guys are talking about some video game.

**Gordon:** "Go ahead, Klara." Vlad begins to enjoy his apple.

**Nathan:** Meanwhile, John finishes his sausage and begins to work on the potatoes. After trying to cut them, he settles on eating it normally.

**Alice:** "Thanks." Klara turns to face Toru. "Evangelions are robots, roughly the size of a tall building. They were built so that Humanity could fight off these Nathanters called Angels and we," Klara gestures around the table, "are their pilots."

**Gordon:** "Concise and accurate."

**Mike:** Toru pauses for a moment, attempting to take the information in. "Robots. Angels. Pilots. Okay." He takes out a notepad. Whatever these kids are talking about would make an excellent idea for a novel. Maybe even some sort of TV show. He jots down a few things before putting it away.

**GM:** There is a loud sound of a food tray hitting the table. There is another standing beside the table now.

**Nathan:** John relaxes his death grip on the fork when he realizes that there are no

angels around.

**GM:** The figure is that of a young girl, though she does not look familiar to any of you. She is standing by an empty chair next to Vlad, before sitting down. Dark wavy hair, glasses. Her posture is only slightly larger than that of Vlad. Red-faced she stares at the group.

**Gordon:** "Yes?" Vlad asks the newcomer.

**GM:** However, her attention shifts as she locks firmly on our brave Pointman. "Vladimir...Vladimir Markov?" she questions with some hesitation, "...right?"

**Jonah:** Albert hums 'Pretty Woman' but does not otherwise comment.

**Gordon:** "Yes." Vlad says, as serious as ever. But then he softens up a bit. "I'm sorry, I'm being defensive. Vladimir Sergeivitch Markov. And you are?"

**GM:** "Lived in Oshtok...?" she continues, still quiet flushed.

**Gordon:** "Also correct..." Vlad raises an eyebrow in a mixture of interest and concern.

**Alice:** Klara frowns. Something about this feels off.

**GM:** The girl grabs Vlad firmly by the shoulders, eyes open wide. "NOOO WAAYYYY!!!!" She almost shouts.

**Gordon:** Vlad reflexively starts to reach for the knife before he stops himself.

**GM:** "Er," she stammers, quickly letting go. "I...I didn't think it was really you."

**Gordon:** "What's happening here?"

**GM:** Was that in or out of character?

**Gordon:** In character.

**Jonah:** "Girl likes you, bro."

**GM:** "You don't remember me? Alisa? Your parents and mine were like best friends! How long has it been now..." she begins

counting, with her fingers... "A long time!" she finally says. It is hard to say if she's bad at math or did not bother to name a number. "This is really weird..."

**Alice:** "I'll second that motion." Klara mumbles to herself shoveling a fork full of mash into her mouth.

**GM:** Seemingly ignoring Klara, Alisa turns her attention back to Vlad once again, "I...I guess you don't remember me..."

**Gordon:** Okay. Um... Vlad nods, and reaches up to put a hand on her shoulder. "I really am sorry to say this, but that was a long time ago. Not to sound dramatic, but that was another life for me. I don't remember you, and I am almost certainly not who you remember, if I ever was." Can't let her down much more softly than that.

**GM:** Alisa seems to be taken aback by that. With a dejected look on her face, she stands, even redder than before. "I...um...alright. I'll leave you alone then."

**Gordon:** Way to make me feel like a jerk. "Nonsense, the seat was empty. You have every right to make use of it."

**GM:** Her footsteps echo through the hall as she leaves the cafeteria. Her tray is still on the table.

**Jonah:** "Go after her."

**Gordon:** Vlad gives Al a look. "Why?"

**Jonah:** "Because you were a jerk and didn't realize it, and she didn't hear you apologize. Good God, man. I'm a fatass and I'm less socially awkward than you sometimes."

**Mike:** "Why did you do that?" Toru directly questions Vlad, for perhaps the first time ever.

**Gordon:** "Do what?"

**Mike:** "She was... an old friend of yours. And you rejected her. How could you?"

Toru seems to be... a little mad?

**Alice:** Klara sighs. "I better make sure that she's ok."

**Gordon:** Vlad looks at Klara. "What do YOU think I should do?"

**Alice:** See, this is why we never take Vlad anywhere. Klara stands up and heads after the girl.

**GM:** "Smooooth," a whisper rolls by. Even your audience is impressed with how big Vlad just blew it. The bell rings.

**Mike:** "No, honestly. Don't you realize how important it is to... have friends?" And it finally dawns on Toru how much he needs some of those these days.

**Gordon:** Vlad looks at Toru. "Allies are vital to survival. I know this."

**Nathan:** "I do not believe it would be unwise to apologize to her."

**Gordon:** "Alright, but to be clear, what am I apologizing for?"

**Jonah:** And Albert White facepalms. Dear lord, how can Vlad be worse at social situation than the freaking Angel Hybrid?

**Nathan:** You don't know that! In character, anyway...

**GM:** Are we done here? I think we're done here. This is taking a bit too long, so let's wrap this scene up and move on.

