

AD**3**VA

# GM's Guide

**BETA 05**



## Chapter 1: Weaving A Story

What makes something Evangelion?

It may seem like a strange question, but it is one that GMs should think about at least once before running a game of AdEva. Neon Genesis Evangelion doesn't need to answer for itself, but any attempt to replicate the feel of the source material requires the GM to understand what they are trying to imitate.

Creating their own cast of characters, Angels, and plotlines, it is inevitable that the campaign will deviate from what was shown in the show. This is to be expected, and even encouraged! Customizing your game to your group and your story can be central to a good AdEva campaign.

With that in mind, it is important for the GM to understand the formula that makes a game like that of Neon Genesis Evangelion. The Evangelions themselves are an ingredient to that dish, but not the only one. In some ways, they are not even the most important one.

At its heart, any game that seeks to emulate the style, if not the setting, of Evangelion will find itself dependent on the following concepts.

**Mythos:** An obfuscating terminology based on a common theme, such as mythology.

**Second Impact:** The world having already suffered a majority calamity.

**Stakes:** The fate of the world being at stake for most, if not all, battles.

**Machina Diabolis:** The machines used to save the world being dangerous and secretive.

**AT Fields:** The existence of the Absolute Territory Field.

**Conspiracy:** A sinister plot of global proportion operating in the shadows.

**Agency:** The pilots having limited freedom due to the obligations of their position.

**Third Impact:** The world-ending calamity that must be averted at the climax of the campaign.

Not all of these concepts have to be implemented in exactly the same way as Neon Genesis Evangelion did, but they are all important elements. Each one can be played with and subverted, but removing any one of the above takes more away from the game than might be obvious.

In this chapter, this list will be explored in greater depth and explained, along with ways they can be shaped to your game.



## Themes and Myths

Much of Neon Genesis Evangelion's unique style comes from the show using Christian imagery and terms as a smokescreen to obscure details that are, on closer observation, the stuff of fairly standard science fiction. The actual terms and images used, while iconic (and intentionally so), are not in themselves as important as the role they fulfill. As such, GMs may find it worth their while to invest time while planning a campaign into molding the mythology it will use. This could involve making minor changes to the present mythos portrayed in Evangelion canon to better suit your own variation of the plot, or even using a whole new mythology entirely!

When applying a new mythology, it is best to pick one that has a rich well of terms to draw from. 100% accuracy in translation is unlikely to happen, but if you pick one that your players are not overly familiar with no damage is likely to be done by it. After all, Evangelion used the Christian imagery it did specifically because it was exotic to Japanese audiences.

Norse, Sumerian, Indian and other Mythologies can all be used for this purpose. However, applying a mythology can be a daunting prospect, so take a look at these following examples to see how it can be done.

### Mesoamerican

When running an AdEva campaign with a Mesoamerican bent, we suggest going with a primarily Aztec twist. The Aztecs believed themselves to be central to keeping the sun god, Huitzilopochtli, fed with blood so that the sun would stay lit and the world would not be devoured by celestial monsters. This provides ample material for a game where the world is at stake.

#### *Terminology*

In terms of swapping in the new mythology, it is recommended that you rename the organization from "Nerv" to "Aztlan", as that was the name of the mythological "city of heroes" that the Aztec peoples descended from. Evangelions can now be known as Jaguars, which are a symbol of power. Huitzilopochtli replaces Adam, and the fire serpent Xiuhcoatl which never leaves his side makes a decent metaphor for the Lance. The Magi can be called the OLMEC system, and Seele might be named Tollan, after the lost city of riches that would define later legends of cities of gold like El Dorado. The role of Tabris, if you choose to use it, might be gruesomely adapted to Xipe Totec, the flayed god who wore the skins of humans. Finally, Lilith and her Black Moon vessel might be combined and adapted into the World Tree, its roots permeating the crust and mantle of the Earth and serving as both a Geofront for Nerv to inhabit, as well as lending its branches and roots to be used as roads for quick travel around the planet.

#### *Bringing it all together...*

In ancient times, the Aztecs dedicated sacrifices to feed human blood to Huitzilopochtli. This kept Huitzilopochtli dormant, and the sun from going out, though later versions of the myth passed by oral tradition got the order wrong. That human blood acted as a poison, but as the Aztecs scattered and the sacrifices stopped, it was inevitable that Huitzilopochtli would awaken again. That happened 15 years ago.

Huitzilopochtli awakened, and the change in our sun was immediate. Either naturally, or through human endeavor, Huitzilopochtli was put back to rest... for a time. But he will awaken again, soon, and great damage has already been done. Whether it be something diminishing the star itself, or simply that Huitzilopochtli is eating the sunlight before it reaches Earth, is up to you... but since his brief awakening 15 years ago the sun has been fading. The world is plagued by eternal twilight, with the promise of an impending darkness that goes on forever. And as the darkness encroaches on the world, the promised celestial monsters have begun to appear as well...

Can Aztlan find a way to ward off these monsters and restore the sun? Or will the prophecy come true in full, and be the end of the human race?



## Lovecraftian

The mythos of H.P. Lovecraft and the eldritch monsters found in it are a surprisingly common theme to be found in Adeptus Evangelion games. This also goes to show that you can use almost any setting in place of a mythology, so long as it has enough detail to fill in the required roles in the Evangelion vs. Angel conflict.

There are many ways to include the Lovecraftian mythos. One such example that shows how far off the beaten track you can go with a little imagination goes something like this...

### *Terminology*

For applying Lovecraftian mythology, we replace “Nerv” with the “Miskatonic Defense Initiative”, a reference to the Miskatonic University that features prominently in Lovecraft lore. Evangelions can now be known as Aeonoclasts, or Aeons for short. Cthulhu, whose impending awakening spells madness and death for the human race, replaces Adam. The Magi can be called Alhazred, and Seele might become one of any number of human cults. The role of Tabris would be wonderfully played by a mask of Nyarlathotep. Lilith, the black moon, and the Lance do not really have equivalents in this scenario, though the unedited Necronomicon could fill the same general role as the Lance in terms of being a very useful tool of great power. The Angels themselves are likely replaced by Avatars of various eldritch gods, or simply horrible alien races that are passing through or have been rooted out here on earth.

### *Bringing it all together...*

Long ago the Great Race of Yith was based here on Earth after fleeing from their own homeworld. They created great cities, though they warred with other eldritch beings also here on Earth. Chief among these was the Flying Polyps, amorphous things that phased in and out of reality and nigh impossible to kill without using special forms of energy. Though the Great Race kept the Flying Polyps at bay for ages, eventually the Polyps grew too numerous, and drove the Great Race from this world. The Polyps remained here, infesting the deep areas beneath the cities of the Great Race, until 15 years ago.

At that time humanity discovered ruins of the Great Race of Yith here on Earth. Much of what was revealed there was groundbreaking, but in the process we disturbed a nest of Flying Polyps. The Polyps rose up in great numbers and waged war upon humanity. Using a combination of weapons of mass destruction and a few prototype energy weapons, we managed to force the Polyps back. Billions died in the slaughter. Even to this day, small nests of Polyps provide a constant and deadly threat.

In the wake of this awful war, humanity was made to know that it was not the only civilization on this planet, and how very vulnerable we were to these eldritch beings. We had survived this attack, but had lost much because we were unprepared. We would not make the same mistake again.

Named after one of the few human institutes to have information relevant to these monsters, the UN founded a taskforce known as the Miskatonic Defense Initiative. Their goal was to serve as Earth’s defense against inhuman forces. Their first task being to find a solution to the Flying Polyp menace, the newly created MDI discovered references to ancient weapons created by the Great Race of Yith to fight the Polyps, which could still be found in weapons vaults within the cities of the Great Race. At great cost, these weapons – giant organic warmachines with unimaginable powers – were recovered and refitted with human technology for human use. In this age, the weapons of Yith are known to humanity as “Aeonoclasts”, or simply Aeons for short.

We gained these weapons not a moment too soon. Perhaps the war with the Polyps attracted the attention of outside beings. Perhaps the eldritch monsters and races find humanity possessing the weapons of Yith to be a threat. Or, maybe, the stars are simply right. Whatever the case, the plans of these monstrosities seem to be accelerating. Human organizations, such as the maddened dream cult that thinks only of Cthulhu’s return and the enigmatic Hermetic Order of the Silver Twilight, are on the move. Possession of black books like the Necronomicon has become more important than ever. A long foretold era of madness and death is swiftly approaching, and the discarded weapons of Yith are the only hope we have. Will it be enough to turn the tide?



## Themes

The Mythology that defines a campaign tends to be given more spotlight, but a trade secret to a well-rounded campaign is the inclusion of one or more themes. The Mythology may define what terms you use to contextualize the conflict, but it rarely defines the way events play out. For this purpose, ambitious GMs should invest in Themes.

In this case, a Theme is a secondary set of imagery and associated plot points that may well define the actions and motivations of key NPCs, certain Angel encounters, and even the nature of the endgame scenario. In Neon Genesis Evangelion, two different themes are easily recognized.

The first theme was that of Evolution, bringing together the origins of life on Earth, the development of the Angels, and the motivations for Seele to pursue Human Instrumentality. This theme was even given the spotlight during one Angel encounter, Iruel, who in the show was eventually defeated by being tricked into an evolutionary dead end.

The second theme was that of the Hedgehogs Dilemma. This was most notable in the sense that the main character of the show, Shinji Ikari, was said to be afraid of connecting with people for fear that he would be hurt by the relationship. But this extended beyond one character. Shinji's father Gendo had suffered from the same fear early in life, and as such opened himself to no one except his wife. Losing her drove him to attempt to hijack Third Impact to get her back. More and more characters, on closer inspection, show fear of connecting with other humans. Whether it be reluctance to return the romantic feelings of others or hiding alone in their room all day.

There are more possible themes than this book could ever contain, as with proper exploitation almost any trope or pattern can be turned into a theme. However, included below are some examples of themes and how they might be included in a campaign, just to spark your creativity.

### *Dreams*

The average human spends an alarmingly large portion of their life asleep, and in dreams. Dreams represent both that personal space where the mind can run free, where our subconscious acts on its own, and where our greatest imaginings and worst fears come to pass. In a campaign where the theme of Dreams has become central, there are a number of ways to bring that topic up. The dreams of the player characters can be made important enough to warrant screen time, taking up actual scenes in a session. Each player should choose a specific dream that their character has on a recurring basis, which has a special meaning to that character and will have an important impact on their development. NPCs can be built around idealized dreams that they wish to see fulfilled at any cost, or suffer from crippling nightmares. But dreams are also the playground of the subconscious. In this scenario, the Evangelions themselves can begin to take on the aspects of the pilot's subconscious that they most repress.

In dealing with Angels, options vary from Angels that give the pilots visions, force them to share dreams with each other mid-battle, or force the whole city to fall into a deep sleep. Similarly, in such a campaign a GM might replace the standard "dissolve into LCL" effect of having a 0 Ego Barrier with the character falling into an eternal coma. It might be reinforced that Angels do not advance because they do not sleep, and as such have no dreams to tantalize them to seek out new horizons, or pointed out that the world created by Seele's Human Instrumentality is inherently dreamlike in nature.

### *Growing Up*

The coming of age story is one as old as the storytelling tradition. In many ways, Neon Genesis Evangelion itself is a story about what happens when the protagonist fails to succeed at the traditional conflict of passing from boy to man set against a background of an external struggle. There are many different facets of Growing Up that can be woven simultaneously throughout your campaign: responsibility, making hard choices, puberty itself, putting away childish concerns, leaving home and/or losing parents. These can be applied as pivotal moments in character arcs, whole subplots, and even warped into a twisted mimicry in the form of Angel battles. These encounters could vary from multi-form Angels that develop from larvae to mature forms over time, scenarios that force the pilot to choose between the easy way out or make the hard choice, or an Angel that mentally regresses the pilots to make them feel and act like kids half their age... a condition they will have to overcome if they are to win.

In a campaign where the Theme of Growing Up is central, the Eigenart Initiative is a natural conspiracy to have in the background, as individual responsibility and the development of the human race is central to their goals.

## *Puppets*

Puppets and dolls are often used to good effect as imagery and metaphor in stories. Shaped like tiny people, they look like us and can be made to move and act and, after a fashion, speak. But they have no will of their own. Many find puppets or dolls to be frightening because of their erratic motions or unseeing glassy eyes. In use as a theme for an Evangelion campaign, the first obvious step is to draw the connection between the Evangelions themselves and giant dolls made to move to the pilot's will. One or more NPCs might own, collect, or even make dolls. There could be a recurring NPC on the streets of the city that puts on puppet shows for passing children, whose stories always seem strangely relevant to the Pilots. Manufactured, like the Evas, could be contextualized as being puppets of Nerv. Instead of being crucified, Lilith could be hung from the ceiling like a massive marionette. Vast webs of manipulation could be drawn back to a single "puppet master" pulling the strings. Similarly, an Angel could be designed to take control of the Evangelion's bodily movements away from the pilot to fill the same role.

In a campaign where the theme of puppets and dolls is central, mind control and suggestion would make a good basis for the endgame of the global conspiracy, forcibly taking away the will from other people and turning a person into nothing more than a doll.





## Second Impact

The Second Impact was a horrible calamity that forever changed the political, economic, and even physical landscape. Billions died, entire countries in ruin, and a whole continent gone. At least, that was how things went down in the show. But the result of the event (the destabilization of the world and the consolidation of global power under the UN) is generally more important for the game than the details. As such, the details and even the term "Second Impact" itself are entirely fluid and able to be changed to fit your campaign.

For the purpose of setting up a game, the existence of Second Impact serves a number of uses.

First of all, it firmly establishes the setting as a world different from our own. Second Impact, set more than a decade in the past, forms a point in time where the setting has branched off from our own history in such a dramatic fashion that the GM is free to make whatever changes to the world they see fit. Advanced technology, shifted political landscape, everything is fair game while still claiming to be modern Earth.

Second, the Impact generally has something to do with the overall plot of the game. Be it the origin of the Angels or an attempt by a sinister conspiracy, it firmly establishes the incredible power, and danger, of the technologies and beings in play. The more horrific the Second Impact, the easier it is to sell your players on the dangers of letting anything like that happen again.

### Options

In the series, 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.

Thankfully 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.

But this is far from the only option. Other possible versions of a similarly catastrophic Second Impact include:

- ☛ The Katsuragi Expedition discovered Lilith instead of Adam. This does not change the details of Second Impact per se, but would presumably have resulted in a whole different kind of Angel: one based on the Lilim model as opposed to the Angelic model. What that means is for you to decide...
- ☛ Second Impact really WAS a meteorite strike! The devastation that it caused was all a result of the impact, but that same impact also disturbed the Angels slumbering deep inside/beneath the Earth's crust. Now the Angels are waking up, causing earthquakes, and bursting out of the ground!
- ☛ The Second Impact is replaced with a far more bizarre cataclysm in which the first human research into AT Field generation spins wildly out of control, destabilizing local physics and blasting a hole in the fabric of reality. This rift in space-time is contained, but still very much active. Sometimes, things come through it... In this scenario, the Angels would likely be extradimensional in nature.
- ☛ The Second Impact explosion is, sadly, of purely human origin. The weapons test for the world's first antimatter bomb contained a payload many times more devastating than predicted. The world is still recovering from that single, incredible blast. This antimatter reaction also generated a mess of exotic particles that has caught the attention of something beyond our world. In this scenario, the Angels would likely be extraterrestrial.
- ☛ There is no explosion. The calamity is far worse than that: mankind's discovery of alien life on Earth in the form of Adam or Lilith has resulted in the release of a horrifying plague. Billions fell to the virus, and vast stretches of land are left empty to this day, as they have been decreed permanently unsafe for unprotected exposure. Alarming, satellite photos of these areas show that there are some unidentified things *growing* in them...



## The World at Stake

An important theme common to AdEva campaigns is the pilots straining beneath the weight of their situation, and the effects of that stress upon their mental health. But how can there be weight to their responsibilities if there are no consequences for failure?

In most AdEva settings, failure on the part of Nerv is the same thing as the death of the human race. Any battle, if lost, might be a defeat that there will never be a chance to recover from.

Establishing this threat early on in the campaign leaves the players with a simple choice: fight or die. Retreat is often impossible, meaning that no matter how wrecked the Evangelions get during a fight they have to keep fighting to the bitter end. Because doing otherwise will have disastrous consequences.

This tends to heighten the tension of things.

For the above 'fate of the world' risk to have meaning, though, there must be some mechanism for mankind's doom that the pilots can understand. It is unlikely that each Angel can end the world purely under their own power, otherwise there would be no need for them to go on the offensive. The Angel could simply enact doomsday on the other side of the planet and the players would probably be too late to stop them without advance warning.

The common solution to the problems is some manner of plot device that Nerv is guarding, keeping it out of the reach of the Angels. This doubles as an excuse for why the Angel's come to Nerv, instead of attacking human cities indiscriminately.

This does, however, present a conundrum that GMs will have to face: the mechanism for the end of the world only does its job in the narrative (raising the stakes of the individual battles) if the pilots are aware of its existence. In the show, the presence of Lilith was a long kept secret, but for your own game an early reveal might have its own benefits. Like most things, this is an issue that GMs will have to tailor to their own game.

What the mechanism of destruction is can vary greatly 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 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 the 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 likely 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, similar 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 as it expands its AT Field and begins its work, splitting into four glowing wings of light as it reaches full power.

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 some progenitor race (sometimes referred to as the First Ancestral 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 and other life on Earth. Thus it is actually somewhat misleading that Lilith has been designated as the "Second Angel", and indeed it would be proper to say that Lilith is not an Angel at all.

Billions of years ago, Lilith's transport (the Black Moon) 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 share 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 known as the GeoFront.

At some undetermined point in the recent past (possibly even before Second Impact) the Black Moon and Lilith were discovered by the organization Seele. Nerv headquarters and the Base of Operations were built above 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, 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 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 Lance might transition into one of many forms to complete its task.

The Lance may be considered by many 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 conventional armaments against Angels after nullifying the Angels' A.T. Fields with their own. But the Lance of Longinus is capable of piercing the active, un-neutralized A.T. Field of any Angel or Evangelion, entirely by itself.

Not of terrestrial origin, the Lance was created by the same First Ancestral Race that made the Seeds of Life. This is also not the only Lance created. Every Seed of Life, including both Adam and Lilith, was sent with a counterpart Lance. Which Lance is in the possession of Nerv, and the fate of the other Lance, are left in the hands of the GM.

While an incredibly powerful weapon when used crudely, 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 it 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 one 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 space 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 in your campaign.

## **Evangelion typeZero**

Perhaps Adam or Lilith was discovered already dead, or only pieces of them survived into modern times. Perhaps they were found intact, but they were destroyed during the Second Impact. In any case, what is important is this: at least one Seed of Life has been totally destroyed, or otherwise removed from the picture.

And perhaps things would have stayed that way, if humanity had not meddled in the affairs of gods. It is a common theme in campaigns that the Evangelions are based on the DNA of Adam or Lilith. In the case of Evangelion typeZero, the original Evangelion prototype, this was even more true. Dangerously so.

Evangelion typeZero is, genetically, an exact clone of either Adam or Lilith that has not been blended with human DNA. It has been lobotomized and clad in restraining armor as normal, but it is still something more than a mere Eva. Even ignoring its appearance, in terms of sheer power it is easily stronger than most Angels. However, it is also universally and unerringly lethal to



use. Even brief exposure, such as a mere 30 seconds of being in its active entry plug, is enough to doom the pilot to a wasting disease as their Ego Barrier unravels over a period of days, inevitably ending in them forever dissolving into LCL. Even player characters are not immune to this condition, and no one that has dissolved from exposure to the typeZero has ever reformed. To humanity, it is the ultimate weapon of desperation: when even the permanent loss of an Eva pilot is preferable to the alternative. To the Angels, however, it is their one remaining chance of replacing the lost Seed of Life...

## The Guidestone

The First Ancestral Race sent Seeds of Life out into the universe to populate it. These seeds were of a multitude of forms, including Adam and Lilith. Each was designed to produce a specific kind of life on the worlds they reshaped. Humanity was not an intended result of any of them.

It is unclear exactly when the Guidestone arrived on Earth. Perhaps it was sent during the First Impact when the irregularity first arose. Perhaps it was sent during the Second Impact, when human civilization first meddled with the Seeds of Life and attracted outside attention. It could have been any of the millions of years in between. Regardless of when, the Guidestone was sent to Earth by the First Ancestral Race as a gift to humanity, their accidental creation.

Visually, the Guidestone is nothing more than a perfectly smooth obelisk of rock. But anyone who has stood in its presence can tell you it is much more than that. It feels alive in an undefinable way, and it speaks to you. Some find that the Guidestone gives them strange dreams. Some find that the Guidestone gives them flashes of inspiration. Some find that the Guidestone speaks to their mind directly in pictures and words, or mathematical patterns. The Guidestone passes on its message differently for each person in an approach tailored to their mind.

The Guidestone is a message explaining the origins of humanity, explaining the meaning of our existence, and giving us the perspective and information humanity will need to fulfill our destiny in this universe. What that destiny is, however, is very much for you to decide. Maybe the First Ancestral Race simply wants humanity to journey out into the stars. Maybe they want humanity to become something greater than we are now. More likely than not, however, the otherworldly information stored in the Guidestone will be bastardized to fuel the machinations of whatever Global Conspiracy your campaign has in place.

But why are the Angels so interested in the Guidestone? Do they simply wish to destroy it to prevent the rise of humanity? Or does the Guidestone carry more than one message?

## Angel Beacon

Often times, Nerv's lowermost level is dedicated to keeping something important secret and safe. However, for lack of that, Nerv will adjust its plans accordingly.

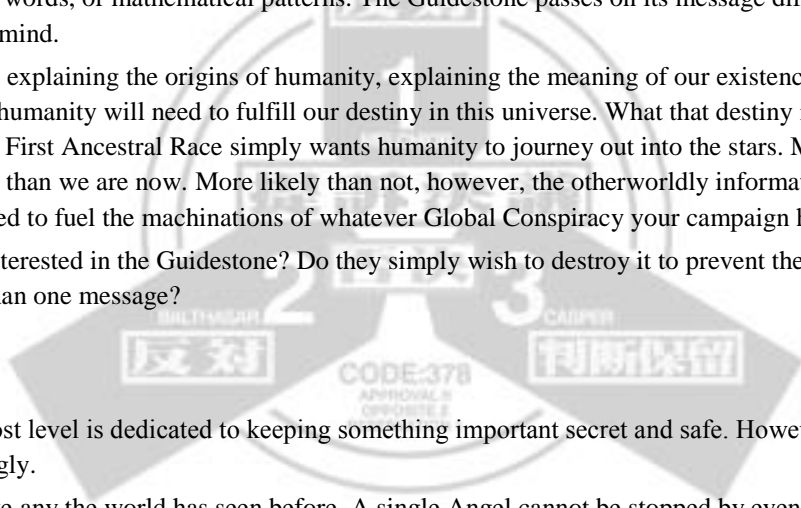
The Angels are a threat unlike any the world has seen before. A single Angel cannot be stopped by even the force of an entire nation. Armies, missiles and bombs have no real effect on them. Even weapons of mass destruction such as the N2 mine are not a reliable way of killing one. Only the Evangelions present a useful defensive measure.

And the Evangelions cannot be everywhere.

Due to the enormous cost of building one, the difficulty in transporting one over long distances quickly, and their limited operation time, the Evangelions are at their most effective defending a limited area. If they are required to deploy across the world to engage Angels as they attack human cities elsewhere, their effectiveness drops and the casualties rise.

The Angel Beacon solves that problem by doing nothing more than drawing Angels to it like a moth to a flame. This machine has no other purpose than to act as bait. With it, the Angels are drawn to the Base of Operations: a battlefield specifically designed to engage and destroy them rather than let them run amok.

While not as exciting as other options, this does have the advantage of being unlikely to be used to cause a Third Impact scenario if the Angels do reach it.





## God Machines

For obvious reasons, the Evangelions themselves are an important part of any Evangelion game. Though perhaps not for the reasons you might think.

The Evangelions serve a vital role in the setup of the game due to the role that they fill more than the specific details of the Evangelions. In any game of AdEva, the pilots will fight all of their major battles against the Angels from the controls of their Evangelion. But depending on the mythological basis of your campaign, they might not even be called Evangelions.

A simple name change is far from the only part of the Evangelions likely to be modified for your game. While an important aspect of the Evangelions is their incredible powerful (and often extremely dangerous) nature, there is more than one origin of power, and more than one way to express that danger.

Part of this issue of power is tied into how your game handled AT Fields, but that topic has its own section in this very chapter. Here we focus more on the narrative impact of your machines, what they are and what that means for you.

## The Nature of the Beast

Often in games the specifics of the Evangelion are a closely guarded secret. This is hardly surprising, as Nerv is an organization with much to hide, and since the Evangelions are so central to Nerv's existence it is only natural that they be shrouded in mystery as well. The two most common things that tend to be covered up, with varying degrees of success, are the nature of the Evangelions and how they were made.

By default, the Evangelions are organic machines. Clones of the very enemy that they were built to fight, grown by mankind and then lobotomized and shackled with restraining armor and controlling cyberware. This certainly goes a long way towards explaining how the Evas can go toe to toe with the Angels, but this setup does not necessarily need to be the case, iconic though it may be.

So long as the Evangelions are still humanoid shaped and capable of generating an AT Field, little else truly matters. The height of the Evangelion can be changed without any real consequences, and the Umbilical Cables can be swapped for anything that the Evangelion will quickly shut down without (such as, for example, tanks of fuel or an LCL mixture that the Eva needs to function). The Evangelions do not even necessarily need to be organic. Each of the Hit Effects that would inflict debilitating damage on the Eva make just as much sense for a purely mechanical weapon as they do for a biological platform.

Likewise, the presence of a human Soul in the Evangelion contributes little on a purely mechanical level. The Evangelions being bound by human souls, often the soul of someone close to the pilot of that machine, provides excellent drama and story material... but that is all it provides. Indeed, if you have no intention of making the souls inside of the Evangelion relevant from a story perspective, one might wonder why you would bother including them in your campaign at all.



## AT Fields

The AT Field is one of the cornerstones of the Evangelion formula. Not only does it directly impact the way in which Evangelion-scale battles are fought, but it provides a simple explanation for why such battles need happen at all. The only match for an AT Field is an AT Field of your own, even the power to destroy a city fails to defeat a foe protected by an AT Field.

Beyond that basic premise, AT Fields are highly flexible. The explanation for their nature and their specific function can be easily changed from campaign to campaign, so long as their ability to provide a defense or be used as a tool is more or less left intact.

In Adeptus Evangelion, the AT Field is exploited as design space for a variety of defensive Spread Patterns, useful talents, and AT Powers serving offensive or tactical roles. Not all groups will find this equally palatable, as AT Fields were generally more restrained in the original series.

To this end, anyone reading through the Tree or Life may notice that many Talents and Branches have one or more bars (|, || or |||) appearing to the right of their name. What these talents have in common is that they are all based on, or directly relating to, the AT Field.

At the start of the campaign, the GM should decide just how much of a presence they want AT Fields to have in their game. Based on this decision, the | symbols let you to restrict what Branches and Talents to allow or deny in your game.

A **High-AT game** allows all options included in the Tree of Life, regardless of the number of bars. In such a game it can be reasonably expected that players will frequently have and use AT Powers, and use their AT Fields to the fullest potential. It is even practical for a player to specialize their entire character purely around the use of their AT Field if they choose to. Angels are likewise unrestrained.

A **Medium-AT game** bans any Branch or Talent that has three bars (|||) but otherwise allows all options. In such a game AT Powers are still common, but the highest tier of AT-based abilities are left out of reach of the players. Making a character based exclusively on AT abilities is much more difficult, and it is likely that they will have to delve into other fields of expertise to make up the gap. Angels can still be highly AT Focused, but GMs should be wary not to throw anything at the pilots that they lack the tools to handle.

A **Low-AT game** allows only talents with one or fewer bars, representing the bare minimum level of AT inclusion in the game. In such a game the AT Field still provides a powerful defense, and can be Neutralize by another AT Field, but AT Powers are virtually unheard of in the hands of players. Angels still have AT Fields, but Angels focusing on AT Field traits and powers are highly discouraged as players likely cannot compete with the tools they have available.

A **No-AT game** is a rare thing, but one perfectly playable in this version of Adeptus Evangelion. Only Branches or Talents with no bars at all may be purchased or used. Spread Patterns, ATS, AT Potential and AT Powers are all simply ignored for the entirety of the game. This does provide a few hiccups, such as devaluing the Synch Ratio Personal Score significantly, but the game can still be run. Angels likewise cannot take AT Powers, Spread Patterns, or Traits. In order to fill in this gap in the Angel's defenses, it is recommended that each Angel in such a campaign is given additional points to spend on Defense traits to increase their survivability.



## Global Conspiracies

In the wake of the Second Impact, the United Nations has a hold on world politics. Nerv has global authority, able to do nearly whatever is required to ensure the survival of humanity. Never before has so much power over the fate of humanity rested with so few.

And with power comes scheming.

Perhaps the situation arose naturally, and those involved have only recently joined forces. Perhaps the pact goes back generations, working tirelessly to cause the Second Impact in the first place and bring about the current situation. In any case the stage is well set for a shadow organization, operating behind the scenes, to pull a lot of the strings. But to what end?

Below are some potential ideas for the role. Any combination of them could be pulling the strings in your campaign, even all of them at once (this is not recommended)! But do not feel stifled by these options. If you have a better idea for a global conspiracy to use in your game, use that instead.

### Seele

Seele is a shadowy and mysterious organization which maintains a global power cabal in the original series, and is the secret backer of 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 control 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. It is unclear how much power they really had 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 campaign more pronounced:

**Seele 01:** Keel Lorenz. The center of the whole organization, Keel Lorenz 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 Lorenz'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 his control of England remains undiminished. Whatever their actual identity or official position may be, Seele 02 somehow has more influence over English 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 Martial 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. Maybe 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 03 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).

### Endgame: Human Instrumentality

Seele's ultimate goal is what they refer to as the Human Instrumentality Project. In essence, Seele believes that humanity has reached the end of its evolutionary potential. We will continue to genetically change, but we are not going to get any better at what we do than we already are, and every possible path from here onwards involves stagnation and, eventually, extinction. Seele wishes to prevent this by freezing humanity in its current stage of development and escape the grasp of evolution entirely. To this end, they will use an unholy combination of Adam and Lilith to return all of humanity into LCL and merge them into a single conglomerate entity that exists without physical form. It will be an unchanging state of being, but an eternal one. However, for this plan to succeed, they must first remove the Angels. The Angels are the one outside force that could threaten the existence created by Human Instrumentality, so it is not safe to begin the process until they have been dealt with. This was the plan that Seele attempted to carry out in the movie "End of Evangelion".

### **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.

### Endgame: Human Autoevolution

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 their 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 much research with them during their secession from Seele, much of that is out of date or 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 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, Tabris-like individuals to oppose Seele and grant the Eigenart Initiative the time needed to incrementally uplift Humanity, 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 the UN or Nerv might someday find themselves offered aid by the Eigenart Initiative, for a price...

## **Charon**

It was a horrific accident that would change the direction of the human race. With the original Evangelion Prototype in working order, it was finally time to begin activation testing. The pilot did not survive as the Evangelion destroyed their Ego barrier and absorbed their soul. It was a terrible loss that foreshadowed what would eventually become a necessity of building Evangelions and supplying them with pilots. But it also marked the first instance in history where the human soul was identified by scientific observers and monitored.

The ability to detect and manipulate the soul would later go on to have applications in much of Nerv's technology, such as the ability to detect the pattern of an AT Field to tell an Angel from a human, or the ability to transplant souls between the bodies of clones. But it was the early use of this newborn technology that would be the most unsettling of all.

A small team of researchers, using the data from the activation accident at Nerv, constructed a scenario where they could observe dying hospital patients and detect the passage of the soul. The intent was to find out what happens to us after death. And they found out.

In 80 observed cases, 80 subject souls remained in place within the body after death. After the body ceased to support life, the soul did not pass on. Instead, between 16 and 18 hours after the time of death, the soul began to break down. No observed soul survived longer than 30 hours after the death of the body.

The results of the test were quickly suppressed. The news was just too grim. Based on observation, there was no such thing as life after death. No Heaven. No Hell. No reincarnation. Only oblivion. It was a rather depressing notion to consider. No one is sure who put the idea forward first, but soon it was picked up with fanatical fervor: the parameters needed to change.

This would mark the beginning of the organization known only as Charon, those who would build a real afterlife to catch all those souls that would otherwise be lost.

## **Endgame: Human Elysium**

Charon seeks to use Lilith, properly modified to act as a tool, to create a system that gathers souls from the dead and stores them safely. Without Charon, the only option is the Styx: the total oblivion of the mind and soul. To cross the Styx into Hades, the land of the dead, we need Charon to show us the way. Their goal is a half instrumentality that only takes in souls when their body dies. However, to create this initial land of the dead, a payment is needed. Millions of souls, the exact number elusive, will be required to create the container. They must all be taken simultaneously for the plan to function, and they will be forever lost. They will not exist in the afterlife Charon is creating, but through their sacrifice they will allow other souls to be preserved. Charon itself is divided as to whether or not its own members must be a part of this payment. However, even the million souls will not be enough on its own. To stabilize the container, we need a single powerful soul to hold it together. And the only thing that has shown sufficient strength is that of an active Evangelion. Charon will need a willing pilot to sacrifice both themselves and their Evangelion for Human Elysium to be realized. It would seem they have some courting to do...



## Societas Eruditorium

Since the dawn of time, warlords and religions have ruled man. They commanded armies through fear, personal charisma or dogma. With armies, they ruled nations. Only recently have there been weapons that could replace armies. Weapons of Mass Destruction, like the atomic bomb or the N2 mine. These were built by nations, and used by nations, and only nations could support them. The Evangelions are the first time this connection has been broken. They were built internationally. They do not really belong to anyone. And once built, they need only a dedicated team to operate and maintain them.

Who controls the Evangelions? Some would say children, but that is a misunderstanding. They pilot, but they know nothing about how their Evangelion works. The ones who control the Evangelions are the Scientists and Engineers who built them and maintain them.

All too often, the smartest among us are shelved off to the side, even as their products are used to benefit mankind. But they get no say in how the world is run, even though they are valued specifically for how much smarter they are. With the Evangelions, man can return to the Greek idea of philosopher kings. Just with an updated idea of the term “philosopher”.

And the Societas Eruditorium will see to it that it does.

### Endgame: The Golden Age of Reason

The Societas Eruditorium represent a unique sort of threat compared to some conspiracies. They have no spiritual goal, no greater calling. They do not seek to meddle with the godlike powers of Adam or Lilith. They seek only to reorganize the power structure of the world to put the greatest minds in control of the greatest resources. Simple world domination.

And they have the means to do it. Using dummy plugs, the Evangelions can be controlled without human pilots. Given power sources such as S2 organs or N2 Powercells, they can operate almost indefinitely. As long as the Societas Eruditorium maintains a strict stranglehold on Evangelion technology, no other weapons platform stands a real chance of stopping the Evangelions they would use.

But even the Eva's themselves are not the Societas Eruditorium's greatest card in play. The Societas Eruditorium contains many brilliant and influential persons across multiple disciplines. The Maintenance, Research, Analysis and Exotic Mechanics departments of virtually every Nerv Branch is filled with their members. Through their positions, they have control of every Magi system on the planet. Through the combined power of the Magi, they have the resources of Nerv and anything else connected to a computer. Every weapons platform put into space to ward off orbital Angels, every communications satellite, and every military computer is an open book to them. And one they can take away from any government they choose, once they make their move.

In this scenario, it is highly recommended that GMs include not one but 2 Science Team NPCs for the pilots to interact with: one in league with the Societas Eruditorium, and one that is not. Otherwise there is a very real chance that the players will not have the means to stop the Societas Eruditorium once their plans have been put in motion.





## Pilot Agency

One of the most bitter debates that comes up in planning an AdEva game, and one that your own campaign will have to take a stance on fairly early, is the approach to character and player agency in your game.

In this context, Agency refers to the ability of the character to make their own decisions and take actions without being restrained. In essence, it is your character's ability to forge their own fate through their choices.

Problems can arise, however, in AdEva's assumed formula. The default Evangelion setting not just assumes but mandates that the Evangelion pilots be adolescents. As teenagers, the pilots are justifiably regulated to a position with a lot of handholding. They lack the experience and independence to function as adults, as well as crucial skills. Combined with the players often being locked out of the secret matters of Nerv due to their youth and position, it can be very difficult for a GM to find a way to involve the players in the plot without handing exposition to them on a silver platter. Worse yet, players might feel like they are just an audience for a story that they lack the tools to influence, lowering their own enjoyment of the game.

AdEva recognizes this problem and attempts to mitigate it through the use of Luck and the Defy Fate mechanic. Defy Fate, which can exert some narrative control over events as an OOC power, gives increased Agency to the player while keeping it out of the hands of the inexperienced teenage character that they control. After all, no one cares if the pilot is having a good time, it is the player that needs to be having fun each session. This provides an alternative to granting additional agency to the character directly, which would take the form of the required Skills and Talents they need to get what they want in-character. This would necessitate the player more or less becoming a superspy in order to participate in the conspiracy and backroom deals that drive the campaign, something which most would agree is out of place for teenagers that may have even been civilians not too long ago.

Not all groups will be satisfied with this solution, however. Some players might want to take a more active involvement in the behind-the-scenes plotting, and likewise some GMs might not want to hold the hands of their players and would rather run something a bit more in line with a traditional RPG.

### Adult Pilots

A simple solution to this dilemma is to make the pilot characters older, even a difference of a few years will have a tremendous impact. This approach has its pros and cons, as while it allows the characters more agency it also removes a major element of the tone that pervades most Evangelion games. Even though the direct mechanical impact of this change is minor, the change on how the game is played can be immense.

For the purpose of playing older and more experienced pilots, it is generally considered fair to let each pilot start with a free Restricted Skill of their choice. This represents higher levels of competence in what are traditionally accepted as adult disciplines. Any Restricted Skill beyond this must be sought out and purchased as normal, however. Even an exceptional adult is usually not master of even half the Restricted Skill list.

### An Open Secret

Another option towards increasing the agency of the pilots is to change up the inherent assumed structure of the conspiracy that surrounds Nerv. The major reason why Agency is such an issue in an AdEva game is that so much of what is going on is buried so deep that the players can have trouble getting any traction. It is impossible to investigate the global conspiracy before you know that the conspiracy exists, and that is the sort of initial clue that it can be difficult for children to just stumble into. Indeed, even if the pilots did discover the existence of such a shadowy organization, it would be unwise of them to let anyone know what they had discovered, lest they attract the attention of forces that wish to cover up the leak. This sets the minimum level of competence to participate in the plot rather high, and often out of reach of the average teenager.

With that in mind, an easy way to address the agency issue is to change the nature of the plot structure. To lower the bar rather than give the character the tools to jump that high.

For example, by making the forces of the Global Conspiracy a faction vying for control within Nerv (instead of serving as the illusive puppet masters) it is possible to create an internal conflict within the organization. Two or more factions of Nerv have their own long term plans for the Evangelions and the related technology, probably mutually exclusive plans, but neither one of them

can afford to try and purge the other while the Angels are such a powerful and dangerous mutual enemy. For this sort of setup Seele and the Eigenart Initiative form the most obvious diametrically opposed parties, but other faction splits are possible as well. The key difference between this and the all-powerful puppet master organization setup is that a large portion of Nerv knows about this conflict behind the scenes. Each side is waiting for its chance to move against the other, and both sides probably push the limits of brinkmanship as they jockey for superiority, but due to the threat of the Angels all they can do is draw lines in the sand and make plans... for now, at any rate. Once the Angels are removed from the picture, it is likely that things will start to happen very quickly as both sides sprint towards their own endgames while sabotaging all competition.

This setup allows the players to be made aware of the larger political situation much earlier in the plot, as well as participate. After all, as the pilots of the Evangelions they will be important pawns that are likely to be courted by both sides of the conflict. This lowers the entry level into the plot to such a degree than even a normal teenager, with the resources of an Evangelion Pilot, can have ample opportunity to explore the political landscape and effect lasting change of some kind or another.





## Third Impact

Every story needs an ending, and campaigns are best ended with a bang rather than a whimper. Third Impact is the ultimate ending to an AdEva campaign, often involving 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 other's destruction. Each interferes in the others ability to pursue the purpose for which they were designed.

Of course, that assumes that Adam and Lilith even exist in your game. Lacking them, the idea of a Third Impact scenario can be just as easily filled by any sufficiently epic 'all or nothing' final mission. Perhaps it is the finishing blow to seal away the Angels forever, or stopping the Global Conspiracy from initiating their sinister plot. The Third Impact should never be lazily copy pasted from another source into your game, the Third Impact of your Campaign should be the ultimate endpoint of the themes, story and plot coupons that have defined the journey.

### 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:

**What:** The basis of the Impact that is to be exploited. 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.



## 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. This being is no trifle, and should be considered an order of magnitude stronger than any Angel the players have seen before.

**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 the Nerv Commander 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 Tabris. 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 super powered 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 is entirely possible, even likely.



## 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

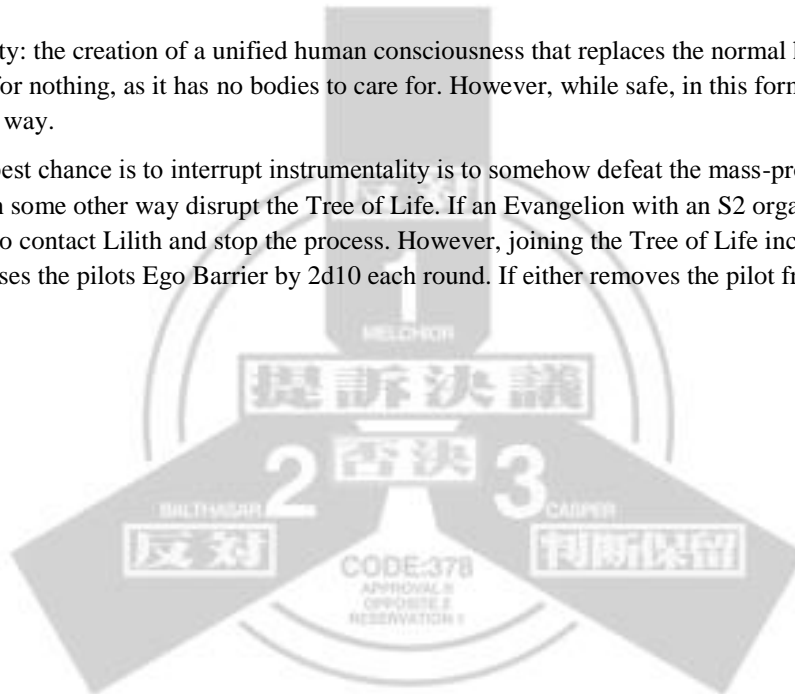
**Initiator:** Humanity

**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.



## Scaling your Campaign

The Tree of Life provides plenty of talents for your players to buy, usually costing the resource known as Experience (or xp for short) and occasionally costing Enrichment (E).

AdEva encourages GMs to customize the content and tone of their campaigns, but they must be prepared to account for the length of that game as well. As a general rule of thumb, it is expected that the players should probably have somewhere in the ballpark of 1000 xp by the time the campaign ends. A little more or a little less is fine, but 1000 xp allows for each player to construct a plentiful supply of Branches and Talents without having so much xp to spare that they become bogged down with extra Talents just for the sake of it. The Tree of Life is something you buy only parts of, never the whole thing.

In order to account for this proposed end game level of experience, campaigns of different lengths must hand out Experience and Enrichment at different rates.

The following xp rates, organized by associated campaign length, are provided as estimates. You may choose one or come up with your own to suit your game. These scales are described in terms of the number of planned combat encounters in the game, the Experience assigned to the players at character creation, the Experience assigned to the players at the conclusion of each Angel battle (whether it be a single session or multiple), and the Experience assigned to the players after each other non-combat session.

### Short Game (4 or Fewer Fights)

<b>Starting Amount</b>	120 xp, 5 E
<b>Battle Session</b>	160 xp, 3 E
<b>Noncombat Session</b>	20 xp, 4 E

### Long Game (8 - 11 Fights)


<b>Starting Amount</b>	80 xp, 5 E
<b>Battle Session</b>	60 xp, 2 E
<b>Noncombat Session</b>	15 xp, 1 E

### Medium Game (5 - 7 Fights)

<b>Starting Amount</b>	100 xp, 4 E
<b>Battle Session</b>	100 xp, 2 E
<b>Noncombat Session</b>	20 xp, 2 E

### Epic Game (12+ Fights)

<b>Starting Amount</b>	50 xp, 4 E
<b>Battle Session</b>	50 xp, 1 E
<b>Noncombat Session</b>	10 xp, 1 E



## Chapter 2: Apocrypha

### Berserk Evangelions

The Evangelions are not some mere manmade weapon. Each of them is an incredibly dangerous inhuman organism with power far beyond mankind's ability to harness. They can be controlled by their pilots through keeping them in a dormant state of cybernetically controlled sleepwalking. But the true nature, and power, of the Evangelion is always there, just on the cusp of awakening. If the situation is dire enough, the chaos and damage can provoke an Evangelion into a truly wakeful state. In this situation, the Evangelion has thrown off all pretexts of being controlled by its pilot, and has become an unstoppable killing machine that can go toe-to-toe with the Angels singlehandedly. This is what Nerv refers to as an Evangelion gone Berserk.

Berserk Evangelions are no laughing matter. They are unpredictable, virtually impossible to kill, and often do not Berserk until Nerv has already lost control of the situation. A single Berserk Evangelion can rip an enemy Angel to shreds with its hands and AT Field alone, taking down foes that whole teams of more restrained Evangelions could not even harm. The damage they cause in their frenzied melee can cripple cities, and the risk to the pilot within is incredible. Make no mistake: every time an Evangelion Berserks, there is a price for your victory.

### The Trade

An Evangelion may only be provoked into going Berserk by the most absolutely dire of scenarios, when defeat of the players is assured and an Angelic Victory would likely mean the end of the campaign. Each and every time that an Evangelion Berserks, it destroys one enemy utterly. This is not, however, a free pass for the players. In many ways, Berserk may be thought of a Faustian Deal between the players and GM. In return for destroying this enemy for the pilots, the Game Master is required to exact a harsh price. While the pilot who is inside of the Evangelion is at the most risk, this price has the potential to effect all of the players.

### Waking the Beast

The mind and soul of an Evangelion, despite all of the work put into them by Nerv engineers, is still largely a mystery. The risk of a rampant Evangelion is such that Nerv has taken extraordinary measures to prevent it from happening using lobotomization, cyberization and restraining mechanisms in the armor. But the truth is that removing all of these restraints does not actually result in a Berserk Evangelion. It just removes Nerv's own safety nets, which were of dubious use in the first place. The Evangelion still requires some outside trigger to provoke a true Berserk state.

The Evangelion will never Berserk unless an Angel is in the vicinity, and the Angel is overwhelmingly winning. Strangely, the Evangelion itself being defeated isn't enough to trigger this destructive response if other Evangelions or defenses are still intact. Indeed, what Nerv would consider a defeated state seems to be of little concern to the Eva, as even a headless 'Defeated' Evangelion can rise back up under its own Berserk power, stronger than when it fell.

For an Evangelion to Berserk, two things have to be true: both the GM and the players have to agree that the battle has reached a point where victory for the players is unlikely, and the GM and a single specific player must agree to bring Berserk into play. If a GM refuses to allow a Berserk to happen for whatever reason, it cannot be forced by the players. Likewise, a single player cannot conspire to Berserk with the GM if the rest of the pilots consider the battle to still be winnable.

Once the agreement has been reached, the Evangelion of the player that volunteered to Berserk rises up in a Berserk state, even if their Eva had already been defeated or otherwise removed from play, to defeat the Angel under its own power. Afterwards, the player who volunteered will be the one who pays the Price for the Berserk.





## Berserk Dice

GM's should properly set up a Berserk situation they intend to provoke with an in-character event, such as placing incredible stress on the pilot within the Evangelion, or the Evangelion itself being at risk of being destroyed or otherwise lost. A stimulus for the Evangelion to respond to in its own violent way.

After that, the now Berserk Evangelion is totally under the control of the GM, and the status of the pilot becomes unknown until the battle is resolved.

For each round your Evangelion is Berserk, roll a number of d6. This starts at 1d6, and then increases by an extra d6 each round (2d6 the second round, 3d6 the third...). This roll is referred to as **Berserk Dice**. The purpose of these Berserk Dice roll is twofold.

If the result of your Berserk Dice is 10 or more, your Evangelion defeats the Angel this round in a manner to be described by the GM. Even if you fail to meet this number, your Evangelion still takes at least some action that is beyond the control of the pilot within, even if that action does not yet end the fight. This makes it impossible for the Evangelion to defeat the Angel on the turn in which it first Berserks, but it becomes increasingly likely that they will as the battle goes on. Meanwhile, until the Angel is defeated it may still pose a risk to the other Evangelions or even Nerv itself.

In addition, exactly what you roll can have long term effects. No round during Berserk is without risk. If your Berserk Dice rolled for the round all come up 6s, increase your Severity Modifier (described below) for the fight by +1. While this becomes less and less likely as your Berserk Dice grow in number, these modifiers can stack. If your Berserk Dice for the round come up all 1s, the pilot gains 1 Luck.

During this time, the Berserk Evangelion may not be defeated or destroyed, and may very well perform impossible actions of the GM's choice that are beyond the reach of any normal talent, weapon or AT Power. A Berserk Evangelion is no longer bound by game mechanics.

Under most normal situations, the Berserk Evangelion will return to a dormant state soon after destroying the enemy. However, it is important that the GM decide on a Price for the use of the Berserk Evangelion before the battle is complete, as some Prices have an immediately relevant effect.

## Paying the Devil his Due

Each time any Evangelion Berserks, a price is exacted. GMs should feel free to come up with their own personalized and appropriate prices for their 'help', but the following list of examples Prices is included to demonstrate a key nature of the deal: The sooner the players agree to Berserk, the worse it is for them. All Berserk events have consequences, but Berserking as a last resort will have preferable consequences to attempting to berserk as soon as possible to win the fight.

To determine the severity of this Price, figure out the Severity Modifier of the battle. To figure out this modifier, count up any bonus to the Severity Modifier that resulted from Berserk Dice, and then apply all relevant modifiers from the table below.

Situation	Severity Modifier
A pilot has been permanently removed from play.	-2
A named NPC has been killed.	-1
You have already incurred Devastating Collateral Damage.	+1
The Angel itself has lost no Limbs.	+1
The Angel has 2 or fewer Critical Momentum.	+1
Some condition of the battle, or ability of the Angel, has left the players unable to harm the Angel entirely.	+1
The Angel has an active Absolute Defense.	+1
Berserk was used within the first 5 rounds of combat.	+2
This Angel is the final fight of the game.	+2



## Severity

Once the Severity Modifier has been determined, roll 1d10 and add the Severity Modifier to the result. Compare the total to the following table to see what Severity the price that must be paid will be. Some results require multiple prices of different Severities to be paid, resolve each of those effects separately.

This table only determines the Severity of the price that must be paid. The actual effect is largely up to the GM to choose, though each Severity category has its own logic as to what defines a price of that Severity. GMs are free to use one of the example effects of that Severity or to make up one that they feel fits their campaign better. That said, GMs should still strive to make sure that the Price that they inflict is in keeping with the Severity that was rolled.

Roll Result	Severity
0-2	Minor
3-4	Serious
5-6	Serious, Minor
7-8	Cruel
9-10	Cruel, Minor
11	Fatal
12-13	Cruel, Serious
14	Fatal, Minor
15	Fatal, Serious, Minor
16+	Beyond Saving

### Minor

Minor Severity prices tend to be small and relatively painless, the equivalent of what might happen in the course of a normal battle.

**Stressful:** Being inside of the Evangelion has not been good for your mental health. The pilot gains 10 Stress.

**Ego Drain:** The effect the Berserk Evangelion has had on you is negative, but in a way that traditional psychology has trouble explaining. The Pilot gains 10 Ego.

**Harmful:** Due to either physical stress or incredible feedback, the pilot has come to harm. The pilot gains 1 Injury.

**Lay Waste:** The Evangelion goes on a rampage, destroying everything around it. Increase the level of collateral of the battle by 1, to a maximum of Devastating.

### Serious

Serious Severity prices impose harsh effects which shape the near future of the pilot, and not for the better. While highly traumatic, the long term effects of these are often low.

**Lockdown:** The Evangelion has suffered extreme damage during the battle, and as such is unable to be fielded due to repairs. That is the cover story, at least. In truth, Nerv is terrified of the unknown power they witnessed, and have put this Evangelion in observation until such as time as they are sure it will not turn on them. This Evangelion may not be fielded at all next battle.

**Teamkiller:** The Evangelion is not content to stop its rampage with just the Angel. The Evangelion falls upon the nearest active Evangelion, or the nearest inactive Evangelion if no active Evas remain. It tears the Evangelion to pieces in a gruesome display of violence. The pilot of this Evangelion gains 2d10 Stress from having done this to an ally, and if a pilot is still within the attacked Evangelion that player must roll 1d6. One a 1, that pilot is fine. On a 6, that pilot dies (though they may still Defy Fate to survive). On any other result, the pilot gains 1 Injury.

**Victim:** The Evangelion and its pilot are fine, but Fate will have its due regardless. One NPC that is emotionally close to the pilot will be in extreme danger in the near future. This may be being threatened by Angelspawn, trapped inside of an Angel such as Bardiel, or because they have been taken hostage by terrorists. It is not impossible for the player to save their friend, but it is difficult and costly. And alive does not mean unharmed...

**Marked:** The pilot has been left with some major impact on their mind or soul as a result of their experience, but one that they may recover from in time. The GM must pick a Breakdown and a Disruption. The player chooses one to inflict on their character, and they play through that Breakdown/Disruption as if they had gained it normally. This does not change the actual Stress or Ego of the pilot in any way.



## Cruel

Cruel Severity prices are something that the pilot will never have the chance to forget, inflicting some manner of permanent change in the mind, body or soul of the pilot as penance.

**Soul Rending:** The mental trauma, exposure to the Evangelion's uncontrolled AT Field, or something more exotic have done you permanent harm to body, mind or soul. Remove 10 depth worth of Assets taken by this character. They will never be recovered. Your Drawbacks are not modified.

**Twisted Form:** The Evangelion had little care for the poor human trapped inside it as it rampaged, and its extreme actions have caused you bodily harm inside the plug. You gain 1 Injury, are immediately rushed into intensive care, and are forced to pick an addition Physical Drawback (of at least Depth 10) which you do not already possess and which you gain no Depth for. For the purpose of selecting this Drawback, you are treated as having the Challenged Root.

**Entombed:** All electrical systems in the Evangelion short out, leaving the pilot alive but trapped. Nerv is unable to eject the Entry Plug, and life support is already offline. The pilot is isolated in darkness with rapidly dwindling breathable LCL. Nerv rescues them in time to save their life, but only just and the pilot does not make a full recovery. The player must choose two of their personal score, and then permanently lower each of them by 1d6.

**Ill Omen:** The pilot emerges from the Evangelion physical unharmed, but not without cost. The pilot experiences paranoia and bad dreams in the coming weeks, unable to shake off a sense of impending doom. The pilot reduces their Luck pool by 1 permanently, and gains 1 Doom.

## Fatal

Fatal Severity prices are no laughing matter, as each and every one of them has the potential to kill the pilot, either immediately or in their near future.

**Borderline:** The pilot passes out during the Berserk, only to wake up later. While initially fine, the pilot experiences episodes of intense nausea. During such episodes, it is not uncommon for them to throw up LCL, blood, or some combination of the two. The next time this pilot suffers an Ego Break, in addition to all other effects they must Defy Fate to avoid death or they succumb to their condition. Should they Defy Fate at that time, their condition improves.

**Plug Collapse:** The Evangelion is rejecting all of the artificial hardware that Nerv has implanted into it, shedding its bonds. Unfortunately for you, this includes the Entry Plug. Under enormous pressure the Entry Plug is slowly crushed, dealing 1d6 Injury to the pilot within.

**Brink of Madness:** The pilot becomes heavily unstable as a result of their traumatic experience, immediately suffering 2 back-to-back Stress Breaks. Both of these Stress Breaks lower the Stress Pool size of the pilot as normal. Removing the pilot from play should they reach a pool size of 0.

## Beyond Saving

Beyond Saving offers no choice. No escape. Only one price awaits pilots that have fallen on such poor fortune.

**Death:** Due to the incredible stress placed on their body during the Berserk or some other event, the pilot has not survived the battle. Perhaps the Entry Plug collapsed, or you dissolved into LCL with no hope of recovery. Perhaps the Evangelion itself exploded. No amount of Luck will save you. Your pilot is dead.



## Plot Coupons

Not all characters are created equal. Player Characters are expected to be able to influence the world around them, and be an active participant in the plot of the game. Unfortunately, in ADEVA, the player characters are teenagers. Often not terribly competent ones. Under their own power, it can be difficult for them to exert much influence on events beyond the fights using their Evangelions, leaving them prone to being swept away by the plot.

What follows throughout the rest of this chapter are jokingly known as called “Plot Coupons”, additional facets that can be added to the character that add to their importance and make them intrinsically more able to shape events around them.

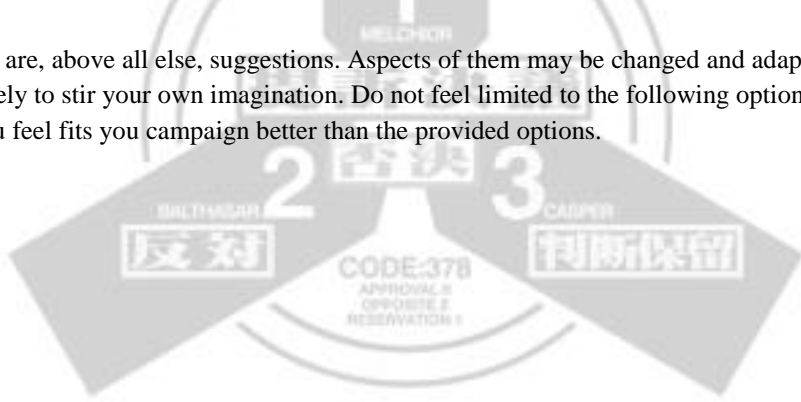
Not every character needs a plot coupon. Indeed, not every campaign needs such support. Even a single Plot Coupon can change the nature of the campaign, and irrevocably shift the focus of the game and player group dynamic. GMs should take care to prevent one character from overshadowing the rest, making sure that each player character has their own subplots and character arc to develop, learn, and act in a meaningful way. A Plot Coupon can help this, but can just as easily weigh down a character that did not need this extra focus at the expense of one who could benefit more.

Most importantly the inclusion of ANY Plot Coupon in the game is in the hands of the GM. While a player might make a character that seems a natural fit for a specific plot coupon, or even request to play something in specific, the GM has the right to veto if they feel that the campaign they have planned does not allow for that particular element in the hands of the player.

In return, any Plot Coupon that the GM does approve and allow is meant to be taken seriously. A Plot Coupon is effectively a contract between the player and the GM that this special aspect of the character will matter and is important. Including a Plot Coupon and then failing to deliver anything meaningful from it is a violation of that promise.

Because of this, GMs should be careful what promises they make. The more Plot Coupons that the GM has in play, the more difficult it will be to ensure that they all matter in a reasonable fashion.

The plot coupons that follow are, above all else, suggestions. Aspects of them may be changed and adapted to your campaign, or sometimes are described purely to stir your own imagination. Do not feel limited to the following options if you can imagine a Plot Coupon of your own that you feel fits your campaign better than the provided options.





## Angel Hybrids

The same genetic engineering project that produces Manufactured Pilots can easily go further than the boundary of mere human genetics. To truly synchronize with an alien being, would not a human/alien hybrid be idea? That is one explanation to explain the existence of an Angel Hybrid in your campaign, and by far the more benign one. Given the unique properties of an Angel Hybrid, it is far more likely that they were deliberately created to fulfill a specific role. A cog, either willfully or unknowingly, in some greater machine that ends with Third Impact. Who can say for sure in these uncertain times?

### Creating Your Angel Hybrid

While much of Adeptus Evangelion is written under the assumption that you will play in a setting very much like that of the television series, in practice this is often not true. Game Masters come up with their own mythologies, chains of events, plot twists and stand-ins for the Angels. Since the nature of the enemies that the player's fight can be so variable, it makes little sense than every Angel Hybrid in every game would be represented in the same way.

An Angel Hybrid is assumed to have the Manufactured Root. In theory, Angel Hybrids of other Roots may exist, but given the artificial nature of Angel Hybrids there would have to be a very good reason for it to be possible in your campaign. Examples include a NeoSpartan that underwent intensive gene therapy after being recruited by Nerv, or a Derelict that was exposed to something incredible during the Second Impact.

To assist in building your Angel Hybrid package, the effects of being an Angel Hybrid have been broken down into 3 Categories: Tell, Situation, and Power.

The Tell is what strangeness, either physical or mental, marks you as being inhuman.

The Situation is how being an Angel Hybrid has impacted their relationship with the rest of the world.

The Power is a special, optional category that gives the character a unique Ability at the cost of Asset points.

Each Angel Hybrid gets exactly one instance of each of the above categories, as chosen by the Game Master. The Game Master is the one that knows about the Angels and the Campaign to come, so it is they that have the power to define the Angel Hybrid, not the player. Though, of course, it is always within the player's power to make requests, or decide to play a different character if the GM creates an Angel Hybrid package that they do not want to play.

Game Masters can easily create Powers, Tells or Situations of their own to supplement the lists below to better fit the Angel Hybrid to their campaign. Even so, the following examples are provided.

### Tells

A Tell is an entirely non-mechanical feature of the Angel Hybrid that marks them as more than human to those who are paying attention. Tells are often not incredibly blatant as to their true nature, but the Angel Hybrid is incapable of suppressing them. It is simply something that they are. Tells can manifest as cosmetic physical signs, odd psychological states, or bizarre phenomenon that seem to follow the character. Examples include:

**Serenity:** The Angel Hybrid does not have the right emotional reactions to stimuli, instead being oddly serene even in stressful circumstances.

**Cosmetic:** You have some very obvious physical trait that sets you apart. Maybe it is a blatantly non-natural hair or eye color, or maybe you are albino.

**Enemy:** You have an irrational hatred of other people that you must constantly try to keep in check. You can manage to function in society, but take delight in the misfortune of others and are quick to anger.

**Never Alone:** The Angel Hybrid has a special friend that only they can see and talk to. Is this a sign of madness? Or is the Angel Hybrid interacting with some outside force? Or, just maybe, the Angel Hybrid is speaking to a part of themselves that they do not even know is there...

**Unnatural:** You do not know why, but animals hate you. Dogs bark at you, cats spit at you, and birds panic. Even insects, like ants, seem to have it in for you. Should you ever approach an animal, it will always become panicked or violent. Often both.

**Electromagnetic:** When the character experiences a powerful emotion, it produces electrical interference. This could be increased static on the radio, lights flickering, or even metal objects being slowly pushed towards or away from the pilot.



## Situations

A Situation describes the general relationship between the character and their status as an Angel Hybrid. If other people know, if they themselves know, and what this means for them. Some Angel Hybrids keep their nature more secret than others. Examples include:

**Ignorant:** You have no idea you are an Angel Hybrid. The good news is that this means others probably do not as well. However, you cannot exploit what you do not know is there. You gain no benefit from your designated Power (if you have one) at the start of the campaign, and as the player you might not even know what it is yet. How that power becomes unlocked for you, and how you realize your true nature, are up to the GM.

**In hiding:** You know you are an Angel Hybrid, and it is something you keep to yourself. The Humans just would not understand, and your creators warned you of the risks involved in letting others know. Should your true nature be revealed, treat it as a Dark Secret (see the Dark Secret entry).

**Hunted:** You know you are an Angel Hybrid, and worse yet so does someone else! There is a person or organization out there that targets you because of what you are. Maybe to simply keep an eye on you, or kidnap you for their own ends. They may even want you dead! You begin play with the Foe Drawback, counting towards Depth as normal.

**Public:** It is no secret to anyone that you are an Angel Hybrid. Everyone knows, imposing a -5 penalty to Empathy Based Skills. Even people who know you can't help but treat you differently, given what you are.

## Powers

A Power for an Angel Hybrid is an optional third category. The Tell of the Angel Hybrid is entirely non-mechanical, not affecting gameplay beyond a roleplay impact. Situation is a bit more complex, but the mechanical effect is again fairly minor on its own. Powers, on the other hand, are mechanical advantages and abilities that an Angel Hybrid might (but does not necessarily) have should the GM allow.

The Power of the Angel Hybrid is meant to represent some useful expression of their inhumane nature, usually a reflection of something intrinsic to the Angels of the campaign. However, because these Powers provide a significant advantage, it would be unfair to give them to a player character for free. As such each listed Power has an associated Depth cost. If the GM and the player both agree that the Angel Hybrid should have a specific Power, that Power must still be paid for as if it were a unique Asset.

Examples include:

**Synergy (10 Depth):** The Angel Hybrid may change their Synch Ratio by 1d10 each round in a direction of their choice at no Stamina cost. This does not trigger any other form of Synch Disruption. In addition, they reduce Ego they take from all sources by 2, to a minimum of 0.

**Strong Field (5 Depth):** The Angel Hybrid has an Ego pool size of 5 higher than normal.

**Angelic Biology (10 Depth):** Simply put, the Angel Hybrid does not need its organs to survive as much as we do. Whenever the Angel Hybrid would take Injury, they take 2 Less Injury to a minimum of 1. Once per session, if they would be reduced to 0 Physique by Injury they may spend 1 Luck to instead only be reduced to a Physique Score of 5, surviving the attack.

**Prophet (5 Depth):** The Angel Hybrid receives visions when they sleep, hinting at things to come. Maybe the Angels in your campaign are from the future, and your Angel Hybrid is dreaming of memories unstuck in time. Maybe your Angels are highly telepathic, and the Angel Hybrid is listening in on important people or even the Angels themselves from afar. In any event, the player may spend Luck at the end of a session to receive a vision by the start of the following session, with the clarity and importance of the vision based on the amount of Luck spent.

**Intuition (5 Depth):** The Angel Hybrid has an inherent understanding of the Angels they face. One per session, they may spend 1 Luck to roll on the Magi Analysis table. The results are made known to only the Angel Hybrid alone, though they may choose to share this information in character.

**Inhuman Psychology (10 Depth):** The Angel Hybrid does not think like a person does, lacking the fundamental fight-or-flight response common to Earthbound life. They are immune to Fear and increase their Stress pool size by 5.



## Unlimited Power

Before the events leading up to Second Impact, the Super-Solenoid Theory of Spontaneous Energy Extraction was regarded as little more 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 Fields. 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. While the desire for such an energy source is obvious, it is unclear what a functioning S2 Engine would mean for an Evangelion. In theory, it would unlock in the Evangelion at least some potential for the same powers as a full-fledged Angel, but given the artificial nature of the Evangelion it is impossible to accurately predict the result.

### In the series

The fact of the matter is, promises of limitless power aside, we don't actually know what the Supersolenoid Organ does. We know that Shinji's Evangelion Unit 01 gained one by consuming the Angel Zeruel, and that this unlocked incredible potential within the Eva. This potential was something already known to Seele, and something they wished to avoid (Though Nerv Commander Gendo Ikari desired it for his own ends).

However, the exact result of Unit 01 gaining an S2 Organ is unclear, other than by implication. There was no obvious sign of the Evangelion no longer requiring an umbilical to function, and no special powers demonstrated other than the Eva's participation in the Tree of Life during Third Impact at the very end.

So, what does this mean for you campaign?

### What this means for your Campaign

The Supersolenoid Organ is, in a very real sense, a plot token in its purest form. How it is gained is unclear, and unreliable. No player may gain an S2 Organ unless the GM intentionally allows them to have it. The precise advantages to having one may not always be clear, may manifest in different ways, and will certainly not be set here. However, one ground rule should be adhered to:

The Supersolenoid Organ represents a contract between the GM and the player, guaranteeing that the Evangelion of the player has a greater role to play in the ending scenario of the game, and if exploited will prove to have an important role in Third Impact should it occur. Either to perpetuate it, or to stop it.

What the role is, what additional prerequisites need to be met, and the consequences of doing so are all in the hands of the GM.

Example benefits of having a Supersolenoid Organ include:

- ☛ Being able to use the Lance of Longinus as a weapon against Adam or Lilith
- ☛ Being able to speak to Adam or Lilith directly during Third Impact
- ☛ Being able to participate in whatever event that triggers Third Impact
- ☛ Being able to interfere with whatever event that triggers Third Impact
- ☛ Being able to, inside your Evangelion, survive whatever cataclysm Third Impact unleashes upon the world.

These are, of course, examples and should not be taken as the sum total of what the S2 Organ can accomplish. Similarly, no player should naturally assume that possession of a S2 Organ allows them to do any or all of the above.

None of the above examples include definable mechanical bonuses to the Evangelion itself resulting from the S2 Organ, though at the GM's discretion such bonuses may apply. This is, however, discouraged as it may make your players treasure it as a mere mechanical upgrade.

Regardless of the mechanics that are applied, The S2 Organ should not be given out lightly, and GM's should not feel pressured to give every player, or even any player, an S2 Organ by the end of the game.



## Awakened Evangelion

The Evangelions are far from mere machines. Each one is a biological creation wrapped in armor, often infused with a (human?) soul to make it function. The intent is to create a powerful weapon to use against the Angels, one kept dormant and slaved to the control of a pilot. But that doesn't always work. Sometimes the Evangelion retains a spark of free will.

Awakened Evangelions are Evas that, for one reason or another, are capable of independent motivation and action. This could be a wild machine that the pilot has to tame, or a helpful presence that pushes itself beyond the limits of a normal machine to aide its user.

How, exactly, this special quality manifests itself is up to the GM. An Awakened Evangelion can be a rare and obvious event, the Unit's eyes glowing with a strange light as it acts beyond its normal abilities. Likewise an Awakened Evangelion can be much more subtle, changing the details of actions that the pilot intended to take to suit the Eva's own ends, a whisper instead of a roar.

No matter the symptoms, an important feature of every Awakened Evangelion is that the player is not in total control of them. So long as normal rules are in play, the pilot can use the Evangelion as an extension of their own character without issue. But when an Evangelion starts behaving outside of the norm, acting on its nature as an Awakened Evangelion, the GM is the one in control of the Evangelion.

This is in part because the player likely does not know the exact nature of their machine, but also because an Awakened Evangelion under the control of the player reduces the specialness of the machine to a mere upgrade. The Evangelion will never do anything that the player does not want, meaning the pilot they control is always advantaged by the effect. The Evangelion acting on its own is instead meant to be a loss of control, which cannot be represented by the player deciding its actions. The player might not even be informed that their Evangelion is special until it begins to behave oddly.

The forms and functions that an Awakened Evangelion may take are limited only by the GM's imagination. What sort of nature or personality they have, and when control of the machine slips from the fingers of the pilot inside, is very flexible. Some basic examples are provided below, including the personality of the Evangelion and instances where they might act on their own. Even in these examples, those are not the only times that the Awakened Evangelion may act up, just times when it would certainly be appropriate that they would. As a narrative device, an Awakened Evangelion can take action whenever the GM feels it would be appropriate, though it should be used sparingly to avoid overuse.

Some basic Awakened Evangelion packages are provided below as examples to build off of or modify as you see fit.

### Protective

A Protective Awakened Evangelion is a simple thing. For some reason, the Evangelion cares deeply for its pilot and will not allow them to come to harm. This could be because of a longstanding connection between the pilot and the Evangelion (or the soul inside of it) or for a more esoteric reason, it matters not. What does matter is that the Evangelion will push itself beyond its normal bounds to ensure that the pilot is safe, even at the cost of itself or those that the pilot cares about. Survival is more important than happiness.

A Protective Evangelion will take action when the pilot is most vulnerable. Due to the overall positive nature of this type of Awakened Evangelion, a Protective Evangelion counts as an Asset worth 5 Depth.

Should the pilot be forced to Defy Fate to survive a fatal incident, and is within a reasonable distance of their Evangelion, a special event may occur. Not only does the pilot survive the incident as normal, but the Evangelion moves of its own accord in order to save them and remove the threat that nearly killed them. This could be the Evangelion shielding the pilot from falling debris with its arm, or that same Eva sprinting across the city to grab an armed assailant and squash them like a bug before running out of power.

On any round where the Pilot is unable to take actions of any kind (such as due to being Stunned or Unconscious) but the Evangelion itself has not yet been Defeated, the Evangelion is capable of using a single Guard reaction (or perhaps even other defensive Actions, such as the Barrier AT Power) on its own in response to an enemy attack.





## Feral

A Feral Awakened Evangelion is a barely contained animal. The Evangelion resists the commands of the pilot, and under times of stress the pilot can lose control entirely. Not terribly bright, the Evangelion acts on its base instincts. Run from danger, kill prey, eat its kill. A Feral Eva might be either an easily frightened and skittish beast waiting for the chance to escape, or a vicious monster that knows not friend from foe.

But a Feral Evangelion is not malicious, only wild. With extended effort, the pilot can slowly bring their Evangelion around to a more domesticated state. Taming the Evangelion is not easy, and requires more than a little trust from both sides, but the result can be a powerful union.

A Feral Evangelion will take action when it senses weakness in the pilot that can be exploited.

Once per battle, the pilot may be forced to test Synch Ratio. On a failure the Evangelion gets to take a 1-2 Stamina Action of its choice, over which the player has no control. If the Player would be unable to act (such as being Stunned or Unconscious) the action is 1-3 Stamina action instead. These actions are usually to the benefit of the Eva, though not to the plan of the pilot.

Over the course of the campaign, the Player may use extended Skill Challenges in order to bring the Evangelion more under their control. When the Feral Eva does take action as per above, they are more likely to be something that the pilot would approve of. Likewise, mistreating the Evangelion or causing it extreme harm will damage that relationship, which may even result in the Evangelion taking retribution against the pilot directly.

## Traitor

A Traitor Awakened Evangelion is an Angel bound against its will, a prisoner in its own body trying to escape. The Evangelions are cloned and modified Angels, usually loyal to their pilot if they can think at all. This one is not. It knows its true nature is that of an Angel, and when the restraints on it grow weak it lashes out at its cruel masters and the insufferable, wretched thing that dares to give it orders.

That is one interpretation, at least. Just as easily, the Evangelion could be disloyal to Nerv due to secret commands placed there by Seele, a failsafe to ensure that their own plans come to fruition in the final conflict.

In any case, the nature of a Traitor Evangelion is to work against its pilot and the other Evas whenever it gets the chance. Due to the overall negative nature of this type of Awakened Evangelion, a Traitor Evangelion counts as a Drawback worth 10 Depth.

On any round where the Pilot is unable to take actions of any kind (such as being Stunned, Unconscious, or even when the Eva is normally out of Power), the Evangelion instead takes a 1-2 Stamina Action of its choice to hinder the group against the Angel. This could be sabotage (such as throwing away or destroying its own weapon in a momentary lapse of control), moving itself beyond Neutralization range to benefit the enemy Angel, attempting to Eject its pilot or even making an attack against a “friendly” Evangelion that is within range.

When Oversynching with this Evangelion, the pilot makes traumatic mental contact with an Angelic being. In addition to the normal effects of Oversynching, the pilot gains 1d6 Stress each round as the pilot is forcibly made aware of the Evangelion’s nature and its desires, as well as potentially other details as the GM sees fit.



## Bound Soul

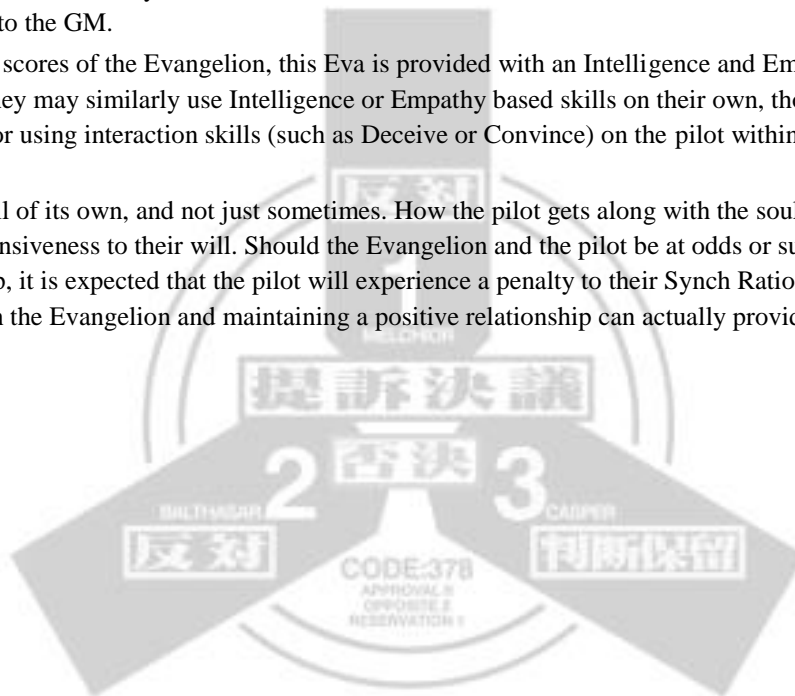
A Bound Soul Awakened Evangelion is a person trapped, willingly or unwillingly, in the Evangelion. It is common practice for the Eva to require a human soul to be infused into it, subsumed by the beast to placate it and make it responsive to the human pilot. Usually the human soul is rendered as dormant as the rest of the Evangelion, unaware and unresponsive. In the case of this particular Evangelion the human soul has asserted itself as dominant and has its own degree of control over the machine.

In effect, the Evangelion becomes an NPC of its own or has such an NPC trapped inside. What this NPC wants, their personality and their mental state, is all up to the GM like any other NPC. They could be a scared and confused family member of the pilot, a former test pilot who suffered a terrible accident, or a volunteer who entered the Evangelion for the benefit of Nerv or perhaps some other organization.

Unlike other Awakened Evangelions, a Bound Soul Eva is expected to be much more active, or at least vocal. In combat, it is unlikely that the Eva will take actions on its own (outside of a potential Berserk event) but as an NPC they are capable of speaking to the pilot. Making suggestions, providing information, or manipulating the pilot towards their own ends. Whether the Evangelion is capable of contacting the pilot when they are not inside of the Eva, or if Nerv staff can hear or even believe that such communications exist, is up to the GM.

In addition to the normal scores of the Evangelion, this Eva is provided with an Intelligence and Empathy Personal Score as if they were a character. They may similarly use Intelligence or Empathy based skills on their own, though this is usually limited to recalling information or using interaction skills (such as Deceive or Convince) on the pilot within.

The Evangelion has a will of its own, and not just sometimes. How the pilot gets along with the soul of their Evangelion directly impacts its responsiveness to their will. Should the Evangelion and the pilot be at odds or suffer some other kind of stress to their relationship, it is expected that the pilot will experience a penalty to their Synch Ratio during battle. Likewise, being on good terms with the Evangelion and maintaining a positive relationship can actually provide bonuses to the SR of the pilot.





## Blood Relation

With the exception of certain Manufactured, no character is born in a vacuum. Every character, whether they know them or not, has family. Usually this is irrelevant to the campaign as their parents and siblings, living or dead, fail to matter beyond the occasional mention. In some cases, however, a player character might have a familial relation to an important individual, either within Nerv's organization or just in the setting at large.

For a character that already has strong ties to Nerv, this relative likely has much to do with that loyalty, and probably their initial recruitment as well. Likewise, the Blood Relation could be the reason why a seemingly ordinary child was brought into the Eva program so late. It would certainly explain why it was worth finding that Derelict, or accommodating that Challenged pilot.

Due to the nature of this particular Plot Coupon, the direct mechanical impact of a Blood relation is almost nothing. However, a properly invested Blood Relation can open up new avenues to the player, and provide a convenient channel for information you want to trickle to the pilots over the course of the game.

The ways that a Blood Relation can be shaped and presented are as myriad as the handling of any other NPC, and it would be nearly impossible to list them all. Some general Blood Relations are provided below as examples to build off of or modify as you see fit.

**Estranged:** The pilot and their Blood Relation do not see eye to eye, and do not get along. This could be cold indifference to each other or an active, mutual hate. The bad blood between them might even be only one sided, rather than shared. In any case, despite your differences you are both still a part of Nerv. Did they recommend you to pilot duty to further some aspect of their own plans, or where you elevated to the position by another power just to spite them? They are unlikely to tell the pilot anything important willingly, but they may still serve as a source of incidental information. In any case, this is certain to impact the rest of your time at Nerv, for better or for worse. Probably for worse.

**Legacy:** The pilot used to have a Blood Relation at Nerv, but that was in the past. They are dead now, perhaps before the pilot was chosen for duty. But that Blood Relation is still going to impact the life of the pilot, or already has. Did they request that the pilot be chosen for the position, knowing that they would not be around themselves? Do they expect the pilot to continue their work for them in some way? Perhaps they left something behind specifically for the pilot, in the form of information or some memento that will prove to be much more useful than it first appears. But why entrust it to you?

**Two-Faced:** The pilot and their Blood Relation know each other well, and even get along, but the Blood Relation is simply in too deep. The things that the Blood Relation deals with are of a classified, or even clandestine, nature. The means that while the Blood Relation is on good terms with the pilot usually, they are unable or unwilling to tell them what is really going on around them. As their real work is slowly revealed, this likely leads to issues of trust. There are some pretty awful secrets buried in the vaults of Nerv, and should it come out that the Blood Relation knew about them (or worse) the relationship with the pilot could be damaged. Whether or not the Blood Relation prioritizes their work or their relationship with the pilot remains to be seen, as well as just how much of themselves they are really hiding.

**Opposition:** The pilot discovers, either early on or over time, that they have a Blood Relation who is working against Nerv. Perhaps the pilot was elevated to their position by the shadowy machinations of Seele, or maybe you are announced as an Eva Pilot only to find that a relative of yours is working for some Anti-UN cell. The details may change, but one thing is constant: they hope to convince the pilot to exploit their position to aide their cause.

This could be an attempt to convince the pilot to aide in the sabotage of Nerv (or perhaps just another important NPC in the Base of Operations) during the campaign, or to ensure that the pilot chooses "the right side" during some endgame scenario to come. An Evangelion allied to their cause could be a very useful asset, one that they would not need to destroy when the time came.

Needless to say, if the pilot spurns this Blood Relation and sells them out in favor of Nerv, there is a good chance of revenge.



## Dark Secret

Everyone has secrets. But some characters have worse secrets than others, ones that would dramatically and negatively impact their relationships with others should the truth come out. Something that they know must never be revealed.

The exact nature of this secret is a matter for the player and the GM to decide. The obvious choice would be some action or event that the character had direct involvement in, such as actively participating in a heinous crime. Other options include a more indirect participation, or even just being a witness, to something so awful that just knowing about it would change how people think of you and act around you. In rare cases it might not be something you did or saw, but merely who, or what, you really are.

In all such cases, both the player and the GM should be clear that this is no mere secret, it is a Dark Secret. The things that qualify for such status are few and far between, and it should not be applied lightly. No character should ever want their Dark Secret to become known, and guarding it from the curiosity or suspicions of others is likely something that the player will have to keep up the whole game, lest they suffer the permanent and irreparable consequences otherwise. Even letting other players know that you have a Dark Secret in an Out of Character fashion is unwise, as that gives them a position of power over you should they threaten to reveal it.

At the GM's discretion, they may choose to allow the Dark Secret to be counted as a Drawback of 5 Depth for the character.

Should a Dark Secret ever be discovered by someone else, the character who held the Dark Secret is in for some suffering. Exactly what sort of fallout results from such a revelation depends on the nature of the Dark Secret. When the Dark Secret is decided upon, the GM should pick one of the following options to enforce should it be revealed.

### Shameful Secret

A Shameful Secret is a Dark Secret whose nature reflects badly on the character and changes how people interact with them from then on. This does not necessarily mean that they despise the character, it can also be fear or pity that fuels the rejection of the character.

The first time in the campaign that a PC or NPC learns of the Dark Secret, the pilot gain 10 Stress and 1 Doom. Every additional time that the secret is revealed to a new person or group, the pilot must sacrifice 1 Luck or gain an additional 1d6 Stress. If the Dark Secret is ever revealed publically, or to a large group of the pilots peers, the pilot gains an additional 10 Stress and 1 Doom.

### Provocative Secret

A Provocative Secret is a Dark Secret that inspires some kind of intense, almost hysterical response when revealed. Rather than just causing a breakdown in the character who has the secret, a Provocative Secret makes those that know it unable to resist treating you poorly in a dramatic fashion.

The first time in the campaign that a PC or NPC learns of the Dark Secret, the pilot gain 1d10 Stress and 1 Doom. In addition, whoever learns the character's dark secret (hereafter referred to as the confidant) must immediately choose and apply one of the following reactions to their character:

**Anger:** The confidant will not willingly speak with the character with Dark Secret for 1d6/2 sessions. If forced to speak face to face, any Empathy based rolls made by the character against the confidant automatically fail, and the confidant is treated as having the Short Fuse drawback in the character's presence. If they already have Short Fuse, they automatically fail rolls to resist its effects.

**Denial:** The confidant becomes delusional, with the delusion being that the character with Dark Secret is perfectly normal. If nature of the Dark Secret ever comes up in conversation, the confidant will forcefully change the topic. If their delusion is ever openly disproven for them, they gain 1d6 Stress and there is a 50% chance that the delusion is maintained. Otherwise, the effect ends.

**Fear:** The confidant will not willingly come closer than a few feet from the character with Dark Secret, and is visibly uncomfortable in that character's presence. The confidant takes a -10 penalty to all Intelligence and Empathy based skills so long as they are in close proximity. This effect lasts for 1d6 sessions.

**Disgust:** The confidant must leave any Engagement that contains the character with Dark Secret as soon as they are able, whether it be in the Eva or on the ground. In addition, they must Test Resolve to perform any action whose sole purpose is to aide or help that character.

**Jaded:** The confidant avoids being forced to react, but immediately gains 15 Stress as the truth slowly festers in their mind. And because they picked the most boring option. This Stress cannot be reduced or negated.

**Acceptance:** In rare situations the confidant may decide that their emotional attachment to the character is such that they are willing to ignore their shortfalls and stand with them. However, they are then treated the same as the character by all other confidants for the purpose of Dark Secret reactions.

Once a reaction is chosen, it may not be changed. Depending on the nature of the secret, additional penalties and punishments may apply.



## Fifth Column

Nerv is, without a doubt, one of the most important organizations in human history. And the whole of Nerv exists to support the Evangelions, as well as their pilots. An Evangelion pilot has the world in their hands every time they fight, and some day who controls the Evas is going to be the deciding factor in a lot of important matters once the Angels have been taken care of.

It is not hard to imagine why an outside party would want an Evangelion for themselves.

As a Fifth Column, the pilot is a secret plant by some outside organization, sent to infiltrate Nerv as an Eva pilot candidate. Either through luck or careful manipulation, they made it through the selection process and became the assigned pilot of an Eva unit. Nerv does not know where their true loyalty lies, giving the pilot a unique opportunity to further the goals of their secret benefactors.

### Secret Missions

To begin with, it is expected that each Fifth Column pilot will have a Goal as their Aspect, related to their long term assignment undercover at Nerv. Exactly what this goal is depends heavily on the organization that they serve. A terrorist cell might seek to steal the Evangelion or subvert Nerv's defenses, a research institute might wish to steal important data or equipment related to the Magi, Seele or their equivalent might wish to ensure their endgame scenario or remove a troublesome opponent from Nerv's command staff... the possibilities are endless.

In addition to this overarching goal, the GM is encouraged to make use of the pilot for short term missions as well. The pilot will be contacted with extra, secondary objectives. Some of them temporary and with a limited window of opportunity, others more difficult and long term. Usually these are simple but important tasks, such as ensuring that a specific door is "accidentally" left unlocked or that a security badge makes its way to an innocuous dropoff point. The standard reward for a successful mission of this nature is to give the player 1-3 Enrichment, 1 Luck, or sometimes access to an in game resource or piece of equipment that they will find useful.

Other missions are more serious, such as retrieving a copy of an important document from the desk of the commander, or uploading exploitable code into the Magi. These missions carry real risk of discovery, or worse, and are expected to be a multi-session effort to plan and accomplish. Multiple Luck, or even lowering the Doom of the player, is a reasonable reward for success at such a mission.

### The Price of Failure

In the course of fulfilling your mission(s), there will be a serious chance of the pilot drawing suspicion to themselves. This is to be avoided at all costs.

An Evangelion pilot is a valuable asset, but no pilot is so irreplaceable that Nerv will allow them to stay on after confirming them as a subversive agent. If Nerv should learn the truth of the pilot's loyalties it is very likely that the character will permanently lose their Eva pilot status, or maybe even be flat-out killed, removing them from the game.

As a risk of being removed from the game, however, Fifth Column characters have access to a specific form of Defy Fate: the convenient escape.

Should a Fifth Column pilot be under risk of certain discovery in the course of their mission, they may Defy Fate in order to avoid detection or capture for a little longer. The Luck cost of this Defy Fate is 1 + their current Doom, and the pilot gains 1 Doom for having done so.

This could be them successfully fleeing the scene without being identified, a guard about to catch them suddenly being called away, or incriminating evidence against you failing to be noticed. In the case of a longer term investigation against the Fifth Column, this manner of Defy Fate does not remove their suspicions. Though it may be used to stall for additional time and instill uncertainty, giving the Fifth Column pilot the potential opportunity to throw Nerv off of their trail.

Should the player be unable to Defy Fate and end up discovered, they have little time to prevent that information from spreading and being removed from the game.

For obvious reasons, letting any of the other pilots know of their true nature as a Fifth Column is incredibly unwise, and greatly increases the chances of them being discovered by important Nerv staff.



## Exotic Battlefields

Most battles will take place on land, near the Base or Operations or otherwise, but Angels can show up in unpredictable place. While not common, it can be a fun diversion to set a fight in a strange and exotic battlefield, where the nature of the fight is fundamentally changed by the surroundings. Such strange environments can turn even a simple Angel into a memorable encounter, or an easy fight into a uniquely difficult one that forces the players to adapt to new strategies and tools.

Each of the provided Exotic Battlefields comes with special rules for combat in strange places not covered by the normal battlefield rules in the core rulebook.

Each Exotic Battlefield Profile will describe the following:

**Nerv Resources:** The Amount of Nerv Resources available to the players in any combat that takes place on this manner of Battlefield.

**Modifiers:** Any special equipment that the Evangelions receive for free as part of deployment to this Battlefield, or other small mechanical rules in play.

**Combat:** A description and associated rules of what to expect on this manner of battlefield, sometimes including game changing rules for exotic scenarios.

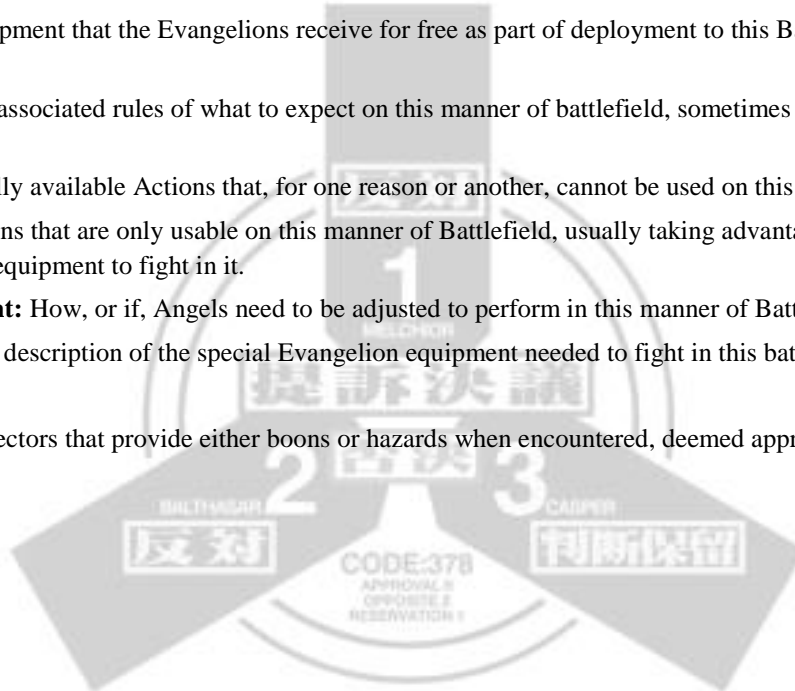
**Forbidden Actions:** Normally available Actions that, for one reason or another, cannot be used on this particular Battlefield.

**Unique Actions:** New Actions that are only usable on this manner of Battlefield, usually taking advantage of aspects unique to this terrain or the necessary equipment to fight in it.

**Angels in This Environment:** How, or if, Angels need to be adjusted to perform in this manner of Battlefield.

**Letter Type Equipment:** A description of the special Evangelion equipment needed to fight in this battlefield.

**Terrain:** Optional sample Sectors that provide either boons or hazards when encountered, deemed appropriate for this Battlefield.





## Aquatic

**Nerv Resources:** 1 Per Evangelion +2

**Modifiers:** C-Type Equipment. The On Fire and Smolder conditions cannot be applied underwater. Cover provides a -10 penalty to be hit instead of an Armor bonus.

Roughly three quarters of the Earth is covered in water. That is a lot of area where an Angel can appear and wreak havoc. As part of Nerv's standing mission under the UN, the Evangelions are meant to engage the Angels wherever they might threaten a population, not just the Base of Operations in specific. As such Nerv's Research and Development was tasked with a means of fielding the Evangelions at Sea. C-Type equipment was the result, allowing Nerv to take the fight into the deep should the need arise.

There are two fundamentally different ways that Aquatic Combat can be handled. The first, known as a **Diving Aquatic Battle**, focuses on reaching the dark depths of the ocean from the surface. The second, known as a **Standard Aquatic Battle**, is much more similar to land based battles with an underwater twist. Both scenarios will be covered here in full.

### Diving Aquatic Battle

The depths of the ocean are dark, vast, and largely unexplored. Even the mighty Evangelions are poorly equipped to visit them without extensive preparation. As such, Nerv generally avoids deploying the Evangelions into deep ocean waters without good cause, often withholding sending in the Evas themselves until the precise location of their target has been found and confirmed by more conventional means.

This is the type of mission for which the Diving Aquatic Battle is best suited. Either to reach and destroy an Angel that has taken refuge at the bottom of the ocean, or to retrieve something of value from the sunken ruins left by the Second Impact, the goal is for the Evangelions to reach a specific depth and complete their mission.

Getting down there is easy. As the engineering and support crews of the Nerv hangers will attest, Evangelions are heavy and in water they tend to sink like rocks. But should an Evangelion sink too deep, they will begin to suffer the negative effects of water pressure. Thankfully, the Evangelion's lack of dependency of air to breath makes it immune to the worst of effects. Even the pilot inside, thanks to the oxygenated LCL liquid they are suspended in, lacks the sufficient air pressure to result in a dangerous compression. Even so, the pressure will exert stress on the Evangelion, and while the Evangelion itself is unlikely to be harmed by it that pain can still inconvenience the pilot.

For a Diving Aquatic Battle, with its vertical focus and emphasis on depth, utilize the following Sector Column. GMs should feel free to modify or reduce this Example set of Sectors as they see fit, as the ocean floor is uneven and not all parts of the ocean reach the depths represented by the higher numbered sectors.

For additional effects regarding ocean Depth on the Evangelion, consult the following table:



## Example Diving Aquatic Battle Sectors

Sector 0	Effect
0	Diving Point. This is where players first enter the water, and any Eva that is in this Sector can spend 2 Stamina to be removed from the magma, and the fight. This does not count as a defeat.
1-2	<b>Shallow Depth.</b> Under Water, no other effects.
3	<b>Twilight Depth.</b> Light does not fully reach this level, imposing a -10 penalty to Eva Firearms tests.
4-6	<b>Midnight Depth.</b> Even during the day, light does not reach this far down. Evangelions are considered Blind past Range 2.
7-10	<b>Chill Depth.</b> As above, but the lack of heat combined with the vast amount of water forms a heat sink that saps heat and strength from the Evangelion over time. All Evas are considered to be -1 Strength.
10-15	<b>High Pressure Depth.</b> As above, but the constant sensation of pressure starts to overwhelm the pilot. Every round, the pilot must test Physique. On a failure, gain +1 Strain.
16+	<b>Crush Depth.</b> As above, but the Pilot gains 1 Strain and 1d6 Soft Damage every round. In addition, all weapons with the Fragile quality immediately break.

## Standard Aquatic Battle

Not every fight underwater need emphasize the varying depths of the ocean. For many fights, the sheer novelty of being underwater, and impact on weapon choices, is enough of an impact on the battle. For these, feel free to use a normal Sector Row setup, and apply the effects of being underwater on top of that.

The two major choices for a Standard Aquatic Battle are the Depth Category of the fight, and the choice of Terrain.

Depth Category simply refers to how deep in the ocean the fight will be taking place at, under the assumption that (other than deployment and retrieval) the depth of the Evangelions is not expected to change significantly over the course of the fight. You have already been shown the various depth categories above, on the Example Diving Aquatic Battle Sectors. GMs need only choose a specific depth category (Shallow Depth, Midnight Depth, Crush Depth, and so on) and apply its effect as a battlefield wide condition of the fight.

The other factor, Terrain, is a matter of preference and description. While it is possible with C-Type equipment for the whole battle to take place floating in water with no ground in sight, this leaves little in the way of terrain choices. The only thing in reach or in range is more water, so movement and positioning becomes purely a matter of distance to the target. Due to the massive sea level changes resulting from Second Impact, however, entire sunken cities can be justified as battlefields with much of the normal terrain options available there.

## Aquatic Combat

While it may seem painfully obvious, the biggest impact on combat from fighting in the ocean is simply being underwater. Namely the limitations that imposes on your weapons and mobility. Beyond those other modifiers, there is not much done differently.

Everything described and listed below applies regardless of whether the GM chooses to provide a Diving Aquatic Battle or a Standard Aquatic Battle.

In an Aquatic Battlefield, Collateral Damage may not result.





## Weapons and Water

As the majority of Evangelion weapons were designed to operate in land fighting conditions, they are often ill suited for use in water. Energy weapons have it by far the worst in these circumstances. Positron Weapons invariably explode if an attempt is made to use them underwater, and all Superconductive weapons lose the Superconductive and Breach qualities, changing from Energy Damage to Physical Damage when used underwater. Even other Energy Weapons, such as Maser and Polythermic, suffer as the Smolder and On Fire Conditions have no effect whatsoever underwater.

Ranged Weapons overall have a chance of becoming waterlogged and useless. All Ranged Weapons gain the Fragile quality when used underwater, or increase their chance of breaking to 50% if they already possessed Fragile. In addition, all Ranged Weapons aside from the Pallet Gun and Sunspear Gun reduce their Range by 1. This drop in effectiveness may be avoided, however, should the player choose to spend 1 extra Requisition on their weapon to secure a “Waterproofed” version.

Strangely, the Pallet Gun underwent extensive testing in various environments, including underwater, prior to production. Not only does the Pallet Gun operate at normal Range, but the Pallet Gun does not become Fragile underwater. A potent and reliable weapon.

Sonic Weapons take this one step further, actually becoming more powerful. The thicker medium that the water provides makes the frequency attacks of all Sonic weapons deal an extra 2 damage.

**Forbidden Combat Actions:** Plug In, Resupply

## Unique Aquatic Actions

None

## LETTER TYPE EQUIPMENT

### C-Type

Unlike the more extensive modifications required for other Letter-Type equipment, the C-Type Equipment is fairly unobtrusive. An Evangelion is already watertight, and has little to fear from water pressure even at the bottom of the ocean. Only maneuverability is an issue, and autonomy. As such the majority of C-Type equipment is a system of turbines for moving through fluid. Two larger ones, each affixed to a wing pylon, provide the primary thrust. A pair of smaller turbines is attached to each leg for the purpose of balance and maneuvering.

In addition, each set of C-Type equipment comes with an emergency floater. The pilot may choose to activate this emergency device at the end of any turn, but it also automatically activates should the Evangelion be defeated or if the Evangelion should run out of power. Once activated, the Evangelion naturally rises 1 Sector every round towards the surface, taking it away from the fight and towards safety.

As the bottom of the ocean is rather further down than an Umbilical cable can reach, alternative methods of energy were required for C-Type. To this end, C-Type equipment is wired with a hydrogen Fuel cell. Originally developed for on-land use in place of the standard battery, this fuel cell is simply too exothermic and quickly overheats dealing damage to itself and the Evangelion’s internals. However, under water the fuel cell can use the ocean itself as a heat dump, allowing it to be used safely. This Fuel Cell provides the Evangelion 15 rounds of power, instead of the normal 3.

If C-Type equipment is attempted to be used on Land, the pilot suffers a -20 penalty to Reflexes and a -20 penalty to Physique based skills. In addition, that Fuel Cell quickly proves why it was never put into primary usage. Every round that the Evangelion is active in the air with C-Type equipment, that Evangelion takes 1d6 Soft Damage. On a roll of a 6, their Body Hit Location is considered to be Smoldering for one round.

# Sky

**Nerv Resources:** 1 Per Evangelion

**Modifiers:** A-Type Equipment. Cover may not be taken.

Modern Evangelions were never designed for flight. Earlier concepts planned for long distance self-deployment, but that is a story for another time. While current generation A-Type equipment can allow the Evangelions to take to the skies, this is a temporary measure full of flaws. As such, mid-air battles using the Evangelions are exceedingly rare, as well as exceedingly short.

Evangelions will only deploy to the Sky if facing an Angel that, for whatever reason either cannot or must not be engaged on the ground. This could include a high-velocity Angel that keeps blitzing Nerv HQ, an Orbital angel that must be intercepted in the air before it can hit the ground, or a high flying bomber that stays safely out of range of ground based defenses.

Given that A-Type equipment is a necessity for Sky Combat, all Sky Combat rules will reference the fuel mechanic for the A-Type equipment. Any Evangelion that attempts to participate in Sky Combat without A-Type equipment is only going to fall to their doom.

Due to the naturally high speed and hectic nature of Sky Combat, the normal Sector system is abandoned for a movement system that combines relative positioning and a value known as Altitude. Altitude measures how far your Evangelion is above the ground.

Altitude Value	Description
0	You crash into the ground, taking falling damage as if you had fallen from Extreme range.
1	You are barely skimming above tree level, look out for tall buildings!
2	You are flying high above the ground, but should aim to fly around mountains.
3	You fly up with the clouds, above anything rooted to the ground.
4	You fly above the clouds, with plenty of room.
5	You are in high altitudes, the ground far below.
6	You are in VERY high altitudes. This is nearly low orbit.

In addition, Altitude can impact combat range as well as falling damage resulting from being Defeated, both of which are elaborated on in more detail later.

## Falling Down

Sky battles are dynamic and require the Evas to be in constant motion just to keep up. In any round where the players take no Movement Actions (such as because they are Immobilized, Stunned or Defeated) they fall 1 Altitude at the start of their turn followed by an additional 1 Altitude at the end of their turn, and are at risk of crashing into the ground if they do not regain control in time. Should an Eva be knocked Prone by some effect, they instead immediately drop 1 Altitude.

Should an Eva suffer from the Slowed condition, they immediately fall out of Dogfighting Range if they were in it. In addition, on their turn, the Eva must test Finesse or fall 1 Altitude.

## Combat

Due to the high speed nature of the engagement, the most difficult part of combat is closing into, and staying in, range to actually fight the enemy. In a Sky Battlefield, Collateral Damage may not result.

Eschewing the normal Sector system, Sky Combat instead uses the following Ranges:

Range	Effect
Dogfighting	Close enough to engage in Ranged Attacks and Jousting.
Long	Unable to make melee attacks, but may attack with ranged weapons at a -30 penalty.
Extreme	Unable to engage without first closing in.
Lost	No longer participating in the battle.

### Dogfighting Range

The closest range, Dogfighting Range is where the action happens. Here you are close enough for Range 1 weapons to be used and for occasional melee attacks using the Joust Sky Action. Any Evangelion may Neutralize an enemy in Dogfighting Range for as long as they stay in that range. To close into Dogfighting range, the pilot must be on the same Altitude value and then successfully use the Chase Sky Action.

### Long Range

Long Range is not optimum for fighting the enemy. Melee attacks are out of the question, and only Ranged Weapons with a Range of 3 or less may be used against the target. If you are at the same Altitude Value as the enemy and are not in Dogfighting Range, you are presumed to be in Long Range unless you are successfully Shaken, as which point you fall to Extreme Range. You are also considered to be at Long Range if you are one Altitude higher or lower than the enemy.

### Extreme Range

At Extreme Range, you are incapable of making any attacks against the enemy. The best you can do is to try and get closer. If you are more than 1 Altitude away from the enemy, you are considered to be at Extreme Range. Likewise, if you were successfully Shaken from Long you fall back to Extreme. If you are Shaken at Extreme Range, you become Lost.

### Lost

If you enter Lost range, you are immediately removed from the fight. The Evangelion is not defeated per say, but their window of opportunity to participate in the battle is closed. The remaining players will have to continue on without you.

**Forbidden Combat Actions:** Standard Attack (Melee), Enter Grapple, Move, Run, Take Cover, Maintain Cover, Maintain Grapple, Plug In, Resupply

### Unique Sky Actions

Name	Action	Class	Effect
Ascend	Full	Movement	Spend 1 Fuel, increase Altitude by 1.
Descend	Standard	Movement	Decrease Altitude by 1. Costs no fuel.
Land	Full	Movement	Decrease Altitude by 1 to 0, landing safely.
Chase	Standard	Movement	Attempt to close into dogfighting range with the enemy. Costs 1 Fuel.
Joust	Full	Movement/Offense	Fly by enemy, make a single melee attack as you do. Costs 1 Fuel.
Tackle	Full	Movement/Offense	Grab enemy, you both fall. Costs 1 Fuel.
Maintain Flight	Standard	Movement	Stay at your altitude and distance from the enemy.
Shake	Standard	Movement/Defensive	Attempt to lose an enemy in a contest of speed. Costs one fuel.

**Ascend:** The Eva climbs higher into the sky as a 3 Stamina action, increasing its Altitude by 1 at the cost of 1 Fuel.

**Descend:** The Eva makes a controlled descent as a 1 Stamina Action, lowering its Altitude by 1. As this is mostly gliding, no fuel is necessary.

**Land:** As a 3 Stamina action the Evangelion may make a controlled landing on the ground. To do so, they must be at 1 Altitude to start. They then lower their Altitude to 0 and crash to the ground, taking 1d6 Soft Damage in a rough but ultimately safe landing.

**Chase:** As a 2 Stamina action the Evangelion initiates its boosters, closing in on the enemy. Test Reflexes or Finesse and spend 1 Fuel. On a success, move one Range closer to the enemy. To move into Dogfighting Range of the enemy, you must be at the same Altitude that they are.

**Joust:** As a 2 Stamina Action, an Evangelion in Dogfighting range of the enemy may spend 1 Fuel to perform a flyby melee attack in their air, treating the Eva's Strength as if it was 2 higher than normal for the purpose of the attack.