**Gordon:** Yeah. Okay, Vlad gets it. He will apologize to... Alisa?

**GM:** Yeah.

**Gordon:** Vlad will apologize to Alisa at the first tactical opportunity.

**Alice:** And Klara will probably have to help, otherwise he's likely to mess things up even more.

**Jonah:** Albert's leaving this to the Russians and waddling off back to class.

**Nathan:** John is going with him. None of this concerns him.

**GM:** Mike?

**Mike:** Well it's not like Toru is going to skip class. He obviously goes back to the classroom.

**GM:** Alright then. None of you see Alisa on your way back to class, and there is an empty seat in the room when the next bell rings. Later that day...



Was this segment of play action packed? Hardly. Aside from some possible Awareness Test or a few Fellowship Based skills, there would have been little to no dice rolling involved at all. However, this is nevertheless a good example of what it can look like to have your characters stretch their legs and simply have some downtime to be people rather than weapons of Angel destruction. Even so, the pilots have had their situation in the school firmly grounded, and a mysterious NPC (Alisa) has been dropped in to not only open up future possible interaction and plots, but has managed to engage the characters as well and have some of them form non-combat related goals.

The only further recommendation not shown in this example is the role that an Operations Director might play in such a session. While the Operations Director should be given ample opportunity to roleplay his own character during downtime, if the campaign contains a significant portion where including the Operations Director himself would be nonsensical (such as the Pilots attending school) it is recommended that the player and the Operations Director craft a small role for the player to take over so as not to have entire sessions go by where the player of the Operations Director is punished by being unable to participate. A role that would correspond to the above example of play would be one of the Pilot's classmates, geared to become close friends or rivals with one or more of the pilots.




## THIRD IMPACT AND YOU

What is Third  
Impact?



Initiating Impact



"The Angels are our destruction.... It's time for us to accept it. We can't struggle any longer. The Evas can't help us. All they are doing is prolonging our death."

- Commander Martell, Personal Journal entry on March 4<sup>th</sup>, 2016.

Third Impact is the ultimate ending to a campaign, the complete and utter reshaping of the world. A successfully completed Third Impact makes continuing the campaign in any fashion virtually impossible, as humanity is either destroyed or converted into some new and strange form of life.

However, Third Impact is no single, specific event. While the mention of it conjures to mind the disturbing and confusing End of Evangelion, there are many other paths that Third Impact could have taken, and could still take in your own campaign.

## WHAT IS THIRD IMPACT?

Third Impact is the awakening of Adam, the awakening of Lilith, the awakening of both at once, or the awakening of both as one. Adam and Lilith are each beings of immense power, specifically designed to be planted on a world and reshape it to support life, which they then create. Adam creates Core-based life forms like the Angels that serve as the antagonists of the series, and Lilith creates the Earth-like life forms we are familiar with. Given that these two

forms of life, and the environments designed to support them, are mutually exclusive it is hardly any surprise that Adam and Lilith seek each others destruction. Each interferes in the others ability to pursue the purpose for which they were designed.

Either one of them could wipe out all life on Earth entirely, as Adam would have during the Second Impact had the Katsuragi Expedition not used the Lance of Longinus to reduce him to an embryonic state while he was still weak. Should both be awakened, it could mean a repeat of the cataclysmic First Impact, which neither of them won which would almost certainly destroy humanity in the struggle.

## INITIATING IMPACT

There are a myriad of ways that Third Impact can be brought about, both intentionally and unintentionally. While each of them has potentially catastrophic consequences, some of them have wider reaching implications than others and some can even be contained or otherwise disrupted.

Each scenario is presented as its own profile with the following sections:

**Awakened:** Whether it be Adam, Lilith, or some combination of the two, this is the godlike being that now possess a threat to all life on Earth.

**Initiator:** This is the group or race that has triggered the Third Impact.

**Means:** How the Third Impact was brought about.

**Effect:** What the effect of this version of Third Impact will be on the world, and the actions likely to be taken by the newly awakened being.

**Interference:** What, if anything, the Players can do to stop this.

Various scenarios of Third Impact are provided below. This is by no means a comprehensive list of possible Third Impacts. It is merely a general approach to a number of likely Third Impact scenarios.