**Tackle:** As a 3 Stamina Action, an Evangelion may choose to crash into the enemy and grab on in an attempt to knock them out of the sky. While in Dogfighting Range of the enemy and with at least one hand free, spend 1 Fuel and then test Eva Martial. On a success, the enemy may test Reflexes to dodge the tackle. Should the Angel gain more Degrees of Success on their Reflexes test than you did on your own roll, the Tackle fails. Otherwise, you both immediately descend 2 Altitude before you recover and separate.

**Maintain Flight:** As a 1 Stamina Action, you may hold your current Altitude and range from the enemy. Test Balance, on a failure this action costs 1 Fuel for you this round.

**Shake:** You attempt to leave your enemies in the dust. As a 2 Stamina Action, spend 1 Fuel and Test Reflexes at a +10 bonus. On a success, all enemies participating in the battle must Test Reflexes as well. If they fail, they fall back one Range away from you. If they succeed, but have fewer Degrees of Success than you did, they may still fall out of Dogfighting Range but otherwise will not move any further away.



## ANGELS IN THIS ENVIRONMENT

Presumably, the Angel that the players fight in the Sky is a flying Angel. If not, the setup for this encounter has clearly taken a strange and unexpected turn. In any event, fly Angels participating in Sky Combat may use any Sky Combat Action they see fit as if they had unlimited Fuel.

## LETTER TYPE EQUIPMENT

### A-Type

The A-Type Equipment is the product of 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 as unsustainable. Even so, with the use of a cumbersome add-on of fuel tanks and booster rockets, the Evangelion can achieve flight for short periods of time.

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 materials. While the A-Type equipment is in use, the Armor of the Evangelion is reduced by 2. In return, the Evangelion gains 15 uses of Fuel for use in Sky Combat Actions, as well as a +20 bonus to their Reflexes Score. The A-Type equipment also draws on this Fuel as a source for a sustaining generator. Operating time is not an issue so long as at least 1 Fuel remains, however once Fuel reaches 0 the Evangelion resorts to Battery Power as if they had been unplugged.

A pilot who knows the Float AT Power may choose to activate that Power as a free addition to any Sky Combat Action that requires Fuel to take that action without paying the Fuel cost. As the Float power is Complex and AT Potential is limited, this is likely not a sustainable alternative to rocket fuel for the player.

Due to the heavy and cumbersome nature of the extra fuel tanks and rockets, an Evangelion outfitted with A-Type Equipment is unable to walk under its own power, and the Eva is Immobilized should it be forced to land until such a time as it spends 2 Stamina to free itself from the A-Type equipment. After extracting itself from the rockets, the Eva loses any Fuel it has left and the Reflexes bonus, but unfortunately keeps the -2 Armor penalty. Mounted Weapons may not be used in conjunction with A-Type.

## Magmadiver

**Nerv Resources:** 1 Per Evangelion

**Modifiers:** D-Type Equipment.

The United Nations was furious when it was revealed that Nerv overdrew its budget in order to produce specialized equipment for fielding the Evangelions in hazardous, high-energy environments. Oversight committees decreed that the probable use of such equipment was so niche as to be worthless, and that the human race had no installations inside of the mantle of the Earth that were worth defending. But now that the time has come for its use, dissenting voices are few and far between. Funny that.

Given that D-Type equipment is a necessity for Magmadiver Combat, all Magmadiver Combat rules will reference the coolant lines mechanic of D-Type equipment. Any Evangelion that attempts to participate in Magmadiver Combat without D-Type equipment is at risk of burning alive and being lost beyond retrieval.

### Hanging by a Thread

Diving into magma is not the same as diving into the sea. With rare exceptions, the pilots will only be able to exit through the very same opening that they deployed from. This can become a problem given that the Evangelions have very poor visibility in molten rock due to the density, which combined with the movement of the magma around them makes it all too easy for an Evangelion to become lost, unable to find its way back out.

Even discounting direction, the D-Type equipment can only provide partial protection from the heat on its own. While much of the heat can be reflected, over time it is inevitable that the Evangelion will overheat and both the Eva and its pilot will suffer for it. To this end, the Evangelion requires a constant supply of fresh coolant to maintain operations for more than a few minutes.

As a solution to both of these problems, each set of D-Type Equipment comes with a set of coolant supply tubes, as well as a heat-shielded umbilical cable for power. These tubes tether the Evangelion to the surface, allowing Nerv to lower them or raise them upon request, making retrieval simple. The coolant tubes are a lifeline in more way than one. Without them not only would the Evangelion slowly cook in the magma surrounding it, but the Evangelion would sink and drift away, lost to Nerv forever.

### Up and Down

Hanging by their coolant tubes, the Evangelion has little to no control over its movement. An Evangelion, especially one in the clumsy D-Type Equipment, cannot move itself through magma. Its ability to move is entirely vertical, and upon request to the Nerv forces topside that operate the winches to reel them up or down. Changing position is further elaborated on in Unique Magmadiver Actions.

As such, Magmadiver fights use the same Sector system as land, but the Sectors are arranged in a vertical stack instead of a horizontal row. In this stack, Sector 0 is the one closest to the surface, from which it is possible to leave the magma and return to the world that is not full of molten rock. As you change your vertical position, be wary of your depth in the magma. Even D-Type equipment has a maximum safe depth, and exceeding that limit has risks and consequences.

Sectors	Effect
0	Diving Point. This is where players first enter the Magma, and any Eva that is in this Sector can spend 2 Stamina to be removed from the magma, and the fight. This does not count as a defeat.
1-5	Safe depth. No effect.
6-10	Maximum Depth recommended by the Magi. Evas gain +1 Critical Momentum and +1 Strain upon reaching this Depth as the heat and pressure begin to overwhelm the protection of the D-Type equipment.
11-14	Dangerous Depth. Any weapon with Fragile immediately breaks. All weapons without Fragile now have a 10% chance of breaking every round, even if they are not used. Pilots gain +2 Strain upon reaching this Depth.
15+	Suicide Depth. All weapons immediately break upon reaching these sectors. The Evangelion treats its Critical Momentum as double its normal amount while at this depth. The pilot gains +3 Strain upon reaching this Depth.



## Heating Up

The Evangelions have power supplied to them through their umbilical for the duration of their use of D-Type equipment. While this means that they are never at risk of running out of power, it does not mean they are not on a timer. Even with a constant supply of coolant, it is only a matter of time before the constant heat begins to damage the Evangelion's systems.

Every round, the Evangelion gains an amount of 'Heat' equal to 5 – (current number of Coolant Tubes). Evangelions start with 4 Coolant Tubes, but can lose them to damage during combat (see Cutting the Thread below). As the Evangelion's amount of Heat increases over the course of the battle, new detrimental effects arise.

In addition to the normal Heat increase over time, any time that an Evangelion would be subject to the Smolder or On Fire conditions their Heat increases by 1 instead of the normal effect of that Condition.

Heat	Effect
0-4	No effect.
5-9	+1 Strain. Evangelions suffers -1 Toughness.
10-15	1d6 Soft Damage per round, +2 Strain. Evangelion suffers -1 Strength.
16-20	1d10 Soft Damage per round. +2 Strain per round.
21+	The Evangelion's systems burn out. The Eva is defeated, and the pilot must Defy Fate to survive or be cooked alive by the heat.

## Cutting the Thread

Every Evangelion begins the encounter with four coolant tubes. These tubes represent a lifeline in more ways than one. Not only do they provide coolant that keeps the pilot from roasting alive, but without them an Evangelion would plummet to their doom. Should this lifeline be cut, the Evangelion would likely be lost forever.

Whenever an Evangelion would be subject to a Critical Hit to the Body, or subject to a weapon with the Area or Line qualities, they reduce their current number of Coolant tubes by 1. Not only does this bring them closer to a catastrophic death, but it also makes the Evangelion more vulnerable to the effects of Heat over time (see Heating Up above).

Should the Evangelion be reduced to one remaining Coolant Tube, a lifesaving mechanic comes into play. From this point forward, anything that would sever the remaining Coolant Tube instead forces that player to discard 1 Luck. Only if the player has no Luck left to spend is that last lifeline cut. As the player obviously does not have enough Luck left to Defy Fate to save their own lives, this spells the end of that Evangelion, and with it that character.

At the GMs discretion, in such an event another player may choose to Defy Fate to save the doomed character from certain death.

## Combat

Fighting in magma is a challenge, even for experienced Evangelion pilots. Not only is movement virtually impossible beyond dangling from the coolant tubes, but molten rock is not exactly known for its visibility. All Evangelions are considered Blind beyond Range 1 due to the obstruction of the medium.

In a Magmadiver encounter, being knocked Prone has no meaning, and instead just generates 1 additional Strain. In a Magmadiver Battlefield, Collateral Damage may not result.

## Weapons and Magma

Molten rock is not kind to weapons, especially complex ones. Heat shielded versions of Evangelion scale weapons are available, but only for some.

General, Polythermic, Progressive and Graviton weapons are the only Technologies compatible with current generation heat shielding without impacting their effectiveness (or don't immediately explode when fired in the dense magma). Gauss weapons may also be used, though they lose the Anti-Armor property in magma. Sonic weapons, ironically, thrive in the dense medium and each gain +4 Damage.

All other Technologies break as soon as they make contact with Magma, and may not be used in it.



**Forbidden Combat Actions:** Charge, Move, Take Cover, Maintain Cover, Plug In, Resupply

### Unique Magmadiver Actions

Name	Stamina	Class	Effect
Lower	2	Movement	Increase your Depth by 1.
Full Lower	3	Movement	Increase your Depth by 3.
Rise	1	Movement	Decrease your Depth by 1.
Emergency Rise	3	Movement	Decrease your Depth by 2.
Ready Counterattack	2	Offense	Gain an Attack of Opportunity on an enemy that makes a melee attack against you this round.
Guard Tether	2	Defense	Any attack that would destroy one of your Coolant Tubes this round only has a 50% chance of doing so.

**Lower:** You request that Nerv forces topside give you extra slack, allowing you to sink 1 Sector deeper into the magma.

**Full Lower:** As lower, but you sink 3 Sectors instead.

**Rise:** You request that Nerv start reeling you back in, moving 1 Sector back towards Sector 0.

**Emergency Rise:** As Rise, but you move 2 Sectors towards the surface.

**Ready Counterattack:** Unable to pursue your enemy, you wait for him to come to you. If an enemy rolls Eva Martial against you this turn, you may immediately make a melee Attack of Opportunity against them. Preparing this Attack of Opportunity requires 2 Stamina.

**Guard Tether:** You prepare yourself to defend your lifeline. Any enemy attack that would destroy one of your Coolant Tubes this round has a 50% chance of the Coolant Tube surviving the attack, though you may still suffer Damage or other effects.

### ANGELS IN THIS ENVIRONMENT

Angels adapted to molten rock do not suffer from the Smolder or On Fire conditions, and likewise have nothing to fear from Heat or Depth in general. They may also move much more freely than the Evangelions, lacking the constraint of a tether, though a Magmadiver Angel cannot have an Eva Firearms Score greater than 10.

### LETTER TYPE EQUIPMENT

#### D-Type

The D-Type Hazardous Environments equipment is probably the best protection available to the Evangelions. Capable of withstanding extreme heat, pressure and radiation, the D-Type equipment was built to keep an Evangelion safe from harm in any circumstances that the Engineering team could imagine, and several that they could not. Unfortunately, defense comes at the expense of mobility, leaving it woefully impractical outside of the most extreme of circumstances.

Regardless of where D-Type equipment is deployed, the benefiting Evangelion gains a +2 Miscellaneous bonus to Resilience. Inside of molten lava, it otherwise behaves as the rest of this section describes.

If for some reason used on land the Evangelion gains the bonus to Resilience, as well as becoming immune to the Smolder and On Fire conditions. However their Eva Martial and Eva Firearms scores are reduced by 10, and they count as being Hobbled.

Under no conditions may an Evangelion deployed with D-Type equipment eject its Entry Plug, a safety measure to prevent a pilot from being dumped into the same hazardous environment that the Evangelion needs protection against.





## Diving without Protection

Should an Evangelion dive into magma unprotected, they have made a truly terrible mistake. That Evangelion increases its Critical Momentum by 1 per round, lowers its Toughness by 1 per round, and the pilot inside gains Fatigue at a rate of one per round from the indescribable pain. Should an unprotected Evangelion have its pilot pass out from Fatigue, each round after that one Fatigue is replaced with an Injury until the pilot dies.

A normal Evangelion sinks at a rate of 3 Sectors per round. See the swimming rules for Aquatic Combat if they wish to attempt to prevent themselves from sinking.





## Space

**Nerv Resources:** 1 Per Evangelion

**Modifiers:** E-Type Equipment

In rare instances an Angel will appear nearly beyond the reach of Nerv: in space. Taking up orbit around the Earth, the Angel claims the ultimate high ground. If not handled quickly the Angel has the opportunity to rain destruction down onto the Earth, and the Base of Operations, with impunity. Those that have the capability of returning fire against an orbital enemy are few in number, and fewer still have the firepower necessary to breach an AT Field at such extreme range.

Such an unconventional enemy requires unconventional tactics. Weapons with sufficient range might provide supporting fire, but the most reliable means of neutralizing an enemy AT Field, the Evangelions, cannot do so from the ground. One or more Evangelions might have to deploy to space to chase down their opponent and engage them, far above the Earth.

Given that E-Type equipment is a necessity for Space Combat, all Space Combat rules will reference the fuel mechanic of E-Type equipment. Any Evangelion that attempts to participate in Space Combat without E-Type will be unable to move and immediately become adrift in Space.

### Fly me to the Moon

There are a number of subtle variations on this theme, from having the Evangelion(s) be stored inside of a massive rocket and transported that way, to having the Evangelion hug a missile and hope for the best. They all come down to the basic premise of using standard rocketry to move the Evangelion into space, or perhaps some matter of heavy duty mass driver to shoot them into orbit.

While reliable there is still much that can go wrong with this process, especially given that for the majority of travel the rocket and the Evas it carries are totally vulnerable to Angelic attack. Given that the usual purpose of getting an Evangelion into space is to fight an orbital Angel, that Angel may well attempt to stop Nerv from acting against it.

Other methods of getting Evangelions into space are certainly possible, but would require unique equipment specific to your scenario. For example, if the Evangelions are expected to go into Earth orbit on a regular basis Nerv might build a massive Railgun installation designed to fire the Evangelions into space as a scaled up version of the launch rails used to deploy Evangelions to the surface from the Geofront. Or, if you need your Evangelions more independently capable in your campaign to respond to frequent orbital threats, they could simply have the onboard equipment needed to reach escape velocity.

### The Merciless Void

Space is an incredibly intolerant and inhospitable environment. Even after all of the effort it takes to put something the size of an Eva into orbit, the risk is not yet over. An Evangelion, lacking the need to breathe, can survive in space for a long time. But there are some hazards that even the Evangelions are not immune to.

Space is a unique environment, and these hazards are designed to make the players feel as vulnerable as the pilots would up there alone in the black. Be warned, however: space itself may prove to be more of a threat than whatever Angel they were sent up there to fight!

**Overheating:** In space, there is no air. This is fairly obvious, but it also means that there is no medium through which convection can transmit heat. The only way that the Evangelion can disperse body heat is through radiation, which is very inefficient. A normal human body is at risk of overheating itself to death in such a vacuum, and humans are not 40 meter tall warmachines filled with high powered electronics.

Internal cooling systems can handle the normal heat load, but anything in excess of that can quickly cause problems. In Space, Smolder can last for much longer than normal. In addition, multiple instances of Smolder on a single body location stack their effects for an increasing bonus to the Hit Effect roll. At the start of their turn, the Evangelion may roll 1d6. On a 6, one body location of their choice removes one instance of Smolder, though other instances of Smolder on that body location remain.



Whenever the Evangelion would be set On Fire, the body location hit by the attack that caused that instead gains Smolder. Similarly, any time that an Evangelion suffers an Energy Based Critical Hit, that body location gains 1 Smolder in addition to whatever the Hit Effect roll is.

**Decompression:** Given that the Evangelions need not breathe, the lack of oxygen is not a problem. But that vacuum creates an enormous pressure difference. The natural durability of the Evangelion and the restraining armor on top of that is more than enough to keep the Evangelion's already highly pressurized blood safely inside the Eva. Assuming, of course, there is not a gaping hole for the vacuum to suck the blood out through. If the Evangelion suffers any limb totally destroyed, the resulting blood loss forces the player to reduce either their Strength or their Toughness (their choice) by 2 for the remainder of the fight.

**Adrift:** The lack of gravity means that anything you let go of in space will float away, and runs the risk of quickly falling beyond your reach to retrieve it. Any item dropped in space is considered lost almost immediately, unless the player has and uses the Inertia or Kinetic Manipulation AT power to retrieve it, or spends a 2 Stamina action to retrieve it before moving even a single Sector.

Similarly, a Defeated Evangelion will also drift. Every round after defeat, if it has not been recovered by another active Evangelion, the downed Eva has a 10% chance that it drifts away from the battle. Recovering the Evangelion is as simple as a friendly Evangelion Scale unit moving into an Engagement with the defeated Eva and staying there. If the friendly unit afterwards becomes unengaged, the defeated Evangelion is at risk of being adrift again.

If the Evangelion drifts away from the battle it will take a miracle to recover it, requiring the pilot within to Defy Fate to survive it like any other situation that would be certain death. If they have insufficient Luck, the Evangelion is never recovered, the pilot trapped inside a very expensive tomb beyond human reach.

## Combat

In a Space encounter, being knocked Prone has no meaning.

In a Space Battlefield, Collateral Damage may not result.

## Weapons and Space

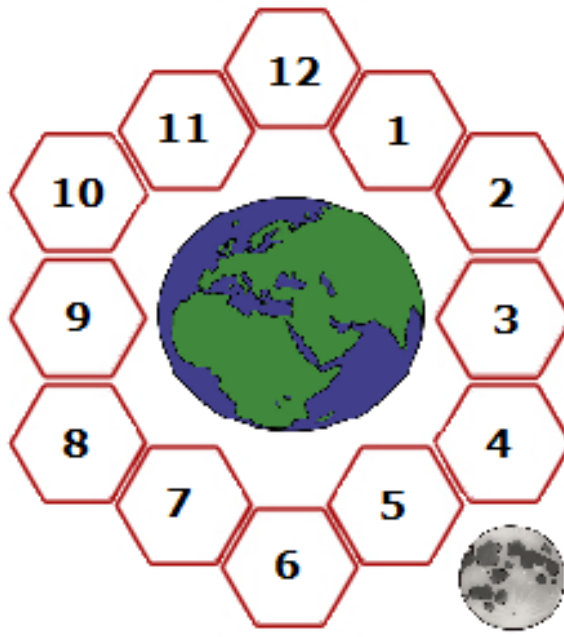
Most Evangelion Weapons are not dependent on an atmosphere, and will work normally in space. Only one example to the contrary stands out: Sonic Technology as a whole is 100% useless in a vacuum, and its weapons may not be used in Space Combat.

## Orbital Movement

Evangelions will require specialized equipment to move in space. E-Type Equipment provides this using a complex system of thrusters attached to its armor that allows it to turn, accelerate and decelerate. However, even all of this leaves the Eva at the mercy of basic physics. When fighting an Angel in space near the Earth, the Eva is always falling towards the Earth. To avoid the battle being a very short trip, the Eva has to keep its speed up to consistently miss hitting the Earth and stay in space.

At such speeds, the ability for the Eva to change its speed and direction is limited. There is a fairly narrow orbital band that the Eva can move in, and while it can veer from side to side, forward motion within that orbit is almost beyond the control of the Eva to stop.

For the purpose of Space Battles, this orbital band is reduced down to the following unique Sector map. The number, and numbering, of Sectors is no accident. For ease of use and remembrance by the players, the sectors and their position are arranged like that of a clock face, with 12 at the top and 6 at the bottom.



Unlike other Sector arrangements, there is no Sector 0 here, and there is usually no special significance to any Sector in particular. Instead, both players and the Angel alike will have to contend with a space specific mechanic known as Velocity.

The Velocity mechanic replaces normal movement rules in space. At the end of the round (after the Interval following the lowest initiative pilot, but before the highest initiative pilot takes their next turn) all pilots as well as the Angel are moved a number of Sectors equal to their Velocity. Presumably, the pilots and the Angel are all moving the same direction (clockwise or counterclockwise) but that need not be the case. Movement under the velocity system is not within the control of the player, even if their Eva is Stunned, immobilized or defeated their Eva will continue to move as according to its velocity. Only by having a Velocity of 0 is movement stopped.

Pilots will likely need to Change their Velocity (either faster to catch up to the Angel, or slower so the Angel can catch up to them) and then match their Velocity to that of the Angel. Only then can a stable combat distance be maintained. Otherwise, there will likely be periods of time during which none of the pilots are within combat range of the Angel, perhaps even having Planet Earth itself be between the Evas and their target.

Ranges for weapons are still measured as normal, and treat the orbit as a straight line for all needed purposes. The paths of beams and projectiles will obey the same orbit as that of the Evas themselves, and the longer distances that those projectiles will travel in space is accounted for in the limited number of relevant Sectors.

To change your Velocity, use the Unique Space Actions described below.

**Forbidden Combat Actions:** Move, Charge, Take Cover, Maintain Cover, Plug In, Resupply

### Unique Space Actions

Name	Stamina	Class	Effect
Accelerate	1	Movement	Increase Velocity by 1 at the cost of 1 Fuel.
Full Acceleration	3	Movement	Increase Velocity by 2 at the cost of 2 Fuel.
Decelerate	1	Movement	Decrease Velocity by 1 at the cost of 1 Fuel.
Max Deceleration	3	Movement	Decrease Velocity by 2 at the cost of 2 Fuel.
Deorbit	2	Movement	When your Velocity is 0, return to Earth.
Cooldown	3	Other	You take no actions this round to pick one instance of Smolder on your Evangelion and remove it.

**Accelerate:** As a 1 Stamina Action, the Evangelion increases its Velocity by 1. This costs 1 Fuel from their E-Type equipment.

**Full Acceleration:** As a 3 Stamina Action, the Evangelion increases its Velocity by 2. This costs 2 Fuel from their E-Type equipment.

**Decelerate:** As a 1 Stamina Action, the Evangelion reduces its Velocity by 1. This costs 1 Fuel from their E-Type equipment.

**Max Deceleration:** As a 3 Stamina Action, the Evangelion reduces its Velocity by 2. This costs 2 Fuel from their E-Type equipment.

**Deorbit:** If an Evangelion has a Velocity of 0, it may spend 2 Stamina to intentionally enter a controlled descent back to Earth. This removes that Eva from the fight.

**Cooldown:** The pilot may bring their Evangelion down to minimum operation, taking no actions and content to drift. This gives the Evangelion a period of reduced heat output, allowing an overheated Eva the chance to normalize. When this action is taken, choose one body location suffering from one or more instances of the Smolder condition. Remove one instance of Smolder from that location.

### ANGELS IN THIS ENVIRONMENT

Angels adapted for space must follow the same movement rules as players, and use the Space Combat Actions described above, with one minor difference. Angels use their natural power to change their Velocity using organic thrusters or the ineffable AT Field, neither of which is expected to be limited. Space based Angels have no limitation such as Fuel, but it costs them 1 additional Stamina to use any action that would alter its Velocity.

Space based Angels may not have an Eva Martial score of more than 30.

### LETTER TYPE EQUIPMENT

#### E-Type

The E-Type equipment is less a modification of the Evangelion and more an extension. While the Evangelion's armor is replaced with a more specialized anti-radiation coating to protect the pilot from cosmic rays, the Eva otherwise needs little to operate in space. Evangelions need not breathe, and their standard restraining armor provides more than enough protection from simple depressurization and ranges in temperature, so long as it remains intact. An unharmed Evangelion could likely survive in Space for some time without support, though power is as always an issue and the pilot within cannot say the same.

The most important part of the E-Type equipment is a set of rocket thrusters larger than the Evangelion itself, carrying fuel for chemical rockets as well as an N2 reactor, in many ways the big brother to the A-Type equipment. This N2 Reactor provides power to the Evangelion for the duration of its stay in space, as well as power to small ion drives that are useless for quick



acceleration but capable of fine maneuvering and attitude control. This reactor provides the Evangelion with 30 rounds of continuous power, though the chemical rockets carry significantly less fuel.

For movement in space, the E-Type equipment is outfitted a large fuel tank, providing it 20 Fuel for use maneuvering in space according to the Unique Space Actions. A pilot who knows the Float AT Power may choose to activate that Power as a free add-on to any Space Combat Action that requires Fuel to take that action at a cost of -1 Fuel. As the Float power is Complex and AT Potential is limited, this is likely not a sustainable alternative to rocket fuel for the player.

While E-Type Equipment is in place, the pilot is unable to eject the Entry Plug as a safety feature.





## Non-Player Characters

Unless your base of operations is ruined post-apocalyptic wasteland, it is a safe bet that the pilots will be interacting with many other people around them, both Nerv personnel and civilians under the control of the GM. But not all NPCs are treated equally. Unique and campaign defining NPCs deserve their own unique stats, while random shop owners need much more limited information, if they have need of any mechanics at all. Other NPCs might be actively hostile, and as such need all of the information required to be an active presence on the battlefield.

Given these differences, what follows are a number of categories that personal-scale NPCs have been split into describing how and when these mechanics might be used and how to tailor these few basic profiles to better suit your game.

### Generics

Most NPCs that exist in a world are only there to fill a specific and temporary role. As a group of pilots spend a day out on the town there are innumerable pedestrians, shopkeepers, waiters, reporters, or other people that they might encounter that are never intended to have more relevance than to serve as a part of the background or to perform a specific function and then never be seen again. The vast majority of them never even need names.

But, players being players, sometimes things do not go as planned. Maybe the players go out of their way to speak to a specific person you mentioned in an offhand manner. Maybe the players put the NPC they are talking to in a difficult situation where suddenly the Physique or Empathy score of the NPC in question might matter.

While in most cases these situations can be resolved without any need for the NPC to make rolls themselves, on occasion a GM might find the need to use stats for an NPC for which they are unprepared. In such a situation, the following “Generic” profiles can be used in a pinch to provide a basic idea of the abilities of an average NPC. GMs should feel free to play fast and loose with these profiles if they feel they are lacking something specific to that NPC which they would reasonably have. These profiles are merely a helping hand to any GM that suddenly finds themselves without anything prepared for an unimportant NPC that has just been thrust into the spotlight.

#### Generic NPC (Child)

Most commonly used for fellow school children that the pilots might encounter, Generic Child NPCs are not very good at anything and lack important life skills.

Physique	Intelligence	Empathy
20	20	25

**Skills:** None. If they are likely to have any skills at all, it is most likely something of dubious use, such as Sports or Arts.

**Talents:** None

#### Generic NPC (Adult)

A flexible statline, the Generic Adult provides a reasonable stand-in for any able bodied adult that lacks significant special skills, or noteworthy excellence in one or more fields.

Physique	Intelligence	Empathy
30	30	30

**Skills:** Notice (Emp), Common Knowledge (Int), Drive(Coo)

**Talents:** None



## Combatants

Unlike Generics, Combatants are included for a role in which their mechanics will certainly matter. Namely, that of trying to apprehend, kill or defend the pilots.

Combatants should be chosen and armed carefully, and used in play very, very sparingly. Adeptus Evangelion is not a game that is kind to pilots that get in fights out of the Evangelion. Pilots are typically children. If a pilot does find themselves near a firefight, they should be running away from the sound of gunfire. The ones that run towards it will likely end up dead and do so quickly.

As such, Combatants best serve as a means to produce tension or a threat that causes the pilots to run for their lives. If approached as a challenge to be overcome, any encounter with them can easily result in death for all of the pilots involved due to the pilots own lack of skill with personal scale conflict and the high lethality of modern firearms.

### Section 2 Agent

Section 2 is Nerv's own internal security branch. While it may primarily depend on extensive monitoring equipment and data analysts, it has a small army of highly competent men in black who investigate threats, tail important targets (such as the pilots), and dispose of undesirables as the Nerv Commander sees fit. If the pilots find themselves in danger from an outside source, it is likely that one or more Section 2 Agents will converge on their position shortly. But if Nerv itself becomes the enemy, those same men in black will hunt the pilots just as viciously.

Physique	Intelligence	Empathy
50	30	30

**Skills:** Notice (Int) 60, Sneak (Coo) 45, Drive (Coo), Investigate, Brawl 60, Combat 45

#### Talents:

\*Body Armor: The first attack against this person deals 2 less Injury, and deals 1 Fatigue in its place instead. After that, the Body Armor is expended.

**Weapons:** Handgun (1d6 Injury), Tazer (1d6 fatigue)

### Trained Killer

Trained Killers fill a flexible role, as they can fill in as nearly any person with the will and means to use a deadly weapon effectively. This can include armed terrorists, policemen, security guards, soldiers, or any number of other variations on that theme.

Physique	Intelligence	Empathy
30	25	25

**Skills:** Notice (Int) 60, Drive (Coo), Brawl, Combat 50

**Talents:** None.

**Weapon:** Pick one weapon from the weapons list appropriate for this NPC.

### Commando

The commando represents the higher end of military training. While the Trained Killer can easily represent normal soldiers, even a single Commando is a force to be reckoned with that can match Section 2 Agents in training, and far exceed them in firepower.

Physique	Intelligence	Empathy
45	35	30

**Skills:** Notice (Int) 50, Sneak (Coo) 40, Drive (Coo), Investigate, Brawl 50, Combat 50

#### Talents:

\*Body Armor: The first attack against this person deals 4 less Injury, and deals 1 Fatigue in its place instead. After that, the Body Armor is expended.

**Weapons:** Assault Rifle(1d10), Knife(1d6/3)





## Angelspawn

On rare occasions, the Angel might produce a swarm of smaller creatures that infest the city, slaughtering anyone who gets in their way and disabling key Nerv systems on a scale too small for the Evangelions to successfully participate. The pilots will usually never need to face such creatures directly, but should the situation arise they are in for the fight of their lives. Unlike most Combatants, and Angelspawn is a monster in the truest sense of the word. These Angelspawn are usually the size of a large dog or a person.

Physique	Intelligence	Empathy
40	15	15

**Skills:** Notice (Int) 35

**\*Inhuman Defense:** As a result of either impressive body armor, natural regeneration ability, or even a weak AT Field, this creature incredibly hard to put down. Whenever it would be dealt Fatigue or Injury, it takes 2 less to a minimum of 0.

**Weapons:** Claws (1d6)

## Enormous Angelspawn

On rare occasions, the Angel might produce a swarm of smaller creatures that infest the city, slaughtering anyone who gets in their way and disabling key Nerv systems on a scale too small for the Evangelions to successfully participate. Unlike the smaller Angelspawn described above, these Enormous Angelspawn are the size of cars or busses. With a ferocity to match their size, any such encounter is one of horror and survival, and such a beast requires military grade weapons and a lot of them in order to bring down. Something that the pilots are unlikely to have.

Physique	Intelligence	Empathy
65	15	15

**Skills:** Notice (Int) 20

**\*Inhuman Defense:** As a result of either impressive body armor, natural regeneration ability, or even a weak AT Field, this creature incredibly hard to put down. Whenever it would be dealt Fatigue or Injury, it takes 5 less to a minimum of 0.

**Weapons:** Claws (1d10)

## Personalities

Personalities are the kinds of NPCs that the GM expects to use either frequently or to great effect. These are the campaign defining friends or enemies that the players will encounter as they explore Nerv and begin to learn its secrets. Where unimportant NPCs might make do with Generics, and enemies to be fled from or killed fall under Combatants, recurring characters that flesh out the story may benefit from having their own stats tailored to their role.

Given that all personalities are unique, there is only so much specific advice that can be given on them. The GM will need to craft the profile of each Personality to meet their own needs, if it is felt that the personality needs mechanical representation at all. The bridge bunny that maintains their station battle after battle likely doesn't need their own mechanical profile.

## Personal Scale Combat

Sometimes your players will bite off more than they can chew and end up in the middle of a fight for their lives. Truth be told, given how unforgiving weapons are, players should make every effort to avoid being in this position in the first place. Trying to talk down the crazed gunman, or sneak past the guards. Any direct confrontation with a deadly foe is a serious risk for everyone, but despite their best efforts things can still come to blows.

Given the lack of speed and map rules for personal scale characters, movement and positioning in a personal scale encounter is highly abstracted. At any given time, players will be treated as being in one of the following 4 states:

A player who is **Exposed** is out in the middle of an open area, with nothing between them and the enemy. In a firefight, this is the worst place that you can be. No penalties exist for being Exposed, though Exposed characters do receive a +20 bonus to use the Distract skill to call attention to themselves. Moving often requires the player to be Exposed for a short time as they move between safer areas.

A player who is **In Cover** has some manner of defensive advantage, imposing a -10 penalty on all Combat tests to hit them and taking one less Injury from any ranged weapon hit. Such defensive situations can be ducking behind a barricade, standing around a corner, or using a hostage as a human shield.

A player who is **Engaged** is in close combat range with an enemy, and may take actions as appropriate. Melee Combat weapons (such as Knives or Clubs) can only be used within this range, and the same applies to the Brawl skill. All ranged attacks are at a -20 penalty when attacking someone you are Engaged with, and anyone attempting to use a ranged weapon when they are Engaged themselves similarly suffers a -20 penalty.

A player who is **Fleeing** is someone who is trying to leave the battle entirely. Attacks against someone who is fleeing are at a -20 penalty.

## Weapons List

Given the infrequent nature of personal scale combat, personal scale weapons are highly abstracted to their general categories. While this might upset those with a special interest in firearms, there simply isn't much different between a pilot being killed by an AK-47 as opposed to a P90.

The list of available weapons, for use with the Combat skill, is represented by the following table. Unless otherwise stated, all numbers round up to the nearest integer.

Weapon	Description
Knife	A simple, handheld blade weapon. On a successful Combat skill test against a target in the same Engagement as you, the target takes 1d6/3 Injury, to a minimum of 1 Injury.
Club	A simple bludgeoning weapon, more likely to knock out that target but which can be used to kill with a vicious beating. On a successful combat test, the target takes 1d6/3 Fatigue, to a minimum of 1. On a roll of 6, the Club deals 1 Injury instead of 3 Fatigue.
Stun Gun	A weapon designed to incapacitate in a single hit rather than kill, this could also stand in for a potent tranquilizer dart. On a successful Combat skill test against a target in the same Engagement as you the target takes 1d6 Fatigue.
Handgun	A small, handheld firearm. On a successful Combat test, the target takes 1d6 Injury.
Common Gun	A general firearm, usually in the form of some kind of hunting rifle or shotgun. On a successful Combat test, the target takes 1d6+1 Injury.
Assault Rifle	A highly lethal military firearm with a rapid rate of fire. On a successful Combat test, the target takes 1d10 Injury.
Heavy Weapon	A catchall category for any number of weapons that are clearly overkill for use on a single human being. This can include, but is not limited to, heavy caliber machine guns, flamethrowers or even rocket launchers. On a successful Combat test, the target takes 2d6+2 Injury.



## Use of Skills

Given the lack of certain scores and abilities in personal scale (such as Reflexes), personal scale combat relies heavily on skills. Eva Martial and Eva Firearms are both not skills, and while they might be the cornerstone of Evangelion scale combat, have absolutely no Personal Scale application.

Each round of personal scale combat resolves in order from the highest Intelligence to the lowest. In a tie, a player goes first over an NPC. On their turn each participant may only make a single roll be it to move, to attack, or something else.

While exceptions may occur, there are many skills that simply are not useful in a combat scenario. Interaction skills (such as Convince, Persuade or Manipulation) are a good way to avoid a fight in the first place, but unlikely to hold the attention of a gunman already intent on killing you. Intelligence based skills such as Common Knowledge or Hacking likewise either have little direct application or take too much time to be of immediate use.

While Brawl may only be used while Engaged, ranged Combat weapons may be used either while In Cover or Exposed, but not while Moving, Fleeing, or in Melee. What these weapons do depends on the result of your roll, as well as what weapon you are using (see Personal Scale Weapons).

While not as effective as actual combat skills, in a pinch a pilot can use the Throw skill to throw something nearby at the enemy, so long as they are not Engaged. If this is only a light or harmless object (such as a book or a pillow) on a success the item is merely an unpleasant distraction, imposing a -10 penalty on their roll next round. Heavier objects that can actually inflict pain and damage on a hit (like a frying pan or a brick) instead roll 1d6 after a successful sports test. On a 1-5, this inflicts the same penalty as above. On a 6, it deals 1 Fatigue to the target.

What Skills are generally useful are described below, organized by the Stage in which they are most prominent.

## Movement

Moving from one place to another in personal scale combat generally involves moving between States, given the abstracted positions involved. Occasionally, a player that is In Cover may wish to move to another location that is also In Cover, but is either closer to where they want to be or provides some tactical advantage.

Under normal circumstances either Sprint or Tumble may be used to attempt a Movement action. On a failed roll the player still makes the movement and ends the round where they were going, but counts as being Exposed this turn for the purpose of enemy attacks.

Sprint maybe be used to, if they succeed by 3 or more Degrees, allow them to count as having moved twice in a single turn.

In rough terrain, or if getting from A to B involves getting over obstacles, Tumble, Jump or Climb may be used. If the movement reasonably cannot be accomplished on a failed roll (such as climbing up a wall to escape from an enemy) then on a failed roll the player does not successfully complete the move by the end of the turn like normal.

## In Cover

When In Cover, in addition to the defensive bonuses naturally available (all ranged attacks takes a -10 penalty to hit you, and those same attacks dealing 1 less Injury on a hit) players may attempt a Simple Opposed roll of Sneak to avoid detection. On a successful Sneak, enemies are unsure of where exactly you are, and the -10 penalty to hit you becomes a -30 instead for this round.

If you successfully used Sneak on the previous turn, and are already hiding, you have access to a few unique options. First, you may test Sneak to move between In Cover areas without being Exposed in between, avoiding being seen. Second, you may use the Distract or Deceive skills to attempt to convince a single target that you are somewhere other than where you really are. If you fail you reveal your location, and lose the benefit of your successful Sneak, but if you succeed your target will attack or investigate another area entirely, wasting their turn.

Hiding your position before attempting to Flee is a good way to avoid getting caught. If you succeeded on a Sneak test the previous turn, you get a +10 bonus to any Movement skill roll to Flee the area. If you succeeded in using Distract or Deceive to mislead an enemy last round, the bonus to Flee is instead a +20. This bonus applies only when Fleeing as an individual. If Fleeing as a group, these bonuses do not apply unless everyone succeeded on at least a Sneak test last round.



## Engaged

When Engaged, and only when Engaged, a player may test Combat to use melee weapons, test Brawl to attack with their fists, or test Might to attempt to wrestle with an enemy.

When using Might to wrestle with an enemy, it works in much the same way as an Evangelion-Scale grapple. When wrestling like this, Ranged weapons may not be used and new weapons (even melee ones) may not be drawn. You may, however, Brawl or use an already held melee Combat weapon at no penalty. To escape from this match once it has begun, either side must test Finesse or Might opposed by the Might skill group of their enemy (unless the enemy is willing to let them go unopposed).

## Fleeing

When fleeing, you or your group is simply trying to get out with their lives. This is done in the form of a skill challenge, either as an individual or as a group.

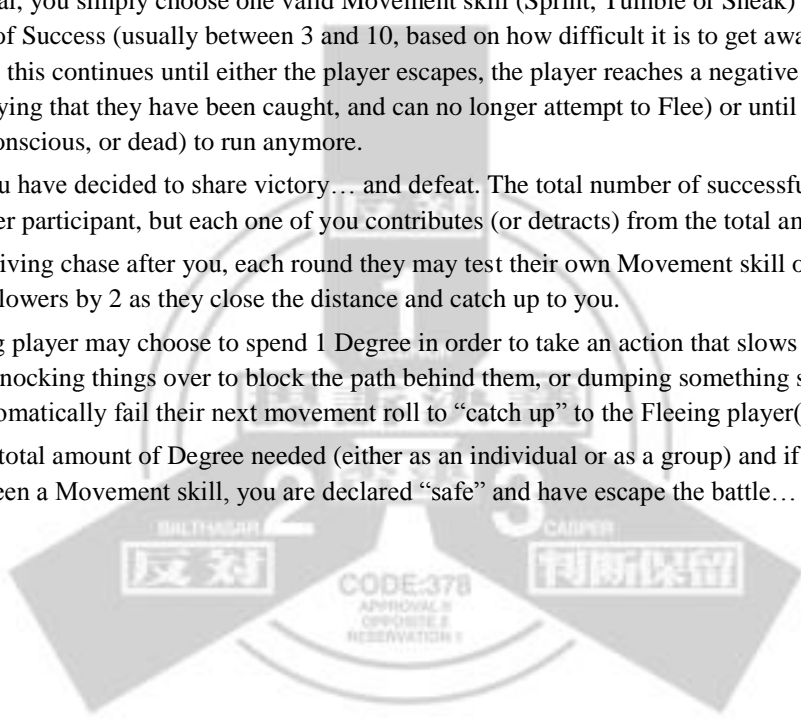
When Fleeing as an individual, you simply choose one valid Movement skill (Sprint, Tumble or Sneak) and attempt to reach a selected amount of Degrees of Success (usually between 3 and 10, based on how difficult it is to get away from this enemy). Unlike most skill challenges, this continues until either the player escapes, the player reaches a negative Degree equal to what they would need to escape (signifying that they have been caught, and can no longer attempt to Flee) or until enemy weapons fire has left them too injured (or unconscious, or dead) to run anymore.

When Fleeing as a group, you have decided to share victory... and defeat. The total number of successful Degree required to escape raises by an extra 2 per participant, but each one of you contributes (or detracts) from the total amount of Degree.

If the enemy is specifically giving chase after you, each round they may test their own Movement skill of choice. On a success, your own amount of Degree lowers by 2 as they close the distance and catch up to you.

In either situation, the fleeing player may choose to spend 1 Degree in order to take an action that slows down pursuers (such as closing doors behind them, knocking things over to block the path behind them, or dumping something slippery on the stairwell). This makes any pursuers automatically fail their next movement roll to “catch up” to the Fleeing player(s).

Once you have achieved the total amount of Degree needed (either as an individual or as a group) and if the most recent roll by each Fleeing character has been a Movement skill, you are declared “safe” and have escape the battle... for now, at least.





## Scenarios

When running a game of Adeptus Evangelion, sometimes you are stumped for ideas. Or maybe you just want to run something as a side story that departs from the normal tone of your game to either lighten the mood or ramp up the action. Maybe you don't even have any plans at all yet, and you are just looking for some inspiration. This chapter is included to act as a muse to stuck or whimsical Game Masters.

This chapter contains a number of fleshed out scenarios that you can inflict upon your player, divided into 3 categories: Comedy, Drama and Horror. Each of them has some level of unique mechanical support for it, as well as room and advice on how to alter it to suit your tastes. Nothing in this chapter should be taken as a "but thou must", only as friendly advice passed from GMs of the past to GMs of the future.

So put your feet up, have a read, think creatively, and above all else have fun.

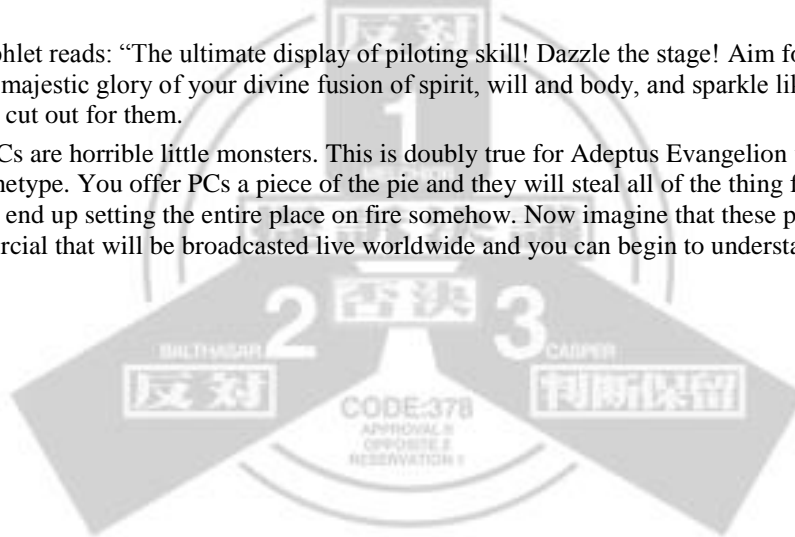
### Comedy

Let's face it, Evangelion was a silly show: Dancing combat, magma diver, plus a certain intelligent penguin mascot character. The show may be better known for its darker side, but if you have your fair share of lighthearted moments the shock of having everything you love being burnt to cinders is all the more cruel. And you want to be cruel to your players, don't you?

Who doesn't like putting billion-dollar equipment to use in completely impractical and unnecessarily ridiculous shenanigans? Forget about depth and meaning, forget about the stress of weaving tangled webs full of intrigue and deceit for one week. Just get a six pack, order a pizza, and tell your players that tonight they are in for some incredibly silly but extremely serious business.

**Shall we Dance?:** The pamphlet reads: "The ultimate display of piloting skill! Dazzle the stage! Aim for the top! Dance like you want to win! Show them the majestic glory of your divine fusion of spirit, will and body, and sparkle like you mean it!" Looks like your players have their work cut out for them.

**Thirty Seconds of Fame:** PCs are horrible little monsters. This is doubly true for Adeptus Evangelion where being an insufferable child is a valid character archetype. You offer PCs a piece of the pie and they will steal all of the thing for themselves, fight each other for the largest bits, and end up setting the entire place on fire somehow. Now imagine that these people are put in charge of devising a 30 second commercial that will be broadcasted live worldwide and you can begin to understand how Command feels about this Scenario.





## Shall we Dance?

As befits the gravity and danger of such a task as serious as keeping the world safe, Nerv HQ has begun an all-branch performance audit of every Evangelion it controls. Control, speed and technical ability are all vital areas that need to be properly tested. As such, each branch has been ordered to instruct the pilots to build individual dance routines while a team of engineers prepare a space for “home” dances. Surprisingly few staff have quit over this directive.

In the interests of fairness, all styles and scales of routine are accepted, and will be judged on the same criteria. To perform your routine, roll one Arts(Creative Activity-Dance) test and one Sports tests. For a basic success you gain one Score Point and another one for each degree of success. Failures don't have any particular result other than adding no points.

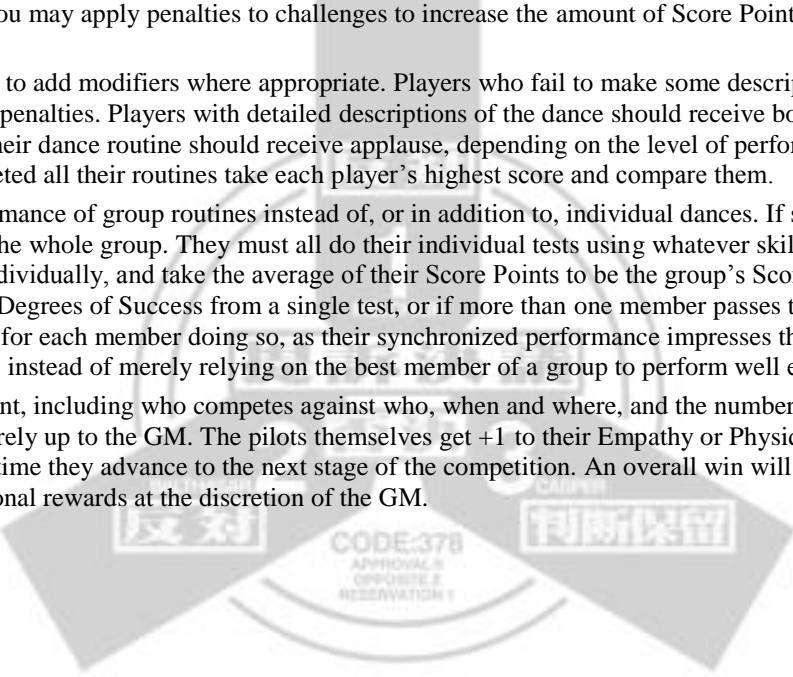
Particularly audacious routines will increase your score, but greatly increase the risk of failure. A player may make their routine Challenging (-10), Difficult (-20) or Nearly Impossible (-30) and take the corresponding penalties to all of their rolls. These difficulty modifiers multiply all Score Points gained by 1.5, 2, and 4 respectively.

Characters may also design more avant-garde performances by including moves in their routine from outside simple grace of movement. Such moves are treated as a skill test, and if the player can sufficiently describe what the move is and how it would actually fit into their dance routine to enhance the performance, they may Test any one Skill instead of rolling for both Physique and Empathy. This is a prime moment to put the Finesse skill group to use, while unfortunately not being quite as favorable towards Stash and the like. You may apply penalties to challenges to increase the amount of Score Points earned just like with regular performances.

GMs are strongly encouraged to add modifiers where appropriate. Players who fail to make some description of how their routine works as a dance should take penalties. Players with detailed descriptions of the dance should receive bonuses. Players who actually physically perform their dance routine should receive applause, depending on the level of performance and effort invested. Once the players have completed all their routines take each player's highest score and compare them.

A GM may require the performance of group routines instead of, or in addition to, individual dances. If so, the group members must decide on a routine for the whole group. They must all do their individual tests using whatever skills they have selected for the task. Score each player individually, and take the average of their Score Points to be the group's Score Points. If more than one group member gets the same Degrees of Success from a single test, or if more than one member passes the same skill test, add one Score Point to the final result for each member doing so, as their synchronized performance impresses the judges. This encourages teamwork and good planning, instead of merely relying on the best member of a group to perform well enough for everyone.

The structure of the tournament, including who competes against who, when and where, and the number of branches and EVAs involved in the contest is entirely up to the GM. The pilots themselves get +1 to their Empathy or Physique score (increasing whichever is lower) for each time they advance to the next stage of the competition. An overall win will earn a trophy of considerable size, plus additional rewards at the discretion of the GM.





## Thirty Seconds of Fame

A particularly active sponsor of your Nerv branch has called in a favor in return. They are about to invest a huge amount of money in a new advertising campaign, and want to use the high public profile of the pilots, and possibly other Nerv Staff, to its own marketing advantage.

Due to certain incidents involving a rather embarrassing amount of collateral damage and unfortunately critical current affairs programs, you're not in a fiscal position to refuse and Nerv command thinks the public airtime could aid your somewhat-bloodstained reputation.

The would-be actors receive a brief of the product and the ad campaign proper, but in a fit of delusional marketing optimism it has been entirely left up to them how they will endorse the product. Give the players time to prepare their thirty-second advertisement, but it should not take more than an hour to be ready.

Once prepared, the players must perform their advertisement in one single take, as the first run is live across the globe. Blame the PR department for that idea. They claim it will attract more viewers.

The GM must judge the advertisement/s on the level of professionalism involved, the quality (or otherwise) of acting, the core message delivered, and the extent to which the overall experience reduces their faith in humanity. This performance may involve one or more skill tests depending on the nature of the pitch (using relevant Speech skills), the acting ability of the pilots (likely represented by the Persona skill) or any other noteworthy feats put on display.

A well-performed ad that has a clear and useful message will be an excellent one. An ad no worse than those generally appearing on cable channels past midnight will be a mediocre one. An ad in which the players use held scripts, forget lines, have no message, or genuinely make you feel uncomfortable to be in the room is a very poor one. If at any point someone is naked, then everything has gone badly wrong and the entire exercise probably needs to stop before the police get involved. Once you've seen all of the advertisement, decide where on the scale the advertisement fits.

### Publicity Scales

**Supreme Salesman:** (The campaign could actually be used in viewing-hours television, and makes you actually want the product). The campaign is a spectacular success, and the company's sales and share price rocket skyward. In gratitude, they increase their funding dramatically, the fruits of which are at the GM's discretion, while the pilots themselves gain a bonus of +10 to their Empathy based Skill tests for as long as the ad remains on air.

**BUY TODAY!:** (The ad campaign could have gotten by on late-night TV, and you vaguely want the product) The campaign is a solid but uninspiring success, and leads to excellent sales for the product. By the contract, the corporation kicks over a percentage to you, earning a minor reward at the GM's discretion.

**Ad-wow!:** (The ad campaign would be one of the worst actually on television, and doesn't make you want the product more) Though hammy and awkward, your ad is appealingly so, and acquires a small cult following on the internet. This makes for a decent boost in sales, and the corporations sends you a barely noticeable reward.

**Eighties quality:** (the ad campaign wouldn't see television at all, and makes you want the product slightly less) The ad campaign is bad, but quick action by the marketing firm sees your parts entirely removed from it, thankfully. Though the contract sees you earn nothing, at least the corporation considers the favor fulfilled.

**Dear Sir/Madam:** (the ad campaign is outright bad, would probably be barred from television, and makes you actively dislike the product) Your ad is so bad that it stirs up a group of particularly motivated and angry people, protesting vigorously and boycotting the product and the corporation altogether. The ad is pulled, but too slowly, and the loss in sales causes the corporation to cease its support of your Nerv branch. This can range from the level of the cafeteria food now being soy products only, to a slight penalty to Nerv Resources for the next fight.

**Death of a Salesman:** (the ad is atrocious, even by the gaming group's standard, and leaves you feeling less comfortable in their presence) The ad campaign is nothing less than the worst in human history. Even though it is seen all of once, the outrage is so severe the corporation loses a class action suit against television viewers, causing it to collapse entirely in a billion-dollar economic disaster. The suddenly-impoverished shareholders of the company sue Nerv for gross breach of contract and win, causing a more serious penalty to Nerv Resources or something in a similar vein. Furthermore, particularly terrible and embarrassing behavior may lead to those involved gaining Stress from the public embarrassment of being associated with the negative publicity personally.