## SUCCESSION

**Awakened:** Adam

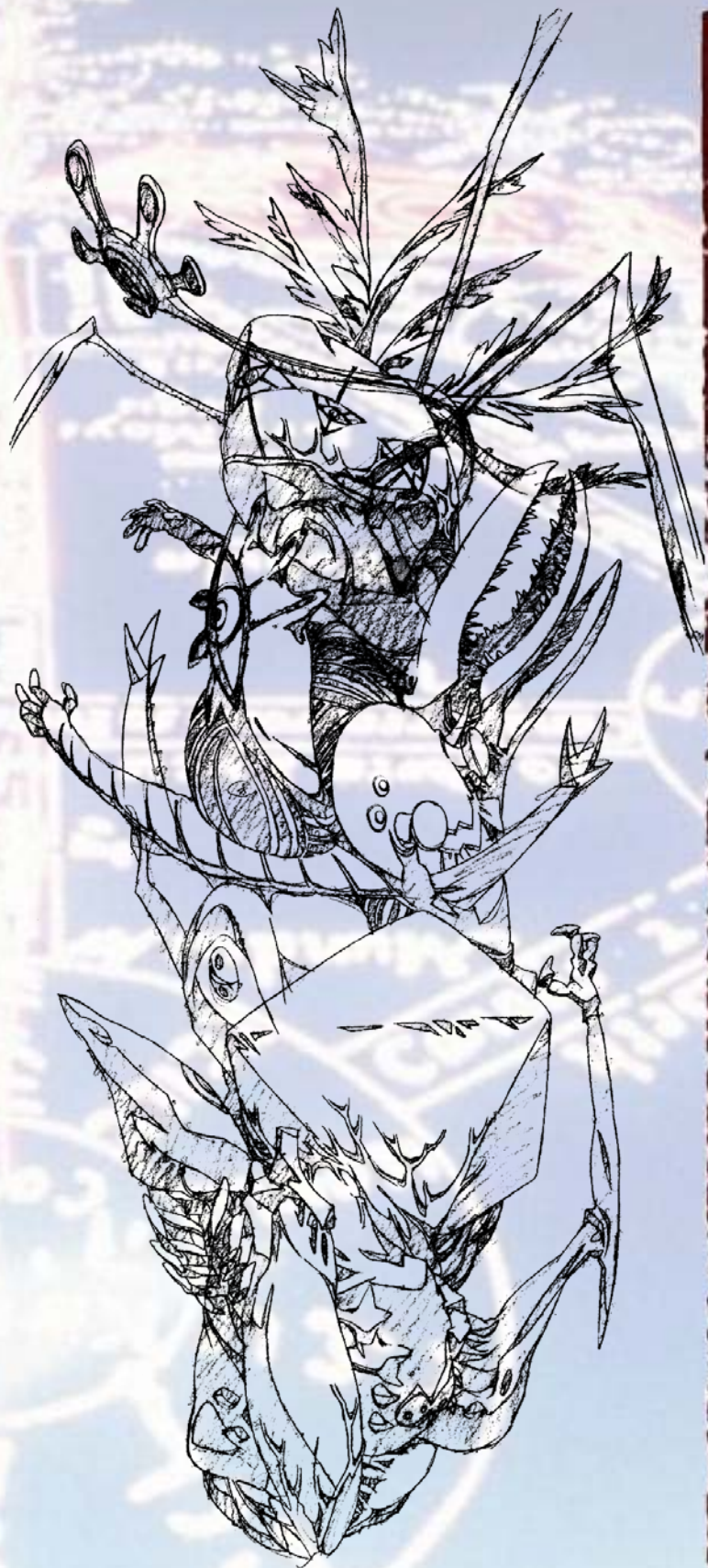
**Initiator:** The Angels

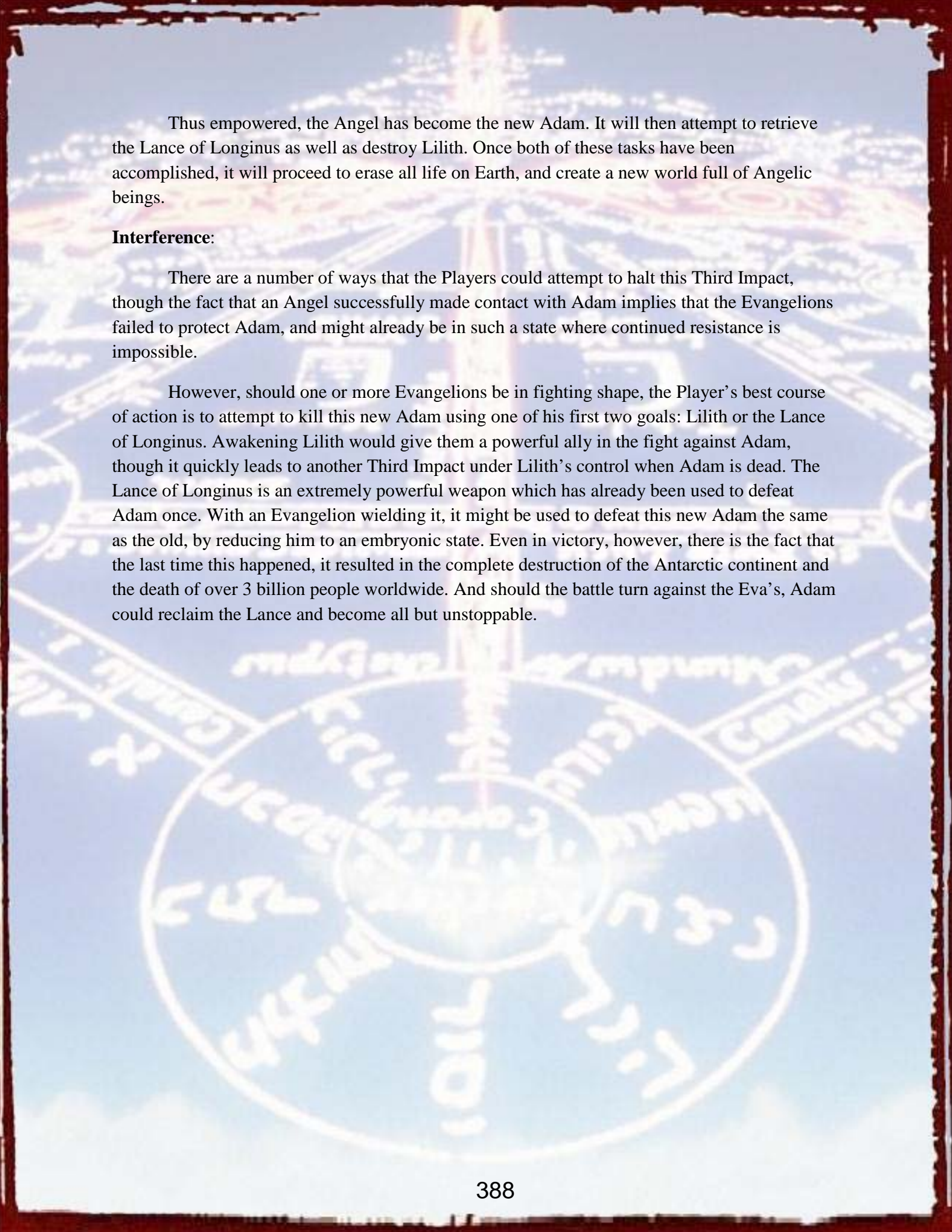
**Means:** Any Angel can initiate Third Impact by successfully making contact with Adam. Through this contact with the dormant embryonic Adam, the Angel has one of two choices: to absorb Adam into itself and become the 'New' Adam, or to sacrifice itself and join with Adam in order to regenerate him. In this scenario, the Angel expresses survival instinct, which isn't very common in Angels, and chooses to make itself the new Adam rather than sacrificing itself.