## Drama

It is no news flash that drama drives plots forward. The best action scenes in the world won't do you any good if no one cares about seeing the next Life on the Ground session. In fact, many players can summarize their Adeptus Evangelion experience as "Come for the robots, stay for the drama."

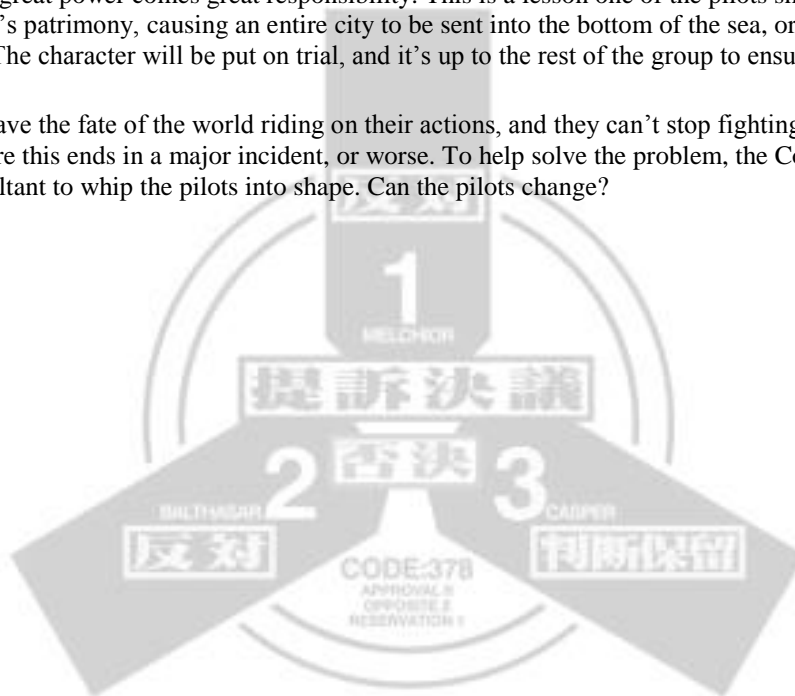
Actually engaging your players in this fashion is not easy, even if there are a myriad of ways to go about it. This section explores three methods: the "Mindtrips ahoy!" method to help even the shyest people in the group put their character's traits into the spotlight, the "What goes around comes around" method to make sure people feel responsible for their actions, and finally some good old fashioned teamwork training.

But be warned, all because you are not fighting Angels does not mean there is no risk.

**Touched by an Angel:** An Angel makes mental contact with a pilot and attempts to learn as much about them as possible. This has predictably hazardous results for the PC in question, and they are very likely going to lose quite a bit of their self-image as well as mental integrity from the ordeal.

**Trial of the Century:** With great power comes great responsibility. This is a lesson one of the pilots should have learned before blowing up part of humanity's patrimony, causing an entire city to be sent into the bottom of the sea, or redirecting a meteor shower to use as a weapon. The character will be put on trial, and it's up to the rest of the group to ensure they aren't imprisoned... or worse.

**The 3 Arrows:** The Pilots have the fate of the world riding on their actions, and they can't stop fighting. If allowed to continue, it is only a matter of time before this ends in a major incident, or worse. To help solve the problem, the Commander has brought in an outside Teamwork Consultant to whip the pilots into shape. Can the pilots change?





## Touched by an Angel

However it has happened, one or more of the player characters has somehow established direct contact with the mind of an Angel in the style of Arael or Armisael and cannot willingly end this process. In an effort to understand the true form of the character, the Angel intends to brutally and systematically deconstruct every element of their personality, stripping away every last comfortable illusion and satisfying falsehood. Needless to say this experience will be extraordinarily harrowing.

The characters who are locked in a mind trip are referred to as the Encroached. Their only goal is to make it through the experience with their mind and soul intact.

A number of personality issues between 1 and 5 from the Encroached are chosen, and are given a Disquiet rating according to how unstable the Encroached is in that area.

Irrelevant issues, those a character has long accepted, have 1 Disquiet. Quirks, or issues the character doesn't particularly like but has accepted, have 2 Disquiet. Flaws, or issues the character doesn't like but can deal with, have 3 Disquiet. Deficiencies, or issues that the character is particularly uncomfortable with and has avoided dealing with, have 4 Disquiet. Complexes, or serious issues that a character has avoided acknowledging and is unprepared to accept, have 5 Disquiet. Choose no more than one personality issue of each rating.

The GM will start with the issue of weakest rating, likely an irrelevant one, and go up from there. The Angel will craft an illusionary world for the Encroached, where it will attempt its dissection. The scenario should be crafted to the specifications of your encounter, but should you be feeling uncreative you may use the following set of tables for inspiration.

Roll Result	Where you are?
01 - 05	In your bedroom.
06 - 10	In another familiar bedroom.
11 - 15	In your family's kitchen.
16 - 20	Outside an unfamiliar house.
21 - 25	In a public train car.
26 - 30	At a bus stop.
31 - 35	In the middle of a deserted hallway.
36 - 40	In a very busy city street.
41 - 45	In Nerv's Command Room.
46 - 50	On a ship at sea.
51 - 55	At the movies.
56 - 60	In a military transport aircraft.
61 - 65	In the back of a car moving uncomfortably fast.
66 - 70	Onstage, with a vast audience.
71 - 75	Inside your Entry Plug.
76 - 80	In pitch black darkness.
81 - 85	On the moon.
86 - 90	On a hellish battlefield strewn with bodies.
91 - 95	Inside an Evangelion Boneyard.
96 - 00	On a mass of mutilated clones of yourself.



Roll Result	Who is next to you?
01-05	A group of familiar figures from your childhood.
06-10	One or more of the other pilots.
11-15	Yourself as a child.
16-20	One of many familiar faces of Nerv.
21-25	That one guy or girl who's always everywhere.
26-30	Your most idolized hero.
31-35	Your most hated enemy.
36-40	The person you love the most.
41-45	The person who has hurt you the most.
46-50	Your entire immediate family.
51-55	Everyone you've ever cared about.
56-60	A vast crowd of unfamiliar people.
61-65	A familiar historical figure.
66-70	A familiar fictional character.
71-75	Someone with no face, but is strangely familiar regardless.
76-80	You, identical in every detail.
81-85	An uncanny valley version of yourself.
86-90	A gruesome and sickening caricature of you.
91-95	You. So many of you.
96-00	An invisible voice identical to yours.

If you want to distract, confuse or add additional pressure to the players, you may also roll on the following charts to give the scene its own quirk, or to make it particularly disturbing.

Remember these charts are by no means restrictive, and are only intended to serve as inspiration. If you want a certain result, feel free to simply choose the results you want, or even make up your own sequences entirely. Just keep in mind that they should get progressively more disturbing as the Issues become more serious.

Roll Result	What are they doing?
01-05	Having small talk.
06-10	Playing a simple game.
11-15	Arguing bitterly and expecting you to pick a side.
16-20	Crying their eyes out and unable to explain why.
21-25	Laughing uncontrollably at every little thing.
26-30	Discussing your immediate future after this.
31-35	Acting like you have something contagious.
36-40	Acting out a scene from a work of fiction.
41-45	Asking you play a game you can't understand.
46-50	Making sexual advances towards you.
51-55	Attempting something suicidal.
56-60	Handing you objects pulled from... somewhere.
61-65	Asking questions in a strange language.
66-70	Acting out a scene from your life, but modified.
71-75	Acting out a scene from somebody else's life.
76-80	Making every possible effort not to face you.
81-85	Struggling to understand a simple concept.
86-90	Floating instead of walking.
91-95	Subjecting you to a surgical procedure. Awake.
96-00	Congratulating you for... something.



Roll Result	And strangely enough...
01-05	Everything looks two-dimensional.
06-10	Everything is in the wrong colors.
11-15	Characters talk without opening their mouths.
16-20	You can't stop saying what you're thinking.
21-25	Characters disappear and reappear at random.
26-30	The clothes on the characters keep changing.
31-35	The characters have each other's physical traits.
36-40	You cannot hear anything, not even your voice.
41-45	You feel like you want to vomit your heart out.
46-50	You feel lust for a character, knowing it is wrong.
51-55	You are completely paralyzed.
56-60	You suffer from stigmata.
61-65	Everyone projects a visible A.T. Field.
66-70	The characters look like the living dead.
71-75	All of the characters have angelic masks.
76-80	None of the characters have any facial features.
81-85	Everything is burning, but not everyone.
86-90	Characters strangle, beat or flay alive another.
91-95	The characters slowly dissolve into LCL.
96-00	The characters cannibalize themselves

In the middle of this occurrence, a voice (that of the Angel or the characters themselves under control of it, or even under control of the other players themselves) will begin to question their Issue and ignore whatever else they were doing. The player can respond in three different ways; with Denial, Justification, or Acceptance.

**Denial:** This method consists of outright rejecting the claims. When the interrogation over said Issue is complete, the denying player Tests Composure. The GM should add or subtract circumstance modifiers based on the character's performance in the dialogue. A successful Denial results in the character outright ignoring and disregarding even the harsh questioning of the Angel, and simply shouting the subject down, but gaining a number of Stress equal to the Issue's Disquiet. On a failed Composure Test, they gain an amount of Ego equal to the Issue's Disquiet + 1d6 as they fail to protect themselves from the inevitability of their flaws.

**Justification:** The second method instead involves the player accepting the trait, but rejecting the Angelic view with sheer force of reason and persuasion. The character must Test Convince, once again with the GM providing a circumstance modifier and taking into account their skillset. Should their justification be enough for the Angel's inquiring mind, they gain Stress as in Denial as the creature probes their mind further to absorb this information into itself. If they fail to sway the Angel, they receive Ego as in Denial, as they become more and more paranoid of the validity of their own beliefs, disrupting their sense of self.

**Acceptance:** This is the simple tactic of accepting the Angel's judgment of your true self, and moving on. If the player character truly demonstrates the capability to do this, they take Ego equal to the Disquiet of the trait-1, as they are forced to review their sense of self in a critical light, but move on. If, however, the player attempts to deny or justify a construction, they have to use one of the above responses, and can no longer accept the claim.

The Angelic contact ends when the Encroached has successfully denied, justified, or accepted all Issues, or when the GM chooses not to continue. Those Encroached awaken to themselves, all-too aware of every moment of the experience, and with a very deeply-scarred sense of identity.

The experience of finding their true self, however unpleasant it is, leaves the character vastly more resilient to future attacks on their sense of identity. The pilot gains a permanent bonus to their Will skill group equal to the highest Disquiet that they Accepted or successfully confronted.

Doing this for every player in the case of a group encroachment will be a taxing experience, assigning only one Issue to each Encroached is a possible solution, with another one being to allocate common Issues to the lot of them. Given the potential for so much possible encroachment damage, the GM is responsible for control over the damage done. While some serious damage should be expected from contact with an Angelic intelligence, the level of damage done should be proportionate to how well the character player performed, and should not be sufficient to remove them from the game unless they had a very weak Ego and performed very poorly.



## Trial of the Century

One of the pilots has been accused of serious crimes against humanity, and has been ordered in front of the International Criminal Court to stand judgment. The charges are serious and there could be grim consequences for the character if they cannot defend themselves. This Scenario should only be played out if one of the pilots was involved in an act of massive destruction or great cost, the sort of thing that would be worthy of global attention.

Nerv expects the character to behave. The other pilots have been ordered to support their comrade as much as possible in their time of need, as well as minimize any damage done to Nerv's standing with the United Nations. Select a player to stand on trial as the accused and also choose their most severe act. Use this act to determine their Criminal Index which in turn will serve to define how difficult the trial will be.

**Negligible (50 Criminal Index):** Causing several deaths or moderate property damage where militarily necessary (mild collateral at best). These are crimes that would normally be serious but can be excused for the sake of saving the world.

**Moderate (75 Criminal Index):** Causing notable deaths or significant property damage where militarily necessary, such as destroying several buildings or a place of refuge. These crimes are significant, but may be justified by the urgency of the pilot's mission.

**Standard (100 Criminal Index):** Causing serious deaths or catastrophic property damage where not strictly militarily necessary, such as destroying dozens of buildings including places of refuge, or using weapons or tactics likely to harm bystanders without strict need. These are serious crimes that require justification.

**Severe (125 Criminal Index):** Causing serious death and suffering where not strictly militarily necessary: willful destruction of places of refuge, or using weapons or tactics very likely to cause serious harm or death to bystanders without valid reason. These are crimes of notorious callousness or cruelty that are only rarely justified by need.

**Extreme (150 Criminal Index):** Causing extreme and undue death and suffering without valid military purpose: deliberate and targeted destruction of places of refuge, or using weapons or tactics certain to cause drastic harm to bystanders without valid reason. These are crimes so brutal that even the desperate necessity of saving mankind has trouble justifying them.

**Inhuman (175 Criminal Index):** Causing catastrophic death and suffering without valid military purpose, such as deliberate and systematic targeting of places of refuge, or using weapons or tactics certain to cause extreme harm and widespread death to bystanders without demonstrable need. These are crimes of such brutality that they could not possibly be militarily valid, such as using weapons of mass destruction in a populated area.

**Monstrous (200 Criminal Index):** Deliberately and systematically causing catastrophic death and suffering with no possible military purpose, or deliberately or recklessly using weapons or tactics certain to inflict suffering and death of bystanders. These are actions so callous and cruel as to beggar the imagination, and it will be nigh-impossible to walk free from them. This category of crime should be used for nothing less than the death of millions as a result of the pilot's actions, possible involving some kind of attempted Impact event.

Once you've set an index between 50 and 200, you can begin the trial. While you can set your index below 50 or above 200 an action below 50 wouldn't be serious enough to actually affront the court, and above 200 the character is almost certain to be executed on the spot and there will also be massive penalties for the rest of the characters. Divide the pilot's Criminal Index by 25 and add 1d6 to the result. That is how many days the trial will last.



## Trial Tactics

Each day of the trial, the character must adopt one of a number of Trial Tactics, with the hopes of modifying their index. Another character must do the part of the defense; it can be a superior officer, another player, a trustworthy NPC or simply a Lawyer hired by Nerv. Each day you make an argument and then Test a particular skill at either a bonus or a penalty, depending on how good a case you make to the GM, of up to plus or minus 30. Characters with Topic (Law) may opt to Test that in place of testing other Intelligence based skills.

On a successful use of a Trial Tactic, you reduce your Criminal Index by a number of points equal to 2d6 plus your Degrees of Success. On a failure you instead gain 1d10 plus your Degrees of Failure to your Criminal Index.

Each time you repeat a Trial Tactic you take a -10 cumulative penalty with no penalty cap.

**Justify:** You attempt to explain how in the situation your actions were justified to the Judge, who decides if your explanation is acceptable. Test Convince or Deceive, if your justifications are not acceptable the Prosecutor exploits your attempts to manipulate the truth.

**Entrap:** Instead of dealing with the truth, you attempt to create a simple logic trap for the Prosecutor in the hopes of discrediting his argument. Test Trickery or Logic and on a success the prosecutor's case is weakened, but on a failure the Prosecutor mercilessly reveals your error for all to see.

**Disprove:** You attempt to attack the prosecution's case directly on its facts, trusting in the relative lack of strength of its claims to see you victorious. Test Inference to find holes in their evidence and find legal loopholes to discredit them, fully knowing this will backfire horribly should you fail.

**Appeal:** Instead of arguing on the strength of your claims, you instead rely on the strength of your oratory and test Sway to appeal to the judges emotionally, hoping the accused is not beyond all sympathy. It goes without saying the defendant will only seem more of a monster if you fail at this task.

**Call Witness:** You will allow someone else on the stand to help strengthen your case for the day or focus on cross-examining those the prosecution builds their case on. Choose who to call to the stand and how you will make your point, and then test Interrogation or Persuade to extract key facts to build your case on. The prosecution will be the one to undermine your standing if you prove unsuccessful at this, however.

If the witness is a PC friendly to your cause, they may test Sway, Persuade or Convince. On a success, they reduce the criminal Index by 2 + their Degrees of Success in addition to the normal results of the Trial Tactic.

**Obfuscate:** You adopt a series of delaying tactics, Test Distract to ensure that neither side achieves anything that day on a success, but if you fail the prosecution manages to build their case further by exposing your strategy.

Each day, you may also adopt an additional strategy to further secure your goal. Sabotage and Undermine require another PC who is not in court or an NPC/Contact to do the required Tests before any Trial Tactics are made, while the others are simpler deals that can be arranged by anyone willing to help the Defendant.

The listed penalties are only for failing while still keeping your hands outside of the fire. If the Judges find out about your contempt for the processes of the court, the GM is encouraged to add additional penalties outside the norm. Repeating Sabotage or Undermine will carry off a -20 penalty with each use after the first (again, at no penalty cap) as security and PR becomes savvier and more careful of your methods.

**Sabotage:** Your agents attempt to plant falsified evidence of your actions to weaken the case against you. The acting character must test Palm to get his actions past the Prosecutor's legal team. On a success, 10 points are removed from the Criminal Index. On a failure, your underhanded attempt actually works against your case and 5 points are added to your Criminal Index.

**Undermine:** Your agents ignore the evidence and instead attack the Prosecutor and the witnesses in the media – attempting to destroy their reputation and credibility. The acting character must Test Research to find out the information crucial to this media stunt. On a success, add a bonus to your Trial Tactics for the day equal to the Degrees of Success on the Research test times 10, to a maximum of +30.

**Stroke of Luck:** For once, the stars seem to turn in your favor. You may spend 2 Luck and add a +30 to the test for your Trial Tactic for the day, as an uncanny event just so happens to play right into your hands, opposing documents are lost, people show up late, and Judges turn out to have a... storied history with the Prosecutor.

**Cut a Deal:** Sometimes you've got to go while the getting's good; you may attempt to end things right there by cutting a deal with the prosecution before things get worse for you. Test Negotiation, if you succeed you may skip to the end of the trial (without a final appeal to the jury) and lower your Criminal Index by 10 plus 1d6 for every 2 degrees of success on the test. You may make your decision after rolling the result. If you don't accept the deal or you fail the test, proceed to the next day of the trial as normal.



## Final Day - Sentencing

Once the last day has ended, the character on trial will have the opportunity to make their final address to the judges before sentencing, and this will be the major factor in the outcome of the case. You may repeat any single Trial Tactic other than Call Witness or Obfuscate without the corresponding repetition penalty before the jury makes a decision, with a notable modifier tacked on if the accused himself speaks, positive or negative.

Check the character's final Criminal Index after this appeal has been made, and do the sentencing using the following section.

**Flawless Victory (0 or under Criminal Index):** Your case is a spectacular success, and you are exonerated with such positive publicity that the accused pilot gains the Influence(civilians) talent for free.

**Spectacular Victory (1-10 Criminal Index):** You are exonerated with great fervor and the court's most sincere apologies. The fame gives you an opportunity. The accused pilot may gain the Influence(civilians) talent for if they spend 2 Enrichment to do so.

**Strong Victory (11-20 Criminal Index):** You are exonerated by a great margin, and supported by the press.

**Victory (21-35 Criminal Index):** You are exonerated by a decent margin, and suffer no more personal attacks from the press.

**Pyrrhic Victory (36-50 Criminal Index):** The ICC finds insufficient evidence to convict you and you are freed, but considered widely to be guilty and suffer personal attacks for months to come.

**Loss (51-75 Criminal Index):** You lose the case by a small margin, and are banned from piloting an EVA for any reason until you spend 3 Luck to reverse the decision. If, during this time, you pilot any EVA you will then be imprisoned in a UN facility for the balance of the sentence as in 'Dramatic Loss'.

**Dramatic Loss (76-90 Criminal Index):** You lose the case badly, and are sentenced to imprisonment. This would remove your pilot from the game, and the pilot must Defy Fate to avoid being removed from play as if they would die. Otherwise, the pilot is removed from play, but only for a number of sessions equal to the amount of Luck you would had to have spent to Defy Fate above. Afterwards, Nerv bargains for your return. You gain 10 Stress due to your incarceration.

**Disastrous Loss (91-100 Criminal Index):** Between the magnitude of your crimes and the ham-fisted defense you put forward, you lose drastically and are sentenced to death for your horrendous crimes against humanity. Your character will die unless you Defy Fate to avoid death. If you survive, Nerv faces sanctions, halving your available Nerv Resources for the next fight.

**Comprehensive Loss (100 or above Criminal Index):** The only thing graver than your atrociously poor conduct at trial is the inhumanity of your crimes. Your name goes down in history alongside Stalin, Hitler, Mengele, and Pol Pot. You are sentenced to death, which can only be avoided by Defying Fate for twice the normal amount required to avoid death. If you survive Nerv gains no Nerv resources next fight, and -3 Nerv Resources the fight after, as Nerv snubs its masters and benefactors.

Meanwhile, the accused pilot is not the only one to gain the ire of the court. All other player characters are subjected to the Dramatic Loss results.

The sentencing may seem harsh in the last of the entries, but is proportionate to the amount of brutality on the part of the pilot and inability at establishing a proper defense from the players. If all the player characters are imprisoned in this way it might mean the end of Nerv.

It goes without saying that outright leaving someone outside of the game is a bad idea, and they should be given something to do in their new homely detention facility, or given an alternate character to play as they await their return.



## The 3 Arrows

The conflict against the Angels is, indisputably, the most important in human history. Never has so much depended on so few, and children at that! But often, the biggest impediment isn't the age itself of the children, or even their combat (in)experience. Rather it is the fact that their age makes them act like, well, bratty kids.

Under normal circumstances, this would be all fine and good. But when the pilots are actually in control of the Evangelions and are fighting the Angels, such immature squabbles are deadly. Humanity cannot afford hesitation and mistakes in combat based on such childish feuds, and every order the pilots ignore to go off on their own is one that could be the difference between success and failure.

Ideally, the Operations Director would be responsible for keeping the children organized, cooperative, and from tearing each other's hair out. However, players being players, this is not always enough. If things have clearly gone beyond the Operations Director's control, then the Nerv Commander might seek to rectify the problem by using Nerv's vast resources to bring in an outside consultant. You could say he is a specialist in this field.

Under this scenario, the players are put under the jurisdiction of an outside consultant who will teach them how to work as a team.

### Your Consultant

A specific NPC is not provided for the role of the consultant. Rather, you should construct him, and the lesson he espouses, to fit your players and campaign. Perhaps he is an incredibly pacific child psychologist that brings to mind Fred Rogers. Perhaps he is a hardened combat veteran that, in his retirement, has taken up motivational speaking. Maybe he is just a surprisingly spry old man who spouts off sage-sounding koans. Aside from their name, personality, and other obvious factors of creating such an NPC, there are certain aspects somewhat unique to the consultant that needs to be considered:

#### Authority

Just how much power over the players does this consultant have? Presumably, the consultant has temporary dominion over the pilots themselves, at least while out of combat. Otherwise, how ever will he conduct his unorthodox lessons? But what about the Operations Director, and other Nerv staff that support the pilots? Are they similarly under his control, at least until the alarms begin to ring? If they are, just what can he and can't he do to see his bizarre goals met?

#### Discipline

If the pilots had an inherent respect for authority, they likely would not be in this scenario in the first place. Even without that, players tend to be an unruly bunch and do not take kindly to being told what to do. If a pilot openly resists or refuses to cooperate entirely with the consultants teaching, the consultant may need to take retributive action. If the pilot, god forbid, physically confronts the consultant? Some sort of punishment will definitely be required, lest the consultant's authority be totally invalidated. It should, however, be something that doesn't remove the player from play (like solitary confinement) or otherwise exacerbate the problem by making the player feel trivialized.

##### Give with one hand...

At the introduction of the consultant, have the new NPC give little incentives to each pilot in the form of a promise to some fun place off base. Like the zoo, an amusement park, boat ride, or maybe even a trip to a fancy restaurant. What is important is that those pilots who cooperate get rewarded more than those that refuse to play along, and true disobedience may even exclude the unruly pilot from the expected reward altogether.

Alternatively, you could offer special or extended privileges and freedoms to the cooperative characters, allowing them to stay up or out later, visit friends, or stay home from school once a week to play video games.

##### Environmental Tampering

If the pilot(s) act out aggressively toward the consultant, they might choose to "impose a calmer living situation" on their lifestyle to make them more at peace. This ominous declaration ends with them redecorating the pilot's room and entry plug to be more "cheerful" and "calm".

Pastel colors, rainbows, smiley faces and everything else you might imagine in a children's book have replaced everything they have grown accustomed to. Just how far this goes is up to you, but the pilot will likely find that all of their normal clothing has been replaced as well.

##### A Test of Strength

For particularly violent pilots, if the consultant is of a military background they might give the kid the opportunity to challenge their authority in a more direct fashion: some form of boxing or martial arts match. Using years of experience and a longer reach, it should take relatively little effort to lay out a mere 14 year old. Once the pilot has ended up on their back once or twice, they should be far less enthusiastic about confronting the consultant physically.



## The Lesson

The central focus of this scenario is the lesson that the consultant is trying to drill into the pilot's heads. It would not be unfair to say that the consultant NPC itself is, for all their quirks, a delivery system for this message, and it is the impact of the message that is likely to persevere long after the NPC leaves the base.

However, the lesson passed on in this scenario is more than just words, it is the focus of its own tiny arc. The consultant tells the pilots his cryptic message, and then concocts a unique lesson plan that inconveniences the lives of the pilots as they are forced out of their normal routine. Then, the next Angel attack is built around a puzzle or strategy that requires the pilots to make use of the lesson to beat it. Only then is the lesson over, as the pilots have demonstrated its teachings in the field.

If a GM so chooses, the consultant could stick around and cover multiple lessons in this fashion, to really hammer home the teamwork.

GMs are encouraged to think creatively and come up with new lessons, as well as exercises and Angel fights that reinforce them. However, it is a weird sort of process, so take inspiration from some examples below.

Each lesson comes in 4 parts: the words of the lesson itself, how it is taught to the pilots on the ground, the associated Angel, and how to beat it.

### **"If you want to work together better, walk a mile in another's shoes"**

This lesson is based on the pilots being unable to work together because they cannot, or will not, empathize with each other.

#### The Exercise

To better facilitate this emotional understanding, the consultant has concocted a bizarre exercise in which each of the pilots are forced to dress and act like another member of their team. The rest of Nerv staff has been instructed to do everything in their power to treat each pilot as the character they have dressed up as instead of their normal selves.

Which roles are assigned to what pilot could either be chosen by the consultant/Operations Director to have each pilot dress up as the other character they get along with the least, or it could be chosen randomly. Players should be encouraged to take advantage of this unique roleplaying experience, and rewarded for especially accurate or amusing interpretations of their fellow pilots. Handled well, this is sure to be an event your players, and their embarrassed characters, will not soon forget.

#### The Angel

To reinforce this lesson, it is recommended that you include an Angel that forces the pilots out of their most obvious comfort zone in battle: their own Evangelions. This Angel has adapted itself to the specific AT Field patterns used against the previous Angels, and as such cannot be neutralized! This will certainly provide an issue for the pilots, until the Magi formulate a solution: the players can neutralize the Angel if they use a different set of AT Field patterns, such as would be generated by a different combination of Pilots with Evangelions. How this changeover is implemented is up to you, but since the battle has already begun the pilots will likely be tight for time. The pilots do not necessarily have to use the Evangelions belonging to the players that they dressed up as earlier in the scenario, but it would have a nice symmetry to it if that was the case. Once the pilots have swapped Evangelions, and had a chance to adjust to their new machines, dispatching the Angel should be a simple matter.





## **"One shield is a piece of metal. Two shields is a wall."**

This lesson is based on the pilots being unable to work together because they cannot work toward a common goal.

### **The Exercise**

The pilots are put through a grueling exercise designed to force them to work together to succeed. The consultant has set up a modified water cannon, the same kind used by riot police, in a narrow room with only one exit. The water cannon is positioned between the pilots and the door, and the pilots are given a number of metal or plastic shields they can use to defend themselves. The goal of the exercise is to reach the door.

However, the pressure of the water cannon is such that even a physically fit pilot is not strong enough to prevent themselves from being pushed to the ground by it. Simply remaining standing under the brunt of the cannon requires 2 degrees of success on a Might Test, and managing to move forward 1 meter requires an additional 2. If the pilot falls down, or fails by multiple degrees of failure, the pressure of the water likely pushes them back and negates any progress they have made.

To beat the exercise, it is intended for the pilots to lock shields, and work together as a group to press forward, combining their degrees of success to move as one. Though this is the intended solution, there are likely to be others. However, if the pilots manage to find a solution that does

not involve the shield lock, but still involves teamwork? Consider the exercise to be a success.

If, by some means, a single pilot manages to force their way to victory alone? They should be considered to have failed the exercise, as they left the rest of their team behind.

### **The Angel**

To make the pilots rely on each other to win, the Angel might use a perceptual block on its target each round to prevent them from reacting. For the target of each attack by this Angel, the poor Evangelion that is to be attacked cannot see the attack coming at all. As they have no idea they are being attacked until they have already taken damage, they are unable to Guard.

However, this perceptual block is focused on the target of the attack. Other nearby Evangelions can see the attack happening, and either warn the target, attempt to block the attack themselves, or push the targeted Evangelion out of the way at the last second. Regardless of the description, while the targeted Eva cannot Guard for themselves, an adjacent Evangelion can choose to Guard for a nearby ally.

If the Evangelions intend to survive this fight, they are going to need to defend each other.

## **"Don't think about where your hands and feet are. Just know."**

This lesson is based on the pilots being unable to work together because they never actually think about what the other pilots are doing, thinking only of their own actions.

### **The Exercise**

To increase the pilot's awareness of each other, the consultant has reserved a single apartment room. All of the pilots (regardless of number, age, race or gender) are instructed to live in this tiny single room apartment. There are no beds, the pilots must sleep on the floor. There is only one bathroom, and the door to it has been removed. The pilots will be forced into constant and personal close proximity to each other, to the point that at any given moment they are uncomfortably aware of the movements and actions of every other pilot.

They are sure to hate it.

### **The Angel**

To reinforce this lesson, use an Angel that renders the pilots, or their Evangelions, temporarily blind. Or perhaps they simply consider all other Evangelions to be invisible. Regardless of how this impairment is implemented, the key fact is that the pilots are unable to tell where the other Eva's are by sight alone. While this might not seem at first to be a huge impediment, if the pilots choose to act normally under these circumstances they will inevitably end up running into each other, tripping over umbilicals they can't see, shooting their allies in melee when they targeted the Angel or catching allies in blast zones of attacks.

The pilots will have to closely coordinate their efforts to attack the Angel without getting in each other's way, or know where the other pilots are by sheer instinct. Constant radio contact, hit and run attacks to deal damage and get out of the way, and use of AT Ping to confirm the positions of allies are all valid solutions to this puzzle.

It is recommended that, in this encounter, the players are denied the use of a battle map so they have as little information out of character about the positions of their allies as they have in character.



**"In a team, everyone must be responsible for their own actions. Otherwise, the team as a whole is irresponsible."**

This lesson is based on the pilots being unwilling to cooperate because they have never considered what cost their petty rivalries and headstrong actions carry.

**The Exercise**

The consultant has ordered a “field trip” of sorts for the pilots. For a day, the pilots are sent out to visit a battleground they have fought on previously in their Evangelions. This is preferably in a city, town, or other developed area, and it may even be a section of the Base of Operations itself. Ideally, this would be the site of a battle where they caused significant collateral damage.

The pilots will be given a grim tour of the battleground, and shown the devastating results of damage they deal to their surroundings and never notice. Crushed offices, burned homes, and somber families gathering up what they can are all encouraged for inclusion. Afterwards, the pilots are instructed to assist in the rebuilding effort, such as helping repair teams put a building back together. Show them the effort it takes to build a house, and then ask them how many homes they have personally destroyed.

**The Angel**

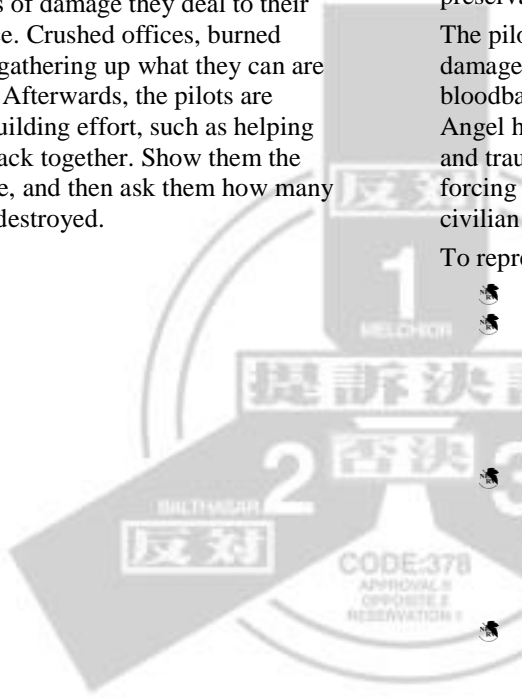
This Angel should be designed to bring the consequences of the pilot’s actions directly to their attention. The Angel has taken up position inside of a developed city away from the Base of Operations, hiding amid skyscrapers to prevent long distance attacks against it. Worse yet, the Angel seems to emit some sort of hypnotic effect. Rather than flee and evacuate, the inhabitants of the city have filled the streets and are simply standing there, totally lacking self-preservation instinct.

The pilots will have to move carefully, and keep collateral damage to a minimum, to prevent this from turning into a bloodbath. Which is very much in their best interests, as the Angel has one last trick up its sleeve: it transmits the pain and trauma suffered by those under its sway to the pilots, forcing them to feel like they are being crushed with every civilian they mistakenly step on.

To represent this effect, use the following counter system:

- The counter for each individual Pilot begins at 0.
- If an Evangelion takes a Move action, add 1 counter for every Sector moved for that pilot as they carelessly step on civilians. This can be negated by spending an extra stamina for their Move action, as they take the time to carefully sidestep extra collateral.
- If an Evangelion causes collateral damage by any means, they add 1-4 counters to themselves (1 being Mild, 4 being Devastating), with the other pilots taking half (rounded down), as collapsing buildings and explosions cause massive injuries.
- The Angel does not have a counter for itself, but actions it takes can raise the counter for all other pilots if it would carelessly move or cause collateral.

The effects of this counter are as follows, and apply to each pilot individually based on their current counter level. Every time a player’s counter goes up, add an amount of Stress and Strain equal to the amount of counters on them. Should a pilot have a Stress Break trigger as a result, they must test Resolve or be stunned for one round.





## Horror

Before the obligatory implied comparisons to other tabletop games are formed, we should establish that Adeptus Evangelion is not primarily a horror game and in fact Evangelion itself ranks quite low in the scale of horror, save for some particularly gruesome scenes of gore and suggestions of fates worse than death that may or may not involve what is referred to as 'body horror'.

Adeptus Evangelion, however, can lend itself to horror situations. The pilots are under constant stress and threat, at the mercy of more powerful forces both on and off of the battlefield. All while being surrounded by inhuman creatures and technology that may or may not involve ancient alien artifacts or perverting the very nature of the human soul.

These example Scenarios have the same basic elements: A proactive need to investigate and press further on with a time limit, a sense of dread from unknown or poorly understood threats, and no mercy regarding any mistakes on the parts of the players. The degree at which each of these occurs varies with each Scenario.

**Nightmare in the 8th Dimension:** The entirety of Nerv HQ has been pulled into a Dirac Sea. Strange spacetime bending phenomena haunt the halls of the Geofront, and any misstep could easily prove lethal against the cold, vast vacuum outside.

**Polarity Shift:** A city has been encased in a zone of strange physics beyond even the normal effects of an AT Field, and conventional means of exploration have failed. The Evangelions are sent to investigate and put a stop to this, but their very presence causes the area to become increasingly unstable, and if they waste too much time, they will die with the Field and the City it holds hostage.





## Nightmare in the 8th Dimension

It begins with a strange emergency. Lights in the sky. Dangerous electromagnetic activity. An unknown, omnipresent A.T. Field event. Every Evangelion in Nerv's cages suddenly activating at once. The details are up to you, but the important part is that all of the pilots are rushed to Nerv under the looming threat of something unknown and powerful.

And then, once inside, Nerv HQ is wiped off the face of the Earth. This isn't a joke. All of Nerv HQ is gone. The whole facility. Yes, even the underground parts. Did you have a Geofront? That is gone as well.

All of this has been absorbed into a Dirac Sea by a Leliel-esque angel, or perhaps even Leliel itself if you are playing with the canon Angels.

But being ripped from existence isn't enough of a problem for Nerv, not by a long shot. The new location they find themselves in is dangerous: similar to outer space, it's a vacuum of unknown size. Nerv's lockdown procedures, emergency seals, armor layers and structural integrity are well designed to stand up to Angelic attacks, explosives, chemical, biological and radiological weapons. They can stand up to a vacuum.

But even so, many outer sections of Nerv failed to seal in time, resulting in a massive loss of life as those sections vent their contents.

The pilots are, thankfully, safely inside a sealed section of Nerv. But they are nowhere near their Evangelions. For the sake of the session, the GM should ensure that if there's an Operations Director in the game, they too should be present; otherwise their ability to participate in the session would be greatly reduced.

You are inside Nerv HQ, trapped in a Dirac Sea. Vast sections of Nerv are damaged, without power, or even without air. Communications are down and the remaining Nerv staff in position are directionless and afraid. As if that's not enough, the very space you are in is your enemy. Time and reality care little for your preconceptions of how they should work and something vast has the whole facility in its grip, striking blindly to cripple its prey or find its target buried deep inside.

It's time to do what you do every time an Angel attacks: get to your Evangelions and prepare to fight. But today that is going to be harder than it sounds.

### The Slower Path

The stress of the dimensional transportation will have knocked the characters unconscious, if only briefly, and when they awake things will already have begun to take a turn for the worst. Communications are down, to the point that even normally reliable radios or phones get less than static. The lights flicker and the floor trembles from some distant, unseen trauma. You didn't have the time to reach the Command Deck or Evangelion Cages and getting to them is now your greatest challenge.

Your journey is impeded by the fact that the facility itself is in a state of chaos which is made even worse by the Angel's further attempts to destroy Nerv. To succeed, the players will need to make their way to key areas of the base to retrieve their Evangelions and prepare to fight the enemy. To do this they need to make Progress.

Obstacle Events are things that will plague the players as they make their way through Nerv. They represent physical barriers to their progress, or inconvenient events.

Many of these Obstacle Events are the result of damage taken by Nerv, such as the Angel making an attack against the building in the same area as the pilots, or a negative effect of the Dirac Sea itself (which exists outside of normal time and space).

Successfully defeating certain obstacles will grant the players Progress, but failure could have lethal results.

In keeping with the bizarre nature of time and space within the Dirac Sea it is heavily encouraged for GMs to use the following to heighten the horror: should any character be forced to spend Luck to avoid death, allow the Luck to be spent, but still describe the character's death as normal. Soon afterward have the group encounter that same character alive. This doppelganger is a parallel version of the dead character that lived the exact same life right up until Nerv HQ was absorbed by the Dirac Sea, but whose life since then has progressed differently. Kind GMs may take this opportunity to provide the 'resurrected' character with information or equipment that they did not have previously.

Don't feel that you need restrict yourself to only the following sample Obstacle Events. If you have your own plans for threats inside of the Dirac Sea (such as an Angelspawn encounter or a fiendishly clever puzzle room of your own design) by all means make use of it.

The players may find that they are unable or unwilling to overcome a given Obstacle Event. If so, they may try to find a way around, prompting a new roll on the Obstacle Event chart and losing 2 Progress. If the group ever has -5 or less progress they have wasted too much time and the Angel has won. What this means for your campaign can be anything from a total party kill (everyone has to Defy Fate and only plot saves them), the Angel stealing whatever they wanted from your base's Terminal Dogma equivalent and/or starting Third Impact, or something far more insidious.



Roll Result	Name	Progress
01-05	Prism Room	-(1d6/2)
06-15	Zeno's Hallway	-1
16-25	Traverse the White	-2/+2
26-50	Phase Out	+1
51-55	Lead the Way	+1
56-60	The Corpse	+1
61-65	Timesplit	+1
66-70	Territory Event	+1
71-75	Hallway Collapse	+2
76-80	Broken Elevator	+3
81-85	Blast Door	+4
86-90	Angel Attack	+4
91-95	Variable Gravity	+0, Reroll
96-00	Power Loss	+0, Reroll

Goal	Progress Cost
Store Room	2
Armory	3
Security Station	3
Medical Station	5
Command Deck	10
Evangelion Cages	10
Terminal Dogma	15

**Prism Room:** The players find their way blocked by a room made frustrating by its deceptive simplicity. The light in this room is bending, showing the characters a false location of every space and object. Attempting to pass through this room results in a number of minor injuries due to colliding with objects that aren't where they appear. Every character that attempts to pass through this room may not test skills of any kind in the room (they fail automatically as they base their actions on false information). The players lose 1d6/2 progress as they must use trial and error to find their way out, a time consuming effort. That is, unless the characters figure out the secret: to close their eyes and feel their way through the room. If they figure this out quickly enough reward them by deducting no Progress, but awarding none either.

**Zeno's Hallway:** The players find themselves trapped for some time in a hallway that, despite moving forward, they never go any further down. -1 Progress.

**Traverse the White:** The players find an area ahead of them that is covered in a thick cloud of ashes amidst white smoke that refuses to clear away. It is not enough to damage anyone's lungs, but it is annoying and renders everyone blind. The hallway seems to become a formless space, taking turns and changing its dimensions around the group as they move. Occasionally, the players might hear a soft grinding noise, and perhaps even catch a glance of something moving. The group will exit the whiteout not on the other side of the hallway they entered, but in another part of Nerv HQ entirely. There is a 50% chance of the party gaining or losing 2 Progress from this new change in position. Any lost character winds up in another part of Nerv from the rest of the group and must find their way back on their own.

**Phase Out:** The lights flicker off and each player must Test Resolve. When the lights come back on a moment later all the characters who failed are apparently gone. The characters that failed are still present, but cannot be seen, heard or interacted with by any that passed. They can still see, hear and interact with the others that failed, as well as see and hear (but not interact with) those that passed. Characters that have phased out remain out of phase until this Obstacle Event is rolled again or until 1d6 more Obstacles are passed, whichever comes first. Characters that have phased out will sometimes see... things, such as bizarre shapes or flickering living shadows moving about the base. Sometimes, the shadows might even look back. The group gains 1 Progress.

**Lead the Way:** Have all players Test Notice. Should any of them succeed they realize that they are being followed. If they are quick or clever they can discover that they are being followed by a haggard-looking duplicate of either themselves or an NPC they know. If pursued or confronted, the follower vanishes. The group gains 1 Progress.

**The Corpse:** The players find a body wrapped up in a blanket in a room or hallway. On closer investigation, it is a member of the group (chosen at random) except naked and having obviously died of starvation. Being confronted by their own corpse results in 1d10 Stress for that character. The group gains 1 Progress.

**Timesplit:** Choose a player at random. At some point their character will slip out of sight of the rest of the group for just an instant, at which point he or she will vanish completely. They are found in the next room you enter, unconscious. When awoken it is revealed that from their perspective everyone else vanished and they spent hours wandering alone, trapped in the same few rooms and hallways before eventually collapsing from exhaustion. They are fine now, but gain 1 Fatigue for their trouble and are in dire need of a drink of water. The group gains 1 Progress.

**Territory Event:** Some invisible wave washes over the group, causing their heads to ring and their vision to blur. What just happened is unclear, but it has shaken the characters. All players gain 1d6 points of Ego. The group gains 1 Progress.



**Hallway Collapse:** The hall ahead of the players is simply blocked by debris and rubble, the concrete stained an unfortunate dark red in some places. Getting through will not be easy and requires explosive charges to clear a way through. No matter how much damage is done other attacks of any kind simply will not clear this rubble. However, the hallway may be unstable. If an explosive is used there is a 20% chance that the ceiling collapses even more. Anyone within 1d10+10 meters of the rubble Tests Tumble or suffers 1 Injury as the roof meets the ground, themselves somewhere in the middle. Successfully passing this obstacle grants 2 Progress.

**Broken Elevator:** The players need to descend a level and they found an elevator to help them. Unfortunately it doesn't work. Someone must first succeed on a Lift skill Test at a -20 to pry open the metal doors, exposing the open shaft. Then, they must find a way to descend in a controlled manner, which will probably require rope or something like it, followed by a Climb Test and another Lift (or any equivalent) Test to open the door on the next floor down. A single explosive charge may be used in place of a Might Test to automatically open the doors. Should any descending player fail their Climb Test by two or more degrees they fall to their deaths. Successfully passing this obstacle grants 3 Progress.

**Blast Door:** A standard Nerv Blast Door made of heavy reinforced metal blocks the most direct path as part of the emergency lockdown. It will not be easy to pass. The player's Nerv ID cards are of insufficient clearance to override the current state of emergency and even the Operations Director (if one is present) must perform a Recall Test at a -10 to remember the verification codes or otherwise make a Hacking Test to bypass the door. If the Operations Director is deprived of their ID card the Hacking Test is at a -30. The only other way to pass the door is to destroy it, though it is immune to anything that isn't an explosive, making it no simple task. To make matters worse sometimes the blast door is sealed for a perfectly good reason. There is a 50% chance that the area on the other side of this door has depressurized and is without air. The pilots will need to cross a distance of 3d10 + 20 meters to the next sealed door and open it in a similar method to pass this obstacle, all the while suffering the full effects of vacuum: Climb Tests are needed to advance safely in the depressurization, and each character can only hold their breath for a number of skill tests equal to twice their Physique modifier. After that number has been exceeded, the pilot gains 1 'temporary' Fatigue for each additional test they attempt, eventually leaving them passed out and likely drifting away. Abandoning this Obstacle Event at any time incurs an additional -2 Progress penalty. Successfully passing it, whether the other side is vacuum or not, grants +4 Progress. After a few minutes of rest to catch their breath, all temporary Fatigue gained during this obstacle is removed.

**Angel Attack:** The players are in a random hallway when the unthinkable happens. With a great crash some massive limb or beam of energy blasts through the wall, floor or ceiling. One player at random has an attack centered on them, which must be avoided through Testing Tumble or take 1d6/2 Injury from a glancing blow of the immense attack. Immediately the room begins to vent air through the massive breach and the surviving characters must make it to the end of the hallway and close the Blast Door there to seal it. However, the rush of air is a powerful force, and each character must Test Sprint or Climb simply to move forward at all. After 1d6 rounds the hallway is treated as being in a vacuum as in 'Angel Attack'. The survivors get 4 Progress.

**Variable Gravity:** Something is wrong with this section of Nerv, and it's not structural in nature. Roll again on the Obstacle Event chart and then Roll 1d10. On a 1-5 the section of Nerv is treated as having light gravity, on a 6-9 it is instead heavy gravity. On a 0 the players can walk on the walls and ceiling as if they were the floor. Light Gravity allows treats players Physique score as one and one half (150%) higher for the purposes of tests, with Heavy Gravity treating the score as if it were halved.

**Power Loss:** Roll again on the chart, but whatever happens is in a section of Nerv with no power, and unless a light source can be found all characters are treated as blind.



## Destinations

Once the players have gained sufficient Progress, they may spend some or all of it to say that they have reached a destination. Since this adventure takes place inside of Nerv HQ the layout will obviously change drastically from campaign to campaign. In light of that, instead of attempting to guess how you have designed your Nerv HQ we will instead provide suggestions of what the players might find at their destination that you may use, modify or ignore at your leisure. You may similarly add new Destinations with their own Progress costs to suit the needs of your base or plan.

**Storeroom:** A simple Nerv storage room or supply closet with a locked wooden door as the only deterrent. Once inside, the players may help themselves to the contents, gaining up to 5 mundane items of their choice that may not be weapons or armor. The GM may veto any item choice at their discretion, though rope, bandages and flashlights should be available.

**Armory:** The players reach a locked metal door comparable to one of the blast doors designed to seal the hallways. A Nerv security badge or the Operations Director's Nerv ID will unlock it. Inside this small room can be any sort of convention weaponry the GM deems appropriate, in addition to 1d6+1 Demolition Charges capable of clearing rubble.

**Security Station:** This small booth made of metal and glass is located at one of Nerv's major internal intersections and serves as a node in the larger security network. Alarming, the door is open and the guard stationed here is nowhere in sight.

Inside the security station is a hardline phone to the Nerv command deck, which may or may not work at the GM's discretion. Similarly, there are monitors that can be used to check the feeds from numerous security cameras in the surrounding hallways which may or may not be used to gather information at the GM's discretion. There is, however, a Nerv security badge and possibly emergency supplies.

**Medical Station:** One of the many small emergency stations in Nerv HQ, this is little more than a large closet with medical supplies used for rapid medical response to those injured who are too far from Nerv's actual infirmary. Inside the players may find bandages, painkillers and other such tools that can be used by someone trained in First Aid (who gain a +20 to rolls when using the Medical Station). The materials here might be used to remove a single level of Fatigue per person, or treat reduce the number of Injury suffered by a single pilot to 1.

**Command Deck:** When the players have reached Nerv's Command Deck feel free to use one of the following suggestions:

- ☛ The Command Deck is in chaos. With communications down, all personnel have flooded Nerv Command in person to receive orders and demand explanations. The players will have to handle the mob before any work can be done...
- ☛ The Command Deck is abandoned with a post-it note proclaiming that the staff has retreated to a backup- Command Deck. It will require an additional 3 Progress to get there.
- ☛ The Command Deck is structurally fine, but populated by flickering shadows of the Command Deck crew. You can see them, but not hear them. A character who attempts to touch one of them appears to inflict pain on both parties.

## Evangelion Cages:

When the players have reached Nerv's Evangelion Cages (or a similar area of the Base of Operations), feel free to use one of the following suggestions:

- ☛ The Evangelions are already active, but remain locked in place with no engineering crew to facilitate their release. Once the players are inside each Evangelion must roll a 1d6 under their Strength score to free themselves before they may continue.
- ☛ The Eva Cages have lost power and the team of engineers sent down to active the backup generators manually never came back. Guess what you have to do...
- ☛ A black, phantasmal thing inhabits the Evangelion cage, wrapping itself around the Evas with dark tendrils. Its purpose is unknown, but you will have to find some way to force it back if you want to use your Evas.

## Terminal Dogma:

When the players have reached Terminal Dogma (or a similar area of the Base of Operations), feel free to use one of the following suggestions:

- ☛ The thing stored there is in the grips of a black, phantasmal thing. It may or may not already be active in some form.
- ☛ A large black sphere exists in place of what you expected to find. Is this the core of the angel? Or something else?



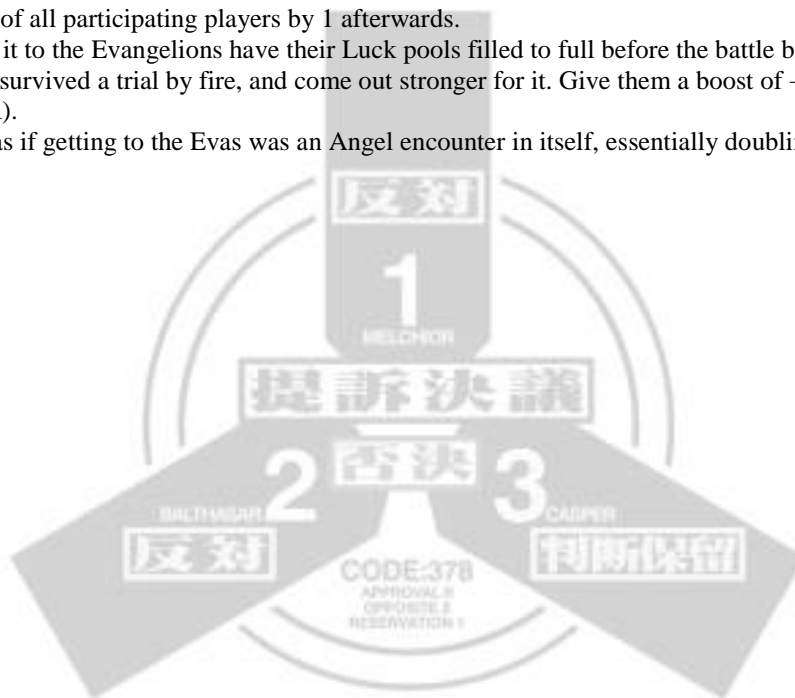
## Getting Home

Once you have successfully reached your Evangelions and prepared Nerv for the fight to come it's time to destroy the Angel and go home. However, that is not as simple as it sounds. In a way, the very Dirac Sea Nerv inhabits may very well be the Angel itself. GM's are encouraged to select one of the following options as their chosen option for returning the players home.

- ☛ Somewhere in this extradimensional space is the Angel's core. They just need to find it and destroy it, though the angel's ability to influence time and space will not make that easy...
- ☛ Self-destructing an Evangelion Core to collapse the Dirac Sea, requiring fine-tuned control of the process by the MAGI and Defying Fate by spending one point of Luck of the pilot of the unit used. Failing to spend one point of Luck in this means that the unit is not salvageable afterwards.
- ☛ Making use of whatever is held inside of Terminal Dogma. The details are up to you, though if the players have not been made aware of what they are guarding yet this could be your grand reveal.

It should become obvious after a quick read that this Scenario can be incredibly lethal. Its placement in the campaign and the rewards for success should thus be adjusted accordingly. Consider the following options:

- ☛ Reducing the Doom of all participating players by 1 afterwards.
- ☛ All pilots who made it to the Evangelions have their Luck pools filled to full before the battle begins.
- ☛ The characters have survived a trial by fire, and come out stronger for it. Give them a boost of +5 to their lowest Personal Score (other than SR).
- ☛ Provide experience as if getting to the Evas was an Angel encounter in itself, essentially doubling the amount of XP usually provided.