**Effect:**

The Angel chooses to absorb Adam rather than sacrifice itself. The Angel makes contact with Adam and absorbs him into its core. This will cause the Angel itself to change violently into an advanced form, as it unlocks new Biological and Absolute Territory potential previously impossible for it.

The Angel's Synch Ratio changes to 400, granting it an A.T. Field Strength of 40. The Angel gains knowledge of every A.T. Field Power available to players or Angels, as well as other powers at the GMs discretion. The Angel also gains the following Traits if it did not already possess them: Light of the Soul, The Stuff of Nightmares, Regeneration, and Unnatural Characteristic (all). In addition, all wound totals on all body parts regenerate to full, and then those wound totals double.





Thus empowered, the Angel has become the new Adam. It will then attempt to retrieve the Lance of Longinus as well as destroy Lilith. Once both of these tasks have been accomplished, it will proceed to erase all life on Earth, and create a new world full of Angelic beings.

**Interference:**

There are a number of ways that the Players could attempt to halt this Third Impact, though the fact that an Angel successfully made contact with Adam implies that the Evangelions failed to protect Adam, and might already be in such a state where continued resistance is impossible.

However, should one or more Evangelions be in fighting shape, the Player's best course of action is to attempt to kill this new Adam using one of his first two goals: Lilith or the Lance of Longinus. Awakening Lilith would give them a powerful ally in the fight against Adam, though it quickly leads to another Third Impact under Lilith's control when Adam is dead. The Lance of Longinus is an extremely powerful weapon which has already been used to defeat Adam once. With an Evangelion wielding it, it might be used to defeat this new Adam the same as the old, by reducing him to an embryonic state. Even in victory, however, there is the fact that the last time this happened, it resulted in the complete destruction of the Antarctic continent and the death of over 3 billion people worldwide. And should the battle turn against the Eva's, Adam could reclaim the Lance and become all but unstoppable.

# ADAM REBORN

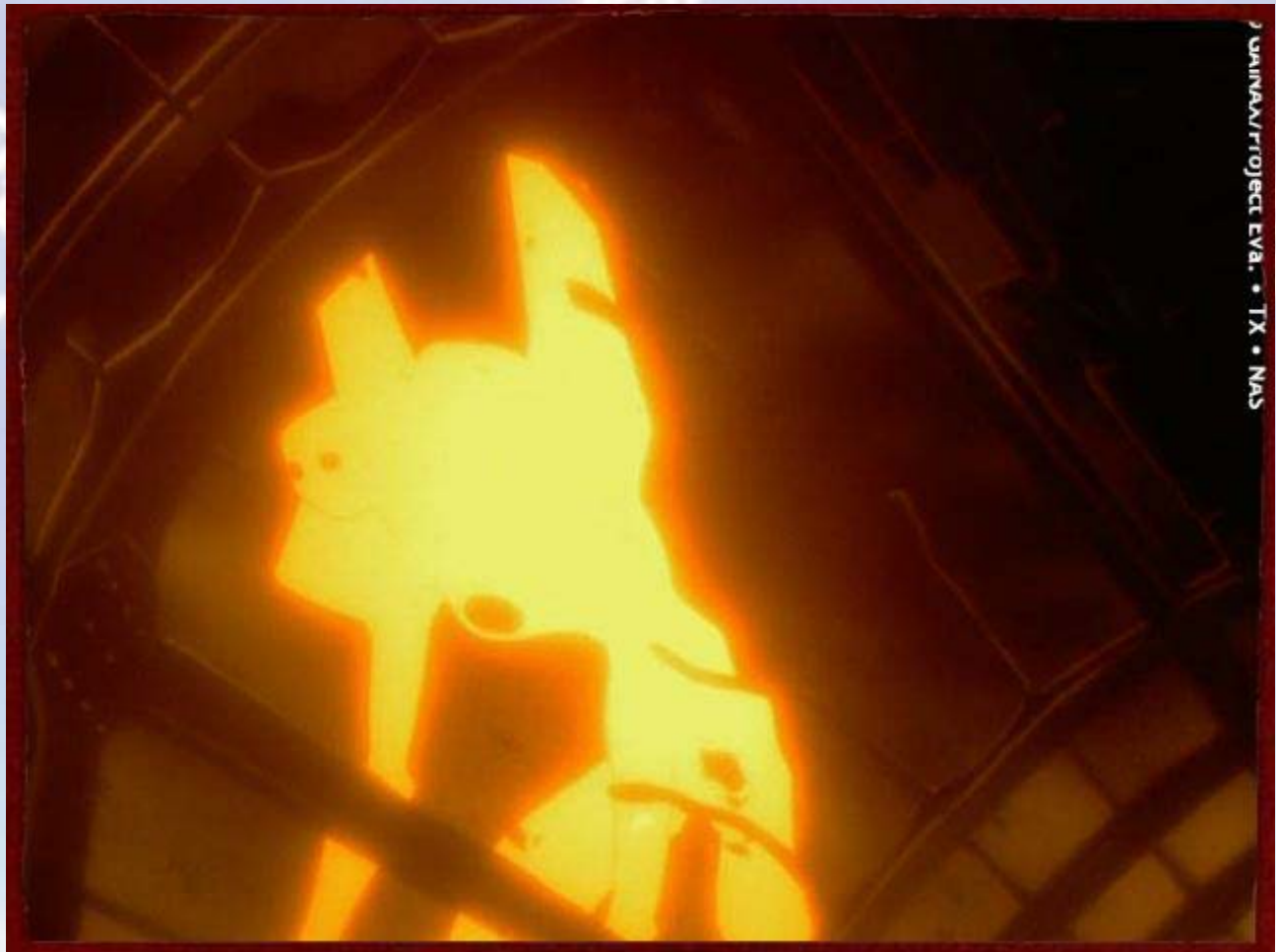
**Awakened:** Adam

**Initiator:** The Angels

**Means:** Any Angel can initiate Third Impact by successfully making contact with Adam. Through this contact with the dormant embryonic Adam, the Angel has one of two choices: to absorb Adam into itself and become the 'New' Adam, or to sacrifice itself and join with Adam in order to regenerate him. In this scenario, the Angel fulfills its desire to join with Adam, and gives over all of its power and biomass to reconstitute Adam from his current embryonic state.

**Effect:**

The release of energy is tremendous, and likely destroys anything that might be left in the surrounding area that is not an A.T. Field. Rising from the ruin of this explosion will be Adam, returned to his full glory in the form of the Giant of Light from the Second Impact. The GM is encouraged to treat Adam's giant of light form as having the following stat block:



## Adam- Giant of Light Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
55	55	50	80	30	100	100	100	30	400

Adam-Giant of Light Body			
Location	% to Hit	AP	Wounds
Head	01-10	2	20
R. Arm	11-20	2	40
L. Arm	21-30	2	40
Core	31-40	4	50
Body	41-70	4	60
R. Leg	71-85	2	40
L. Leg	86-100	2	40

**Movement:** 16/32/48/96

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:**

**Traits:** Angel (TB 16), AT Penetration (all attacks), Celerity, Dark Sight, Fear (4), From Beyond, Light of the Soul, Natural Weapon (Claws), Lightning Attack, Regeneration, Size (Enormous), Step Aside, The Stuff of Nightmares, Unnatural Characteristic: Strength (SB 10), Wall of Steel,

**A.T. Field Powers:** Deflective Field (always fully active), AT Mastery\*, Heavenly Being\*\*, Overwhelming\*\*\*, Progenitor\*\*\*\*.

**AT Mastery\*:** Adam's control of the A.T. Field is absolute. There is no A.T. Field power available to payers or Angels that he cannot use, furthermore he may use any of them as a Free Action but only once per turn, this includes switching between Spread Patterns.

**Heavenly Being\*\*:** Adam possesses one Fate Point which it can spend or burn like any Angel would, however he recovers any spent Fate Points at the beginning of his turn and burnt Fate Points are recovered after 24 hours of being used.

**Overwhelming\*\*\*:** Adam adds his ATS as a bonus to all his tests, even if it would go beyond the maximum possible bonus.

**Progenitor\*\*\*\*:** Once per day Adam may, as a Full Round Action, spawn a fully developed adult Angel. This can either be a previously defeated Angel properly strengthened or a new, randomly generated one of the Apocalyptic difficulty.

**Weapons:** Claws (20 dm; 2d10+10 R; Pen 8)

Adam, once fully regenerated, will then attempt to retrieve the Lance of Longinus as well as destroy Lilith. Once both of these tasks have been accomplished, it will proceed to erase all life on Earth, and create a new world full of Angelic beings. While still attempting these tasks it, is entirely possible that Adam will call any remaining Angels to his side to serve him, or simply create new Angels on the spot for the same purpose.