## Polarity Shift

During the last battle, a pilot or Angel resorted to using an Anti-AT Field or some other powerful use of the AT Field close to an inhabited city, despite the dangers involved. The aftereffects of this victory have somehow persisted, resulting in most of that city being enveloped within a 5 kilometer radius sphere. The sphere (dubbed the Persistent-Territory Zone) blocks all vision and sound from inside the city, and exploratory teams sent to investigate have universally failed to return.

The field seems to somehow be altering local physics, and to make matters worse it seems to release a strong burst of an unknown form of energy every five minutes.

The pilots have been dispatched into the Field to investigate exactly what is going on, as the A.T. Field is the only known form of protection against these phenomena... but will also trigger them to become increasingly more powerful.

The pilots may also find personnel, material, and civilians to rescue, but the primary goal is to establish the cause of the Persistent-Territory Zone and, if possible stop it.

Be careful. Due to the uncontrollable forces in the area, contact with the outside will be difficult once you enter the Persistent-Territory Zone. Pilots will not know of this until they themselves enter as the phenomenon is impossible to fully understand. This loss of communication may be partially prevented, but considering its necessity will not be known until after the fact this is doubtful to be of much help.

The players will enter the Zone, and quickly be cut off from all communication. They will also stop receiving power from their umbilical cables and immediately default to Battery power, but paradoxically their battery time will not reduce while inside of the zone. You may put a number of useful materials, or even military equipment and personnel that failed to return, inside the affected area.

Any person found in the area will be extremely hesitant to accept help, feeling the Evangelions' A.T. Fields and recoiling in fear from them. These people may be insane beyond recognition and may even have twisted and mutated forms.

The Zone has had extremely strange effects on the area it covers, so it will help if you describe it as strangely unsettling, particularly the feeling of abandonment and fear it gives off.

In the center of the Zone will be a single dense point of energy. This is the source of the Persistent-Territory Zone (whatever you deem that to be), and it is what is causing the Field to exist. The players will not be able to gain much useful information from it, other than that it is most likely the cause of the Zone.

The players can dispose of it by attempting to break it as if it were an Absolute Defense with Power 15, or an idea of their own. If they do, the affected area reappears as it was beforehand, minus the people in it that were not found by the players.

But getting there in the first place may not be easy. Every 3 rounds spent in the Anti-Territory Zone and every time the players attempt to touch, shoot, or interact with the singularity point that is its center will create a Polarity Shift. This is a burst of perverse energy that radiates from the singularity and moves in a quick wave outwards, drastically changing the way the local area works. As long as the players have an AT Potential of 3 or greater, this will not cause them undue harm. If they do not, they will take 2d10 Ego damage from the exposure to unknown powers.

Roll on this table to determine the results of the Polarity Shift. If you roll a result you already rolled, add a +10 modifier to all future rolls. This modifier is cumulative.

The duration of the effects varies depending on the particular result.

Roll Result	Polarity Shift
01-25	Lockdown
26-32	Crack
33-39	Gravity Flip
40-46	The Damned
47-52	The Mist
53-63	Agitation
64-71	Inertia
72-80	Nyctophobia
81-00	Negation
100+	The Big One



## Polarity Shift Effects

**Lockdown:** The Polarity Shift seems to pull a wave of strange crackling energy in from the outside of the Zone to its center. The Persistent-Territory has shifted past the phase of the outside universe, and any interaction with the outside world is impossible. Communications are severed and attempting to leave or enter by normal means is impossible. The quantum disjunction can be torn open for an Evangelion-sized hole by using the Neutralize AT Power. The disjunction will stay open for as long as a player holds it open, requiring them to Test SR and maintain the A.T. Power every round. Otherwise it seals itself. This effect lasts until Negation is rolled. If multiple Lockdowns occur, each one must be addressed in sequence to leave the area by normal means.

**Crack:** The ground seems to have split open in an unnatural way that, the more you look at it, doesn't account for physical stressors or tectonic activity. The ground simply... ends. Only darkness lies below. It may very well be a hole in the world, and it is as big as a large canyon. Evangelions with the Float AT Power can cross it easily. Otherwise, they need to leap across with an Jump test, or find a way around (which will provoke another Polarity Shift roll in place of this one, and get you no closer to your objective in the meanwhile).

Evangelions that fall into the Crack may be saved by their Umbilical Cable, if it is still plugged in. It will take another Evangelion to lift them out by their cable, and they will still need to find a way across. If there is no cable to catch them, the Evangelion falls into the crack and vanishes for the rest of the scenario. When the Persistent-Territory Zone eventually collapses, the Evangelion will emerge unharmed, though the pilot takes 1d6 Ego damage and 1 Doom for their bizarre failure.

**Gravity Flip:** A wave of light rushes toward you. As it approaches, gravity reverses and you find your Evangelions falling into the air. Unless they can grab onto a nearby sturdy structure for support (a Climb test) they "fall" a distance into the air equivalent to a Low Altitude drop before the wave of light passes them by... and gravity returns to normal.

Evangelions with some ability to fly (either using Provisional's Thrusters or the Float power) may use them to reduce the effects of the fall to that of Close. The Evangelions fall the distance back to the ground once gravity has returned to normal, and take falling damage as appropriate.

**The Damned:** A Polarity Shift almost too fast to see will pass the players, and leave behind all the citizens that vanished in the Zone. They will carry out their lives as normal, and remain ignorant of the conditions of the Persistent-Territory, the presence of survivors found prior to this event and the Evangelions or their pilots. If their attention is drawn to any these, they will acknowledge it, but pay it no mind. They are subject to the altered conditions in the Field, but will not consider any of them at all odd. This effect lasts until Negation is rolled or this effect is repeated; if either one is rolled, the citizens will then all panic and starting running from the Polarity Shift that is emitted from the singularity, only for each of them to turn into a red cross of light as it passes them or if they manage to reach the edge of the Zone. On top of this disturbing sight, the pilots must Test Resolve or suffer 1d10 damage to their Ego Barrier as the strangely aligned energies threaten to bypass the protection of their Evangelion's field.

**The Mist:** A relatively slow Polarity Shift comes from the heart of the Field. Where it passes, it leaves a dense form of light, almost like a bright mist of a dark reddish color. The players may see shadows the size of their EVA moving in the mist, but only ever from the edge of their vision, and everyone is at a -10 penalty to their Notice. This effect lasts until the Polarity Shift, if you rolled a 55 it lasts until Negation is rolled instead.

**Agitation:** The area ahead looks normal by all accounts, but entering it provokes a sudden surge of green lightening. This deals Energy damage equal to the AT Potential of the Eva to a random body location. It should not take them long to realize that the best defense is to simply lower their AT Fields or expend their Potential somehow, which will prevent them from being targeted by the lightning. They best hope, however, that they can make it through this area before the next Polarity Shift occurs, or they will be without the protection of an AT Field.

**Inertia:** A wave of intensely bright light passes the players. Nothing will have seemed to happen. However, gravity no longer affects the area and everything that even barely moves begins to float, and works just like if using the rules for Evangelion's in space. Players must test Jump to even be able to change direction if they don't have any suitable means to move in 0g. This effect lasts until the next roll, if you rolled a 66 it lasts until Negation is rolled instead.

**Nyctophobia:** The Polarity Shift passes as a sudden wave of darkness. Dark and light will swap. Any lighted area will become dark, and any shaded area will become light. Anything that produces light will instead project darkness instead, and anything that shades will produce light. The shadows will slowly take over the visible areas, and the more that time passes, the more it feels like they will be engulfed in it and eaten alive; all the pilots must Test Bravery or suffer from the Fear condition. This effect lasts until the next Polarity Shift. If you rolled a 77 it lasts until Negation is rolled instead.

**Negation:** A particularly violent and visually dramatic Polarity Shift occurs, in a vast wake of indescribable colors and vast sound. When it passes, everything seems to have reverted to normal. All effects rolled until now end. Add an additional +10 modifier to all future rolls.



**The Big One:** From the center of the Persistent-Territory comes a very slow wave of red energy, giving off a sound like all of reality being crunched. Anything unprotected by an A.T. Field that this energy passes is transformed into something utterly anathematic to description, as the laws that control our universe simply cease to exist.

Targets with a spread A.T. Field such as Evangelions will instead receive 4d10 damage with the Anti-Armor Trait to the Body. Pilots within gain 2d6 Stress and 2d6 Ego, rolled separately. This wave first covers everything in Engagement with it, the second round that entire Sector, and spreads to the next available Sector each subsequent round after that. Once it has reached the edges of the zone, the contents will seem to expand dramatically, then vanish into a pinprick that explodes with a silence that ceases all noise. Anything and anyone that did not escape the Field is utterly lost and nothing short of Defying Fate will say otherwise.

## Wrapping Up

The mission will end with the Core being safely contained or rolling The Big One, whichever happens first. Either way the results will be dramatic for Nerv, as they must explain what happened and what, if anything, they can do about it. The pilots may be rewarded for saving the city if they contain the breach, and may be punished if they caused its catastrophic loss. In any case, there will be extensive debriefs for all pilots, and the science team will be extremely busy.

If you feel like raising the difficulty for this Scenario you may include actual enemies within the Zone, such as having the shadows created by The Mist be Angelspawn of some kind, or come up with your own punishing Polarity Shifts.



## Chapter 3: Angelic Hosts

### Arael

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 (Difficulty 7)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	20	5	2	5	30	20	10	5
Size	Massive(+20)							
Location	% to Hit							
Body	01 – 95							
<b>Core</b>	96 – 00							

**Skills:** None

**Talents:** None

**Initial Luck:** 1 - Arael gains 2 Luck whenever it successfully causes a pilot to pass out from Fatigue or suffer a Stress Break.

### Core Traits

**Ego Crossover:** Any player that suffers a Stress Break as a result of the Arael's Scrutiny AT Power suffers a Disruption in addition to the normal effects of their Stress Break, even though it deals no Ego.

### Maneuver Traits

**Orbital:** Arael begins play in orbit around the Earth. As such, Arael may only be targeted by attacks or powers that can be used at extreme range, unless the Evangelions find a way to reach orbit themselves to engage at closer range.

### Defense Traits

**Intercession:** Negate one single Hit Effect rolled against you. Once this ability has been used up, it is expended.

**Fireproof:** The Angel may not be set On Fire.

### AT Traits (ATS 5)

**AT Potential – 12**

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** AT Ping, Arael's Scrutiny\*

#### \*Arael's Scrutiny

**ATS Minimum:** 5

**Activation:** 3 Stamina, Maintain 2 Stamina

**Range:** Orbital

**Effect:** Arael examines and picks apart the pilot's mind, searching for a deeper understanding of how a human thinks, feels and functions. This contact with an alien mind deals mental trauma as the pilot as all of their memories and fears brought forth against their will, and all of their self-deceptions laid bare. Whether the process is similarly unpleasant for the Angel is unknown.



Arael is capable of using this attack at extreme range, targeting an Evangelion from the safety of orbit. No roll to hit is necessary, the target Eva is simply illuminated by a ray of light. Reflexes, defenses, even the AT Field fails to stop this attack.

Once targeted, the Evangelion is reduced to 1 Stamina per round with which to act, and suffers a -20 penalty to all tests, as their ability to concentrate or act is thrown into chaos. In addition, roll 1d10 at the start of the affected player's turn to determine the effect of Arael's beam that round.

Roll	Effect
1-2	The pilot seems to suffer a Blackout of some kind as the experience is simply too much, becoming Stunned for their turn as well as gaining +1 Stress and +1 Fatigue.
3-4	The Pilot has all of their deepest fears run through their mind and experiences them as if they were real. They must test Bravery at a -30 penalty or suffer the Terror condition for 2d6 Intervals.
5-6	The Pilot's past traumas resurface and are played before their eyes as Arael attempts to understand the frailty of the human mind. The pilot gains 1 Strain, 1d6 Stress, and an additional amount of Stress equal to the number of Trauma ranks that character has. A character with a Rank 2 Trauma and a Rank 1 Trauma would gain +3 Stress.
7-8	Agony. Whatever Arael is doing, it is causing unbearable pain. The pilot gains 3 Stress and 1d6 Strain.
9-0	Arael sifts through key memories of the pilot, exploring their origins and growth. The good memories and the bad flow into each other, at risk of uncovering things that were forgotten for a reason. The pilot gains 1 Strain, as well as 1d6 Stress for each Mental Drawback or Social Drawback that they have.

Once targeted by this power, there is usually little that a pilot can do but flee for the sake of their own sanity. Another pilot can attempt to come to their aid by becoming Engaged with the targeted Evangelion and intentionally putting themselves in the way of the beam. If they do both pilots have to roll on the above table as if they were the target, but neither pilot is reduced to only 1 Stamina and the penalty to tests is reduced to -10. Other effects of both pilots being involved in the power may also occur, the Magi are unable to predict this interaction.

Arael will generally continue to subject a pilot to this power until that pilot passes out or that pilot suffers a Stress Break. After that, Arael will go dormant to consider what it has learned for several hours, possibly even days, before resuming its search. After each such rest Angel gains a permanent +10 to Intelligence and Empathy, during which it may choose to learn any one Skill, Talent or AT Power known by the most recently scrutinized pilot.

After reaching Empathy 40, Arael now understands humanity to the fullest degree. Whether it plans to use this information as a devastating weapon or simply leave is unsure.

### Attack

Eva Martial	15
Eva Firearms	70

**Attacks Of Opportunity:** None

**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 traumas 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 tactics against Orbital Angels are made less effective somehow, preferably by sticking to Arael's theme of non-damaging attacks. If the player's wish to go into space to fight it, consider making Arael less defenseless in a direct confrontation in the form of some kind of offensive AT Power portfolio.

If the party proves to be ultimately helpless against the orbital opponent, consider using it's increasing understanding to eventually render Arael intelligent and comprehensible. Arael is one of the few Angels with which communication and negotiation is conceivably possible. Once Arael understands humanity, it might be possible to convince Arael to abandon its goals, or relinquish information crucial to understanding the Angels in kind.

## Armisael

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 (Difficulty 9)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
6	40	4	4	8	50	20	30	2
Size	Average(+0)							
Location	% to Hit							
Body	01 – 00							

**Skills:** Balance(80), Notice (50)

**Talents:** Running Charge

**Initial Luck:** 1 - Armisael gains 1 Luck whenever it successfully fuses with an Evangelion.

### Core Traits

**Integrated Core:** Armisael has no core. When the body is destroyed, the Armisael is defeated. Any and all defensive properties of the Core are instead applied to the Angel as a whole.

**Strange Morphology:** Hit Effect rolls against the core always roll at a -2 penalty (to a minimum of 0).

### Maneuver Traits

**Hoverer:** Float above the ground. Ignores terrain.

### Defense Traits

**Conditional Celerity:** As long as it remains un-fused Armisael may use the Guard action at no Stamina cost, but no more than once between Intervals. Once Armisael becomes fused with at least one Evangelion, it loses this trait until it becomes no longer fused to any Evangelions again.

### Exotic Armor

The Anti-Armor and Armor Piercing weapon traits cannot reduce the Armor of Armisael to lower than 3. If Armisael's Armor is reduced to less than 3 by another effect, this trait has no effect.

### Subversion Traits

**Fusion:** Armisael, unique among Angels, seems to understand the concept of individuality and dependence on others. More than that, it is intensely lonely. It wants to communicate with humanity. And it does, in its own terrifying way.

On a Critical Hit with its Lash attack, Armisael may immediately begin to Fuse with the struck Evangelion. Once begun, it becomes nearly impossible to remove Armisael by force as it merges with the armor of the Eva and integrates deeper into the Evangelion's biology with each passing moment.

Any player that begins their turn with Armisael fused to them gains 2d6 Ego and 1 Strain. A player suffering this effect that uses the Inverted Field or Containment AT Powers can prevent Armisael from making attacks or attempting to Fuse with another Eva, but that does little to help themselves.



If a pilot suffers an Ego Break as part of this attack, Armisael has successfully integrated itself with the Evangelion at a fundamental level, never to be parted again. The exact effects of this are... hard to predict. The Evangelion is now treated as if it were an Angel for the purposes of detection and any relevant abilities, which might matter come Third Impact. The biology of the Evangelion is likewise altered, the player having a choice between rolling a replacement Mutation Distinguishing Feature, or an additional Cosmetic Distinguishing Feature.

In terms of the battle, once an Eva has been successfully altered in this way Armisael is lessened and spent. It halves its AT Potential and Toughness, gains 20 Soft Damage, and is Stunned for 5 Intervals. After that it will attempt to merge with another Evangelion and begin the cycle anew.

**Infest:** When Fused with an Evangelion, Armisael may spend 1 Stamina to deal 1d6 Ego to the pilot of that Eva. It may not take this action more than once per Interval.

### Fear Traits

**Horrifying Display:** When fused with an Evangelion, Armisael may spend 2 Stamina to morph its other end into a strange doppelganger of the pilot it is mentally encroaching. This is pretty disturbing to see, and provokes a Bravery test to resist the Fear condition from all pilots within Range 0 of Armisael. This ability may only be used once per battle, after that it has no effect.

### AT Traits (ATS 3)

**AT Potential – 5**

**Spread Patterns:** Angelic Field, Layered Field

**A.T. Field Powers:** AT Ping

### Attack

<b>Eva Martial</b>	70
<b>Eva Firearms</b>	20

#### Attacks Of Opportunity

**-Priority:** Players that Neutralize this Angel provoke an Attack of Opportunity.

**-Rearm:** Player reloads a weapon, or draws a new one.

**Lash(Body) – Melee.** 1d10+6 KN. Breach(4), *Painful, Destroy Weapon*

*Painful:* On a hit, this attack deals 1 Strain in addition to all other effects and damage.

*Destroy Weapon:* On a Critical Hit against an Evangelion’s Arm body location, Shamshel may choose to immediately destroy whatever weapon is held in that hand in place of their rolled Hit Effect. Two Handed weapons are vulnerable to either arm being targeted by this ability.

### Using Armisael:

Armisael is a very direct Angel. It knows what it wants, and it rushes directly towards that goal: successfully fusing with one of the Evangelions. It is almost inevitable that it will at least be able to begin this process, between its conditional celerity and strong natural defenses. The question is where the pilots can save their trapped comrade before they run out of Ego.

If a pilot does suffer an Ego Break, lots of things can happen. Some of these are already detailed above, but GM’s have many other options for what the long term fallout of such an event could be. Examples include making the Evangelion an Awakened Eva, or using this as the precipitating event for the pilot to become an Angel Hybrid or even Tabris.

While not capitalized on here, the show does mention that Armisael had shape changing abilities. For GMs looking to add spice to the Armisael encounter, this seems like the natural starting point for expansion. An Armisael with multiple forms that it shifts between as it sees fit (each with their own strengths and weaknesses) has the potential to be a very effective and memorable encounter. Hopefully your players are more imaginative than that, but should any of them attempt to replicate Rei’s self-sacrifice against Armisael from the show, it is the position of AdEva that the previously unmentioned Self Destruct device in Unit 00 was the result of a Defy Fate used by the player which probably cost 3 or more Luck. This would be separate from the character actually surviving the resulting explosion, however.

## 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 (Difficulty 8)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
5	45	3	4	6	45	30	30	1
<b>Size</b>	Average(+0)							
<b>Location</b>	<b>% to Hit</b>							
Head	01-10							
R.Arm	11-20							
L.Arm	21-30							
<b>Entry Plug*</b>	31-35							
Body	36-70							
Legs	71-00							

**Skills:** Notice (40), Sneak (51)

**Talents:** Skill Mastery(Sneak), Execution, Press Advantage(Prone), Take Cover

**Initial Luck:** 1 - Bardiel gains 1 Luck whenever it successfully deals Ego to a pilot.

### Core Traits

**Held Hostage:** Bardiel, as a corrupted Evangelion, has the same style of Core as an Eva. It also has a living person in its Entry Plug. Bardiel may be defeated by destroying the Head or the body, but in Nerv's unsuccessful attempts to eject the pilot trapped within the Entry Plug has been left vulnerable. Any Glancing Blow to the Entry Plug location of Bardiel prompts a roll of 1d6. On a 1 the person inside is fine, one a 2-5 they take 1 Injury, and on a 6 they die immediately. On a Critical Hit to this location, the captive NPC is killed without a roll.

This has little impact on the battle in and of itself, but depending on who the poor pilot of Bardiel is, the players might feel very strongly whether they live or die.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

**Takedown:** Bardiel uses its AT Field to hurl itself up into the air and come down on top of an Evangelion in a crippling surprise attack. As a 3 Stamina action, Bardiel may move and Engage up to 2 Sectors (minimum 1) and test Eva Martial against a single enemy it that it ends the movement Engaged with. On a success, that enemy takes 1d6 Soft Damage, and Bardiel may render them either Helpless for 2 Intervals or Prone, chosen as the attack is made.

**Out-Maneuver:** Bardiel is too quick and crafty to hide from. Players do not gain any Armor bonus from Cover against Bardiel's attacks.



## Defense Traits

**Hardy:** The Angel may spend 1 Luck to treat a Hit Effect roll as if it were 2 lower to a minimum of 0.

**Intercession:** Negate one single Hit Effect rolled against you. Once this ability has been used up, it is expended.

## Subversion Traits

**Corrupting Ichor:** Bardiel will attempt to spread its disease to another Eva, should it have the chance. As a 2 stamina action, Bardiel will leak a blue ooze on a single Eva it is Engaged with that is either Prone or in a Grapple with it. This deals 1d6 Ego to the pilot and lowers the Toughness of that Eva by 1.

If the Eva is reduce to 0 Toughness by this attack, the Evangelion is defeated and the pilot must choose two of the following to happen: The Evangelion rises up as an enemy under the control of Bardiel, the pilot gains 1 Doom, the pilot gains enough Ego to suffer their next Ego Break.

## AT Traits (ATS 3)

### AT Potential – 5

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** Neutralize, Float

## Attack

<b>Eva Martial</b>	70
<b>Eva Firearms</b>	50

### Attacks Of Opportunity

- **Denial:** Player triggers an attack of opportunity when they use a ranged weapon while Engaged with the Angel.
- **Exploit Weakness:** If a player fails an Guard test, they immediately provoke an Attack of Opportunity.

**Morphic Limbs(Both Arms)** – Melee. 1d6+5 KN. Extended Reach(Close), *Alpha Strike\**, *Rapid\*\**

*Alpha Strike:* This attack ignores the Minimum Momentum mechanic, and may deal a Critical Hit regardless of the Damage Pool of the target.

**Rapid:** This attack may be used with the Blitz Attack action.

## 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 concept of Cover and stealth, combined with Takedown, to single out the most vulnerable of the players and render them vulnerable. Once he has them where he wants them, Bardiel can either make use of its Execution talent to lay on the damage, or weaken both the Eva and the Pilot with its Corrupting Ichor.

If Bardiel is at risk of being overwhelmed by multiple Evangelions, it would be best to pull Bardiel out of melee using Float, or using Takedown to cross distance and hit an Evangelion at the back of the group.

Possible modifications to Bardiel include additional Evangelion equipment, or more abilities to provoke damage to the Ego Barrier or cause Fear. Talents that will further help bring to the pain to a single Eva at a time (such as Beatdown) and any Upgrades that could be made to an Evangelion player character would also be appropriate choices.

## Cathetel

It is a matter of great debate exactly how long the Angels have existed. But whether the Angel cores were made by Adam during the Second Impact or they are far older than mortal minds can imagine, the Angel's themselves seem to only have been active for a very short time. Lacking the millennia of warfare that has taught humanity, Angels have extraordinary powers but rather simple tactics, apparently learning from trial and error, from observing humans, or perhaps the failings of previous Angels.

Cathetel has studied well, and takes a rather unique approach to the conflict for the fate of the world. Nerv and the Evangelions have (presumably) won each of the battles fought up until now, and so it is the tactics of Nerv that Cathetel will attempt to replicate. Rather than attack Nerv, Cathetel intends to create a fortress of its own and fight defensively, waiting for the players to come to it. While this might seem like an Angel that is safely ignored, each day that Nerv puts off Cathetel is another day for Cathetel to make its defenses more impenetrable.

Specifically, Cathetel has landed in a large city a great distance away from the Base of Operations. Cathetel itself takes the form of a tall, plantlike tower with an Angels mask on top, vein-like roots and tendrils overwhelming and weaving into the streets and buildings of the city until it forms a dense wall around the edges of the city, and warped mockeries of defensive structures within. Many have fled the city, but some may yet be trapped inside, and attempts by conventional forces to deal with the invasion are hindered not just by the AT Field, but also a powerful, ultra-long range maser that prevents planes or missiles from getting close enough to do any damage.

Profile (Difficulty 10)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	10	6	4	8	40	40	30	4
Size	Massive(+20)							
Location	% to Hit							
Head	01-05							
Body	06 - 95							
Core	96 - 00							

**Skills:** Notice(40), Stash(55)

**Talents:** Skill Mastery(Stash)

**Initial Luck:** Cathetel begins any combat session with an amount of Luck equal to the total number of Fortifications it has established before the fight begins. It does not gain additional Luck mid-session, but if fought again in a later session it may refresh its Luck pool accordingly.

### Unique Battlefield Map

9+	8	7	6	5	4	3	2	1	0
Outer	Outer	Outer	Perimeter	Inner	Inner	Inner	Inner	Inner	Cathetel

### Maneuver Traits

**Stationary:** Cathetel is incapable of using any Movement action (and may not be moved either willingly or unwillingly) and may not use the Defend action. It may take other actions as normal.

## Defense Traits

**Fortified Position:** Fortifications are defensive structures that increase Cathatel's abilities, give it new options or otherwise hinder invading Evangelions. Cathatel has, at fewest, 2 Inner Fortifications and one Outer Fortification, chosen from the lists below. However, if the players delay their assault on Cathatel, Cathatel improves its defenses. These improvements are cumulative.

Time Delayed	Additional Defenses
1 Day	One additional Outer Fortification.
1 Week	One additional Inner Fortification.
1 or more Months	One additional Outer Fortification and one additional Inner Fortification.

**Perimeter:** Cathatel creates a physical wall around its domain using layers upon layers of root holding together debris and ruined buildings. This wall is tall and dense enough to provide a significant obstacle even to something the size of the Evangelions.

This wall, referred to as the Perimeter, must be approached much like any other location on the battlemat. It is impossible to approach Cathatel or anything else inside of the Perimeter without first reaching, and crossing, the Perimeter. Evangelions outside of the Perimeter will have to deal with any Outer Fortification that Cathatel has, and Evangelions inside of the Perimeter will have to deal with any Inner Fortifications.

To cross the perimeter, the Eva must Engage with the Perimeter and then succeed on a Climb test to get over it. Once across, the pilot will find themselves still engaged with the Perimeter, but now able to move into Sector 5 and lower.

Pilots who know the Float AT Power may instead use that power to cross the Perimeter without a skill test. The Jump Skill can be attempted to jump over the Perimeter, but is at a -30 penalty.

## Outer Fortifications

Outer Fortifications are defensive powers that harry and impede the Evangelions as they approach and attempt to cross the Perimeter. Depending on the amount of time that the players have given Cathatel to prepare, Cathatel will have between 1 and 3 Outer Fortifications (not including the Perimeter).

GMs may feel free to come up with their own possible Fortifications for the encounter, but the following examples are provided for use:

**Acidic Bog:** The area outside of the wall has been flooded with a toxic liquid that has resulted in a corrosive marsh. Anyone within Sectors 6, 7 or 8 is considered Slowed until they cross the Perimeter or retreat beyond away from the bog. Entering the bog also imposes a -1 Armor penalty for as long as they remain in the bog zone as well as for 6 Intervals after. Being knocked Prone in the Bog increases the armor penalty to -2.

**AT Wall:** Cathatel may, as a 1 Stamina action, create a powerful dome of energy around the city is has taken over. This barrier is treated as a weak Absolute Defense that prevents crossing the Perimeter or attacking anything within. This Absolute Defense has a Power of 6, which is reduced by 1 whenever it is hit by an attack with the Breach quality, an offensive AT Power, or an attack enhanced by an AT Power. Neutralize and other ways to reduce the Power of an AT Defense also work against the AT Wall. Cathatel's Deflector Beam (as well as any more attack or Fortification it may possess) can pass through this barrier at will.

**Whiplash Trap:** Some of the roots that are woven into the perimeter can detach and strike out at the Evas. As a 3 Stamina Action, Cathatel may test Eva Martial against an Eva engaged with the Perimeter. On a success, that Evangelion takes 1d6+2 KN damage and is then thrown to Sector 7 and must test Balance or land Prone.

**Line Guns:** The walls of the Perimeter are protected by an array of weapons, either grown by Cathatel itself or repurposed from human military forces. As a 2 Stamina attack, Cathatel may make a Burst Fire attack against an approaching Evangelion. This attack has a Range of 2 (though they only face outward, unable to target any Eva that has passed the Perimeter) and deals 1d10+1 damage (either KN or EN, chosen when this Fortification is selected) and has a Burst Size/Damage of (3/5). The Line Guns also possess a single quality from the following list: Scattershot, Deep Burn, Sonic, Superconductive, Explosive.

**Arc Bomb:** Cathatel creates dangerous siege weapons from the remains of the cities electrical grid and then flings them at approaching enemies using its animate roots. As a 1 Stamina attack with a Range of 1, the wall flings an electrical bomb at an Eva, landing in the same Engagement as the target on a successful Eva Martial test. 1d6 Intervals after landing this bomb explodes, dealing 2d6 EN damage to everyone Engaged with it and burning out any Umbilicals plugged into those Evas. An Eva without an Umbilical instead reduces their amount of power by 1 round.

**Aggressive:** The Perimeter is not an inanimate object to be scaled at your leisure. Anyone attempting to Climb the Perimeter to cross it rolls at a -20 penalty, and takes 1d6 soft damage regardless of their success or failure as the wall actively tries to shake them off and crush the Eva's hands and feet.



## Inner Fortifications

Inner Fortifications are defensive structures and abilities that are within the walls of the Perimeter of Cathetal's domain. Depending on the amount of time that the players have given Cathetal to prepare, Cathetal will have between 2 and 4 Inner Fortifications. Any Fortification that would require an attack roll to hit uses Cathetal's Eva Martial and Eva Firearms unless otherwise stated.

GMs may feel free to come up with their own possible Fortifications for the encounter, but the following examples are provided for use:

**Bit Hive:** Cathetal has repurposed a large building into a factory for producing and storing small, flying Angelspawn that Nerv has unimaginatively dubbed Bits. When Cathetal is threatened, these Bit's swarm into the air and ram into attacking Evangelions at high speed, caring not for their own survival.

The Bit Swarm manifests as an Itano attack that deals a variable number of d6 worth of damage as a 2 Stamina attack. The damage starts at 3d6 (which can be assigned as the GM sees fit like any Itano attack) but each time that the Bit swarm is used in this way, and whenever an Eva hits with an attack aimed specifically against the Bit swarm, that damage amount is reduced by 1d6. As long as the Bit Hive is intact, Cathetal may increase the damage dice of the Bit Swarm by 1d6 as a 1 Stamina action.

The Bit Hive itself occupies a specific Inner sector of the GM's choice, and may be destroyed after a total of 20 damage has been dealt to it. Once destroyed, the Bit swarm cannot be resupplied and will eventually die out.

**Defense Towers:** Cathetal has grown a series of offensive weapons with the aim of making the Evas fight for every stretch of ground. These Defense Towers may, as a 2 stamina action, roll up to two ranged attacks that deals 1d10 damage (P or E) each aimed at a different Evangelion within Cathetal's perimeter. These attacks may be used until Cathetal has been overwhelmed by damage and can no longer support them. By aiming an attack specifically against the Defense Towers (which can be done by any Eva standing within an Inner sector) if the attack hits and does 6 or more damage, roll 1d6. If the resulting number is less than Cathetal's Critical Momentum, the towers are disabled for the rest of the session.

**Gas Vents:** Cathetal has subverted the sewers and gas lines to stew a dense and potent fog which it floods onto the battlefield for a tactical advantage. Ranged Attacks made at targets within the Perimeter that are beyond Range 1 are at a -10 penalty to hit. Cathetal and its Fortifications ignore this penalty. Once per session, Cathetal may vent extra fog into an area to inflict the Blindness condition on all Evas in a single Inner Sector as a 1 Stamina action. This condition lasts until those Evas move at least 1 Sector.

**Illusions:** Cathetal, in an effort to distract the pilots and buy time for its defenses, has positioned several decoy enemies within its fortress. These could take the form of elaborate holograms, or simple Evangelion-sized "puppets" that are moved about by animate vines. While they are harmless in and of themselves, that is not always apparent in the midst of battle surrounded by real threats. All pilots are at a -10 penalty to Reflexes and Notice in all Inner sectors as they are kept off balance. Once per session, Cathetal can 'surprise' a single Evangelion as a 1 Stamina reaction with one of the decoys suddenly lashing out at them in an apparent attack. That pilot must test Bravery or Composure (their choice) and on a failure they spend a Standard Attack action to attack the "decoy" to no affect, using up stamina and possibly ammo as appropriate.

**Constrictor Roots:** Some of the roots of Cathetal become animate, lashing out at Evangelions as an attack. This attack costs 2 Stamina to use as normal, and deals 2d6 KN damage with the Infrequent(6) quality. On a Critical Hit, the struck Eva is Immobilized and takes 1d10 damage at the start of their turn until such a time that they succeed on a Might test to break free, or until another Evangelion becomes Engaged with them and uses a Melee attack to free them.

**Guard Dog:** As soon as a player breaches the Perimeter, Cathetal spawns a single Average sized Angelspawn to defend it. This Angelspawn has 4 Armor, Toughness 6, and a 1d6+3 KN melee attack. It uses Cathetal's own Stamina to move and act, and it is destroyed only after it has been hit by 4 Critical Hits. The Guard Dog cannot act on any Interval immediately after suffering a Glancing Hit.

**Hostages:** At some point in the battle, a building with survivors in it signals to the Evas from a specific Inner Sector, either with radio or something as simple as people on the roof with signs. But the building appears to be wrapped up in Cathetal's tendrils. 5 Intervals after the survivors signal to the Evas, have every pilot test Notice. On a success, they see that the roots around the building are starting to tighten, and the building is in danger of being destroyed. Unless one of the pilots moves to the same Sector as the Building and spends a Standard Attack to sever the roots around it, Cathetal will rip up the building and throw it at the nearest Eva as an improvised 1d10+2 KN attack and all Pilots must succeed on a Composure or Resolve test or take 2d6 Stress. Using an attack with the Area quality against the roots also destroys the building, resulting in possible Stress but no improvised attack.

**Neutralization Framework:** Cathetal has established strange constructs lining the streets and on buildings, creating a low-level neutralization effect throughout the city to suppress the Eva's AT Fields. Within Inner Sectors, Pilots regain 1 fewer ATP each round than they otherwise would.



## AT Traits (ATS 6)

### AT Potential – 16

**Spread Patterns:** Angelic Field, Bunker Field, Probability Field

**A.T. Field Powers:** AT Ping, Hold

**Wide-Spread Field:** Cathetel can use its Spread Patterns to benefit not only itself, but any Fortification it chooses.

**Anti-Air Deflector:** The Angel mask that tops the tower that is Cathetel is capable of firing an intense maser weapon at incredible range, easily shooting down any plane or missile that comes within 10 KM of the Angel's fortress. Attempts by the Evangelions to deploy from the air will prove to be very difficult, as the Deflector Beam loses the Infrequent quality when making attacks against airborne targets, and gains a +20 bonus to hit. Likewise, N2 mines will never reach Cathetel, destroyed in mid-air.

### Attack

<b>Eva Martial</b>	30
<b>Eva Firearms</b>	60

#### Attacks Of Opportunity

**Welcome Mat:** The first Evangelion to successfully cross the Perimeter triggers an Attack of Opportunity.

**Minefield:** Any Evangelion that Takes Cover inside of the Perimeter triggers an Attack of Opportunity.

**Deflector Beam(Head)** – Extreme. 1d10+6 EN. Deep Burn, Infrequent(5)

**Explosive Trap (Core)** - Special. 2d6 KN. Area, *Trap*\*

\**Trap:* This attack cannot be rolled willingly as a normal attack, it can only be used to resolve Attacks of Opportunity. Any Eva that triggers an Attack of Opportunity is in range of this attack. Explosive Trap rolls the Stash skill to resolve hits.

#### Using Cathetel:

Cathetel is certainly a unique fight, a change of pace on par with Leliel. But where Leliel is mainly strange and confusing, Cathetel is straightforward but brutal. The Battlefield when fighting Cathetel is much larger than normal, as even attacking Cathetel directly requires getting past the outer defenses. Once inside, the pilots will be slowed and overwhelmed by Cathetel's myriad defenses and traps. Away from the Base of Operations, the Evangelions will be on fairly limited power supplies. Even with mobile support platforms, it is entirely possible that the Evangelions will find their batteries insufficient to see them through the fight and be forced to leave and try again later.

GMs should feel encouraged to tell players as little of Cathetel's abilities as possible ahead of time, which combined with the variable nature of the Fortifications means that even studious players will be unsure what, exactly to expect on their first assault. Cathetel is expected to be something rare in AdEva, a fight that you may have to come back and try again. It is entirely possible that the players will reach the Perimeter and find that they were unprepared for this sort of encounter, regrouping for another assault later.

If multiple encounters should happen, Cathetel has the opportunity to replace any Fortifications that the players have destroyed. This may be simply regenerating the same defenses, but need not be. Cathetel can choose to replace a destroyed Fortification with a different Fortification of the same type (Inner or Outer) to keep things fresh.

GMs should feel encouraged to make the battlefield especially significant in this battle, such as including terrain that the players can take cover behind, or impassable areas that they need to go around. If feeling generous, whatever city that Cathetel has taken over might even have been equipped as a forward base for Evangelion deployment, giving it a limited number of umbilical ports or supply caches that the Evangelions might make use of, assuming that they can find them.

## Gaghiel

Gaghiel 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.

Gaghiel literally means *Roaring Beast of God*.

Gaghiel Profile (Difficulty 4)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
5	45	3	2	11	75	10	30	2
<b>Size</b>	Massive(+20)							
<b>Location</b>	% to Hit							
<b>Core</b>	01							
Head	02 - 30							
Body	31 - 00							

**Skills:** None

**Talents:** Running Charge

**Initial Luck:** 2 - Gaghiel gains 1 Luck whenever it successfully defeats, or removes the limb of, an opponent. It may gain multiple Luck per round in this fashion, if applicable.

### Core Traits

**Gaghiel's Core:** Gaghiel has placed its Core in a hard to reach place: inside of its own mouth. For as long as the Head location of Gaghiel is intact, there is only a %1 chance to hit the Core. Even called shots or taking advantage of the Helpless condition have a 50% chance to hit the Head instead. However, if the Head would be destroyed, the chance to hit the core now becomes 01-30 (replacing the part of the table normally set aside for the Head).

**Vengeful Core:** Every time a Hit Effect is rolled against the core of this Angel, the attacker increases their Critical Momentum by +1.

### Maneuver Traits

**Swimmer:** Move effortlessly through fluid at normal speed.

**Deep Sea:** Ignore the effects of deep sea pressure.

### Defense Traits

**Staying Power:** This Angel gains Critical Momentum at a rate of 1 per 20 damage in their Damage pool, instead of 1 per 15.

### AT Traits (ATS 3)

**AT Potential** – 5

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** None



## Attack

<b>Eva Martial</b>	70
<b>Eva Firearms</b>	0

### Attacks Of Opportunity

**-Jaws of Life:** Whenever a player hits the Core of Gaghiel, either randomly or with a called shot, that player provokes an Attack of Opportunity.

**-Accurate Reflex:** +20 to hit with Attacks of Opportunity.

**-Powerful Reflex:** +2 to Damage for all Attacks of Opportunity

**Bite (Head)** – Melee. 1d10+6 KN. Fright, Cutter(1), *Drag*

*Drag:* After dealing a Critical Hit to an enemy with its Bite, Gaghiel immediately moves 1 Sector, bringing the hit enemy along with it in addition to the normal hit effect roll. That enemy is Immobilized on its next turn unless it succeeds on a Might test to free itself.

**Sharp Fins (Body)** – Melee. 1d6+5 Soft Damage. *Passing By*, Infrequent (2)

*Passing By:* Gaghiel rolls to hit with this attack against all Evas that it becomes Engaged with during any movement action, though no more than once per Eva per Interval. It may be negated by Guard against as normal, but deals the listed Soft Damage if it successfully hits.

### Using Gaghiel:

Gaghiel represents a dangerous threat, but only within its specific area of influence. With its deadly jaws, incredible speed, and well protected Core, Gaghiel is a terror to fight in the water. This is doubly true for Evangelions not properly equipped for underwater combat.

Against a properly equipped force, Gaghiel still presents a difficult fight as it is hard to wear down with Critical Momentum, and it can easily drag an Eva away from the others to fight it in one-on-one.

Gaghiel does present 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 as a threat to the Evas directly. How would Gaghiel attack your Base of Operations, when your Base of Operations is on land? Otherwise, you might 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 likely 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, or occasionally threaten Nerv with some form of long ranged attack that it assaults the base with from the sea.

## Gamaliel

At a distance, Gamaliel has the same silhouette as an Evangelion, perhaps one simply bathed in shadow. As it approaches, its body's stark and complete blackness causes an immense doubt which its flat, white eyes only magnify further. Soon the observer cannot help but fear the worst: this is not simply a rogue Unit.

Once it enters combat range, Gamaliel has only one objective: become Engaged with an Evangelion at any cost. This at first seems suicidal, even with its extremely fortified body, but the Angel soon makes its intent starkly clear. After first expanding an immense gravity well that crushes back all opposition with great force, Gamaliel stabilizes itself and opens a Dirac Sea entrance along the surface of its body, sucking the target Eva into the blackness entirely, pilot included.

Though its psychological impacts are notable – watching a compatriot's Evangelion be swallowed whole by darkness is a frightening experience – it has entirely practical reasons to 'absorb' an enemy. Once inside the Dirac Sea, Gamaliel's core scans the target and then morphs parts of its real-world body to reflect any weapons and abilities the Eva has.

The archangel has one fatal flaw, however. By absorbing enemy units, it exposes its core to them. The core is by no means defenseless: it too is shaped in a crude mockery of an Evangelion and can fight competently. But defeating it results in the termination of the real world body, an event which expels the Evangelions within the Dirac Sea back outwards.

Gamaliel's Shadow Profile (Difficulty 8)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
5	40	6	6	5	50	30	10	1
Size	Average(+0)							
Location	% to Hit							
Body	01 – 00							

### Skills:

**Talents:** Running Charge

**Initial Luck:** 1 – Gamaliel gains 1 Luck whenever it uses for the first time a weapon, AT power or Upgrade that it has copied from a capture Eva.

### Core Traits

**Dual Existence:** Gamaliel's Core is hidden inside of the extradimensional space link to its body. The core cannot be targeted or harmed from the outside, but when an Evangelion has been successfully Assimilated by the Angel, it ends up exposed to the Core. After being Assimilated, the captured Eva finds itself in a dark, nebulous space. They take 1d6 Ego immediately, as well as an additional 1d6 Ego for every hour that they spend inside (though the battle will likely not last that long).

Should the captured Evangelion attempt to escape or attack, Gamaliel is forced to manifest its Core as a mirror image of the captured Eva in an attempt to subdue them. This mirror image not only appears to be the captured Eva, but rolls using the same Scores and ATS, and has access to the same Upgrades, AT Powers and weapons as those purchased by the character. The Core does, however, have its own Damage Pool (separate from both the Evangelion it is mimicking and Gamaliel's Shadow body) and does not mimic the effect of any Hit Effects or conditions applying to the Eva.

This Mirror Image may only take actions using Stamina from the same pool as that of the Shadow Body. The Mirror Image and the captured Eva are considered to be Engaged, and it is impossible for either to leave the Engagement once the core has manifested in this way.

If either the Shadow Body or the Core are destroyed, Gamaliel is defeated and the Eva(s) trapped inside is ejected back into normal space. If the captured Evangelion is defeated, they remain trapped inside until such a time that Gamaliel is defeated.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.



## Defense Traits

**Semicorporeal:** The immaterial nature of Gamaliel's "body" limits how much it can interact with the physical world, and how much the physical world can interact with it. No attack can deal more than 10 damage to Gamaliel's Shadow after Armor is applied. Extra damage is simply wasted.

## Subversion Traits

**Assimilate:** When Engaged with an Opponent that has a Damage Pool of 20 or more, if Gravity Territory has already been activated, Gamaliel may activate Assimilate. Once activated, Gamaliel's Shadow becomes a living gateway into an extradimensional space for the express purpose of absorbing and containing an active Evangelion.

Assimilate is a 2 Stamina action to use, and requires an Eva Martial test to succeed. On a success, the target Evangelion must either successfully use the Defend action to escape the attack, or they are absorbed. An absorbed Evangelion is removed from the battlefield entirely, and becomes exposed to Gamaliel's Core (see Dual Existence for further details) and must test Bravery at a -20 penalty or suffer from the Terror condition.

When an Evangelion is successfully absorbed in this fashion, all Pilots on the battlefield must test Bravery or suffer from the Fear condition. Pilots that are currently Engaged with Gamaliel instead suffer the Terror condition on a failure. In addition, at this time Gamaliel halves the size of its Damage Pool.

**Dark Mirror:** If Gamaliel has successfully used the Assimilate action on an Evangelion then Gamaliel may mimic attributes of that captured Eva. At the start of each Interval, Gamaliel may choose one Weapon, AT Power, or Upgrade belonging to the assimilated Eva. Gamaliel gains that weapon, AT Power, or Upgrade for the rest of the fight to use at it sees fit.

## AT Traits (ATS 6)

### AT Potential – 14

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** Gravity Bomb\*, Gravity Territory\*\*

#### \*Gravity Bomb

**ATS Minimum:** 4

**Activation:** 3 Stamina

**Range:** 2

**Effect:** Create a single point of super focused mass that works much like a black hole. This acts as an Infrequent(3) attack with Implosion that deals 2d10 KN damage, but on a Critical Hit any held equipment is destroyed. Should they survive, they must successfully Test Lift to climb out of the compacted rubble as a 2 Stamina action or otherwise free themselves.

#### \*\*Gravity Territory

**ATS Minimum:** 6

**Activation:** 1 Stamina

**Range:** Personal

**Effect:** As a 1 Stamina action, Gamaliel creates a powerful gravity field around it, trapping nearby enemies for the rest of the fight. Any enemies Engaged with this Angel cannot leave the Engagement, and any attempt to escape by results in the Evangelion simply falling Prone.

If the Angel itself moves, all Engaged Evas are dragged along with the Angel against their will, and they must test Balance or fall Prone.

## Attack

<b>Eva Martial</b>	40
<b>Eva Firearms</b>	30

### Attacks Of Opportunity

**Retreat:** Players provoke an attack of opportunity when they attempt to leave melee with the Angel

**Fists(Body) – Melee.** 1d10+5 KN.



### Using Gamaliel:

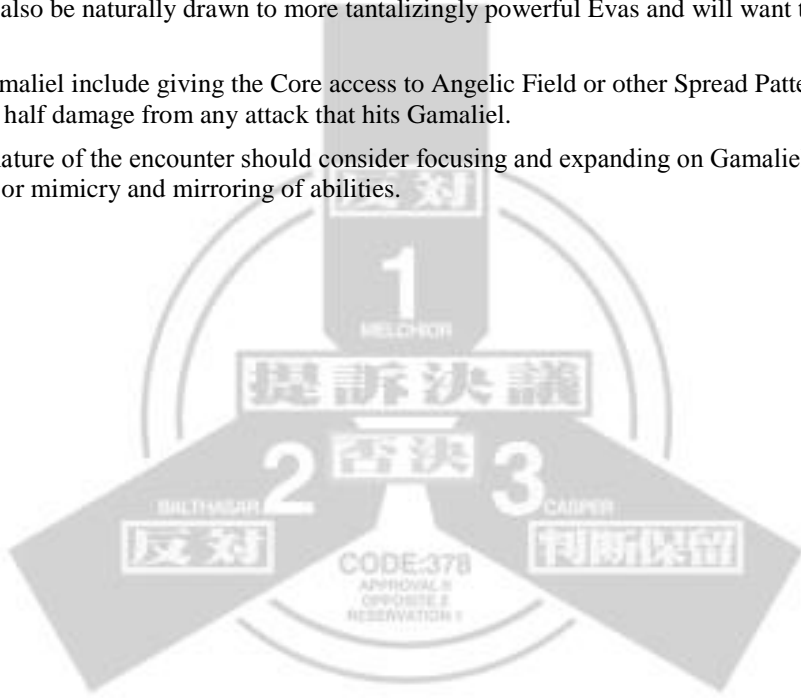
The arrival of Gamaliel in your campaign may be varied based on how you want its nature to be handled. Given its resemblance to an Evangelion, you could simply explain it as the Angel mimicking the form of its enemy. However, Gamaliel provides a unique opportunity to fake-out your players by having the encounter arise in a manner similar to the canon enemy Bardiel. In this case, they will expect to fight an enemy that, aside from some Gravity control ability, is simply another Eva. That belief will be utterly shattered when Gamaliel drags one of the players kicking and screaming into its own chest using Assimilate.

Tactically, Gamaliel provides a tough challenge to the players. Any Eva that closes into melee combat with Gamaliel will become trapped there for the rest of the encounter, which could be disastrous if the fight should go against them. However, this does not mean the battle is in the favor of ranged fighters, as Gamaliel's powerful Gravity Bomb can leave its targets temporarily incapacitated and weaponless even if they survive it.

Gamaliel will do its best to latch onto an Evangelion and then use its Assimilate power on them as quickly as possible, leveling the playing field considerably. Once this happens, GMs will have to keep track of two separate battles: the fight against Gamaliel Shadow, and the struggle inside of it against the Core. Because Assimilating an Eva leaves the Core vulnerable, Gamaliel will always attempt to weaken its opponent before Assimilating it given an opportunity, but because Gamaliel absorbs the powers of an Assimilated opponent it will also be naturally drawn to more tantalizingly powerful Evas and will want to have their abilities as soon as possible.

Possible modifications to Gamaliel include giving the Core access to Angelic Field or other Spread Patterns, or to make an Assimilated Evangelion take half damage from any attack that hits Gamaliel.

GMs looking to change the nature of the encounter should consider focusing and expanding on Gamaliel's portfolio of gravity manipulation, the Dirac Sea, or mimicry and mirroring of abilities.



## Gazardiel

Where do the Angel's come from?

This is a question that everyone who works for Nerv asks themselves once or twice, but only a few have the sources to know the truth. The pilots usually are only introduced to an Angel once it attacks the base of operations directly, already a force to be reckoned with.

Gazardiel is not that sort of fight.

Exactly where the players fight Gazardiel matters little, so long as it is a long way away from the Base of Operations. Nerv's global networks have detected an Angelic AT Field in its early stages of formation, confirming the existence of a Core in a remote area, one that is only now coming out of dormancy. The pilots are deployed to capture or destroy this Core before it can become a threat, and in the process they will see the means that an Angel is formed firsthand.

Gazardiel begins the encounter as just a Core, but over the course of the battle builds a body for itself to acquire new defenses and attacks, eventually fleeing to complete its maturation elsewhere if it is allowed to.

Gazardiel means 'The Angel of New Beginnings'.

### Phase 1

*The ground shows crisscrossing paths where the ground has been flattened by a heavy weight, the source becoming obvious as a red spherical Core rolls out into view. It appears to be the same as the Core of any other Angel you have fought, but it has no body and simply rolls along the ground. It pauses, perhaps confused or frightened, but quick to react to any hostile action taken against it.*

Gazardiel Phase 1 Profile								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
1	50	3	0	5	30	20	20	1
Size	Tiny(-20)							
Location	% to Hit							
Core	01 - 00							

**Skills:** None

**Talents:** None

**Initial Luck:** 2 – Gazardiel Phase 1 cannot gain additional Luck

### Core Traits

**Phase Up:** At the end of each round, if Gazardiel Phase 1 has a Damage Pool of 15 or more, it becomes Gazardiel Phase 2.

Gazardiel also proceeds to the Phase 2 form at the end of the second round of combat, if it has not yet taken enough damage to trigger the transformation normally. Unless otherwise stated, Damage Pool and Luck carry over between Phases, but Hit Effects and Conditions do not.

### Maneuver Traits

**Roller:** Move along the ground as your speed would normally allow.

**Evasive:** Gazardiel treats the Guard reaction as having a Stamina cost of 0 if it moved on the previous turn. However, Gazardiel may not make attack actions of any kind.

### AT Traits (ATS 3)

#### AT Potential – 10

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** None

## Phase 2

The Core comes to a stop and glows softly, the air around it shimmering. Almost immediately it is lost in a cloud of dust and debris as nearby matter is sucked towards it. The is pull strong enough to uproot trees, snatch cars and crumble buildings, though the Evangelions find it only a momentary inconvenience. Soon, the Core is buried under a large mound of material, the outside of it hardening into a tough shell.

Gazardiel Phase 2 Profile								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
0	0	4	10	10	30	20	20	1
Size	Average(+0)							
Location	% to Hit							
Chrysalis	01 – 00							

**Skills:** None

**Talents:** None

**Luck:** Gazardiel Phase 2 gains 1 Luck whenever an attack fails to do damage to it after Armor.

### Core Traits

**Phase Up:** After 2 full rounds in Phase 2, Gazardiel proceeds from Phase 2 to Phase 3 as Gazardiel emerges from the safety of its cocoon. Upon changing to Phase 3, halve Gazardiel's Damage Pool.

**Hidden Core:** The Core of Gazardiel Phase 2 is buried deep within the mound, and cannot be targeted be either Hit Effects or Called Shots.

### Defense Traits

**Sanctuary:** Gazardiel Phase 2 has no Body or Core in the conventional sense, the only thing that players can interact with is its Chrysalis. Attacks to the Chrysalis never result in Hit Effects, but may still increase Gazardiel's Damage Pool which impacts later Phases.

### Maneuver Traits

**Slumber:** Gazardiel phase 2 gains no Stamina each Interval, and is incapable of taking actions. At the same time, Gazardiel Phase 2 may not be moved, willingly or unwillingly.

### AT Traits (ATS 4)

**AT Potential – 11**

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** None

### Phase 3

The hard shell that the Angel has built around itself cracks open and it bursts from within as the Angel emerges, standing unsteadily on 3 Legs. Each leg ends with a heavy clublike foot, and as the angel soon demonstrates it can whip its body around with surprising speed. Gazardiel is finally ready to fight back.

Gazardiel Phase 3 Profile								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	35	5	3	6	40	20	20	1
Size	Small(-10)							
Location	% to Hit							
Body	01 – 50							
<b>Core</b>	51 – 60							
Legs	61 - 00							

**Skills:** None

**Talents:** None

**Initial Luck:** Gazardiel Phase 3 gains 1 Luck when it becomes Average sized.

### Core Traits

**Transubstantiate:** This early in its lifecycle, Gazardiel is still undergoing a process that Nerv calls Transubstantiation, the means by which an Angel transforms normal matter into the angelic material that makes up their physical forms.

As a 2 Stamina Action, Gazardiel pulls nearby matter towards itself and absorbs in a high-energy reaction. This Action may not be used in 2 consecutive Intervals. Evas Engaged with Gazardiel take 1d6 Energy damage and then must test Might or their weapon is sucked up and destroyed (with any dropped or unattended equipment within the same Sector being destroyed automatically). Gazardiel then reduces its Damage Pool by 4, and chooses to permanently gain one trait from the following list:

**Armored:** Gazardiel gains +2 Armor.

**Durable:** Gazardiel gains +2 Toughness.

**Mighty:** Gazardiel gains +2 Strength.

**Extra Arm:** Gazardiel's Kick attack may now, as a 3 Stamina attack, make 2 Standard attacks against the same opponent.

**Angel Mask:** Gazardiel learns the AT Blast AT Power.

**Regenerate:** Gazardiel removes a single Hit Effect that it is suffering from, and reduces its Damage Pool by an additional 10.

**Ego Pulse:** Gazardiel may, as a 1 Stamina action, deal 1d6 Ego to every Evangelion Engaged with it.

Gazardiel may not choose the same Trait more than once for Transubstantiation. After having used Transubstantiate 4 times, Gazardiel becomes Average sized.

**Phase Up:** If Gazardiel has become Average sized and has a Damage Pool of 40 or higher, Gazardiel may initiate its final transformation. As a 2 Stamina Action, Gazardiel may proceed to Phase 4.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

### Defense Traits

**Intercession:** Gazardiel has one use of Intercession. After rolling a Hit Effect, Gazardiel may decide to use Intercession to completely ignore all results of that Hit Effect roll. Other aspects of the Attack, such as Damage, are not affected by Intercession.

## AT Traits (ATS 5)

### AT Potential – 12

Spread Patterns: Angelic Field, Layered Field

A.T. Field Powers: Float

### Attack

Eva Martial	60
Eva Firearms	40

Attacks Of Opportunity: None

Kick(Legs) – Melee. 1d10+2 KN

### Phase 4

*Gazardiel, wounded by alive, attempts to escape to live and fight another day. Its body glows white hot as it reshapes its form into a tall, conical body with a complex series of organic vents ringing the bottom. The Magi alert the Pilots to a high-energy reaction building inside of the Angel. It is planning to take off into the sky as a crude, organic rocket!*

Gazardiel Phase 4 Profile								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
0	0	5	*	*	40	20	20	1
Size	Average(+0)							
Location	% to Hit							
Body	01 – 95							
Core	96-00							

Skills: None

Talents: None

Luck: Gazardiel may not gain additional Luck in this form.

\*Gazardiel's Armor and Toughness for Phase 4 are the same as they were when it ended Phase 3

### Core Traits

**Escape Focused:** Gazardiel no longer wishes to fight, and loses all forms of Attack during Phase 4. Its only priority is to escape the battle alive.

### Maneuver Traits

**Prepare for Launch:** Gazardiel may now store up to 5 Stamina at the same time, rather than just 3.

**Emergency Launch:** As a 5 Stamina action, Gazardiel may initiate takeoff. An Evangelion within Range 0 of Gazardiel at that time is dealt 1d10 Energy damage to a random body location. Evangelions Engaged with Gazardiel are dealt an additional 3d6 Energy damage as a second attack. It ends that Interval at a range equivalent to 1 Sector away from the ground.

Once Gazardiel has taken off, it moves 1 effective sector further away from the ground each Interval in place of taking any other actions. In the Interval after Gazardiel reaches an effective Range of 4, Gazardiel leaves the battlefield entirely and the fight is over... for now, at least.



## AT Traits (ATS 5)

### AT Potential – 8

**Spread Patterns:** Angelic Field, Layered Field

**A.T. Field Power:** None

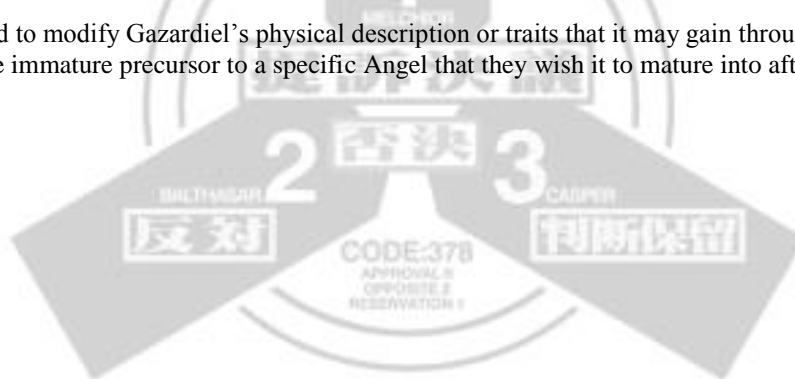
#### Using Gazardiel:

Gazardiel seems like a much more complicated fight than it really is, due to the multiple forms and phases that it goes through over the course of the battle. While it might require more narration than you are used to giving during combat, the actual fight is pretty straightforward. Gazardiel's abilities generally only affect itself, and it only has a limited window late in the battle when it is even capable of striking back against the Pilots. While Gazardiel's shapeshifting nature might leave the players confused or uncertain on their own turns, Gazardiel's Intervals should pass rather quickly.

Unlike most Angels, Gazardiel is not interested in defeating the Evangelions or initiating an Impact event, only in its own growth and survival. It only needs to reach Phase 4 and escape, not inflict heavy damage on the Evas. Unlike most fights, the players cannot assume that Gazardiel will come to them, and indeed during Phase 1 of the fight the most effective thing that Gazardiel can do is run away from them, forcing the pilots to give chase.

If Gazardiel is killed, matters are simple. But if Gazardiel manages to escape, the GM has a lot of options. This is not the last that the players will see of Gazardiel, the Angel is not likely to simply disappear. GMs can have Gazardiel find a safe hiding place to mature into a fully-fledged land or water based Angel (either one of your own design or, with some cosmetic changes, another Angel provided in this chapter). Gazardiel to let its rockets carry it into space, and return as an Orbital enemy later in the campaign. Or Gazardiel could, in simpleminded Angel fashion, continue what has proved to be its most effective tactic and simply keep running forever, maintaining high speed flight in the upper atmosphere and refusing to come down until the players go up after it in the form of a Sky battle.

GM's should feel encouraged to modify Gazardiel's physical description or traits that it may gain through Transubstantiation if they wish Gazardiel to be the immature precursor to a specific Angel that they wish it to mature into after it escapes.



## Iruel

Iruel is a nano-scale entity, similar to a virus. In addition to its A.T. Field, Iruel 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.

Iruel literally means *Fear of God*.

Iruel Profile (Difficulty 8)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
1	0	2	1	10	20	40	30	0
Size	Average(+0)							
Location	% to Hit							
Body	01 – 00							

**Skills:** Computer Use 60, Notice 45

**Talents:** None.

**Initial Luck:** 1 - Iruel gains 1 Luck whenever it loses an Iruel Action.

### Core Traits

**Coreless:** Iruel has no distinct Core, and cannot be defeated by its destruction. Find another way.

### Maneuver Traits

**Creeping Terrain:** Iruel cannot move, only grow. Iruel begins the battle occupying single Engagement inside of the Base of Operations, which can be Engaged with as normal. It cannot be moved from this area, either by its own volition or by a player action, because it exists as a thin layer suffusing the matter of that area as opposed to having a physical body. Iruel may not be Pushed, Grappled or knocked Prone.

### Defense Traits

**Nanovirus:** Iruel is a nano-scale replicating entity, and as such is incredibly difficult to destroy. Iruel never suffers a Hit Effect, regardless of damage done, and instead may only be defeated by one of two ways: reaching an Evolutionary Dead End or Total Annihilation.

*Evolutionary Dead End:* Iruel's strength, its ability to adapt, is also its weakness. If forced to adapt itself to overcome too many threats in too short a time, Iruel will have to make sacrifices elsewhere in its biology, and these shortcomings can reach a cumulative effect of rendering Iruel harmless and inert if pushed too far.

If Iruel no longer has any "Iruel Actions" remaining, Iruel is defeated and ceases to be a threat to anyone, even if the individual Iruel cells take some days to die.

*Total Annihilation:* If Iruel suffers a Critical Hit from a weapon with the Area or Line qualities, Iruel must Test Physique or reduce its size by 1 Sector. Nothing prevents Iruel from regaining control of that area again later in the battle. If this reduces Iruel to a size of 0 Sectors, it is Stunned for 5 Intervals as it attempts to regroup. If, during this time, Iruel is subject to a Devastating Collateral Damage attack, Iruel is defeated. Otherwise the surviving nanomachines continue to replicate and resume their attack within a matter of minutes, controlling a new Engagement sized area like at the start of the battle. This method is, however, less than ideal due to the traumatic damage inflicted upon the Base of Operations.





**Adaptation:** Iruel can quickly change its physical structure and AT Field to adapt itself to become resistant or even outright immune to most threats. Not without cost, however. Every adaptation brings Iruel closer to an Evolutionary Dead End scenario. As Iruel increases its Damage Pool, it becomes immune to more and more forms of attack, but at cost. See the table below for details.

Damage Pool	Effect
25+	Remove one Iruel action and become immune to the specific weapon or AT power that was the source of the most recent damage pool increase. That weapon/power has no effect on Iruel for the remainder of the battle.
50+	Remove one Iruel Action and become immune to the Technology that the weapon that was the source of the most recent damage pool increase belongs to. No weapon of that Technology may harm Iruel for the remainder of the battle. If it was an AT Power, Iruel is instead immune to all offensive AT Powers for the remainder of the fight.
75+	As 50+
100+	Remove the final Iruel Action, resulting in an Evolutionary Dead End.

In addition, Iruel can adapt to specific weapon attributes in much the same way. When Iruel suffers a Critical Hit against it, choose one Weapon Quality belonging to the weapon from the following list:

*Anti-Armor, Armor Piercing, Breach, Burning, Chain, Cutter, Deep Burn, Explosive, Overwhelming, Positron, Progressive, Polythermic, Proven, Push, Quick, Resonate, Scattershot, Sonic, Stasis or Superconductive*

Any weapon quality so chosen no longer has any effect on Iruel for the remainder of the battle, regardless of weapon or technology used.

If Iruel has, through Critical Hits, become immune to 6 or more weapon qualities, it loses one Iruel Action.

If the attack against Iruel has no more weapon qualities remaining to become immune to, Iruel instead becomes resistant to the damage type of that attack (Energy or Kinetic) taking half damage from that Damage Type for the remainder of the battle. If already resistant to that damage type, become Immune to that damage type instead and remove one Iruel Action.

### AT Traits (ATS 2)

**AT Potential – 10**

**Spread Patterns:** Dense Field

**A.T. Field Powers:** None

### Attack

<b>Eva Martial</b>	70
<b>Eva Firearms</b>	0

**Attacks Of Opportunity:** None.

**Iruel Actions:** Iruel does not attack or act in any normal fashion. Instead, it has access to the following special ‘Iruel Actions’:

**Expand:** As a 2 Stamina Action, Iruel may test Eva Martial. On a success Iruel grows to occupy one Sector, increasing the area that it covers. Iruel must first start by taking over the Sector in which it began as an Engagement, but afterwards may subsume any Sector adjacent to a Sector which it already controls.

**Replicate:** As a 2 Stamina Action, Iruel may reduce its Damage Pool by 1d6, though not below the thresholds of 26, 51 or 76.

**Infect:** As a 3 Stamina Action, Iruel may choose a single Evangelion currently Engaged with Iruel (or standing within a Sector that Iruel controls) and attempt to infect it by testing Eva Martial. On a success, the hit body location becomes infected by Iruel nanites.

If one or more Body locations of the Evangelion is infected by Iruel, that pilot takes 1d6 Ego damage at the start of their turn each round. This can only be stopped by physically removing the offending body location, or ejecting the pilot.

**Subvert:** Iruel may use the networked nature of the Base of Operations against it by taking control of Nerv systems. As a 3 Stamina Action, Iruel may test Computer Use. On a success it takes control of one of Nerv’s Systems. This could be



represented by taking a control of a piece of terrain that represents a structure under Nerv control (such as launch rails or turrets) or selecting and disabling a specific Nerv Resource bought for the battle. Once this ability has succeeded 3 times, Iruel takes control of the Magi. Further rolls on the Magi Supercomputer chart may not be made, all Nerv Resources selected go away due to lack of coordination, and Iruel activates the Base's Self Destruct command. If Iruel has not been defeated within the next 5 turns, an N2 mine goes off inside Nerv HQ, ending the battle and possibly even the game.

These constitute the only actions Iruel can take.

### Using Iruel:

In the series, Iruel was a hard angel to categorize. As a nano-scale entity, it infested Nerv HQ and was only defeated by the exceptionally brilliant strategy of using the Magi to force it down an Evolutionary dead end. However, in the series this did not involve the pilots at all. They were ejected and Nerv didn't have a chance to recover them until Iruel had already been dealt with.

The premise that the above Angel is built upon is that, in the series, Iruel got lucky. He managed to infiltrate deep into Nerv without being detected until he had already neutralized the threat of Evangelions by removing the pilots from play. Had Iruel approached in a more conventional fashion, the encounter would have gone much differently.

As the fight against Iruel begins, Iruel may seem like it is of little threat to the Evas. However, the longer that the players allow Iruel to live, the stronger it becomes and the harder it is to kill. Their only chance is to diversify their attacks against it, using new technologies and weapons and strategies, to force Iruel to defeat itself before Iruel can cause the base to self-destruct. No easy task.

In the event that it looks like Iruel is close to subverting the Magi, it is highly recommended that the GM use this last chance to inform the players of Iruel's weaknesses. Once Iruel takes control of the Magi and enables the Self Destruct, going to the Magi for help will no longer be an option.

Due to the need to overwhelm Iruel's adaptation abilities, players will likely have to get creative in their attempts to harm it. This is especially true if Iruel has already been provoked into becoming resistant or immune to a whole damage type. GMs should allow players to experiment with their attempts to kill or poison the Angel, such as setting infected areas on fire or flooding them with toxic waste.

As for how to quantify these "attacks", there are two ways players can be rewarded for such actions. For as long as they are effective, raising Iruel's Damage Pool in response to them will let them contribute toward Iruel's defeat. When Iruel finally adapts to these unique attempts to kill it, have that form of attack count as a weapon quality that it is now immune to, contributing to the total of 6 needed to force Iruel to discard one of its unique actions. In this way, the players are rewarded for their creativity and engagement with the encounter.

Possible modifications to Iruel include giving it more AT Powers or coming up with new Iruel Actions. Replacing already present Iruel Actions changes the nature of Iruel's threat, but adding new Iruel Actions on top of this increases its bag of tricks while also forcing the players to come up with another new kind of attack to defeat it. Any change made to the list of Iruel actions should be deeply considered before committing to it, as even a small change can alter the nature and difficulty of the battle dramatically.

## 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 (Difficulty 6)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
4	25	4	4	6	50	30	20	0
<b>Size</b>	Average(+0)							
<b>Location</b>	% to Hit							
Body	01 – 40							
R. Arm	41 – 50							
L. Arm	51 – 60							
<b>Core</b>	61 – 70							
Legs	71 – 00							

**Skills:** None

**Talents:** None.

**Initial Luck:** 0 - Israfel gains 1 Luck whenever it lowers its Damage Pool amount.

### Core Traits

**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. Upon taking a Critical Hit, Israfel splits in half. Both halves (Israfel Alpha and Israfel Beta) use the profiles included below, and begin Engaged with each other. Israfel Alpha and Israfel Beta each start with a Damage Pool equal to half of that of Israfel Prime, but no Conditions or Hit Effects affecting Israfel Prime transfer to either Israfel after the split.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

### AT Traits (ATS 3)

**AT Potential – 9**

**Spread Patterns:** Angelic Field, Probability Field

**A.T. Field Powers:** AT Blast



**AT Blast**

**ATS Minimum:** 3

**Activation:** 2 Stamina

**Range:** 1

**Effect:** Using a twisted energetic reaction normally only possible in a vacuum tube, air is ionized and accelerated into a crude but effective charged particle weapon.

Test Eva Firearms as if firing a ranged weapon. On a successful hit, the blast deals 1d10+3 Energy or Kinetic damage (pick one) with the Anti-Armor quality.

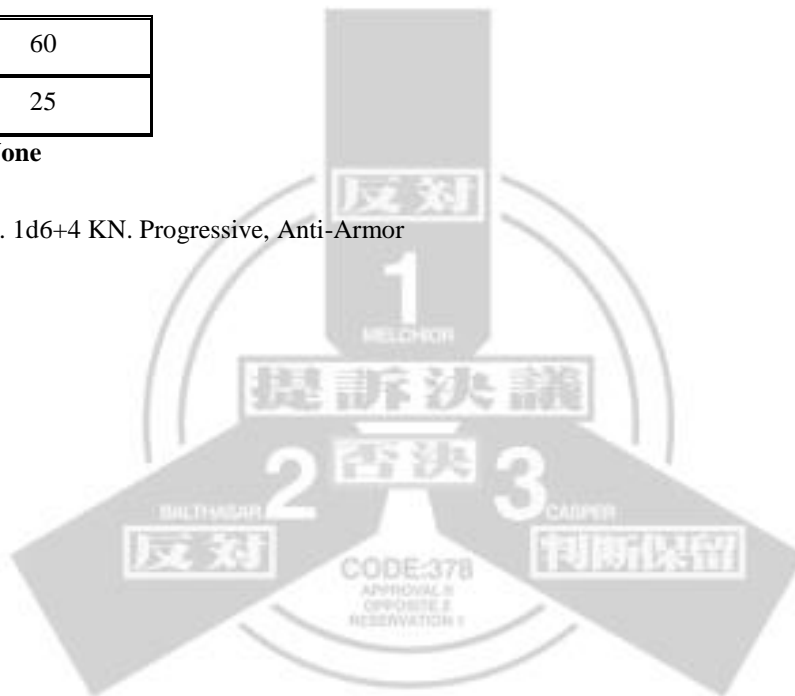
**Augmentation:** For every AT Potential spent on this power, increase the damage by 2.

**Attack**

<b>Eva Martial</b>	60
<b>Eva Firearms</b>	25

**Attacks Of Opportunity:** None

**Claws(Both Arms)** – Melee. 1d6+4 KN. Progressive, Anti-Armor



Israfel Alpha/Beta Profile								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	30	4	2	6	25	30	20	0
Size	Average(+0)							
Location	% to Hit							
Body	01 – 40							
R. Arm	41 – 50							
L. Arm	51 – 60							
<b>Core</b>	61 – 70							
Legs	71 – 00							

**Skills:** None

**Talents:** None.

**Initial Luck:** 0 - Israfel Alpha/Beta gains 1 Luck whenever it lowers its Damage Pool amount.

### Core Traits

**Shared Core:** Israfel Alpha and Israfel Beta both use the same Core, just displaced in space. As such, if the core of either Alpha or Beta is destroyed by a Hit Effect, both Israfels are killed in the same manner in unison.

**Recombine:** Should Alpha and Beta be forced into the same Engagement by any means, there is a 10% chance that they reform into an Israfel Prime that has a Damage Pool equal to the combined total of that of Alpha and Beta, and who is Catatonic for 3 Intervals. If both Alpha and Beta have a Damage Pool of 45 or more individually, the chance to recombine is 100%.

After recombining, the new Israfel Prime is unable to use its **Twin Quantum Core** trait for the rest of the battle.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

**Two Places at Once:** Israfel Alpha and Israfel Beta collectively gain only 2 Stamina each Interval. This Stamina can be saved for later, spent to fuel a single Action for one body, or spent to fuel a single Action that both bodies take simultaneously (though they may have different targets or directions and must be resolved separately).

### Defense Traits

**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. As a 1 Stamina action, Israfel may choose to copy the Damage Pool and Hit Effects (or lack thereof) from Alpha to Beta or vice versa. Replacing the Damage Pool of Alpha with the (presumably lower) Damage Pool of Beta also gives Alpha whatever Hit Effects or Conditions that Beta is suffering from at the time in total replacement of whatever Conditions or Hit Effects Alpha began that Interval with. Neither Israfel may take on just the Damage Pool or just the Hit Effects of the other, it is a package deal.

### AT Traits (ATS 3)

#### AT Potential – 6

**Spread Patterns:** Angelic Field, Probability Field

**A.T. Field Powers:** AT Blast (See above)



## Attack

<b>Eva Martial</b>	60
<b>Eva Firearms</b>	25

### Attacks Of Opportunity

- Reflexive Power:** This Angel may use any damage-dealing AT Power of their choice in place of a normal attack to make an Attack of Opportunity, so long as that power has an Activation of 2 or fewer Stamina.
- Paranoid:** Players trigger an attack of opportunity when they use the Take Cover action.
- Retreat:** Player attempts to leave melee with the Angel.

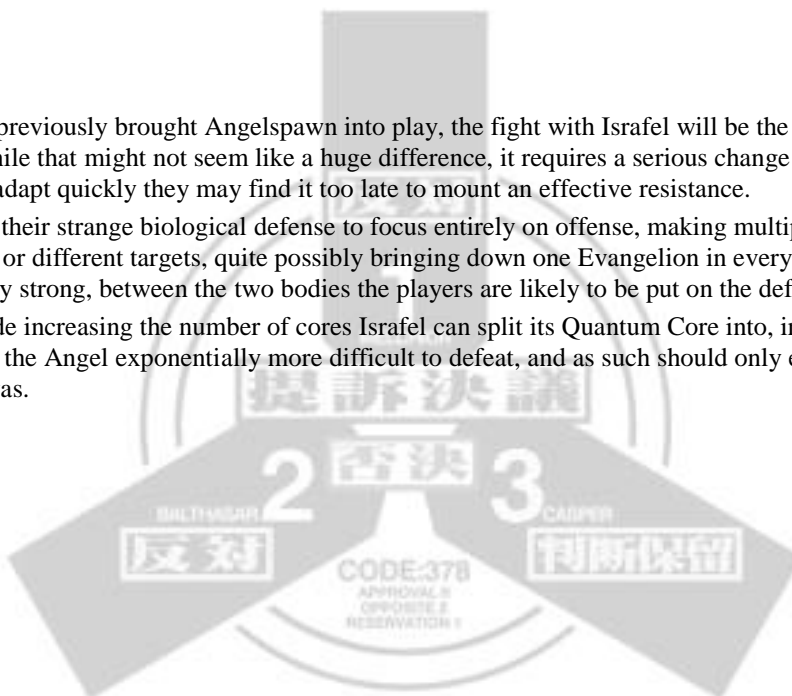
**Claws(Both Arms)** – Melee. 1d6+2 KN. Anti-Armor

### 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 requires a serious change in their normal anti-Angel tactics. If the players do not adapt quickly they may find it too late to mount an effective resistance.

The Israfel twins can exploit their strange biological defense to focus entirely on offense, making multiple synchronized attacks per Interval against the same or different targets, quite possibly bringing down one Evangelion in every round of combat. While their attacks are not especially strong, between the two bodies the players are likely to be put on the defensive in short order.

Possible modifications include increasing the number of cores Israfel can split its Quantum Core into, in order to field an extra Israfel offspring. This makes the Angel exponentially more difficult to defeat, and as such should only ever be done against especially large groups of Evas.



## Jehudiam

Jehudiam presents, at best, a crude approximation of a beetle. It has a single pair of heavy, solid cover-like wings (which it never uses) covering its back, a rather simple torso and a diamond-shaped head, on top of two pairs of limbs built from sharp-edged jointed sections of carapace. The entirety of it is covered in a hard jade-tinted carapace of unknown composition, but with remarkable tensile strength considering Jehudiam's size.

The Angel has a novel, if frightening, approach to battle. Through means that are still poorly understood by the research division, Jehudiam focuses and projects its AT Field only to other objects, physical spaces, and waveforms around itself, treating those as if they were a part of its own body and utterly under its control. This allows Jehudiam to assert control over limited regions of space and then manipulate them to create a sort of instantaneous 'slide' effect, effectively a form of teleportation. More concerning than that is Jehudiam's tendency to assert a similar level of control over resources across the battlefield, stealing things to add to its collection. Even parts of the Evangelions themselves are not safe from this power. Strangely, Jehudiam seems to be able to 'steal' things on a conceptual level as well, following an almost childlike logic when it comes to what its power can and cannot affect.

Jehudiam Profile (Difficulty 6)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	40	6	5	5	35	30	30	2
Size	Average(+0)							
Location	% to Hit							
Head	01 – 10							
L. Arm	11 – 20							
R. Arm	21 – 30							
Body	31 – 60							
<b>Core</b>	61 – 70							
Legs	71 – 00							

**Skills:** Finesse(50), Trickery(55), Notice(40)

**Talents:** None

**Initial Luck:** 1 – Jehudiam gains 1 Luck whenever his Pilfer ability affects all Evangelions on the battlefield in the same Interval.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

**Flexible Tactics:** Jehudiam may have up to 4 Stamina stored at a time, instead of the normal limit of 3.

**Standing Slide:** Jehudiam asserts control of the space around it and twists it, sliding between two points at incredibly speed. As a 1 Stamina Action, Jehudiam may move into an adjacent sector and has the option of immediately forming an Engagement with anything there. Doing so drains Jehudiam's AT Potential to 0, though it does not prevent Jehudiam from gaining more Potential in the future. Such movement will break any Engagement that Jehudiam was a part of before it moved.

### Defense Traits

**Pillaging Aura:** The air around Jehudiam crackles with power, though what exactly it is doing remains to be seen. Jehudiam may spend 1 Stamina to choose and activate a single specialized defensive power, providing it a form of protection until the start of Jehudiam's next interval. For as long as Jehudiam is benefiting from Pillaging Aura, Jehudiam may not use the Guard action. While the players are to be given some visual sign that Pillaging Aura has been activated, they must not be informed which ability in specific has been selected from the following list:

*Steal Projectiles:* The next Burst Fire or Full Auto attack against Jehudiam before the next Interval reduces the damage done by its secondary attack to 0.

*Steal Edge:* The next melee attack against Jehudiam takes a -1 penalty to damage for rest of the session, while Jehudiam's Claws attack gains +1 damage for rest of the session.

*Steal Energy:* The next Energy attack against Jehudiam deals half damage (rounded down). If an energy attack is halved in this fashion, Jehudiam gains an additional 2 AT Potential at the start of its next Interval.

## AT Traits (ATS 6)

### AT Potential – 11

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** Neutralize, Pilfer\*, Remote Manipulation

#### \*Pilfer

**ATS Minimum:** 6

**Activation:** 1 Stamina

**Range:** 2

**Effect:** Jehudiam steals one or more things from the battlefield using its nebulous power. Whenever this power is used, Jehudiam rolls 1d100 and compares the result to the table below to see what effect (if any) results. For every 1 AT Potential spent during the activation of this power, Jehudiam adds a +10 bonus to the roll to determine the result (to a maximum bonus of +60).

Roll	Name	Pilfer Effect
01-25	Null	No Effect.
26-30	Steal Bonus	Jehudiam may select any single Evangelion on the battlefield, and chooses one Bonus they are currently benefiting from (such as Aim, Assist or Hit and Run). The Eva loses that Bonus (and may not benefit from it again for 10 Intervals) and Jehudiam gains it instead.
31-40	Steal Nerv Resource	Jehudiam may select one single use of a purchased Nerv Resources option. The players lose that use, and Jehudiam may activate it instead at any time later in the fight.
41-50	Steal Stamina	One Evangelion of your choice gains 1 fewer Stamina next turn. Jehudiam immediately gains 1 extra Stamina.
51-60	Steal Health	One Evangelion within Range 2 is dealt 5 Soft Damage. Jehudiam removes 5 damage from its Damage Pool.
61-65	Steal Luck	Steal 1 Luck from a single Evangelion.
66-75	Steal Ammo	Jehudiam may choose one Ranged Weapon currently being used by a single Evangelion. All ammunition remaining in that weapon vanishes.
76-80	Steal Umbilical	The closest Evangelion to Jehudiam that is plugged into an Umbilical Cable loses that Umbilical Cable.
81-90	Steal Toughness	Select one Evangelion, it loses 1 Toughness until repaired. Jehudiam permanently gains 1 Toughness.
91-97	Steal Weapon	Choose one weapon currently in the possession of the nearest Evangelion. That Evangelion loses that weapon, and Jehudiam gains it and may use it for the remainder of the fight. Ranged Weapons still have limited ammunition.
98-100	Roll	Jehudiam rolls again twice on this table (with the same bonus as this roll) and chooses between the two results.
101-105	Steal Armor	Select one Evangelion, it loses 1 Armor until repaired. Jehudiam permanently gains 1 Armor.
106-110	Absorb Health	All Evangelions within Range 1 gain 4 Soft Damage. Jehudiam removes an amount from its Damage Pool equal to the total Soft Damage dealt by this effect.
111-115	Absorb Luck	All Evangelions within Range 1 lose 1 Luck. Jehudiam gains an amount of Luck equal to the total Luck lost in this way.
116-125	Absorb ATP	All Evangelions within Range 1 lose 1 ATP. Jehudiam gains an amount of ATP equal to the total Luck lost in this way.
126-130	Absorb Stamina	All Evangelions lose any Stamina they have currently unspent. Jehudiam gains an amount of Stamina equal to the total Stamina lost in this way (but still may not have more than 4 total).
131-135	Steal Kneecaps	Jehudiam steals crucial parts of an Evas legs. One Evangelion within Range 0 gains the Hobbled condition. Jehudiam loses the Hobble condition if it has it.
136-140	Steal Eyes	Steal critical sensors from a single Evangelion within Range 0, rendering it Blind until repaired.
141-150	Steal ATS	Jehudiam steals the very AT Field from the Evangelions. One Evangelion of Jehudiam's choice reduces its ATS by 1 for the rest of the fight. Jehudiam gets a +1 bonus to its ATS.
151-155	Double Trouble	Jehudiam rolls again twice on this table (with the same bonus as this roll) and applies both results.
156-160	Steal Skull	Jehudiam steals the head from the closest Evangelion. That Eva's Head is immediately destroyed (as if it had rolled a Kinetic Hit Effect of 10) and the Angel either regenerates its head or reduces its Damage Pool by 5.



## Attack

<b>Eva Martial</b>	50
<b>Eva Firearms</b>	50

### Attacks Of Opportunity

**Claws(Both Arms)** – Melee. 1d6+2KN.

**Aggressive Acquisition (Head)** – Tactical. 2d6+6 KN. Anti-Armor, Painful(2), Infrequent(5), *Leech*

*Leech* – Whenever this attack deals damage to an opponent, Jehudiam removes 5 damage from its Damage Pool.

### Using Jehudiam:

Jehudiam's tactics on the battlefield are as unique as its powers. Where most Angels want to attack early and often, it is to Jehudiam's benefit to wait on that for some time.

By using the Pilfer power, especially if AT potential is spent to modify it and unlock the more powerful results, Jehudiam can weaken the Evangelions over time by reducing their resources and on occasion make itself stronger. With some choice use of Aggressive Acquisition, there should come a point in the battle where Jehudiam is in a strong position to go on the offensive for real. Before then, the use of Spread Patterns, Guard, and Pillaging Aura should give Jehudiam plenty of defensive options to buy time and stay alive long enough for its Pilfer based strategy to gain traction.

If Jehudiam finds itself in an disadvantageous situation, remember to Standing Slide out of the Engagement. This will remove Jehudiam from melee, but still within range for Pilfer and Aggressive Acquisition.

Modifying Jehudiam could be as minor as coming up with new options for the Pilfer table, or abilities for Pillaging Aura. If you believe that Jehudiam lacks the staying power to make an interesting fight for your group, perhaps an Interception or two is in order, or an Absolute Defense. It is not recommended that you increase the direct offensive capability of Jehudiam, as that weakens the stealing gimmick that makes it unique as an Angel.

## 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 the 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 (Difficulty 4)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
4	30	--	8	3	40	50	10	---
Size	Average(+0)							
Location	% to Hit							
Head	01-10							
R. Arm	11-20							
L. Arm	21-30							
Body	31-70							
Legs	71-00							

**Skills:** Inference 60, Hacking 50, Awareness 50

**Talents:** Beatdown

**Initial Luck:** 0 – Jet Alone cannot gain or use Luck. It is nothing more than a Machine.

### Unique Traits

**Machine Mind:** Jet Alone has no pilot, and is instead operated by an onboard supercomputer. Lacking conventional psychology or physiology, the Jet Alone is immune to Fear, Strain and Stress. Unfortunately it has no way to compute attacks against the soul, and any Ego that would be dealt to it instead forces Jet Alone to test Intelligence or be Stunned for 2 Intervals.

**Nuclear:** If the Body Location of Jet Alone is destroyed, there is a 50% chance that the reactor will be breached. On such a breach, Jet Alone imposes a unique Collateral Damage result that always applies regardless of other rolls or conditions:

All Evas who participated in the battle versus Jet Alone suffer a -3 Armor penalty during the next battle as Nerv is forced to remove and decontaminate the Armor, replacing it with inferior materials for the time being. All pilots gain 1d10 Stress from the consequences of the failure, and Nerv's budget is strained by the efforts of the cleanup operation.

Jet Alone may be 'safely' defeated if the arms and legs locations of Jet Alone are fully destroyed, leaving it unable to move or act.

### Maneuver Traits

**Walker:** Moves along the ground at normal speed.

**Optimization Algorithms:** The Jet Alone's onboard AI is a marvel of computing, comparable to Nerv's own Magi system. It can adapt to battlefield conditions without need of input from a human user, and using sophisticated micromanagement tools direct the actions and implementation of the Jet Alone platform to achieve maximum effectiveness.

As a 1 Stamina action, Jet Alone can switch to one of the Algorithms listed below. Once selected, the bonus of that Algorithm remains in effect until Jet Alone chooses another one or is Defeated.

**Gear Control:** Jet Alone gains +1 Strength.

**Efficiency:** Jet Alone gains a +10 bonus to a single Personal Score of its choice.

**ECM:** Pilots within Range 1 of Jet Alone may not use or be the subject of Nerv Resources abilities.

**Power:** Jet Alone deals +2 damage with any Energy damage weapons that it is equipped with.

**Targeting:** Jet Alone gets a +20 bonus instead of a +10 bonus from using the Aim action.



## Defense Traits

**Field Deprived:** The Jet Alone is a machine built by men who, in their hubris, consider Nerv's understanding of the AT Field to be unnecessary. Jet Alone has no ATS, ATP or Synch Ratio. It lacks Angelic Senses, and cannot use AT Powers or Talents of any kind.

## Attack

<b>Eva Martial</b>	50
<b>Eva Firearms</b>	50

### Attacks Of Opportunity

**Peak Target:** Whenever an Eva ends a turn with a full AT Potential pool, they provoke an Attack of Opportunity.

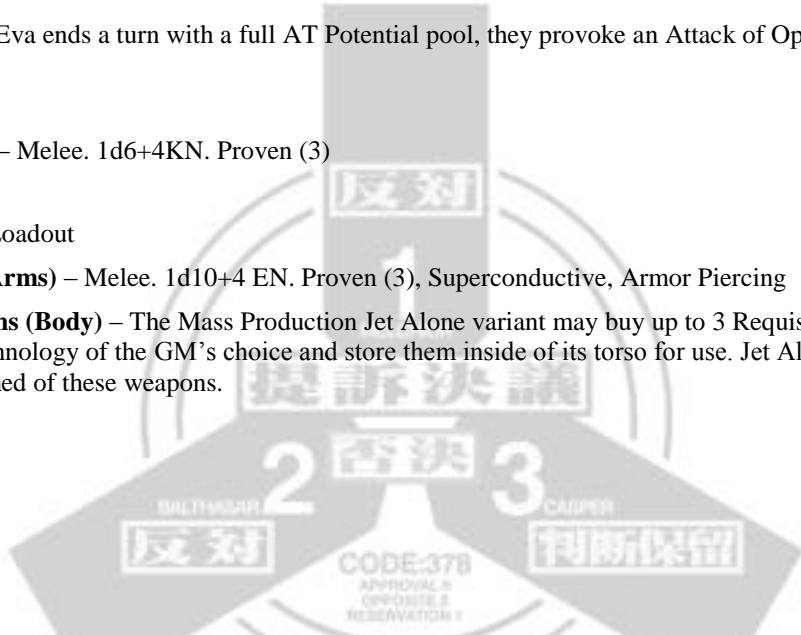
Jet Alone Prototype Loadout

**Fists (Both Arms)** – Melee. 1d6+4KN. Proven (3)

Jet Alone Mass Production Loadout

**Tesla Fists (Both Arms)** – Melee. 1d10+4 EN. Proven (3), Superconductive, Armor Piercing

**Integrated Weapons (Body)** – The Mass Production Jet Alone variant may buy up to 3 Requisition worth of ranged weapons of any technology of the GM's choice and store them inside of its torso for use. Jet Alone cannot drop or otherwise be disarmed of these weapons.



### Using Jet Alone:

The Jet Alone provides a fight dissimilar from fighting an Angel. Built by human hands, the goal of the Jet Alone is likely to be different from whatever the Angels are after, and it can have human tactical and logistical support on its side as well if it is fielded by an organization with no qualms about opposing Nerv in the open. Slated for eventual mass production, multiple Jet Alone machines could even be fielded at the same time against the pilots to make the fight that much more challenging.

Lacking an AT field to neutralize, the players will likely have to rethink their tactics. They no longer need to neutralize the enemy, and they can afford to rely on their Spread Patterns for protection more reliably. This puts the Jet Alone at something of a disadvantage, but it has a high enough Armor that any party without a solution to armor will still have trouble hurting it.

Jet Alone, as you have surely noticed, has two separate weapons profiles provided for it: Prototype and Mass Production. The Prototype profile is more show-accurate for the limited view we saw of the Jet Alone's capabilities, but the Mass Production weapon group is recommended for making the Jet Alone a real threat.

Jet Alone's Nuclear trait 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.

## Keter

The initial indication that Keter is present will be a city void of people and full of LCL, the first in what is likely to be a very long list of casualties.

Fully describing Keter would require a dozen theoretical mathematicians and physicists and at least as many hours in front of a whiteboard, however the executive summary reads as follows. Keter appears to be a humanoid figure awash with gold and with a dozen bladed wings, though said wings appear to be (mostly) immaterial. Its physical body is dense and hard to damage, but even that material is inconsequential compared to its Core, which appears to be out of phase with our universe entirely. No normal weapon and even interact with the Core, even though it appears to be in plain sight.

Keter's AT Field is immensely powerful. Not only is the Anti-AT Field that it generates constantly expanding, but Keter's normal AT defenses are on par with extreme measures that most other Angels can only manifest as a move of desperation.

Between Keter's multiple incredible defenses, its significant offensive power, and the pressure of the Anti-AT Field? This is a fight that no group of pilots should take lightly. Not only will Keter's Anti-AT Field eventually threaten entire continents if left alone, but due to the extreme range the players may very well already be suffering its effects by the time they reach the battle. Should they fail the first time against Keter, it is unlikely that Nerv would be able to send a retrieval team. One chance for the fate of the world is all that Nerv will get.

Profile (Difficulty 17)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
4	45	10	8	12	80	40	40	5
Size	Large(+10)							
Location	% to Hit							
Head	01 – 10							
L. Arm	11 – 20							
R. Arm	21 – 30							
Body	31 – 60							
Core	61 – 70							
Legs	71 – 00							

**Skills:** None

**Talents:** None

**Initial Luck:** 2 – Keter gains 1 additional Luck whenever a pilot suffers an Ego Break while fighting it.

### Core Traits

**Aberrant Core:** The Core of Keter is constantly out of phase with our own universe, and cannot interact with normal matter. Most attacks that would hit the Core instead seem to pass right through it without effect. Any hit against the Core that is not the result of an AT Power or an attack that is enhanced by an AT Power may only deal Soft Damage, and never results in a Hit Effect.

### Maneuver Traits

**Hoverer:** Float above the ground. Ignores terrain.

## Defense Traits

**Reality Warper:** Keter's intense AT Field allows it to deflect, absorb, or otherwise negate attacks that seemingly should have defeated it outright. Keter may spend 1 Luck to ignore the result of a single Hit effect roll its choice, similar to the Intercession trait.

### Exotic Armor

The Anti-Armor and Armor Piercing weapon traits cannot reduce the Armor of Keter to lower than 4. If Keter's Armor is reduced to less than 4 by another effect, this trait has no effect.

## AT Traits (ATS 10)

**AT Potential – N/A**

**Spread Patterns:** None

**A.T. Field Powers:** Neutralize, Keter's Cross\*, Judgement of Keter\*\*, Telekineses\*\*\*

### \*Keter's Cross

**ATS Minimum:** 3

**Activation:** 2 Stamina

**Range:** 2

**Effect:** Keter may unleash a devastating blast of energy that forms a horizontal Christian cross on impact. This attack deals (1d10 + 13 EN) to a single target. In addition, it deals (1d6+10 EN) to all other enemies Engaged with the target. This attack deals Moderate Collateral, but does not count as an Area attack for the purpose of Umbilicals. This power has the Infrequent(3) quality.

### \*\*Judgement of Keter

**ATS Minimum:** 8

**Activation:** 3 Stamina

**Range:** 2

**Effect:** Keter displays the power of a god, and delivers its judgement upon a single foe. One target Eva within Range is lifted off of its feet and pulled into the same Engagement as Keter by an unseen force. As the glow of Keter's wings intensifies, that pilot must test Resolve. On a failure, that pilot takes an additional 5 Soft Damage whenever they take Soft Damage from any source until such a time as this AT Power is used on another Evangelion. Only one Eva may be affected by Judgement of Keter at a time. This power has the Infrequent(5) quality.

### \*\*\*Telekinesis

**ATS Minimum:** 5

**Activation:** 2 Stamina

**Range:** 4

**Effect:** Choose one target within range. That Target is treated as if they had been hit by a weapon with the Tether quality, and are considered Helpless until the start of their next turn.

**Weep and Bear Witness:** Keter projects an AT Field the likes of which Nerv has only rarely encountered. What the Magi dub an 'Anti-AT' Field, hostile and harmful to all other AT Fields. This is quickly fatal to those unfortunate enough to be unshielded from it, most lasting less than a minute under exposure before dissolving into LCL. Thankfully, the players have more protection than that, but less than they might hope.

Any pilot within range of this ability (which will be described below) takes an amount of Ego damage at the start of their turn equal to (10 – their current AT Potential). Pilots are unlikely to be perfectly shielded from its effects, but the stronger their AT Field is, the longer they can last in face of the Anti-AT Field. However, Keter will not be denied in the long run. Weep and Bear Witness ignores the common rule that a player ceases to gain Ego for the rest of the session after suffering an Ego Break that would result in a Disruption. Given enough time, the pilot can and will be reduced to 0 Ego regardless of their starting amount.

The area of Keter's Weep and Bear Witness is, by the time that Nerv detects it, already Range 6 and continues to grow. Players will have to find some way to reach Keter as quickly as possible, so as to minimize the duration of their exposure. GM's should reward players that come up with a clever and high speed entry plan (such as being dropped in from high altitude or even orbit) with only 1 or 2 rounds worth of exposure to this trait before initiative is rolled. But groups that are forced to approach from the ground will not be so lucky.



## Absolute Defense

**Keter's Halo:** Keter's AT Field is immensely powerful, so much so that even when not in use it has a visible (sometimes even tangible) projection. This Aura of strange light that seems to surround Keter's head is known as it's Halo, and it means nothing good for Nerv.

Keter has no Spread Patterns, because Keter needs no Spread Patterns. Keter will begin the fight with this Absolute Defense already active, with a Power of 10. When hit by an attack, Keter lowers the Power of its Absolute Defense by an amount equal to the number of die worth of damage done by the attack. The actual damage rolled does not matter, only how many dice were counter for damage by the end of the attack (not counting rerolls). A 1d6 damage attack, 1d6+5, and 1d10+10 attack would all only lower the Power of the AD by 1, while a 2d6 damage attack would lower the Power by 2. Attacks that result in effects other than damage, or which deal a flat amount of damage that does not involve dice, have no effect on Keter's Halo. Neutralize and other abilities that affect Absolute Defenses may still be applied.

Once Keter's Halo is reduce to 0, it is Broken. The Halo glows red and explodes outwards, dealing 3d6 EN damage to everyone within Range 1 of Keter at the time. Afterwards Keter is left temporarily vulnerable to attack, until Keter's Halo regenerates. See the Unshrouded trait below for details.

**Unshrouded:** Keter focuses a tremendous amount of power into itself and its defenses, and while its Halo is disrupted due to overwhelming damage, this power is left to discharge randomly and hazardously. After Keter's Halo has been Broken, players may attack Keter as normal and Keter has no Spread patterns with which to defend itself. For as long as that is true, all pilots who end their turn within Range 0 of Keter gain 3 Soft Damage and then suffer a Glancing Hit of the Energy type to a random body location.

After 10 Intervals of being down, Keter's Halo resumes and begins again at 1 fewer Power than the previous time it was up (9 the second time, 8 the third...). When Keter's Halo regenerates in this fashion, the effect of Unshrouded ends until such a time as Keter's halo is broken again.

## Attack

<b>Eva Martial</b>	65
<b>Eva Firearms</b>	65

**Attacks Of Opportunity:** None

**Hand of Keter(Both Arms)** – Melee. 1d10+6 KN. Breach(4), Progressive, Overwhelming

## Using Keter:

Keter is, even among Angels, absurdly dangerous. The level of threat that it represents cannot be overemphasized, and it is entirely likely that even a well-equipped party will not survive it. If the end of the campaign isn't the time to stop pulling punches, when is?

Keter should be detected a fair distance away from the Base of Operations, specifically via its growing Anti-A.T. Field. Given the lifeless waste this will leave in its path, this should send Nerv into panic mode.

Before the Evangelions are deployed, it is highly recommended that Nerv's science team be given the necessary time to explain to the pilots, in broad terms, Keter's unique abilities save for "Unshrouded" and the Judgement of Keter power. Without at least some forewarning of how these abilities work, victory against Keter in the time they have before its Anti-A.T. Field tangs them is all but impossible.

Tactically, Keter is strongest by forcing the Evangelions to come to it and knows this. It will simply float between various major population centers on its way to the Base of Operations, stripping the A.T. Fields from all nearby and absorbing them as it waits for Nerv to make its move. If left alone for too long, Keter's Anti-A.T. Field may grow to such a radius that getting close enough to fight it becomes difficult if not impossible. As is, the players will likely have to find some sort of high speed transport to get them close enough to fight it before being defeated.

Once the Evas are actually in range, between the constant threat of the Anti-A.T. Field itself and its array of punishing attacks and abilities, survivors will be few and none will be unscathed. All of this in a single round. Even if defeated, the battle against Keter will have left Nerv itself greatly depleted, possibly down several pilots, and with thousands or even millions dead from the Anti-A.T. Field.

Making Keter more powerful is a hellworthy sin and raises the divorce rate worldwide every time it happens.

## 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.

Leliel literally means *Jaws of God*.

### The Leliel Encounter

Leliel is not fought as if it were a normal Angel, indeed, it can't be. Nothing of what Leliel is at first glance is true, and players that are unable to adapt to the bizarre adventure ahead of them are going to be lost, confused, and frustrated.

Leliel resides in a sort of pocket dimension that exists outside of our own, a negatively charged region of space called a Dirac Sea. It is there, deep within the Sea of Dirac, what Leliel's true body and Core can be found. Defeating Leliel requires the pilots to seek out and destroy that hidden Core, a task impossible to accomplish from our own plane of existence.

The inside of Leliel's Dirac Sea is, for lack of a better word, alien. A space shaped by inhuman logic, and made possible through the physics defying nature of an extremely powerful AT Field unlike any that the pilots have likely ever seen. Once inside, the battlefield itself is your enemy.

As such, Leliel encounters are less of a direct fight and more like a series of puzzles split up in stages or layers. Indeed, once the players are past Layer 0 Leliel does not even have Intervals anymore, and instead acts either through periodic Shockwaves or reactionary responses. The effects of these shockwaves, as well as the reactionary effects, vary based on the layers of Leliel which are described below.

For most layers, a mechanic exists known as the Shockwave. Leliel's core will occasionally release a pulse of energy as its only form of active attack. This Shockwave is most powerful at the core of Leliel, and grows weaker the further out you are. The first time a player enters Layer 1 (the Shallows), roll 1d6. That many rounds later, all players in Layers 1+ suffer the Shockwave effect of the Layer they occupy at the start of the initiative order. After a Shockwave occurs, roll 1d6 and repeat the process until either Leliel is defeated or no Eva's are within Leliel. The players are never informed of how many rounds that they have before the next Shockwave.

If an Evangelion is defeated within Leliel, regardless of the means (out of power, SR drops too low for the Eva to function, damaged beyond use or the pilot falls unconscious) the pilot gains 1 Doom and takes enough Ego to suffer their next Ego Break (unless they already suffered an Ego Break this session). If Leliel is not already defeated/the Eva is not already retrieved in such time, the defeated Evangelion (carrying a catatonic pilot) is spit out of Leliel back into the real world after a matter of hours. Unless one or more Evangelions remains within Leliel, Leliel will now resume its journey towards Terminal Dogma.

### Battleground Earth (Layer 0)

**Shockwave:** N/A

Outside of Leliel entirely, here the battle appears to follow the same logic as any other. Roll initiative, choose Nerv Resources, and approach your enemy. Not that such conventional tactics will work...

In this layer, Leliel appears as a distinctive black orb etched with conflicting patterns of white stripes. This orb floats above the ground soundlessly, moving slowly through the battlefield and making no attacks whatsoever. Indeed, Leliel seems to ignore the presence of the players until one of them attacks it.

Whenever an attack is rolled against the Leliel-sphere, Leliel fades away and the attack fails to resolve. This is true regardless of whether the attack was a success or not, all that matters is that it was rolled.

On the next Interval, Leliel re-appears as a rapidly expanding black shadow on the ground beneath the feet of the Eva that made the attack. That Eva, as well as all Eva's engaged with it, must immediately Guard or become trapped where they are, slowly being engulfed by the shadow beneath them and sucked into Leliel's extradimensional space. This 'attack' by Leliel deals Heavy collateral damage, as all nearby buildings suffer a similar treatment.





Engulfed Evas lose radio communication with the outside world, and as such cannot benefit from Nerv Resources while inside of Leliel. They keep any Umbilical Cable they have plugged into them when they are engulfed, which anyone on the outside can see is slowly being pulled into the shadow after them until it hits maximum length.

Pulling an Evangelion out of Leliel by this umbilical cable is theoretically possible, but Leliel resists the escape of its prey. Attempting to pull up an Eva only succeeds on a roll of 6 on a d6. Any other result of the roll result in the immediately breakage of the Umbilical Cable, leaving that Evangelion without external power.

Any pilot who is engulfed in this manner is moved against their will to the ‘Shallows’ layer described below.

After attempting to engulf an Eva, Leliel’s sphere will re-appear one Interval later. Any further attacks against it will provoke Leliel to engulf the offending Evangelion, but so long as one pilot is within Leliel it will otherwise cease moving and wait for its game to play out.

## **The Shallows (Layer 1)**

**Shockwave:** -1 Synch Ratio

Here, the Evangelions have officially entered the alien space that is Leliel’s domain. This outermost layer appears as a seemingly infinite white void, lacking any ground to stand on or visible features.

**Going Back:** Any Evangelion that tries to follow its own umbilical back or otherwise seeking a way to escape Leliel will encounter a barrier of what appears to be white fog. The barrier prevents the Evangelion from escaping back into our reality, and mechanically is treated as if it were an Absolute Defense with a power of 3. Should the player figure this out and reduce the Power of the barrier to 0, the white fog will part and reveal an inky blackness. During this time, radio contact with the outside world is re-established. The player has only 3 rounds to successfully use the Climb skill to force their Evangelion through this black abyss and back out of Leliel into our world. After 3 rounds have passed, the fog barrier re-forms, cutting off the radio and forcing the Eva back into the Shallows to start again.

**Going Forward:** Using the AT Ping power will reveal the location of any other Eva’s trapped in the Shallows, as well as the direction of Leliel’s core. Without the Ping power, the players must either succeed on a -10 Read Person test to find each other or test Notice at a -20 penalty immediately after suffering a Shockwave to determine the direction it came from (revealing the path to Layer 2, The Mists of Leliel).