**Interference:**

There are a number of ways that the Players could attempt to halt this Third Impact, though the fact that an Angel successfully made contact with Adam implies that the Evangelions failed to protect Adam, and might already be in such a state where continued resistance is impossible.



However, should one or more Evangelions be in fighting shape, the Player's best course of action is to attempt to kill this new Adam using one of his first two goals: Lilith or the Lance of Longinus. Awakening Lilith would give them a powerful ally in the fight against Adam, though it quickly leads to another Third Impact under Lilith's control when Adam is dead. The Lance of Longinus is an extremely powerful weapon which has already been used to defeat Adam once, but should the battle turn against the Eva's, Adam could reclaim the Lance and become all but unstoppable.



## ASCENSION

**Awakened:** Adam

**Initiator:** Humanity

**Means:** In the series, we see Commander Gendo Ikari steal the embryonic Adam and graft him onto his hand. In the series, this is only a part of his long running scheme to combine Adam and Lilith into one being under his control. However, in this version of Third Impact, someone might instead graft Adam onto their body in order to control him. This might be as simple as the grafting itself, or it might require the use of advanced cybernetics based on the same synchronization technology found the Evangelions. Whatever the means, this results in a human coming into possession of Adam's power. Should this person then acquire the Lance of Longinus, he may initiate a Third Impact under his control.

**Effect:** A human has given himself the power of Adam. While this makes him extremely powerful, as a creation of Lilith no human can expect to fully unlock Adam's potential. Until he has the Lance of Longinus, that is.

Stat-wise, the Human gains the powers, abilities and A.T. Field of the Angel Tabbris. While certainly a threat, this is not yet a true third impact, rather more like an extremely powerful Angel attack. However, as Adam this human can command or create Angels, and will likely draw such allies to him and either use them as minions or absorb them in order to spread his dominance. Note that this is before the human gains the Lance, at which point his power becomes indistinguishable from those of the original Adam designed to reshape worlds.

In the end this amounts to a single individual, who might have been sponsored by an organization, attempting and succeeding at becoming a god. What motivates this person, and what exactly they will do with their incredible power will vary wildly based on who exactly has become the new Adam. However, should for whatever reason the person's control over Adam be broken, the original Adam could become active with disastrous results for both the human bound to him and everyone else.



**Interference:** Again, in this scenario it is up the Players to try and kill or otherwise impede this newly risen superpowered being. Unlike an Adam awakened by the Angels, it is unlikely that the Evangelions have been defeated immediately prior to this event, giving the Players a much better chance of using their Evas to interfere.

While a direct confrontation is possible, it is not advised. Any human bound with Adam would have had ample time to prepare for his unveiling, and only an idiot would have failed to anticipate having to deal with the Evangelions. Given this Adam's ability to create and control Angels, facing a small army of Angelic beings in entirely possible, even likely.

# SINGULARITY EGG

**Awakened:** Angel

**Initiator:** The Angels

**Means:** The Lance of Longinus is an incredibly powerful tool in the right hands. Should an Angel come into possession of the Lance of Longinus, they might attempt to use it to recreate Adam, even if they lack the original. However, even attempting this requires a base level of Absolute Territory control, and may not be attempted by any Angel with an A.T. Field Strength less than 200.

**Effect:** The Angel inverts its A.T. Field and creates a stable Sea of Dirac. This Sea of Dirac then begins to spread and swallow up everything around it. This spread would be relatively slow, but given sufficient time could swallow up the entire planet.

Within the Sea of Dirac, all engulfed matter is converted into energy, and funneled into the Lance of Longinus. Once contents of the sea of Dirac have reached a critical mass, the Angel will have the energy and the means required to transform itself into the new Adam. What's worse, this new Adam would already have the Lance of Longinus in its possession.

Once this new Adam has awakened, it might collapse its sea of Dirac and proceed to initiate Third Impact, or absorb the entire planet into its Sea of Dirac and then reform it there, a Third Impact inside an extra-dimensional space.

## **Interference:**

If the Angel is given the opportunity to become the new Adam, already in possession of the Lance of Longinus, then there is little to nothing that the players can do to stop Third Impact. Therefore, their only chance at survival is to enter the sea of Dirac while the new Adam is still gestating, and either reclaim the Lance of Longinus or kill the Angel mid transformation. What powers the Angel has at this point in the transformation are left up to the GM to decide, though GMs should see the entry on Leliel in Chapter 6, another Angel with a Sea of Dirac.

## CORRUPTED SOURCE

**Awakened:** Lilith

**Initiator:** The Angels

**Means:** An Angel breaches Nerv, and finds the dormant Lilith. Either knowing or not that it is not Adam, the Angel attempts to fuse with her. Though this will ultimately result in the Angels destruction, the amount of havoc that this abomination is capable of wrecking cannot be denied.

**Effect:** The Angel fuses with Lilith, becoming something that is neither truly Adam, Angel, or even Lilith. The angel, nowhere near as powerful as its progenitor Adam, cannot survive such extended contact with Lilith, and the resulting creature is sure to die within a matter of days.

However, within that span of time the Angel is currently in possession of the powers of Lilith. This abomination will, in its last act, attempt to succeed where Adam failed. Lilith will return to the Black Moon and, once there, raise it into the air. The dislodging of such a massive object from the earth will cause incredible earthquakes and tidal waves all over the planet, as well as resulting in the complete destruction over everything within hundreds of miles of the Geofront's location.