Space appears to be fluid and inconstant inside of Leliel, with the Evas shifting position at a mere thought. Once a destination is chosen, players may use the Move action to close distance as normal, but each movement action must be accompanied by an Empathy test. If the Empathy test fails, the movement action accomplishes nothing as the white void conspires against you and resists you.

## **The Mists of Leliel (Layer 2)**

**Shockwave:** -3 Synch Ratio, 1 Ego, 1 Soft Damage

The pilots encounter an obscuring fog similar to that barring the way back to the real world, but much less dense. These mists are easy to get lost in, and hide the path forward from view. On occasion, something appears to move through the mists. Something dark and massive. But it is always beyond the reach of the players, and will outpace them if they attempt to give chase. But perhaps that is the point...

**Going Back:** After suffering a shockwave, any player may choose to allow themselves to be ‘pushed’ back into The Shallows. This requires no action or roll, though it does not reduce the effects of that particular Shockwave.

**Going Forward:** A difficulty 6 Search skill challenge is required to find the way forward: a massive bonelike pillar or tree that seems to stretch forever in both directions. Its surface is etched with strange pictograms that blend into one another to form unbreaking lines. But whether these images are somehow meaningful to Leliel or just disorganized patterns, who can say? (GMs may allow players to test Symbolism to decipher these images, should there be any real information to glean from them).

A use of the AT Ping power bypasses the Search skill challenge, and allows the players to find the above tree easily.

Once the pillar has been located, the Evas must climb it to proceed. This can be accomplished via the Symbolism or Climb skills, at the whim of the player. After two successful rolls (which need not be consecutive) that pilot proceeds to The Bramble.





### The Bramble (Layer 3)

**Shockwave:** -1d6 Synch Ratio, 2 Ego, 1d6 Soft Damage

The players climbs the pillar out of the mists, revealing a massive spiked sphere ahead that looks to be the size of the moon. Countless other pillars jut out from the sphere like branches in all directions, splitting and weaving into a dense thicket that forms the sphere ahead of you. The closer you get to the sphere, the more smaller branches and thorns split off from the main pillar, until the pillar itself becomes only one of an endless number that makes up the bramble. Occasionally a faint ray of red light peeks out of the cracks in the wall, escaping from within...

**Going Back:** The only way back is the same way you came: testing Climb or Symbolism to retreat back into the mists. Flinging yourself off into the space between the outer pillars will just leave you floating around outside of the dense Bramble. Those who have already climbed into the Bramble are left with only two options: move or become trapped.

**Going Forward:** Once inside of the dense Bramble, climbing is easier due to the numerous handholds and branches to make use of. But this terrain is not to be trusted. The branches around you will unexpectedly move of their own accord and twist in ways their rigidity would say should be impossible, all in an attempt to catch and immobilize you.

Each Eva will be required to make 3 Reflexes checks inside of the Bramble. On a success, that Eva slips past the reaching limbs and makes their way deeper into Leliel. On a failure they have been grabbed by one or more Branches, and are at risk of being stuck there are more branches reach in to finish the work.

If ensnared in this fashion, the Eva will be required to test Might to break free. On a success they do so, and this counts as having passed one of the Reflexes checks necessary to reach the next layer. The Repulsion or Burnout AT Powers destroys all nearby branches, automatically passing this Might test. Likewise, an Evangelion with Strength 5 or higher automatically passes the Might test by default, puny tendrils being no match for them!

If a player fails the might test by 3 or more Degrees of Failure, they become thoroughly trapped. Unless another player comes to their aid that pilot can only struggle in futility, and may not test Might again for one hour. The effects of this hour of exposure are treated the same as suffering 4 Shockwaves for this layer, plus gaining 2d6 Stress from the experience.

After succeeding on either Reflexes or Might three times, the Eva makes their way out of the Bramble and into The Depths.

### The Depths (Layer 4)

**Shockwave:** -1d10 SR, 1d6 Ego, 1d10 Soft Damage

The pilots emerge from the Bramble to find that the thicket was only a shell, a wall separating inner and outer Leliel. The vast empty space before them is dark but for the intense red glow from the center of Leliel ahead. But getting there will be no easy feat, as the space ahead of you seems twisted and fractured, and is filled with rings of fast moving debris that Leliel has collected from the outside world. Nothing here moves in a straight line, but it isn't entirely nonsensical...

From this layer, player can attempt to hit Leliel's core with an Range 4 or greater weapon. However, the twisted nature of space here means that all such attacks are at a -20 penalty, and additionally automatically fail on an even roll. Not good odds. Even on a hit, all Energy attacks deal half damage against Leliel's core, though from this distance the pilot knows not why.

Use of any Weapon or AT Power (offensive or not) in The depths provokes an attack of opportunity from Leliel in the form of a Debris storm, a cloud of high speed debris hurled at the offending player in a manner that mimics a Burst Fire attack.

**Debris Storm:** Eva Martial 60. Burst Fire (5/4). 2d6+2 P, Area.

**Going Back:** Attempting to pass back through the Bramble requires use of Reflexes or Might, the branches care not which direction you are going. See The Bramble for more information.

**Going Forward:** All attempts to get closer to the core are going to have to overcome the twisted and fractured nature of space here. A complex task, requiring a keen mind to fully comprehend. Figuring out the pattern that allows you to go forward instead of an endless loop of back and sideways requires either a Difficulty 10 Inference Skill Challenge or a Difficulty 5 Academics Skill Challenge. Luckily, only one pilot need figure out the pattern. Any pilot who succeeds at either test may move themselves and any other Eva engaged with them immediately to the next and final Layer: Leliel's Core.

## Leliel's Core (Layer 5)

**Shockwave:** 10 Soft Damage followed by a Critical Hit to a random body location of the Eva. -(1d10+15) Synch Ratio. 1d10+4 Ego. 2 Stress.

The home stretch of the fight against Leliel is the most dangerous by far. Space itself is densely compressed here, making every action take enormous effort and causing the Evas to move as if they were in water. Worse yet, at such close range Leliel leeches energy from everything around it. The players have much to fear from any Shockwaves they suffer at this distance, but the energy drain puts them on a timer even without that. The pilots will have to find a way to end Leliel, and quickly.

**Going Back:** There is no going back.

**Going Forward:** Your only path left is victory.

Leliel's Core Profile (Difficulty 7)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
0	0	6	2	4	0	50	50	5
Size	Massive (+20)							
Location	% to Hit							
Core	01 - 00							

### Core Traits

**Exit Strategy:** Once Leliel's Core is destroyed, all Evangelions inside of Leliel are ejected back to the real world in an explosive and dramatic fashion.

**Energy Drain:** All Energy attacks against Leliel's Core deal half damage. At the same time, all Evas in this layer use up rounds of power at twice the normal rate. Even Evangelions with Umbilicals to draw on are treated as losing a round of power each round as the energy drain is more than the Umbilical can make up for.

### AT Traits (ATS 6)

#### AT Potential - 12

**Spread Patterns:** Angelic Field, Layered Field, Bunker Field, Probability Field

**A.T. Field Powers:** None

### Using Leliel:

Converting Leliel to an RPG encounter has always been something of a challenge. This Angel's appearance in the show never gave an explicit physical form for the Angel, and worse yet Leliel is basically killed off-screen by a berserk Unit 01 with no actual explanation of how that happened. There information given on the basics of Leliel's Dirac sea ability, but virtually nothing else is known about the Angel, and watching the players float around inside of Leliel for 16 hours before they win for unexplained reasons is a terrible way to spend a session.

Instead, AdEva takes the (possibly controversial) approach that the way the series handled Leliel was a result of Nerv making all of the wrong decisions. After accidentally unplugging Unit 01 inside of Leliel by pulling on the umbilical cable, Shinji shuts down and waits for a rescue that is never mounted, never leaving the Shallows of Leliel or encountering anything of note. Everyone involved stops taking actions, and instead waits to see what happens if they do nothing. Shinji was forced to Berserk out of the problem because no one in the party was coming even close to solving this puzzle, to the frustration of all involved.

Hopefully, your group will be more successful.

Leliel is, above all other things, a spider. Not in the sense that it has 8 legs and a poison bite, but rather in its tactics. Leliel sets a trap to catch any Eva that provokes it, and then waits for that captured prey to exhaust itself in its feeble attempts to escape. Any pilot that wishes to defeat Leliel must first put themselves as ever escalating risk, bring worn down by mounting Shockwaves that threaten their Ego and Synch Ratio, as well as softening them up for the physical attacks that are possible near the center of Leliel.

Leliel is a very specific kind of encounter, but it may still be modified by giving it additional abilities inside of the various layers. There may be still solid chunks of city floating inside of Leliel that form a kind of broken landscape that the Evas need to navigate. There may be... \*things\* living inside of Leliel, or time could work differently on the inside. As Leliel is a small universe, the GM can make almost anything happen with the boundaries of that space. Get creative!



## 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 is 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 Production Evangelion (Difficulty 2 + Number of MP Evas)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
4	30	3	4	5	35	25	25	0
Size	Average(+0)							
Location	% to Hit							
Head	01-10							
R. Arm	11-20							
L. Arm	21-30							
Body	31-70							
Legs	71-00							

**Skills:** Might (40), Sneak (40), Notice (60)

**Initial Luck:** 0 – The MP Evangelions do not gain or use Luck.

### Unique Traits

**Tag Team:** The MP Evangelions attack as a group, which could be as small as 5 or as large as 12 depending on how difficult you want the battle to be. As they are all on the same side, the MP Evas are treated as a group rather than a number of individuals for the purpose of the Encounter. The MP Evas still act as a group using the Interval system that an Angel would, and the MP Evas share Stamina. This prevents all MP Evas from acting during the same interval, and will likely mean that some MP Evas are more active than others during a given round. The MP Eva group gain 3 Stamina each Interval, and may have up to 4 Stamina stored at a time. Which MP Evas act and use Stamina each Interval can change at any time, either multiple Evas moving into position over the course of the round or a single MP Eva fighting as frequently as it can.

The MP Evangelions still maintain separate bodies including their own Strain, Fatigue, Damage Pools and Hit Effects.

### Maneuver Traits

**Walker:** Moves along the ground at normal speed.

**Flight Mode:** The MP Eva series stretches the limits of human technology, including a series of metamorphic organs that let it grow large birdlike wings capable of giving even something the size of an Eva flight. As a 1 Stamina Action, the MP Eva may fold or unfold these wings, switching between flight or combat modes. In Combat mode, the MP Eva lacks Wings and otherwise acts like any other E-scale humanoid opponent. In Flight Mode, the MP Eva may not use (but may still hold) weapons requiring hands, but the Run action costs only 2 Stamina. While in Flight Mode, the MP Eva may move as any other Flier would.

## Defense Traits

**Evangelion:** True to their name, the Mass Produced Evas are Evangelions, not Angels. Hits against MP Evas use the Evangelion Hit Effect tables, though MP Evas have no Synch Ratio score and as such ignore Synch Disruption. The MP Eva still suffers from Strain, though, and is treated as having a **Strain Threshold** of 5.

**Dummy Plug:** The MP Eva series is controlled by a collection of Dummy Plugs, replacements for the Entry Plug that allow the Evangelions to be controlled without the need of a human pilot. The true workings of these modules are a secret, but unsavory rumors such as clone bodies or brains held within persist. The MP Evangelions are immune to Stress and Ego, as well as Fear or Terror. However, whenever the MP Eva need test an Intelligence or Empathy based skill, they must roll for it twice and take the worse result.

**S2 organ:** The MP Evangelions represent the culmination of Nerv's dreams for the Evangelion program, including the long awaited S2 organ power source. This unlocks the full potential of the Evangelion and eliminates the limited internal battery. It also has the unexpected side effect of allowing the Evangelion to function long after human expectations and technology have failed. Whenever a MP Eva is rendered 'Defeated', they may test Physique. On a success that MP Eva falls Prone, and is rendered Catatonic for 5 Intervals instead of being Defeated. Should they wish, an undefeated MP Eva may test Deceive at a +30 bonus to pretend to be put down for good, waiting for the best moment to strike.

## AT Traits (ATS 3)

### AT Potential – 6

**Spread Patterns:** Basic Field, Bunker Field

**A.T. Field Powers:** Neutralize

**False Lance:** This Eva loses the Twinlance it carries to make a 3 Stamina action attack using Eva Firearms. If it hits, the target immediately loses all stored ATP and reduces their ATS to 0. They regain 1 ATS per round at the start of their turn until they have returned to full. The attack otherwise deals damage as if it were a hit of the Twinlance. In its False Lance form, the thrown weapon cannot be used by an Eva lacking an S2 Organ. Once picked up by an Eva with an S2 Organ, it reverts back to a Twinlance.

**Tree of Life:** If the MP Evangelions are victorious in battle against the pilots, they may synchronize their AT Fields and perform a major role in Third Impact, possibly even triggering it themselves. This likely ends the campaign.

## Attack

<b>Eva Martial</b>	60
<b>Eva Firearms</b>	45

**Attacks Of Opportunity:** None

**Twinlance(Two Handed Weapon)** – Melee. 2d6+4 KN. Defensive(10), Breach(2). Infrequent(2)

**Bite(Head)** – Melee. 1d10+4 KN. Fright

### Using Mass Produced Evangelions:

In the series, the MP Evas are controlled directly by Seele using Dummy Plugs based on Kaworu Nagisa, and are the final attack by Seele on Nerv. The MP Evas are intentionally designed to be an unusual and challenging battle, fit to be a grueling fight to end the campaign with a bang come victory or defeat.

The reliance of the Twinlance weapons on an S2 Organ to function to their full ability might seem unfair, but without it any fight against the MP Evangelions would quickly become a race to disarm them and take their weapons for your own. This would be especially problematic of the MP Evangelions are not truly the final fight of the game, as the ability to bypass and shut down AT Fields would warp any Angel fight in which they participated.

On the subject of weapons, the MP Evangelions need not use the Twin lances exclusively. While that if the weapon they are known for and associated with, the MP Evas can conceivably deploy with any weapon available to the players, or even unique and exotic weapons of your own design.

## Matariel

Matariel has the appearance of a massive opilionid-like creature with numerous eyes. These eyes on the belly 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 (Difficulty 2)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
4	26	3	4	7	55	30	30	1
<b>Size</b>	Large(+10)							
<b>Location</b>	<b>% to Hit</b>							
Body	01 – 45							
<b>Core</b>	46 – 50							
Legs	51 – 00							

**Skills:** Notice(70)

**Talents:** Footwork

**Initial Luck:** 2 - Matariel gains 1 Luck whenever it successfully reduces the Armor of an enemy to 0.

### Core Traits

**Thick Shell:** Hit Effect rolls against the core always roll at a -2 penalty (to a minimum of 0).

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

**Quadruped:** Matariel ignores the first instance of the Hobbled condition in a session.

### AT Traits (ATS 3)

**AT Potential – 5**

**Spread Patterns:** Angelic Field,

**A.T. Field Powers:** None

### Attack

<b>Eva Martial</b>	60
<b>Eva Firearms</b>	40

### Attacks Of Opportunity

**Easy Lock:** Players trigger an attack of opportunity whenever they take no Movement action on their turn.

**Kick(Legs)** – Melee. 1d6+4 KN.

**Acid Spray(Body)** – Close. 2d6 Soft Damage. Scattershot, Infrequent(3), *Corrosive*

*Corrosive:* An Evangelion hit by this attack lowers its Armor by 2 until repaired. If this attack hits one of the Evangelion's arms, Matariel may choose to deal no Soft Damage and instead destroy the weapon held in that hand. Doing so still reduces armor of the Evangelion by 2.

### 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.

## Ramiel

Ramiel is a translucent blue octahedron, and arguable one of the most overtly 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 (Difficulty 6)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	20	2	5	7	45	50	20	3
Size	Average(+0)							
Location	% to Hit							
Body	01 – 00							

**Skills:** Notice (60), Composure (60)

**Talents:** Improved Perfect Shot(Accurate), I Never Miss

**Initial Luck:** 1 - Ramiel gains 1 Luck whenever it successfully defeats, or removes the limb of, an opponent. It may gain multiple Luck per round in this fashion, if applicable.

### Core Traits

**Integrated Core:** The Angel has no core. Any attack that would hit the core instead hits the body. When the body is destroyed, the Angel is defeated.

### Maneuver Traits

**Hoverer:** Float above the ground. Ignores terrain.

### Defense Traits

**Intercession:** Negate one single Hit Effect rolled against you. Once this ability has been used up, it is expended.

**Fireproof:** The Angel may not be set On Fire.

### AT Traits (ATS 4)

**AT Potential – 10**

**Spread Patterns:** Angelic Field, Layered Field

**A.T. Field Powers:** AT Ping



## Attack

<b>Eva Martial</b>	0
<b>Eva Firearms</b>	70

### Attacks Of Opportunity

**Danger Zone:** Players trigger an attack of opportunity when they enter the Angelic Senses range of the Angel.

**Return Fire:** Players trigger an attack of opportunity when they make a ranged attack from further than Range 3 of this Angel.

**Accurate Reflex:** +20 to attack rolls for Attacks of Opportunity

**Ramiel Beam(Body)** – Long. 3d6 EN. Positron, Anti-Armor, Breach(4), *Variable, Reactionary*

*Variable:* When Ramiel would fire this attack, either on its turn or as an Attack of Opportunity, it may choose and apply a single quality from the following list to the attack: Area, Line, Scattershot.

*Reactionary:* Ramiel may only freely target enemies that are within its Angelic Senses range. If an enemy is outside of that Range, this attack may not be used against them unless as an Attack of Opportunity.

### Using Ramiel:

In possession of both deadly weaponry and a high Breach, Ramiel's only weakness is the frailty of the body under all that armor. Make no mistake, Ramiel is one of the toughest Angels an early game party could face. Game Masters should remember that Ramiel's Positron Beam may be fired as an Attack of Opportunity, stopping an Eva dead in its tracks even on their turn. 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.

Game Masters should take note of Ramiel's talents, and also recognize that if Ramiel finds itself in the thick of a melee battle it is at a severe disadvantage. To properly make use of Ramiel, it is suggested that he start the battle a long distance away from the Evas, such that it takes about 2 rounds for the players to reach him. This is not just to give Ramiel time to make use of its superior ranged skill, but also give the players time to properly prepare. Given the difficulty of this fight, players should be given the opportunity to come up with a plan to defeat it without relying on a suicidal charge.

It is Ramiel's modus operandi use Accurate (and the occasional Called Shot) to target the Body hit location of his targets whenever possible. The Evas will not be the only ones in danger this fight, the pilots inside are also at risk of being cooked!

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 and making it harder to attack from afar. Access to the Barrier AT Power, or an Absolute Defense, can give Ramiel increased protection as well.

## Sachiel

Sachiel 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. Sachiel literally means *Covering of God* or *Price of God*.



Sachiel Profile (Difficulty 3)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
3	30	3	2	7	50	30	20	1
Size	Average(+0)							
Location	% to Hit							
Body	01 – 40							
R. Arm	41 – 50							
L. Arm	51 – 60							
<b>Core</b>	61 – 70							
Legs	71 – 00							

**Skills:** Sports (65), Notice (35)

**Talents:** None.

**Initial Luck:** 1 - Sachiel gains 1 Luck whenever it successfully defeats, or removes the limb of, an opponent. It may gain multiple Luck per round in this fashion if applicable.

### Core Traits

**Self-Destruct:** If Sachiel is defeated on a roll of 10 to the core, the resulting explosion raises the Level of Collateral by 1 step instead of dealing Collateral based on the size of the explosion, to a maximum of Devastating.

### Maneuver Traits

**Walker:** Move along the ground as your speed would normally allow.

**Swimmer:** Move effortlessly through fluid at normal speed.

### Defense Traits

**Regeneration:** At the start of each Interval, there is a 20% chance that Sachiel may choose one single Condition or duration based effect it is under as the result of a Hit Effect. That effect ends immediately.



## AT Traits (ATS 3)

### AT Potential – 6

**Spread Patterns:** Angelic Field, Layered Field, Bunker Field

#### Angelic Field

**Effect:** The most simple of the AT defenses, and one capable of shrugging off even a powerful attack. After damage for an attack has been rolled against you, you may spend 1 AT Potential to turn 5 of that damage into Soft Damage. If you spend enough ATP to render the entire attack as Soft Damage, no Hit Effect results. If you are unable to render the entire attack into Soft Damage, the attack resolves as normal but your ATP are not spent.

**A.T. Field Powers:** Float, Sachiel's Cross\*

#### \*Sachiel's Cross

**ATS Minimum:** 3

**Activation:** 2 Stamina

**Range:** 2

**Effect:** You may unleash a devastating blast of energy that forms a horizontal Christian cross on impact. This attack has a range of Tactical, dealing 1d10+6 EN to all targets in a given Engagement. **Infrequent (4)**. This attack deals Moderate Collateral, but does not count as an Area attack for the purpose of destroying Umbilicals.

**Absolute Defense (Resilient Barrier):** Sachiel's Resilient Barrier has a Power equal to 3. Any attack that deals 5 or less damage is ignored entirely. Any attack that deals more damage than 5 reduces the Power of the Absolute Defense by 1. Sachiel cannot be harmed until the Power has been reduced to 0, at which point the Absolute Defense is Broken.

#### Attack

<b>Eva Martial</b>	50
<b>Eva Firearms</b>	20

#### Attacks Of Opportunity

**-Double Take:** If a player takes no damage from an attack that successfully hit them (due to Armor, a successful defensive action, or some other ability) they immediately provoke an Attack of Opportunity.

**-Powerless:** If a player successfully breaks Sachiel's Absolute Defense, they immediately provoke an Attack of Opportunity.

**Claws(Both Arms) 2 Stamina – Melee.** 1d6+3 KN.

**Arm Ram(Both Arms) 2 Stamina– Melee.** 1d6+8 KN. Progressive, Extended Reach (Close), Infrequent(4), *Jackhammer*, *Fright Jackhammer*: Against an enemy that is either Helpless or in a Grapple with Sachiel, as a 3 Stamina Action this attack may be this attack may be rolled three times against the same target as 3 separate attacks, all resolving against the body location of the first attack to hit.

#### Using Sachiel:

A potent all-round Angel, Sachiel is well equipped to be a jack of all trades. The powerful

Cross Blast power gives him a dangerous ranged attack, while the Arm Ram makes short work of any Eva that dares get to close. Should the players let their guard down, even for a moment, they will soon find the devastating effectiveness of the Jackhammer ability, which will likely cripple or destroy a body location in a single round.

Defensively, Sachiel is just as well equipped. Regeneration allows Sachiel to recover from otherwise debilitating hits, though this can be overwhelmed by weight of fire. If threatened Sachiel is likely to activate its Absolute Defense. While the weak nature of the Absolute Defense means that it might only protect Sachiel for a single round against a canny party, that bought time is still an extra round to recover and regenerate from debilitating Conditions or to use Float to reposition itself for a tactical advantage. Remember that after the Absolute Defense is broken Sachiel's AT Potential is reduced to 1 for the rest of the fight, making it more vulnerable than ever.

## 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 (Difficulty 7)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
4	10	5	2	8	60	30	30	5
<b>Size</b>	Massive(+20)							
<b>Location</b>	% to Hit							
Body	01 – 90							
<b>Core</b>	91 – 00							

**Skills:** Notice(100)

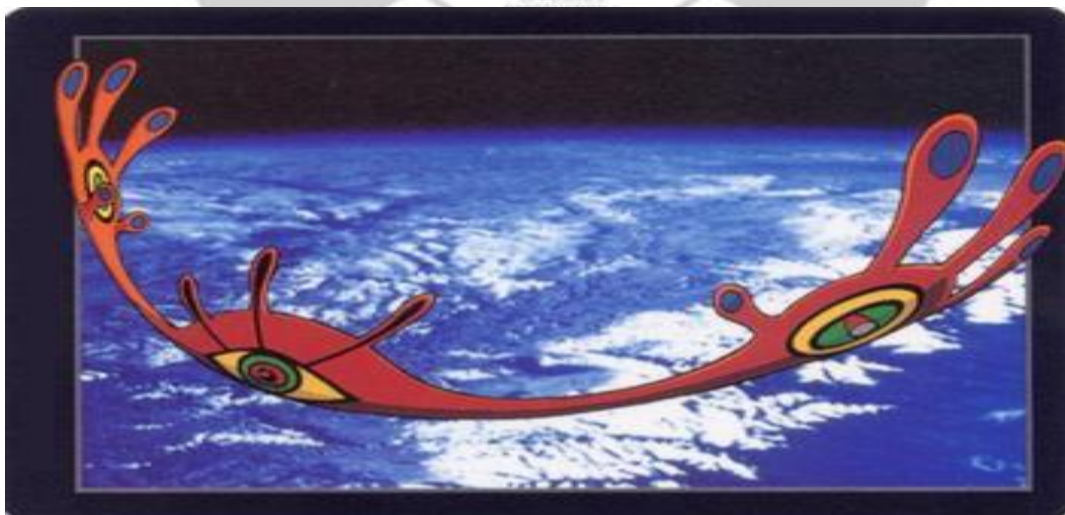
**Talents:** None

**Initial Luck:** 0 – Sahaquiel may not gain additional Luck.

### Core Traits

**Tiny Core:** The core of the Angel is very small. Any Called Shot against the core is at a -30 penalty to hit.

**Timer:** Sahaquiel is a unique opponent, powerful but slow. The battle hinges not on whether the players have the firepower to kill this Angel, but that they can stop it in time. Sahaquiel only gains two Intervals in a round, at the start of the Initiative order and at the end of the Initiative order. This is true regardless of the number of pilots it is fighting.





## Maneuver Traits

**Orbital:** Sahaquiel begins play in orbit around the Earth. As such, Sahaquiel may only be targeted by attacks or powers that can be used at extreme range, unless the Evangelions find a way to reach orbit themselves to engage at closer range or until Sahaquiel begins Planetfall.

**Planetfall:** Sahaquiel begins in orbit, with an Altitude value of 7 and having chosen a specific zone on the battle map where it is going to land. Every Interval, as a 2 Stamina Action, Sahaquiel may lower its Altitude value by 1, descending towards the chosen location.

The Magi are more than capable of calculating the path of the falling Angel once Planetfall has been initiated, and the pilots are updated on a second by second basis. The players are always aware of exactly where the Target Landing Zone is at all times, even if it moves.

As Sahaquiel nears the ground, certain options (both for the Angel and the players) shift.

- At any Altitude of 3 or higher, Sahaquiel may spend a 2 Stamina to shift its target landing zone 2 Sectors in a direction of its choice instead of lowering its Altitude value, and is only in range of attacks that can be used at Range 5 or more.
- At an Altitude of 2, Sahaquiel is treated as being at Range 3 for the purpose of ranged attacks, and can spend 1 Stamina to shift its Target Landing Zone by 1 Sector in a direction of its choice.
- At an Altitude of 1, Sahaquiel is treated as being at Range 1 for the purpose of ranged attacks, but only for those currently Engaged with the Target Landing Zone.
- At an Altitude of 0, Sahaquiel is close enough to the ground to be engaged as if it were a land-based Angel occupying that space, and may be subject to Melee attacks by any Evangelion standing within the target landing zone. However, Sahaquiel is at risk of initiating **Touchdown** unless it is Delayed (see below).

GMs may notice that Planetfall uses the same Altitude system as the Sky Battleground. This compatibility is intentional, should you choose to exploit it.

**Delaying Planetfall:** The key to defeating Sahaquiel is to prevent it from initiating Touchdown for long enough to dismantle the Angel in combat. To accomplish this task, Sahaquiel may suffer from a unique condition: Delayed.

*Delayed:* While Delayed, Sahaquiel may only decrease its Altitude by 1 as a 3 Stamina Action (not 2 Stamina), and is incapable of initiating Touchdown.

The following events may cause Sahaquiel to be Delayed:

- On any Critical Hit to the Core, Sahaquiel must Test Physique or be Delayed for 1 Interval.
- At Altitude 1 or 0, an Evangelion Engaged with the Target Landing Zone may take 1d10 Soft Damage and spend 3 Stamina to roll 1d6 per ATS and total the values. If the result is 10 or more, Sahaquiel is Delayed for 2 Intervals. If the player in question has either the Float or Barrier AT Powers, they may spend 3 AT Potential to roll an additional 1d6, should they need it to meet the 10 or more.
- If the Angel would be Stunned or Staggered, Sahaquiel is instead considered Delayed until those conditions end.
- If subjected to any effect that would forcibly move Sahaquiel 1 or more Sectors in any direction, Sahaquiel is Delayed for 2 Intervals instead of being moved.

Sahaquiel is, at least in part, a puzzle. GMs should feel encouraged to encourage player creativity, and allow conditions and events not listed here to Delay Sahaquiel for 2 Intervals if they seem appropriate.

**Touchdown:** If Sahaquiel ends an Interval with an Altitude value of 0, and is not currently Delayed, it may immediately initiate Touchdown. Each player instantly gains 1 Doom for their failure, followed by Sahaquiel exploding and dealing a Critical Hit to every Body Location of every Evangelion, with a Critical Momentum equal to Sahaquiel's current AT Potential (unless the normal Critical Momentum of the Eva in question is higher). A deadly risk even to previously undamaged Evas.

This explosion deals Devastating Collateral Damage, and rolls twice on each Collateral Damage table taking both results. If you would roll the same result more than once on a given table, instead roll again twice.

## AT Traits (ATS 5)

### AT Potential – 12

**Spread Patterns:** Angelic Field, Bunker Field

**A.T. Field Powers:** Neutralize

**Communications Jamming:** Sahaquiel’s field, either as an intentional attack on Nerv or as an unfortunate side effect of its power, interferes with radio communications over long distances. Contacting resources or NPCs away from the Base of Operations might not be possible, and 4 fewer Nerv Resources than normal are available for this encounter.

### Attack

<b>Eva Martial</b>	80
<b>Eva Firearms</b>	40

**Attacks Of Opportunity:** None

**The Sky is Falling (Body)** – Melee. 2d10+4 KN. *Crushing*, Infrequent(1), Breach(3)

*Crushing:* At an Altitude of 0 or 1, this attack is rolled against all Evas Engaged with the Target Landing Zone individually, treated as an Area attack for the purpose of any relevant actions or effects. This includes destroying Umbilical Cables of affected Evangelions.

**Orbital Bomb (Body)** – Extreme. 3d6 KN. Anti-Armor, Explosive, Repulsion, Infrequent(8), *Self-Sacrifice*

*Self-Sacrifice:* Using this attack deals 1d10 Soft Damage to Sahaquiel.

### Using Sahaquiel:

Sahaquiel represents the first orbital threat that your players are likely to face, as well as one with an attack that threatens whole cities. More than any other, fighting Sahaquiel requires proper planning.

To this end, Sahaquiel is an enemy that is best built up to. Waking the pilots up one morning and throwing them out to fight a surprise Angel attack might work for some encounters, but for Sahaquiel leaves the players at a tremendous disadvantage. Instead, Sahaquiel should appear in orbit at least a day before its planned attack, giving the players a chance to observe its tactics and be given a proper explanation by the science team as to what the stakes are, as well as a chance to come up with a plan to intercept.

In the show, all Evas were dedicated to catching Sahaquiel with their AT Fields. While not a bad plan, it is far from the only one. Sahaquiel might be engaged in space using the Space Battleground rules in an attempt to kill it before it can begin Planetfall, or intercepted in the air using Sky Battleground rules in an attempt to delay it and buy forces on the ground time to get into proper position beneath.

However, once Planetfall has begun the focus of the encounter has to be on delaying Touchdown, and GMs should heavily discourage players from leaving none of their Evas on the ground to catch Sahaquiel if all else fails. Likewise, GMs must not aim to have Sahaquiel crash down somewhere that the players cannot reach. A bad guess as to where to put the landing zone can lead to a short and disappointing battle that punishes the entire party for your mistake.

## Sandalphon

An immature Angel, 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 (Difficulty 3)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
2	40	2	8	6	40	10	30	3
Size	Small(-10)							
Location	% to Hit							
Body	01 – 60							
R. Arm	61 – 80							
L. Arm	81 – 00							

**Skills:** None

**Talents:** None.

**Initial Luck:** 1 - Sandalphon gains 1 Luck at the start of the round if, in the previous round, it both dealt damage to at least one Evangelion and did not take any damage (even Soft Damage) itself.

### Core Traits

**Integrated Core:** Sandalphon has no core, and is only defeated when its Body location is destroyed.

### Maneuver Traits

**Swimmer:** Move effortlessly through fluid at normal speed.

**Magma Diver:** Ignore the pressure and heat of a magma environment.

### Defense Traits

**Volcanic Body:** Sandalphon is designed to thrive in a magma-based environment. Sandalphon may move freely through magma as easily as a fish through the sea, and is at no risk from heat or pressure. Sandalphon is immune to Energy damage, and may not be set On Fire.

However, Sandalphon is over specialized. Should Sandalphon be removed from magma for 3 or more rounds, placed in water, or in some other fashion cooled or exposed to extreme cold, Sandalphon's Armor is reduced to 2 until such time as it can re-immense itself in hot magma.

### AT Traits (ATS 2)

**AT Potential** – 5

**Spread Patterns:** Angelic Field

**A.T. Field Powers:** Neutralize



## Attack

Eva Martial	50
Eva Firearms	0

**Attacks Of Opportunity: None**

**Arm Ram(Both Arms) – Melee. 1d10+2 KN. Slow**

### 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 due to its immaturity. Sporting a weak A.T. Field, no attacks of opportunity 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. Thus, fighting it in molten rock (which puts the Evangelions at the disadvantage of the bulky D-Type equipment) is probably the way to go. Be sure to impress upon your players how risky it is to descend into the active volcano after Sandalphon, as if they get into trouble down in the magma there is little Nerv can do to help them. For more information on this sort of encounter, look to the Magma Diver Battleground entry.

Possible modifications to the Sandalphon encounter include making Sandalphon more mature, which would likely result in a creature similar to Gaghiel. Simply increasing its AT Field strength will also make it tougher to kill. Both of the above options 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 (using the Burning and Scattershot traits) would be an appropriate addition to its arsenal.



## 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 (Difficulty 2)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
5	40	2	3	8	65	10	10	0
<b>Size</b>	Large(+10)							
<b>Location</b>	<b>% to Hit</b>							
Head	01 – 20							
R. Arm	21 – 30							
L. Arm	31 – 40							
<b>Core</b>	41 – 50							
Body	51 – 00							

**Skills:** Balance (100), Finesse(50)

**Talents:** Sprint

**Initial Luck:** 1 – Shamshel gains 1 Luck at the start of the round if, in the previous round, it both dealt damage to at least one Evangelion and did not take any damage (even Soft Damage) itself.

### Maneuver Traits

**Hoverer:** Float above the ground. Ignores terrain.

**Lash (Light Whip):** On a Critical Hit with a Light Whip attack, send the target flying end over end 1 Sector in a direction of your choice in addition to normal effects. They must test Balance at a -10 or land Prone.

### Defense Traits

**Intercession:** Negate one single Hit Effect rolled against you. Once this ability has been used up, it is expended.

### Exotic Armor

The Anti-Armor and Armor Piercing weapon traits cannot reduce the Armor of Shamshel to lower than 1. If Shamshel's Armor is reduced to less than 1 by another effect, this trait has no effect.

### AT Traits (ATS 2)

#### AT Potential – 5

**Spread Patterns:** Angelic Field, Probability Field

**A.T. Field Powers:** Neutralize



## Attack

<b>Eva Martial</b>	70
<b>Eva Firearms</b>	0

### Attacks Of Opportunity

- Pike:** Players trigger an attack of opportunity when they use the Charge action.
- Zone:** Player triggers an attack of opportunity when they move past the Angel within melee range.
- Denial:** Player triggers an attack of opportunity when they use a ranged weapon while Engaged with the Angel.

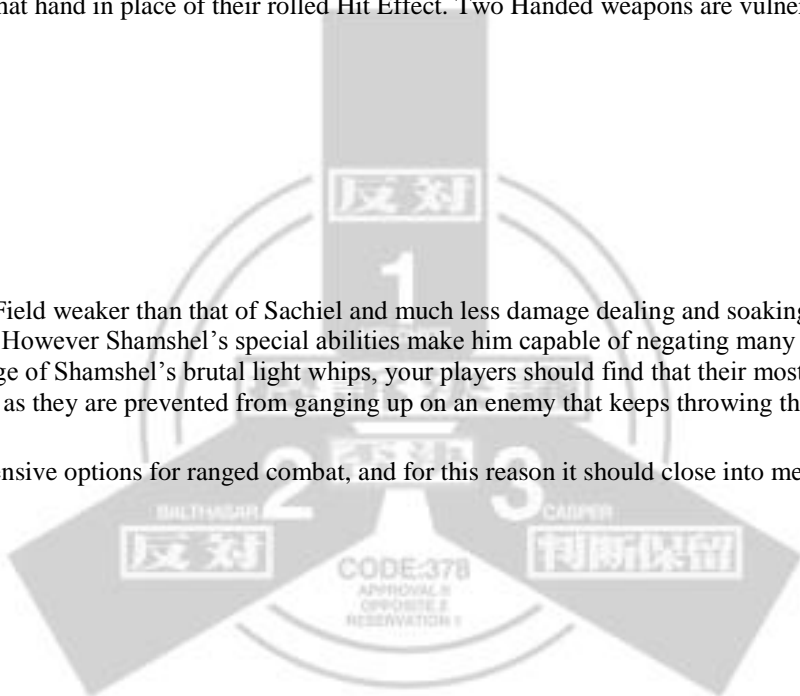
### Light Whip(Both Arms) – Melee. 1d6+5 EN. Anti-Armor, Extended Reach(Close), *Destroy Weapon*

*Destroy Weapon:* On a Critical Hit against an Evangelion's Arm body location, Shamsel may choose to immediately destroy whatever weapon is held in that hand in place of their rolled Hit Effect. Two Handed weapons are vulnerable to either arm being targeted by this ability.

### Using Shamsel:

Shamsel, boasting an A.T. Field weaker than that of Sachiel and much less damage dealing and soaking potential, may seem like a huge step down in combat. However Shamsel's special abilities make him capable of negating many of the Evangelion's advantages. Once within range of Shamsel's brutal light 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.

Shamsel 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.







## TABRIS

Tabris, 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 Seele. Tabris' 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.

Tabris is known as 'the Angel of Free Will', though some sources also consider 'the Angel of Betrayal' to be a valid interpretation.

### Using Tabris:

Among all the Angels from the series, Tabris represents the one with the most potential. Because of his human form and intelligence, he can be used to create a truly interesting NPC and memorable encounter. It is highly encouraged that GM's tailor Tabris to their campaigns, as the encounter with him will surely define the endgame of your campaign. As such, no official stats have been provided.

Tabris, 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.

Tabris also exhibited the ability to command an Evangelion from outside of it and override human technology (such as electronic locks) with a glance. Either of these abilities could be exploited for an interesting encounter, but other unique powers of the GM's own imaginings would be fine as well.

Tabris 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.

Instead, Tabris is assumed to conform to the following theme: intelligence, person sized and person shaped, very frail but protected by an unbelievably powerful AT Field. If encountered in P-Scale, the players should hope that it does not turn into a confrontation. There is basically nothing they could do to Tabris in-person that can hurt him, given his AT Field.

Possibilities for using Tabris include:

#### **1) The Reveal**

Introducing him as an NPC (possibly a new pilot or other addition to Nerv staff) 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 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. But under the right conditions, any pilot with a sufficiently unexplored backstory could be subject to this reveal.

This allows you to put the terms of engagement in your player's 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 limit Tabris's power if he decides to side with the party. That is, unless, you really feel your players need a demigod on their side to survive what is to come...

#### **3) The Antagonist.**

While Tabris 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 Tabris 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 Tabris assist the Pilots against an Angel that he fears might reach Adam before him. However, down this route is sudden but inevitable betrayal.

Possibilities for a final confrontation with Tabris include him acting as a sort of commander for other Angels, amassing a cult of personality to use humans to fight humans, or defeating and collecting multiple Evangelions from 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.

## 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 translates to *Arm of God*.

Zeruel Profile (Difficulty 11)								
Strength	Reflexes	ATS	Armor	Toughness	Phys	Int	Emp	Angelic Senses
5	10	5	7	12	50	30	30	2
Size	Average(+0)							
Location	% to Hit							
Head	01-10							
R. Arm	11-20							
L. Arm	21-30							
<b>Core</b>	31-40							
Body	41-00							

**Skills:** None

**Talents:** None.

**Initial Luck:** 1 - Zeruel gains 1 Luck whenever it successfully destroys the body location of an Evangelion. It may gain multiple Luck per round in this fashion, if applicable.

### Core Traits

**Armored Core:** Zeruel has a hidden armored iris ready to close and protect its core at a moment's notice, designed to lure the Evas into an attack on its vulnerable core and then deny them victory. Zeruel may spend 1 Luck to negate a single Hit Effect rolled against its core. This operates similar to the Intercession trait, but applies to the core alone and requires Luck to function.

**Counting Time:** Every Interval, Zeruel gains 1 Charge. These Charges are useless in and of themselves, but each of Zeruel's attacks require multiple Charges to fuel. As such, Zeruel must wait long stretches of time between each attack, a fortunate circumstance for the players, as each attack is likely devastating.

### Maneuver Traits

**Hoverer:** Float above the ground. Ignores terrain.

**Reign Supreme:** All Evangelions that are Engaged with Zeruel are considered Helpless.

### Defense Traits

**Stonelike:** Zeruel is incapable of using the Guard reaction. Zeruel may, however, spend 1 Stamina as a reaction to improve its Armor by 1 against a single attack.

Multiple Stamina may be spent in this fashion for a greater bonus, provided that Zeruel has the Stamina to spare.

### Exotic Armor

The Anti-Armor and Armor Piercing weapon traits cannot reduce the Armor of Zeruel to lower than 4. If Zeruel's Armor is reduced to less than 4 by another effect, this trait has no effect.

## AT Traits (ATS 5)

### AT Potential – 16

**Spread Patterns:** Zeruel's Field\*

\***Zeruel's Field:** For every Potential spent reduce the damage of an incoming attack by 5, before Armor is applied, and take 1 Soft Damage instead.

**A.T. Field Powers:** Barrier, Field of Crosses\*\*,

#### \*\* Field of Crosses

**ATS Minimum:** 5

**Activation:** 2 Stamina, 5 Charges

**Range:** 3

**Effect:** Zeruel's eyes flash, and a dozen crosses of light erupt from the ground across the battlefield. Regardless of distance and position, all Evangelions involved in the battle suffer 2d6+5 EN damage, taking half that amount of damage on a successful Reflexes.

This attack deals Heavy Collateral, but does not count as an Area attack for the purpose of destroying Umbilicals.

**Augment:** For each AT Potential spent on this power, increase the damage done by the power by an extra +2, to a maximum of an extra +6.

**Modulating:** Zeruel only stops gaining new AT Potential each interval if Neutralized by 2 or more Evangelions at the same time. Being neutralized by a single Evangelion has no effect.

### Attack

<b>Eva Martial</b>	80
<b>Eva Firearms</b>	50

**Attacks Of Opportunity:** None

**Foil Arm(Both Arms, Costs 5 Charges)** – Melee. Extended Reach (Close), *Destroyer\**, *Dual Strike\*\**

\**Destroyer:* On a hit, the target of this attack gains 10 Soft Damage and then this attack is treated as if it had rolled 10 + Critical Momentum on the Kinetic Hit Effect for the struck body location. Unless the target has some way to reduce or negate the Hit Effect, this usually means that body location is destroyed by the resulting Hit Effect.

\*\**Dual Strike:* So long as Zeruel has 2 Arms, when this attack is used Zeruel makes two separate attacks. These attacks are rolled individually, and may be aimed at different targets so long as all attacks are legal. These attacks are considered Standard Attacks for the purpose of the Helpless condition or any other ability.

### Using Zeruel:

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, much harder.

Slow but powerful, Zeruel is an Angel not to be trifled with. While its long charge up times mean that it will likely attack less than once a full round, both the Foil Arms and the Field of Crosses are potent attacks. Reign Supreme especially means that any Evangelion caught Engaged with Zeruel for too long will likely suffer a Foil Arm to the chest or body, a quick kill against the Evangelion.

It will become the goal of the players to eliminate Zeruel as quickly as possible. However, Zeruel's defenses will not make this easy. His unique Spread Pattern allows him to shrug off attacks, and since he requires two Evas to neutralize him, he forces the party to put at least two of their number within reach of his deadly Foil Arm attacks. Worse yet, his naturally high Armor and Toughness mean that even without any AT Potential left, Zeruel is hard to score a Critical Hit on. And every body location he destroys is one more Luck he gains, further fuel to negate hit effects against his Core that might otherwise cripple or defeat him.

Against Zeruel, losing one or more Evangelions is almost certain. The question is whether his defenses can be overwhelmed before he tears Nerv to pieces. If you feel Zeruel lacks staying power, consider giving him an Absolute Defense. While unadvised, instead of making Zeruel's attacks more deadly a decent offensive boost to Zeruel would be to reduce the Charge cost of Zeruel's attacks from 5 to 4.

## Chapter 4: Creating 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 some Angels are provided in the previous sections, it would be a poor game to play if they represented the only pool of enemies to fight. To supplement those enemies, or even to replace them entirely, GMs of Adeptus Evangelion are encouraged to create their own Angels using the following system.

The Angel Creation process is in many ways similar to creating a character, and for many it is just as fun as the resulting Angel is a powerful and unique individual. When creating a new Angel, GMs are encouraged to make use of the provided record sheet. For simplicity, Angel Generation is broken down into the following steps:

### **Difficulty** (p. 141)

The first step to creating an Angel is to determine its overall Difficulty. Rather than creating an Angel and then guessing how strong it is, instead you decide how strong you want it to be and are granted resources in keeping with that intent. The Difficulty of an Angel is semi-random, but their power does tend to increase over the course of the game. GMs can choose to make an Angel of a specific Difficulty if they want, rather than determining the difficulty randomly.

### **Tactic** (p. 142)

After determining the Difficulty, choose a Tactic for the Angel. Tactics are specializations that determine the general theme of the Angel, giving the Angel extra resources towards purchasing traits that support that theme. Given the available options, even two Angels of the same Tactic need not play alike.

### **Physical Form** (p. 143)

Now that you know roughly how powerful the Angel is, and what sort of Angel you want them to be, choose a profile (or make up your own) to determine its physical form. The Physical Form determines the number and spread of its Body Locations, starting Strength and Toughness, the Size of the Angel and occasionally other modifiers as well. While certain forms may have advantages for a specific build of Angel, no Tactic is incompatible with any of the physical forms. Once a form has been selected, a limited amount of customization is provided before the next step.

### **Traits** (p. 146)

Traits make up the vast majority of building an Angel, as they define the special abilities that are available to the enemy. These Traits are split into a number of categories: Core, Defense, Maneuver, AT, Angelspawn, Subvert, Contact, and so on.

Some of these categories are fields that any Angel will have at least some basic aptitude for. No matter their specialization, every Angel can expect to have at least a few points to spend on Core, Defense, AT and Maneuver.

Other Categories require investment, and do not normally provide points to spend on them unless you specialize in the relevant Tactic or otherwise acquire points to spend there (such as investing a Core Trait).

It is recommended that you begin with choosing your Core

Traits, as that can alter what other forms of Traits you Angel would otherwise have access to. After your Core Traits, purchase your remaining Traits as you see fit allowing for the limited amount available to you.

Experienced GMs should not feel limited to the provided Trait options. Feel free to come up with your own Traits and then assign them a point cost that you deem fair for its potency.

### **Attack** (p. 167)

After picking other Traits, craft the offensive capabilities of the Angel. First by choosing a basic set of Eva Martial and Eva Firearms scores for the Angel, and improving those scores based on the difficulty of the Angel.

With those scores chosen, the Angel may customize its attacks. Each Attack is built from an Attack Base which contains a set of starting Range, Damage, and sometimes special qualities. In addition, each Attack Base has a listed Value that roughly states how powerful that attack base is, and each Angel may have a total Value of attacks determined by its difficulty split up under as many attacks as it can afford. In this fashion an Angel usually chooses between a single powerful attack or a collection of weaker ones that it can tailor as it sees fit, though a high Difficulty Angel can afford several powerful attacks with ease.

These Attack Bases are then modified and customized by spending Enhancement Points on them to improve their range, damage, or apply unique qualities to them.

Enhancement points are initially attributed by the Attack Base itself, but choice of Tactic and Core Traits can grant additional firepower for the Angel.

### **Miscellaneous** (p. 172)

After assigning Traits and Attacks to the Angel, it is time for the finishing touches. Now that you have a more complete understanding of what the Angel is capable of, customize the Attacks of Opportunity scheme of the Angel to keep the players on their toes. Then supplement the Angel with a combination of Talents and Skills that should be relevant to the Angel encounter.

Included under Miscellaneous are some random table to applying cosmetic features to the Angel, but these are purely optional. Feel free to describe the Angel however you see fit so long as it makes sense (or doesn't, some Angels defy logic and law) or use the table as inspiration.

## Difficulty

The strength of an Angel is not always linear. Not every Angel is purely stronger than the one that came before it, though the Angels do tend to become stronger over time and events move toward a climax to the campaign.

As such, **Difficulty** is semi-random. For a particular Angel it is equal to  $1d6 + X$ , where X is known as the Difficulty Modifier. The Difficulty Modifier starts at 0, but is modified by the following values:

Condition	Modifier
This is the First Angel of the Campaign	-2
Number of Pilots is 2 or less	-1
Number of PCs is 4 or more	+1
Number of PCs is 6 or more	+1
The highest-xp pilot has 250 or more xp.	+1
The highest-xp pilot has 500 or more xp.	+1
The highest-xp pilot has 750 or more xp.	+1
The highest-xp pilot has 1000 or more xp.	+1
This Angel is expected to be the last Angel fought	+2

All of the above codifiers are cumulative, and stack. After the roll and the modifier have been added together, the Difficulty can be, at absolute minimum, 1. No maximum exists.

Difficulty makes its impact by determining how many points can be spent on the focal Traits of the Angel that will define it, as well as the properties of its Core, and number and severity of the Angel's Attacks. To determine to what Traits your Difficulty will be applied, see Tactics below.

### SIDEBAR - Angels vs Pilot Capability

When creating an Angel, GMs should keep a one thing clear in their mind: what's this Angel capable of, and how does it match up to what the pilots are capable of? While that seems like a no-brainer, there are times when one gets so caught up building a powerful and interesting Angel that they forget to consider whether or not the pilots even have a chance against it. Pilots fighting a starting Angel, for example, are unlikely to have any serious firepower and perhaps one or two neat talents. For a GM to make their first Angel one whose defenses outstrip all but the maximum damage the pilots can deal, supremely outmaneuver them, or who are impervious to any non-AT attacks might mean that only one pilot can contribute meaningfully to a fight, if that. Especially for those playing AdEva for the first time, this can leave a sour taste in their mouth for combat and turn what was supposed to be a fun and tense encounter into a stressful and terribly dull experience.

This is not to say that Angels shouldn't be tough and absolutely terrifying in combat however, and even a near-invincible Angel has its role (see: Zeruel in the series). The real question becomes with those Angels however is simple: what's the point? Did the players know what was coming and just ignored the signs? Is the Angel meant to shame an overconfident party and remind them of how dangerous the Angels are? Is it to mark a turning point in the campaign where the Angels start pulling out big guns of their own? Will there be a second chance should they fail? If the plan is just to have them lose the fight regardless of what they do, why bother having combat at all?

In general, Angels adapting over time to player tactics and returning with clever surprises of their own keeps combat fresh and unpredictable without making it impossible. Entirely unwinnable fights should be used extremely sparingly, if at all, and should have some thought put behind the reason why and shouldn't be used to crush the actual players' spirit (the pilots here are fair game). If the aim is to expose a tactical weakness or to shake things up, it might be worth it to stage the encounter at two times: the first (perhaps away from the Base of Operations) meant to show the errors of their ways, and the second to see if they've adapted well. Overall, the level of benevolence in this regard is entirely at the GM's discretion, but the weight of such an encounter can be easily ruined by overuse, and likely create dissent among the players who start to feel like they can never win.



## Tactics

The **Tactic** of the Angel determines what their defining strength is. Choose one tactic from the list below. Each Tactic grants the Angel a unique way of gaining Luck during battle, as well as specifying one table of Traits where the Angel gains an extra number of points to spend equal to their Difficulty.

The Core Traits table always adds the Total Difficulty of the Angel to its base value (which is 1) for all Angels, regardless of Tactic chosen.

Certain types of Traits, notably the Defense and AT Traits tables, add the Difficulty Modifier to their points values, which is not the same as the Total Difficulty. Rather, the Difficulty Modifier is the number added to the roll of 1d6 to determine Total Difficulty. When a table that adds the Difficulty Modifier is the beneficiary of a Tactic, that table gains the Total Difficulty INSTEAD OF the Difficulty Modifier, rather than in addition to it. In this manner a higher Difficulty Angel will slowly advance in Defense and AT regardless of chosen Tactic, but an Angel specialized in that Tactic does not 'double dip'.

The provided Tactics are

**Assault:** The Angel gains 1 Luck whenever it successfully defeats, or removes the limb of, an opponent. It may gain multiple Luck per round in this fashion, if applicable.

The Angel gains its Difficulty as bonus Enhancement points to spend on its Attacks, divided up amongst however many attacks they see fit.

**Endure:** The Angel gains 1 Luck whenever a successful attack against it deals either no damage or results in no Hit Effect. This may generate, at most, one Luck per round.

The Angel gains its Difficulty as bonus points to spend on Defense Traits.

**Guerilla:** The Angel gains 1 Luck at the start of the round if, in the previous round, it both dealt damage to at least one Evangelion and did not take any damage (even Soft Damage) itself.