Once the Black moon has reached orbit, Angel-Lilith will spend some hours reshaping itself into a powerful array that combines multiple imitations of the Lance of Longinus. With this new form, the Angel will use the dormant Lilith's power to destroy all Lilith based life on the planet. The remaining Angels will inherit the Earth, and might find the embryonic Adam themselves. However, Angel-Lilith is incapable of reshaping the world to support Angelic life, and cannot create new Angels.

Little of this matters, though, as by this point the campaign has ended due to a lack of surviving humans in the world.



**Interference:** If the Pilots are within the Geofront, or in their Evangelions outside of it, they might survive the Black Moon ripping itself from the Earth and rising to orbit. In any other case, the pilots are surely dead.

If the entire party is wiped out, the GM may allow the party to play as pilots at a separate Nerv branch which has survived the rise of Black Moon.

In either case, the fate of humanity rests on the ability of the pilots to reach the Black Moon in orbit, breach it, and kill the Angel-Lilith abomination inside of it before it can wipe out all life on Earth. The True Lance of Longinus, if available, would be massively helpful.

Alternatively, the pilots could find a way to simply disrupt Angel-Lilith's ability to enact its plan until it dies from the toxic nature of its own fusion.

# THE ORIGINAL PLAN

**Awakened:** Lilith

**Initiator:** Humanity

**Means:** Lilith herself has been awakened, and with no plan in place to contain her. This could be the result of many separate instances: the fusion of Lilith and an Evangelion, or an attempted Instrumentality gone wrong. Whatever the cause, Lilith has been unleashed.

**Effect:** Lilith, now free, decides to fulfill her original purpose. She will first hunt down and destroy any remaining Angels, as well as the original Adam. After those threats have been eradicated, she will raise the Black Moon in orbit, and from there do what she was designed to do: reshape a world and populate it with life.

The fact that the Earth is currently filled with life spawned of her blood will matter little to her. Humanity was an unintended side-effect of the first impact, unguided by any hand. She, like Adam, was designed to create a specific form of life. Adam creates Angels, and what Lilith creates is something that is not the human race.

As such, she will take back what she has lost in the form of dissolving all life on Earth into LCL, and recalling all souls. However, rather than combine them into one pool of consciousness like in Instrumentality, Lilith will use them to create an entirely new alien ecosystem on Earth. The one that her creators intended for her to create so long ago.

**Interference:** Lilith, unlike Adam, is not inherently hostile to humanity, and the pilots of the Evangelions are in a unique position among humans to be recognized by her due to their powerful A.T. Fields. While simply killing Lilith is certainly an option, a better one would be to make mental contact with her and attempt to convince her that Humanity is worth sparing, and that she can create life on some other world.



## A HUMAN WORK

**Awakened:** Lilith

**Initiator:** Humanity

**Means:** Some human organization uses the body of the dormant Lilith to build what can only be described as a god machine. Using the same synchronization system found in the Evangelions, Lilith is modified to accept a controller, though this could not be described as a pilot because Lilith is not designed to move.

Through synchronization, this controller would gain access to the powers of Lilith: complete control over all non-Angelic life on Earth. Should such a thing occur, that person would become a literal god amongst men, and their control over humanity would be absolute.

**Effect:** A human being has hijacked a fraction of Lilith's power. While Lilith is not technically awakened, her power is still in play and for all intents and purposes a minor Third Impact has been initiated.

The controller of Lilith, inside a system probably not unlike an Entry Plug, would use Lilith's power to reconstitute the Black Moon, Lilith's vehicle and tool. Like many other forms of Third Impact, the Black moon will rise into orbit. Once there, the controller of Lilith will be able to exercise complete control over the human mind, body and soul. Using the tools now at their command, they may know the thoughts of any group of people they wish, destroy or reshape the human form, and even manipulate a person's very soul.

Any such person would be a very literal god, and the undisputed master of the world.

**Interference:** The pilots, inside their Evangelions, will be offered the protection of their Eva's A.T. Fields. The Evangelions are based on Angel DNA, and as such they are not subject to control by Lilith power. While inside them, the controller of Lilith will not be able to use his full power against them.

The players must find a way to kill Lilith's controller, or otherwise destroy or disable the Lilith synchronization machine, the Black Moon, or Lilith herself.



# HUMAN INSTRUMENTALITY

**Awakened:** Lilith/Adam

**Initiator:** Humanity

**Means:** This is the Third Impact that fans will recognize in the series. The secret organization SEELE reconstitutes Lilith by sacrificing Adam and granting her his power as well as her own. However, rather than let her run amok, SEELE has constructed a trap for her. Twelve mass-produced Evangelions, each with a fake Lance of Longinus and an S2 organ, arrange themselves so that their A.T. Fields resonate with each other and create an Anti-A.T. Field formation dubbed by SEELE "The Tree of Life".

This field attracts Lilith, and makes contact with her. Through this formation, Lilith may be directed to perform SEELE's ultimate goal: the Instrumentality of mankind.



**Effect:** Lilith raises the Black Moon into orbit, and expands an extremely powerful Anti-A.T. Field. With the self sacrifice of the mass-produced Evangelions by thrusting their fake lances through their own cores, Lilith spreads this field across the entire planet. Almost instantly, all life on the planet dissolves into LCL, with their souls being drawn by Lilith into the Black Moon and joined as one.

This is Human Instrumentality: the creation of a unified human consciousness that replaces the normal human existence. In this form, humanity needs want for nothing, as it has no bodies to care for. However, while safe, in this form humanity is trapped and unable to act in any physical way.

**Interference:** The player's best chance is to interrupt instrumentality is to somehow defeat the mass-produced Evangelions before Lilith can be awakened, or in some other way disrupt the Tree of Life. If an Evangelion with an S2 organ joins the Tree of Life, they might attempt to use it to contact Lilith and stop the process. However, joining the Tree of Life increases the pilots insanity by 1d10 each round, and decreases the pilots Ego Barrier by 2d10 each round. If either removes the pilot from play, Instrumentality continues.

# DOOMSDAY

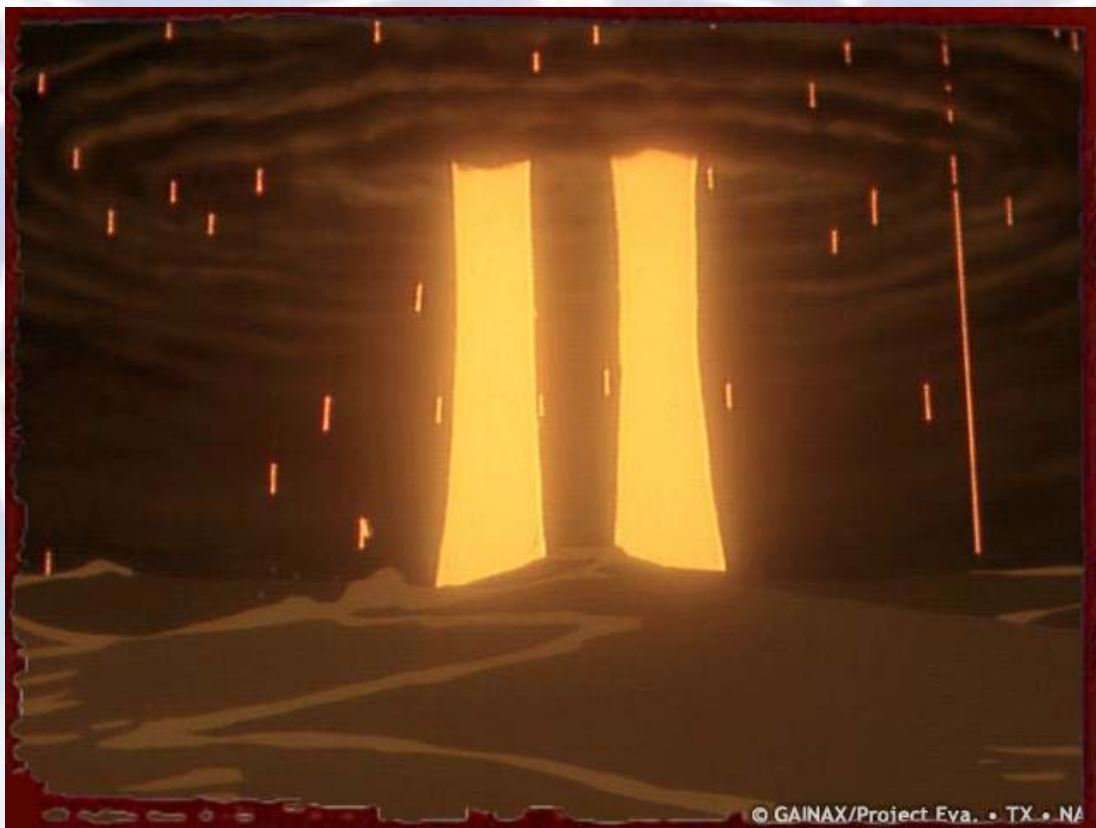
**Awakened:** Adam/Lilith

**Initiator:** Humanity

**Means:** Man's hubris has created the undisputed end of the world. In an attempt to create a god we could control, we combined Adam and Lilith. However, something has gone horribly wrong. Rather than Lilith as the dominant of the two, Adam is.

**Effect:** With the combined power and portfolios of Adam and Lilith, this advanced Adam can do as he wishes without impediment. While the Lance of Longinus can be used to wound such an enemy, Adam will not be killed by it and will only have gained yet another powerful tool in the process. Using Lilith's power, Adam will dissolve all life on earth into LCL, and then simply use that LCL to create the Angelic life forms that he intended to before the First Impact.

**Interference:** The Evangelions, as combinations of Human and Angel DNA, are resistant to control in most other forms of Third Impact. However, against an overtly hostile combination of Adam and Lilith, there is no effective tool at the player's disposal that can possibly help them. While killing this new being is obviously of top priority, only a case of GM Fiat could ever give them the power required.



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SEELE

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*Beyond  
Evangelion*

*Neon Evangelion:*  
RE-WRITE

~~COMING SOON~~  
EVENTUALLY

M.S.

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