The Angel gains its Difficulty as bonus points to spend on Maneuver Traits.

**Mother:** The Angel gains 1 Luck whenever one of its Angelspawn destroys an Evangelion body location, or when no more Angelspawn remain on the field. This may generate, at most, one Luck per round.

The Angel gains its Difficulty as bonus points to spend on Angelspawn Traits.

**Contact:** The Angel gains 1 Luck whenever an enemy is unable to take actions on their turn. This may generate, at most, one Luck per round.

The Angel gains its Difficulty as bonus points to spend on Contact Traits.

**Cheat:** The Angel begins play with a number of Luck equal to their number of AT Powers known.

The Angel gains its Difficulty as bonus points to spend on AT Field Traits and Field Packages.

**Subvert:** The Angel gains 1 Luck whenever the Angel takes something away from the players. This could be a resource, action, or even a whole Eva itself. This may generate, at most, one Luck per round. The Angel gains its Difficulty as bonus points to spend on Subversion Traits.

### **SIDEBAR - The Weaknesses of Angels**

Angels lack the tactical knowledge that mankind has learned through countless generations of trial and error. Instead, they tend to rely on brute force or some other exploitation of their biology or powers that they think will be impossible to overcome.

As such, Angels may not purchase the **Enter Cover** action. They lack the fear and tactical awareness to realize that such a thing would be beneficial. Likewise, while some Angels may have specific powers which accomplish a similar effect, Angels may not use the **Enter Grapple** action.

Likewise, Angels are not in the same sort of control of the narrative as the players. Unless otherwise noted, Angels may spend Luck on rerolling a test but may otherwise not use Defy Fate.

## Physical Form

With the themes that will guide the Angel set in place, we move on to the creation of the Angel itself. This includes the basic form that the angel takes, the means by which it moves across the battlefield, and its Characteristics.

### Body Profile

The Body Profile is what immediately comes to mind when thinking of an Angel's Physical Form, as it determines the physical composition and general shape of the Angel. The Body Profile also has an impact on the Strength, Toughness and location of the Angel.

#### Humanoid

**Description:** Humanoid Angels are the simplest, given that their determined form marks them as distinctly humanoid in shape, if not in mind or appearance.

**Strength:** 3

**Toughness:** 7

**Modifiers:** This Angel starts with the Walker Maneuver

Locations	% To Hit
Head	01-10
Right Arm	11-20
Left Arm	21-30
Core	31-40
Body	41-70
Legs	71-00

#### Artificial

**Description:** Distinctly non-humanoid, the Angel is build out of non-organic materials. This could mean a body made of metal, glass, or rock.

**Strength:** 2

**Toughness:** 5

**Modifiers:** + 3 Armor. Artificial Angels start with Walker, and have a 50% chance of the Quadruped Maneuver.

Locations	% To Hit
Head	01-10
Core	11-20
Body	21-60
Legs	61-00

#### Artificial (Hoverer)

**Description:** As Artificial, but the Angel moves through the air without need of arms, legs or wings. A truly alien foe.

**Strength:** 2

**Toughness:** 7

**Modifiers:** +3 Armor. This Angel starts with the Hoverer Maneuver.

Locations	% To Hit
Core	01-05
Body	06-00

#### Bestial

**Description:** The Angel has a form not unlike a predatory animal, either visibly similar to something the players might recognize or a bizarre, but undeniably organic, beast.

**Strength:** 4

**Toughness:** 8

**Modifiers:** This Angel starts with the Walker and Quadruped Maneuvers

Locations	% To Hit
Head	01-20
Core	21-30
Body	31-80
Legs	81-00

#### Bestial (Limbless)

**Description:** The Angel has a form not unlike a predatory worm or snake, lacking any kind of limb entirely.

**Strength:** 4

**Toughness:** 8

**Modifiers:** Roll 1d10. This Angel starts with the Hoverer (on odds) or the Digger (on evens) Maneuver.

Locations	% To Hit
Head	01-20
Core	21-25
Body	76-00

### Bestial (Flyer)

**Description:** The Angel has a form not unlike a predatory bird, possessing both wings and legs almost certainly tipped in talons. Unlike most Angel body types, the mechanical function of the Angel's body locations and their description do not perfectly align.

**Strength:** 4

**Toughness:** 6

**Modifiers:** This Angel starts with the Flier Maneuver

Locations	% To Hit
Head	01-10
“Wings” (as Legs)	11-30
Core	31-40
Body	41-70
“Legs” (as Arms)	71-00

### Swarm

**Description:** The Angel is a collection of smaller bodies working as a greater unit to move and defend the form containing the Core.

**Strength:** 2

**Toughness:** 5

**Modifiers:** This Angel starts with the Walker or Hoverer trait, as well as the Swarm defense trait.

Locations	% To Hit
Core	01-20
Body	21-00

### Size

After choosing a body profile, pick a size for the Angel. Each size has its own advantages and disadvantages. The smaller you are the harder you are to hit. The larger you are the easier you are to hit, but in return the more points you get to spend to modify your Characteristics in the next section.

Size	Modifier to Hit	Other Effects	Reflexes	Modifier Points
Tiny	-20	-1 Toughness	34	3
Small	-10	None	32	4
Average	+0	None	30	5
Large	+10	None	28	6
Massive	+20	+1 Toughness	26	7





## Angel Scores

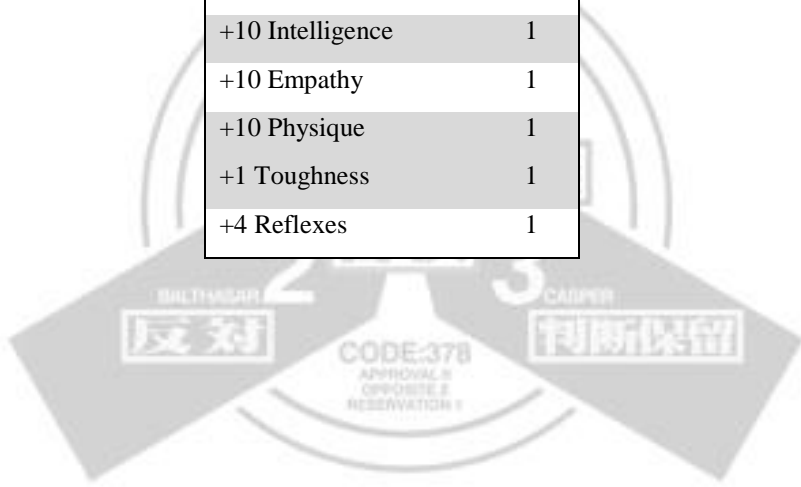
Angel Scores fill the same roles as Personal Scores and Evangelion Scores do for players. Indeed, the Angel Scores are a combination of those scores normally split between Personal and Evangelion Scores. Where the player has to keep their Pilot and Eva separate, the Angel is a single being.

While some of this information is already mentioned elsewhere in Angel Generation, it is repeated here for ease of reference. To fill out the basic Angel Scores of the Angel (before other traits or modifiers are applied) consult the following list:

- **Strength** and **Toughness** are based on your Body Profile chosen under Physical Form.
- **Reflexes** is based on Size, chosen under Physical Form.
- **Intelligence** and **Empathy** Scores both begin at 10.
- Angels begin with an **ATS** of 2.
- Angels treat their **Physique** Score as  $[(\text{Strength} + \text{Toughness}) \times 5]$ .
- Angels have a starting **AT Potential** equal to their ATS + their total Difficulty. Later increases to ATS do not reflect onto ATP.

After determining basic Angel Scores, the GM has an opportunity to improve them using Modifier Points. Each Angel has a number of Modifier Points to spend based on their Size (see the Size Table for details) which increases based on the Size of the Angel. Modifier Points are spent on the table below to increase Angel Scores.

Effect	Cost
+1 Strength	1
+10 Intelligence	1
+10 Empathy	1
+10 Physique	1
+1 Toughness	1
+4 Reflexes	1



## Traits

The bulk of an Angel's power set comes in the form of Traits. There are many forms of Traits, each with its own table of abilities that may be purchased for the Angel. Every table of Traits has a listed number of points that may be spend on that table as a **Base**. Every Angel, regardless of tactic or body type, will have at least that many points available to spend on that table. Selected Tactics and other factors may give the Angel additional points to spend on a given table. Some tables of Traits have a listed Base of 0 points, and as such only Angels that specialize in that field may purchase from that chart at all.

All Traits of a given type are listed together on a table that summarizes their effect and price. The Traits are then described in full immediately after the table.

### Core Traits

#### Base: 1 + Total Difficulty

Core Traits tend towards one of two varieties: either adding additional defenses to the Core body location, or changing the nature of the Angel by removing the Core as a body location or granting the Angel additional points to spend on a specific table. This can allow an Angel to afford even more Traits in line with their Tactic, or to buy Traits outside of their Tactic they would normally be unable to afford.

Core	Effect	Cost
Potential Boost	The Angel gains +1 AT Potential.	1
Self-Destruct	If the Angel is defeated on a roll of 10 to the Core, deal extra Collateral Damage.	1
ATS Boost	The Angel gains +1 ATS, buyable a limited number of times.	2
Complex Core	Gain 3 extra points to spend between Talents & Skills.	2
Concealed Core	The Core is inside of the body, any may not be targeted until the body is destroyed.	2
Reactive Core	Gain 2 extra points to spend on Attacks of Opportunity.	2
Spooky Core	Gain 3 points to spend on Terror Traits.	2
Surefire Explosion	The Angel explodes when killed, regardless of how, as if it had been dealt a Hit Effect of 10 to the Core.	2
Tiny Core	The Core of the Angel is very small. Any called shot against the Core is at a -30 penalty.	2
Undying	The Angel lacks a Core, and is only defeated by either total destruction or massive dismemberment.	3
Thick Shell	Hit Effect rolls against the Core always roll at a -2 penalty (to a minimum of 0).	3
Curious Core	Gain 3 extra points to spend on Contact Traits.	3
Dangerous Core	Gain 3 extra Enhancement points to spend on its Attacks.	3
Energetic Core	Gain 3 extra points to spend on Maneuver Traits.	3
Exotic Core	Gain 3 extra points to spend on AT Field Traits.	3
Hive Core	Gain 3 extra points to spend on Angelpawn Traits.	3
Organic Core	Gain 3 extra points to spend on Defense Traits.	3
Overkill	Treat the Difficulty of the Angel as 1 higher for the purpose of determining the maximum Attack Value of the Angel.	3
Strange Core	Gain 3 extra points to spend on Subversion Traits.	3
Vengeful	Every time a Hit Effect is rolled against the Core of this Angel, the attacker increases their Critical Momentum by +1.	3
Integrated Core	The Angel has no core. Any defensive properties of the Core are instead applied to the Angel as a whole.	4
Aberrant Core	The Angel's Core cannot be harmed without using an AT Power.	5
Armored Core	Any Hit Effect roll against the core that totals as an odd number (after modifiers) is ignored entirely.	5

**Aberrant Core****Cost 5**

The core of the Angel is immune to mundane laws of physics. Any hit against the Core that is not the result of an AT Power or an attack that is enhanced by an AT Power may only deal Soft Damage, and never results in a Hit Effect.

**Armored Core****Cost 5**

The Core of the Angel is well protected and can shrug off even direct hits. Any time a Hit Effect is rolled against the Core of this Angel, if the total (after all modifiers) is an odd number, no Hit Effect results.

**ATS Boost****Cost 2**

The Angel increases its ATS by 1. This Trait may only be purchased a number of times equal to the rolled Difficulty of the Angel, regardless of which chart it has been purchased from. Difficulty Modifiers are not included, just the result of the d6 roll itself.

**Complex Core****Cost 2**

The Angel gains an additional 3 points to spend on Talents & Skills. This Trait may be gained multiple times.

**Concealed Core****Cost 2**

The core of the Angel is buried deep inside it for protection, unable to be seen or easily targeted. Until the Body hit location of the Angel is destroyed, all attacks that would hit the Core instead hit the Body. Only after the Body is destroyed can the Core be hit, even by Called Shots.

**Curious Core****Cost 3**

The Angel gains an additional 3 points to spend on Contact Traits. This Trait may be gained multiple times.

**Dangerous Core****Cost 3**

The Angel gains an additional 3 Enhancement Points to spend on Attacks, which may be split between as many Attacks as you see fit. This Trait may be gained multiple times.

**Energetic Core****Cost 3**

The Angel gains an additional 3 points to spend on Maneuver Traits. This Trait may be gained multiple times.

**Exotic Core****Cost 3**

The Angel gains an additional 3 points to spend on AT Modifiers, AT Field Traits, or Absolute Defenses. This Trait may be gained multiple times.

**Hive Core****Cost 3**

The Angel gains an additional 3 points to spend on Angelspawn Traits. This Trait may be gained multiple times.

**Integrated Core****Cost 4**

The Angel lacks a distinct Core, instead relying on slightly more mundane vital organs to survive. No Core hit location exists for this Angel, and any result that would hit the Core

instead hits the Body location. When the Body location of the Angel is destroyed, the Angel is defeated.

In addition, any Core Trait or other defense specific to the Core is now applied to the Angel as a whole.

**Organic Core****Cost 3**

The Angel gains an additional 3 points to spend on Defense Modifiers or Defense Traits. This Trait may be gained multiple times.

**Overkill****Cost 3**

The Angel is surprisingly well armed, even for an Angel. This Angel treats its Difficulty as if it were 1 higher for the purpose of determining the maximum Value of its attacks. This allows the Angel to invest in more powerful attacks, even before Enhancement points are applied. This Trait may be gained multiple times.

**Potential Boost****Cost 1**

The Angel increases the size of its AT Potential pool by 1. This Trait may be gained multiple times.

**Reactive Core****Cost 2**

The Angel gains an additional 2 points to spend on Attacks of Opportunity. This Trait may be gained multiple times.

**Self-Destruct****Cost 1**

If the Angel is defeated on a roll of 10 to the core, the resulting explosion raises the Level of Collateral by 1 step instead of dealing Collateral based on the size of the explosion, to a maximum of Devastating Collateral.

**Spooky Core****Cost 2**

The Angel gains an additional 2 points to spend on Terror Traits. This Trait may be gained multiple times.

**Strange Core****Cost 3**

The Angel gains an additional 3 points to spend on Subversion Traits. This Trait may be gained multiple times.

**Surefire Explosion****Cost 2**

When the Angel is Defeated, regardless of how, it explodes as if a 10 had been rolled against its Core (by a Kinetic Damage attack if no damage type is intuitively obvious).

**Thick Shell****Cost 3**

The Core is especially hard to damage. All Hit Effects rolled against the Core of this Angel are rolled at a -2 penalty. This can potentially reduce a Hit Effect roll to 0, which results in no effect.

**Tiny Core****Cost 2**

The Core of this Angel is notably small, mobile, or otherwise hard to aim for. Any Called Shot that aims to hit the Core of this Angel is rolled at a -30 penalty. Other forms of attack are unaffected.



**Undying**

**Cost 3**

The Angel lacks a Core and indeed any form of vital organ. Only when it is physically incapable of continuing does it stop, though whether or not it is really 'dead' is another story.

Any attack that would hit the Core instead hits the body. The Angel is not defeated until 3 of its body locations have been destroyed (regardless of which body locations those are) or all of its body locations have been destroyed. Whichever comes first.

**Vengeful**

**Cost 3**

This Angel does not take the threat of damage to its Core lightly. Whenever a Hit Effect against this Angel's Core is rolled, regardless of the result, the Critical Momentum of the Eva responsible for that attack is increased by 1. This does not increase the Soft Damage of that Eva by any amount. In short, every time that a player attacks the Core of a Vengeful Angel, they put themselves at risk of making future attacks against themselves all the more brutal.



## Defense

### Base: 2 + Difficulty Modifier

Defense Traits and Modifiers represent the natural endurance and other defenses of the Angel. While some of these defenses are fantastical in their own right, it is implicitly understood that these defenses are not direct functions of the Angel's AT Field in the way that a unique Spread Pattern or AT Trait would be. Instead, Defense Traits are more likely to be based on the physical composition or qualities of the Angel.

Defense Modifiers		
Modifier	Effect	Cost
Increase Armor	+1 Armor	1
Increase Toughness	+1 Toughness	2
Defense Traits		
Trait	Effect	Cost
Fireproof	The Angel cannot be set On Fire.	1
Intercession	Negate one single Hit Effect rolled against you.	1
Exotic Armor	The Angels armor is resistant to armor penetration abilities.	2
Deep Sea	Ignore the negative effects of sea depth.	2
Hardy	The Angel may spend 1 Luck to treat a Hit Effect roll as if it were 2 lower to a minimum of 0.	2
Lucky	Whenever a 1 is rolled on the die for Hit Effect, ignore the result.	2
Regeneration	The Angel heals quickly, with a chance to end conditions ahead of time.	3
Staying Power	This Angel gains Critical Momentum at a rate of 1 per 20 damage in their Damage pool, instead of 1 per 15.	3
Divine Intercession	As Intercession, but may be used a number of times equal to your ATS.	4
Refractive Shell	The Angel takes half damage from Energy weapons.	4
Superheavy Shell	The Angel takes half damage from Kinetic weapons.	4
Celerity	The Angel may use the Guard action at no Stamina cost, but no more than once between Intervals.	5
Invulnerable	Whenever a Hit Effect rolled against this Angel comes up even, halve the result before any modifiers.	5
Magma Born	Ignore the pressure and heat of a magma environment.	5
Swarm	Regardless of damage taken, the Angel may not suffer a Critical Hit from an attack lacking the Area, Scattershot or Line traits, may not be Grappled, and may not be knocked Prone.	5

### Celerity

**Cost 5**

The Angel is blindingly fast, and quick to react to danger. The Angel may use the Guard reaction at no Stamina cost, but may not use Guard more than once between Intervals.

### Deep Sea

**Cost 2**

The Angel is designed to live and thrive in ocean conditions, no matter how deep in the abyss. The Angel never suffers negative effects from deep sea pressure or any other negative effect that would result from ocean Depth.

### Divine Intercession

**Cost 4**

As the Intercession trait, but the Angel has a number of uses of Intercession equal to their AT Field Strength (ATS). This cannot stack with any number of purchases of the normal Intercession trait.

### Exotic Armor

**Cost 2**

The Angel's body is made of some exotic material that is especially hard to damage. The Anti-Armor and Armor Piercing weapon traits cannot reduce the Armor of this Angel to lower than 2. If the Angel naturally has less Armor than 2, or is reduced to such by another effect, this trait has no effect.

### Fireproof

**Cost 1**

This Angel is inflammable, and is immune to the On Fire condition regardless of source.

### Hardy

**Cost 2**

The Angel may spend 1 Luck to lower the result of any Hit Effect rolled against it by 2 and take that lower result instead. Multiple Luck may be spent against the same attack



for a cumulative effect. If a Hit Effect is reduced to 0, no Hit Effect results.

**Intercession** **Cost 1**  
When this trait is purchased, the Angel gains one use of Intercession. After rolling a Hit Effect against the Angel, the Angel may decide to use Intercession to completely ignore all results of that Hit Effect roll. Other aspects of the Attack, such as Damage, are not affected by Intercession. Each purchase of Intercession is only able to be used once, after which it becomes worthless. This Trait may be purchased multiple times.

**Invulnerable** **Cost 5**  
This Angel takes an obscene amount of firepower to put down. Whenever an attack against this Angel rolls an even number on the Hit effect roll itself (before Critical Momentum or any other modifiers are applied), halve that value before applying any modifiers to the roll.

**Lucky** **Cost 2**  
Whenever a Hit Effect rolled against this Angel rolls a 1 on the die, no Hit Effect results. This is true regardless of any modifiers that would be applied to the roll, or whether it is for a Glancing or a Critical Hit.

**Magma Born** **Cost 5**  
The Angel is designed to live and thrive in molten rock, surviving both the pressure and the heat. The Angel never suffers negative effects from the Depth or Heat mechanics inherent to fighting in a Magmadiver battleground.

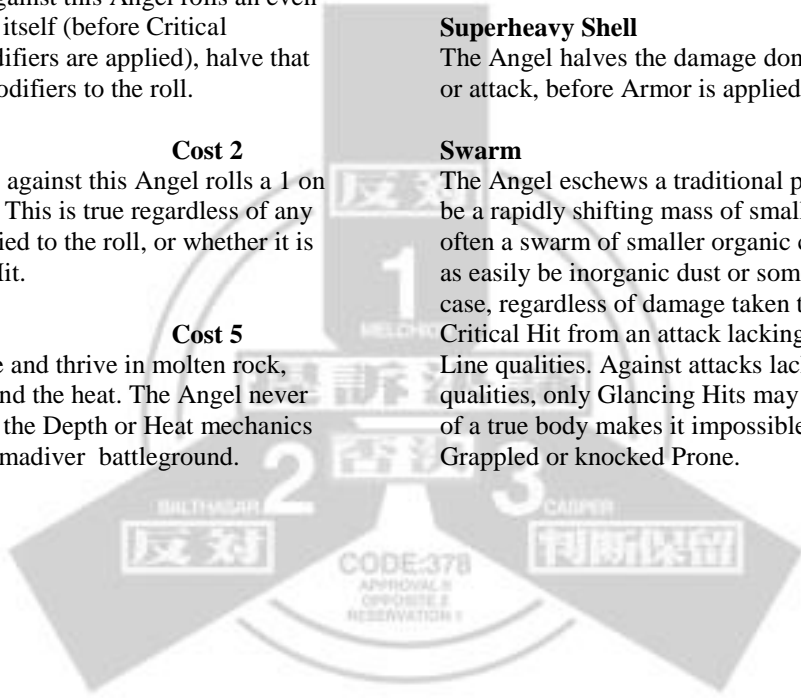
**Refractive Shell** **Cost 4**  
The Angel halves the damage done by any Energy weapon or attack, before Armor is applied.

**Regeneration** **Cost 3**  
At the start of each Interval, there is a 20% chance that the Angel may choose one single Condition or duration based effect it is under as the result of a Hit Effect. That effect ends immediately.

**Staying Power** **Cost 3**  
This Angel takes damage at the same rate as any other, but is capable of enduring great punishment. The Angel gains Critical Momentum at a rate of 1 per 20 damage in their Damage pool, instead of 1 per 15.

**Superheavy Shell** **Cost 4**  
The Angel halves the damage done by any Kinetic weapon or attack, before Armor is applied.

**Swarm** **Cost 5**  
The Angel eschews a traditional physical makeup to instead be a rapidly shifting mass of smaller components. This is often a swarm of smaller organic creatures, but it could just as easily be inorganic dust or some kind of fluid. In any case, regardless of damage taken the Angel may not suffer a Critical Hit from an attack lacking the Area, Scattershot or Line qualities. Against attacks lacking at least one of those qualities, only Glancing Hits may result. In addition, the lack of a true body makes it impossible for the Angel to be Grappled or knocked Prone.



## Maneuver

### Base: 3

Maneuver Traits cover a wide ground for the Angel as their general focus is on mobility. This means that Maneuvers cover basic forms of transportation, as well as exploitation of those exotic forms of movement. Maneuvers therefore encompass not just ability, but tactical acumen.

Each Angel must select at least one form of Locomotion from the following table. Some Angels gain one of these Locomotion traits for free as part of their physical profile, which fills the same requirement. An Angel without a means of Locomotion is permanently Immobilized, and unlikely to be much of a threat to anyone outside of special circumstances.

Locomotion		
Type	Effect	Cost
Walker	Move along the ground normally.	1
Hoverer	Float above the ground at normal speed. Ignores terrain.	2
Flier	Fly through the air at normal speed, but risk crashing to the ground if you fail to move.	2
Swimmer	Move effortlessly through fluid at normal speed.	2

### Walker

The Angel moves as most living things do: across the ground. This could be on any number of legs, or even no legs at all. The Angel moves at normal speed.

### Hoverer

The Angel hangs in the air a short distance above the ground. While ominous, this form of travel is not hugely different from walking, other than the fact that the Angel may ignore the effects of any terrain it so chooses, instead floating above it. This does not apply to other battlefield Conditions.

### Flier

Despite its massive size or improbable shape, this Angel can keep itself aloft and effortlessly fly through the air or float in place. The Angel moves at normal speed, but can move in three dimensions and due to its distance from the ground the players will have difficulty getting close to it.

The Angel is always treated as being 1 Sector further away than its position on the Sector row would normally indicate, and unless made to land the players cannot form an Engagement with this Angel. This means that, even if you are in the same sector as it, abilities with Range 0 or Engagement cannot affect it, you would need at least a Range 1 weapon.

To get closer to the Angel, the players must find some way to bring the Angel down. The Angel must enter into an Engagement to use melee weapons just like any other opponent, so this might present an opportunity. Otherwise, any time that the players could move an Angel 1 or more Sectors as the result of some ability, they may force the Angel down to ground level instead. Likewise, any time that the Angel would be rendered Prone they fall to ground level, and may be approached and fought as normal until they take to the skies again as a 2 Stamina Action.

### Swimmer

This Angel is designed to move through fluids with ease, presumably water. The Angel never has to worry about sinking or floating in the liquid unless it chooses to do so, and whenever it spend 2 or more Stamina to move, it moves 1 additional Sector. Unless the Angel has some other form of Locomotion, it is Helpless and Immobilized outside of its fluid environment and is incapable of moving on land.



Maneuver Modifiers			
Modifier	Prerequisites	Effect	Cost
Boost Reflexes	---	+5 to Reflexes	1
Maneuver Traits			
Trait	Prerequisites	Effect	Cost
Running Charge	---	As the Running Charge talent.	1
Eruption	Digger	Burst out of the ground as a Repulsion attack.	1
Quadruped	Walker	This Angel ignores the first instance of the Hobbled condition gained in a session.	1
Apex	---	The Angel increases its maximum Stamina storage by +1. This Trait may be taken multiple times.	2
Blink	Teleporter	Spend 1 Luck to automatically Guard an attack using teleportation.	2
Digger	Walker	The Angel may burrow underground, slowing its movement but using the ground itself as a shield.	2
Joust	Running Charge	When making a Charge attack, after your attack resolves you may immediately disengage.	2
Latch On	---	When in Engaged with the enemy, you are both considered to be in Overlap with each other.	2
Snap Jump	Blink	Spend 1 Luck and 1 Stamina to teleport to an adjacent Sector.	2
Strafe	Flier	Fire a Burst Fire attack as you fly by.	2
Lash	Melee Attack	Modify a Melee attack to toss around enemies on a Critical Hit.	3
Outfight	Intelligence 40	The Angel can deny the pilots use of specific Combat talents.	3
Out-Maneuver	---	Players do not gain any armor bonus from Cover against this Angel.	3
Pin	---	One of the Angel's attacks Immobilizes the target on a Critical Hit.	3
Slam	---	The Angel learns a special attack that knocks the target off balance.	3
Restless	---	This Angel gains additional Stamina for Movement actions.	4
Teleporter	ATS 3	As a 2 Stamina action, teleport up to 2 Sectors away ignoring terrain.	4
Unstoppable	---	This Angel may not be Immobilized.	4
Superior Action	Reflexes 45	Increase the amount of Stamina you gain each Interval by +1. This Trait may be taken multiple times.	5

### Apex

**Cost 2**

**Prerequisite:** None

The Angel waits for the right moment before acting in a burst of speed. The Angel increases the amount of Stamina it can have stored up at a single time (usually a maximum of 3) by 1. This does not increase the rate at which Stamina is gained, only the maximum amount they can have available at a single time.

This Trait may be purchased multiple times for a cumulative bonus.

### Blink

**Cost 2**

**Prerequisite:** Teleporter

The Angel can use its teleportation to move very short distances as an emergency measure, avoiding the attack by simply being gone for the moment that it matters.

The Angel may spend 1 Stamina and 1 Luck as a Reaction to automatically Guard a single attack, even if the Angel would otherwise be Immobilized or otherwise unable to Guard.

### Running Charge

**Cost 1**

**Prerequisite:** None

The Angel gains the Running Charge talent, allowing them to swiftly close into melee and attack as part of the same action.

### Digger

**Cost 2**

**Prerequisite:** Walker

The Angel has the ability to rapidly burrow into the ground, making it difficult to engage or stop.

As a 3 Stamina Action, the Angel can go underground.

Once Underground, a few things happen:

While Underground, the Angel is Slowed.

While Underground, the Angel cannot make Attacks.



While Underground, the Angel gains a +5 bonus to their Armor, cannot be knocked Prone, and cannot be Grappled.

While underground, the Angel gets a +20 bonus to Sneak. On a successful Sneak test, the players will not be able to aim attacks at the Angel until it reveals itself or they otherwise re-discover its location.

The Angel may return to the surface as a 2 Stamina action.

### **Eruption** **Cost 1**

**Prerequisite:** Digger

The Angel bursts out of the ground explosively, to the detriment of anyone on top of it. While Underground, the Angel may move into an Engagement with an enemy. While Engaged, as a 2 Stamina Action, the Angel may make a single melee attack of its choice. This attack is treated as having the Repulsion property, and in addition any enemy that does not successfully Guard the attack is knocked Prone.

After the attack resolves, the Angel is no longer treated as being underground.

### **Joust** **Cost 2**

**Prerequisite:** Running Charge

When the Angel uses the Charge action, it may immediately Disengage at no Stamina cost after the Charge attack resolves, moving the Angel out of the Engagement.

### **Lash** **Cost 3**

**Prerequisite:** Melee Attack

One of the Angel's melee attacks, chosen at the time this Trait is gained, is modified to become flexible and whip like. Whenever the chosen attack lands a Critical Hit, the target is sent flying end over end 1 Sector in a direction of the Angels choice. They must test Balance at a -10 penalty or land Prone. This effect is in addition to any rolled Hit Effect that would result from the attack.

### **Latch On** **Cost 2**

**Prerequisite:** None

While Engaged with an enemy, the Angel may spend 1 Stamina to Latch On to that enemy. Until either the Angel or that Enemy moves out of the Engagement, the Angel is considered to be in Overlap with that enemy and vice versa.

### **Outfight** **Cost 3**

**Prerequisite:** Intelligence 40

The Angel is a clever one, capable of using advanced combat forms and tactics. As a 1 stamina action, the Angel may select a single specific Combat Talent. The chosen Talent no longer has any mechanical effect, and if it is an Action then attempting to use it only wastes the Stamina spent on it.

This lasts until either the Angel is Immobilized or the Angel selects a new Combat Talent to deny, whichever comes first. Only one Talent can be subject to Outfight at a time.

### **Out-Maneuver** **Cost 3**

**Prerequisite:** None

This Angel is too quick and crafty to hide from. Attacks by this Angel ignore any bonus Armor that would result from using Cover. Other sources of Armor are not affected by this Trait.

### **Pin** **Cost 3**

**Prerequisite:** None

One of the Angel's attacks, chosen at the time this Trait is gained, is modified to root the enemy in place. Whenever the chosen attack lands a Critical Hit, the target is Immobilized until the end of their next turn. This effect is in addition to any rolled Hit Effect that would result from the attack.

### **Quadruped** **Cost 1**

**Prerequisite:** Walker

The Angel has 4 or more legs, providing extra stability making the loss of any single one of them much less devastating to its overall mobility.

The Angel ignores the first instance of Hobbled that it would gain in a battle.

### **Restless** **Cost 4**

**Prerequisite:** None

The Angel gains 1 additional Stamina on each Interval which can only be spent on Movement actions. If it is not used, the Stamina gained from Restless is lost at the end of the Interval on which it was gained. It cannot be saved for later.

### **Slam** **Cost 3**

**Prerequisite:** None

The Angel learns a special attack that knocks the target off balance. As a 2 Stamina Action, this Angel may roll Eva Martial against an enemy they are Engaged with. On a success, that enemy is knocked back out of the Engagement and loses any Stamina they have currently unspent. This attack may be negated by Guard.

### **Snap Jump** **Cost 2**

**Prerequisite:** Blink

As a 1 Stamina Reaction, the Angel may spend 1 Luck to instantly teleport to an adjacent Sector. The Angel is treated as if it had successfully used Guard against the attack in question, and might now be out of range of other attacks already aimed at where it used to be.

### **Strafe** **Cost 2**

**Prerequisite:** Flier

The Angel can fire on the move, hitting targets in a single pass. As a 3 Stamina action, the Angel may move 1 Sector and attack an Eva in the Sector that it moved into with a Burst Fire attack available to it as part of the same action.

**Superior Action****Cost 5****Prerequisite:** Reflexes 45

This Angel is efficient and blindingly fast. The Angel gains 1 additional Stamina each Interval (the normal is 2 Stamina, so a purchase of Superior Action would result in 3 Stamina each Interval) which may be spent as normal. If the Angel would gain more Stamina than their current Stamina Pool is capable of holding, the excess Stamina is immediately lost before it can be spent.

This Trait may be purchased multiple times for a cumulative effect. For maximum effectiveness, one or more purchases of the Apex Trait is recommended.

**Teleporter****Cost 4****Prerequisite:** ATS 3

The Angel can move between two points in space, ignoring all physical obstacles in between. As a 2 Stamina action, the Angel can move up to 2 Sectors away. This movement ignores the Slowed and Immobilized conditions, as well as the effects of any Terrain that might apply.

**Unstoppable****Cost 4****Prerequisite:** None

This Angel is immune to the Immobilized condition. It may still be Slowed.



## AT

AT Traits are abilities of the Angel explicitly making use of their most unique feature: the Absolute Territory field. Due to the exotic nature of the AT Field, exactly what these traits enable can vary wildly. The AT Field is a means, not an end. Many Angels eschew the more exotic AT Traits entirely, and instead focus on select Spread Patterns and AT Powers as a wise use of their resources.

The Angel always has a small amount of AT Defense, regardless of specialization. Angels naturally start with an ATS of 2 and an AT Potential equal to their ATS + their total Difficulty. Almost all Angels know the Angelic Field Spread Pattern described below, due to its cost of 0.

Angels never have to spend Stamina to Maintain an AT Power, though they may only have one AT Power maintained at a time. Angels may use Complex powers without reducing their AT Potential.

Angels regain 1 AT Potential every Interval, unless they have a Trait that says otherwise.

### AT Field Traits

**Base: Intelligence Bonus + Difficulty Modifier**

AT Trait points (either those provided above, from the Exotic Core trait or from the Cheat tactic) are spent on the below tables of AT Modifiers, AT Traits and Absolute Defenses.

#### AT Modifiers

Modifier	Effect	Cost
Angelic Field	Learn the Angelic Field Spread Pattern.	0
Boost Potential	+1 AT Potential	1
AT Power	Learn one new AT Power normally available to players.	1
Spread Pattern	Learn a normal Spread Pattern available to players.	1
Angelic Pattern	Learn a unique Spread Pattern available only to Angels.	2
Angelic Power	Learn one Angelic AT Power	2

#### AT Traits

Trait	Effect	Cost
ATS Boost	The Angel gains +1 ATS, buyable a limited number of times.	1
Modulating	This Angel gains AT Potential unless Neutralized by 2 or more Evas.	2
No Limits	The Angel is no longer limited in how much ATP can be spent to augment a power.	2
AT Siphon	Steal the AT Field Strength of nearby enemies.	3
Field Suppression	The Angel can deny the pilots use of specific AT talents.	3
Focus Potential	The Angel may recharge an amount of ATP equal to their ATS.	3
Gravity Well	Trap nearby enemies in a powerful gravity field, unable to escape.	3
Mirror Master	The Angel can spend Luck to immediately copy another AT Power.	3
Power Suppression	The Angel may spend Luck to negate an AT Power used near it.	3
Absolute Terror	The Angel creates a field around it that erodes matter and souls.	4
Exponential	The Angel gains an additional ATP each Interval. This Trait may be taken multiple times.	4
Probability Master	The Angel may steal the Luck from players.	4
Anti-AT Field	All AT powers used against the Angel are half as effective, and being Engaged with the Angel causes Ego gain.	5

#### Absolute Terror

**Cost 4**

The Angel projects a terrifyingly powerful field around itself, ripping apart anything that comes within range. Any pilot that starts their turn within the same Sector as the Angel must Test Composure or gain 1d6 Ego. Regardless of the Composure test result, that Pilot's Eva takes 5 Soft Damage as well.

#### Anti-AT Field

**Cost 5**

The Angel has a limited form of the powerful Anti-AT Field. All AT Powers used against it are only half as effective when possible (imposing half the penalty, dealing half damage, etc.). In addition, everyone Engaged with this Angel takes 1d6 Ego Damage at the start of their turn.

**AT Siphon****Cost 3**

The Angel steals power from the AT Fields of others. At all times, any Eva Engaged with this Angel treats their ATS as if it was 1 lower than it should be. The Angel gains a bonus to its ATS equal to the total ATS being negated in this fashion at the time.

**ATS Boost****Cost 1**

The Angel increases its ATS by 1. This Trait may only be purchased a number of times equal to the rolled Difficulty of the Angel, regardless of which chart it has been purchased from. Difficulty Modifiers are not included, just the result of the d6 roll itself.

**Exponential****Cost 4**

The Angel's AT Field recovers from use quickly. The Angel gains +1 AT Potential at the start of every Interval (so 2 instead of the normal 1 ATP). The Angel cannot have more AT Potential at one time than their maximum AT Potential. This Trait may be purchased multiple times for a cumulative effect.

**Field Suppression****Cost 3**

As a 1 stamina action, the Angel may select a single specific AT Talent. The chosen Talent no longer has any mechanical effect, and if it is an Action then attempting to use it only wastes the Stamina spent on it.

This lasts until either the Angel is reduced to 0 Potential or the Angel selects a new AT Talent to deny, whichever comes first. Only one Talent can be subject to Field Suppression at a time.

**Focus Potential****Cost 3**

As a 2 Stamina Action, the Angel may gain an amount of AT Potential equal to its ATS. This influx of Potential ignores Neutralization.

**Gravity Well****Cost 3**

The Angel creates a powerful gravity field around it, trapping nearby enemies. Any enemies engaged with this Angel cannot leave the Engagement, and any attempt to escape by results in the Evangelion simply falling Prone.

If the Angel itself moves, all Engaged Evas are dragged along with the Angel against their will, and they must test Balance or fall Prone.

**Mirror Master****Cost 3**

The Angel mimics the AT Powers of others flawlessly. As a 0 Stamina Reaction, the Angel may spend 1 Luck to immediately mimic the use of any AT Power just used, with the Angel in control of the copied power and able to choose new targets for it if applicable. The Angel must still pay any ATP to Augment if it they see fit.

**Modulating****Cost 2**

This Angel's AT Field is either very powerful or very tricky. Neutralizing it will be no easy task. So long as the Angel is being neutralized by only one Evangelion, the Neutralize power has no effect on it or its ability to gain new AT Potential. Only when two or more Evangelions are Neutralizing the Angel at the same time does the effect of Neutralization apply.

**No Limits****Cost 2**

The Angel may Augment their AT Powers with as much AT Potential as they have to spare, no longer limited to the normal maximum Augmentation limits (an amount equal to your ATS). While this allows the Angel to supercharge their AT Powers, they are still limited by their amount and gain of ATP.

**Power Suppression****Cost 3**

The Angel may spend 1 Luck as a 0 Stamina Reaction to immediately cancel the use of any AT Power activated this turn within Angelic Senses range. The target still uses up the Stamina spent to activate the Power, as well as any ATP used to augment, but there is no resulting effect. This has no effect on Spread Patterns, only AT Powers.

**Probability Master****Cost 4**

The Angel can influence causality, a fact it takes advantage of often. The Angel may spend 1 Stamina to steal 1 Luck from a specific Pilot that is within Angelic Senses range of the Angel. This Luck can be spent by the Angel for any use the Angel might have for Luck.

## Absolute Defenses

An Angel's AT Field is orders of magnitude stronger than that of an Eva. The Spread Patterns that represents the AT Defenses available to the pilots are but the passive level of protection available to Angels. Should they feel sufficiently threatened, many Angels can manifest their AT field as a form of concrete defense. These abilities, known as Absolute Defenses, leave the Angel invulnerable to harm until they are taken care of, but their use is not entirely without cost.

An Absolute Defense may be activated in a number of ways. The Angel may always activate an Absolute Defense on as a 1 Stamina Action or 2 Stamina Reaction.

Once an Absolute Defense has been activated, that Absolute Defense remains in play until such a time as it is Broken. While an Absolute Defense is active, that Angel no longer benefits from their normal Spread Patterns. Those defenses have been replaced by the effect of the Absolute Defense. Each Absolute Defense is based on a value known as its 'Power', which determines the strength and effectiveness of that Absolute Defense. How much Power the Absolute Defense has, and what that Power is used for, varies greatly between Absolute Defenses. Regardless of type, once the Power of an Absolute Defense has been reduced to 0 that Absolute Defense is Broken.

After an Absolute Defense has been Broken, it is depleted and the Angel may not activate it again for the remainder of the session. In addition, the Angel is reduced to an AT Potential pool of size 1, regardless of their ATS or any other bonuses, for the rest of the fight after an Absolute Defense has been Broken. The destruction of their manifest field has left them too weak for their passive defenses to be of much use.

### Absolute Defense Traits

Absolute Defense	Effect	Point cost
Overpower	Increase the Power of a purchased Absolute Defense by 1	1
Resilient Barrier	Gain the Resilient Barrier Absolute Defense.	2
Probability Screen	Gain the Probability Screen Absolute Defense.	3
Pulse Shield	Gain the Pulse Shield Absolute Defense.	3
Static Shield	Gain the Static Shield Absolute Defense.	3
Dismissal Screen	Gain the Dismissal Screen Absolute Defense.	4
Reflection Screen	Gain the Reflection Screen Absolute Defense.	4
False Front	The Absolute Defense starts off only half as strong as it should be, but restarts at full power after being broken.	5
Recharge	The Absolute Defense has a small chance of reforming each Interval after it has been broken.	5

#### Dismissal Screen

#### Cost 4

This defense has a Power equal to the ATS of the Angel +1. Whenever hit by an attack, the Angel rolls a number of d10 equal to their Power. If any of the d10 are lower than the ATS of the Angel, the attack is ignored entirely. For the purpose of Burst Fire or Full Auto, the primary and secondary attacks must be resolved separately.

This defense has a Power equal to the ATS of the Angel +1. Whenever an enemy attack succeeds on an attack roll to hit the Angel (either Eva Firearms or Eva Martial) the Angel reduces its power by 1 and forces them to reroll their attack at a -10 penalty, taking the worse of the two rerolls. If the rerolled attack is also a hit, the process continues (with a cumulative -10 penalty) until the attack rolls a miss or the Angel runs out of Power. If the Angel has one or more Power remaining at the start of the round, they immediately refresh to full Power.

#### False Front

#### Cost 5

Select one Absolute Defense already chosen by this Angel. That Absolute Defense of the Angel starts off as having a Power equal to half its normal value. When reduced to 0 Power, the Defense is Broken for 5 Intervals before returning to its full, normal Power. Once broken a second time, it is Broken for the remainder of the fight.

#### Pulse Shield

#### Cost 3

Angel has a Power of 10 \* ATS. All attacks hit the Shield instead of the Angel, and reduce the Power by an amount equal to the damage rolled, plus twice the Breach rating of the attack if it has the Breach quality. The Secondary attack from Burst Fire or Full auto only does half damage vs the Shield, and the Shield may not be set On Fire or suffer from the Deep Burn quality. If the Shield still has a power of 1 or more at the start of the round, it immediately refreshes back to full Power. If reduced to 0, it is Broken.

#### Overpower

#### Cost 1

Increase the Power of an Absolute Defense already purchased by this Angel by 1. This Trait can be purchased multiple times.

#### Probability Screen

#### Cost 3

**Recharge****Cost 5**

After the Absolute Defense has been broken, at the start of each Interval roll 1d10. On a roll of a 0, the Absolute Defense returns at Half its normal Power. The Absolute Defense can be Broken and Recharged an unlimited number of times, each time returning to half of the original Power.

**Reflection Screen****Cost 4**

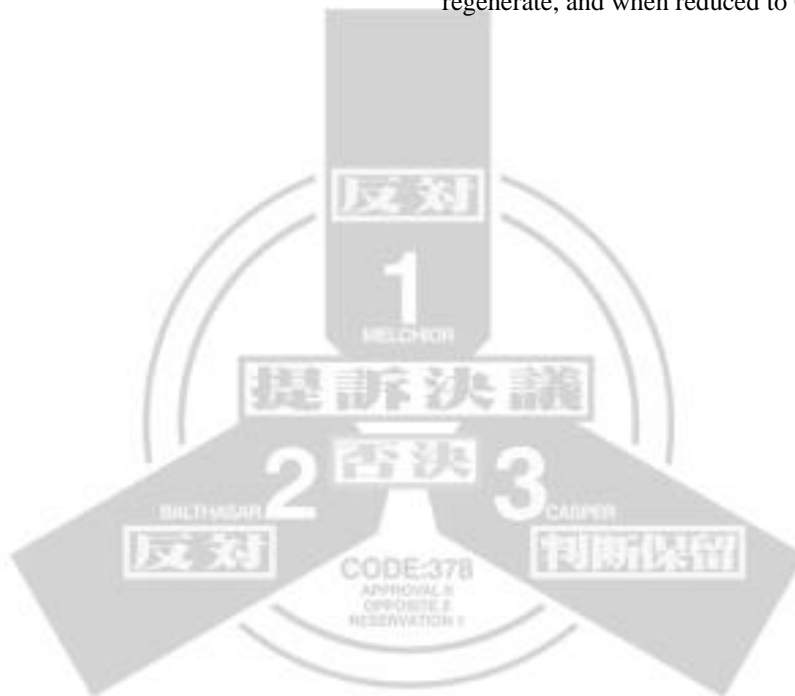
This defense has a power equal to the ATS of the Angel +4. Whenever the Angel would take damage from an attack, the Power of this defense is subtracted from the damage and that amount is instead dealt back to the Eva that caused it to a random body location with the Armor Piercing quality. This effect triggers before the normal Armor of the Angel.

**Resilient Barrier****Cost 2**

Angel has a Power equal to their ATS. Any attack that deals deal equal to their AT Potential pool size or less is ignored entirely. Any attack that deals more damage than that value reduces the Power of the AD by 1. The Angel cannot be harmed until the AD has been reduced to 0.

**Static Shield****Cost 3**

Angel has a Power of 20 \* ATS. All attacks hit the Shield instead of the Angel, and reduce the Power by an amount equal to the damage rolled plus twice the Breach rating of the attack if it has the Breach quality. The Secondary attack from Burst Fire or Full auto only does half damage vs the Shield, and the Shield may not be set on fire or suffer from the Deep Burn quality. This power does not refresh or regenerate, and when reduced to 0 the Defense is Broken.



## Angelspawn Traits

### Base: 0

The term Angelspawn refers to weak creations of the Angel that it uses as minions. Angels capable of creating Angelspawn are few and far between, but represent a deadly threat when they appear given that normal Evangelion tactics were designed to only handle a single, powerful enemy at a time.

An Angel is capable of creating Angelspawn only if it has spent 1 or more points on the Angelspawn Traits table, and is often referred as being the “Parent” of the Angelspawn. Eligible Parent Angels will begin the fight with a number of Angelspawn equal to the maximum number it can support.

### Actions and Angelspawn

Angels capable of creating Angelspawn do not act exactly like normal Angels. Each Interval, an Angelspawn Angel gains **3 Stamina** instead of the normal 2. However, this Stamina is split between 2 standard Stamina and 1 Spawn Stamina.

The **Standard Stamina** may be spent by the Parent Angel to take an action, saved for a later Interval, or spent to fuel an action taken by one of the Parent Angel’s many Angelspawn.

The **Spawn Stamina** can only be used to fuel the actions of a single Angelspawn on the field. It may not be saved, only spent immediately or lost. It may be combined with some of the Parent Angel’s Stamina to fuel an Action for the Angelspawn.

Through this method the Angel and its spawn are capable of being in constant motion across the round, but not all Angelspawn are likely to be able to act during the same Interval.

### Class

The Angel must choose a Class from the following list to serve as a basic profile for its Angelspawn. An Angel can only support a given number of Angelspawn at a time, and even then it may only create spawn up to one size category lower than its own. So an Average Angel could create a small, tiny, or Horde of Angelspawn, but not another Average or a Large. Choosing a Class requires no special investment of points.

Class	Modifiers	S	T	Reflexes	Max Number
Horde	-10 to hit, Swarm defense Trait, can only take Melee attacks , ATS 0, Latch On for free	1	5	20	EB
Tiny	-20 to hit, ATS 0	1	6	36	EB+2
Small	-10 to hit, ATS 0	2	7	32	EB+1
Average	ATS 1	3	8	28	EB
Large	+10 to hit, ATS 2	4	10	26	EB-3 (min 1)

Angelspawn normally do not have an ATS of their own, being too weak. If they do have an ATS, they may use any Spread Pattern known by that Parent, but all spawn share a common pool of AT Potential with the Parent Angel itself, making frequent Spread Pattern use highly draining.

Angelspawn do not naturally have any attacks of their own, however the parent Angel may choose to remove one Attack that it has already paid for and grant it to all Angelspawn it produces instead. The Attack Base of the chosen attack still counts towards the total Value of the attacks for that Angel.

Angelspawn use either their own Scores or the relevant Score of their parent Angel if they lack one themselves. For example, Angelspawn use the Eva Firearms and Eva Martial scores of their parent Angels for the purpose of making attacks.

Angelspawn never suffer from Hit Effects. If an attack does enough damage to deal a Critical Hit to them, it instead destroys them entirely. If only a Glancing Hit would be suffered, that Angelspawn is instead automatically Stunned for 1d6 Intervals.

Angelspawn may be further modified by spending points on the following table:

Angelspawn Modifiers	Effect	Cost
Carapace	Increase the Armor of all Angelspawn by 2.	1
Hivemind	The number of Angelspawn is based on Intelligence, not Empathy.	1
Latch On	When Engaged with a single enemy, the Angelspawn is in Overlap.	1
Relentless	Increase Toughness of all Angelspawn by 1.	1
Stronger	Increase the Strength of all Angelspawn by 1	1
Synchronized Action	The Angel may issue a single order that is applied to all Angelspawn at once.	2
Consume	Sacrifice Angelspawn to gain 1 Luck as a 1 Stamina Action.	2
Distributed Defense	The Angel may choose to have one of its Angelspawn resolve an Attack of Opportunity for it, instead of making the attack itself.	2
Increase Field	All Angelspawn gain +1 ATS	2
Micromanage	The Angel may spend 1 Luck to gain 2 Stamina that may only be spent on behalf of its Angelspawn.	2
Overlord	Increase your max number of Angelspawn by 1.	2
Overwhelm	All Angelspawn Engaged with an Eva give it the Slowed condition.	2
Self-Destruct	Sacrifice an Angelspawn in an explosion that hits all Engaged Evas.	2
Spawn	The Angel may produce new Angelspawn mid-battle.	2
Inherit Defense	Choose one Talent or Defensive Trait of the parent Angel. The Angelspawn have it as well.	3
Inherit Power	Choose one AT Power or AT Field Trait known by the parent Angel. The Angelspawn have it as well.	3
Shield	Angel may sacrifice an Angelspawn to halve damage from an attack before Armor is applied.	3
Quick Spawn	As Spawn, but may be used as a 2 Stamina Action.	4
Legion	Double the number of Angelspawn you may field, but halve their Toughness and Armor.	4

#### Carapace

All Angelspawn created by this Angel increase their Armor by 2. This Trait may be purchased multiple times for a cumulative effect.

#### Cost 1

#### Increase Field

All Angelspawn created by this Angel increase their ATS by 1. This Trait may be purchased multiple times for a cumulative effect.

#### Cost 2

#### Consume

The Angel may, as a 1 Stamina action, devour a single Angelspawn that it is Engaged with. The Angel gains 1 Luck for having done so.

#### Cost 2

#### Inherit Defense

The Angel produces superior Angelspawn, enabled for combat. Choose one Defense Trait or Combat Talent available to the parent Angel. All Angelspawn of that Angel have that Trait/Talent as well.

#### Cost 3

#### Distributed Defense

Whenever an Attack of Opportunity of the Angel is triggered, the Angel has the option of forgoing its attack and letting an Angelspawn of its choice make the attack instead. The Angelspawn must be able to make a valid attack against the provoker of the Attack of Opportunity at that time.

#### Cost 2

#### Inherit Power

The Angel produces superior Angelspawn, able to use AT Fields. Choose one AT Trait or AT Power available to the parent Angel. All Angelspawn of that Angel have that Trait/Power as well.

#### Cost 3

#### Hivemind

Rather than being based on Empathy, the maximum number of Angelspawn that this Angel may field at one time is based on the Intelligence Bonus of the Angel. All other modifiers to the number of Angelspawn allowed are still in effect.

#### Cost 1



**Latch On****Cost 1**

Whenever an Angelspawn is Engaged with a single enemy, the Angelspawn is treated as being in Overlap with that enemy (and vice versa).

**Legion****Cost 4**

The Angel increases the number of Angelspawn at its command, but at inferior quality. The Angel doubles the number of Angelspawn it can control, but halves their Toughness and Armor.

**Micromanage****Cost 2**

The Angel may, at no Stamina cost to itself, spend 1 Luck to immediately gain 2 Spawn Stamina. Like the normal Spawn Stamina available to the Angel each interval, this Spawn Stamina can only be used to fuel the actions of Angelspawn. If the Spawn Stamina is not used by the end of the Interval on which it was gained, it is forfeit.

**Overlord****Cost 2**

The Angel may field and control 1 additional Angelspawn, regardless of size. This Trait may be purchased multiple times for a cumulative effect.

**Overwhelm****Cost 2**

The Angelspawn tend to mob the Evangelion, making it difficult to maneuver or flee. Any Evangelion that is Engaged with one or more Angelspawn gains an instance of the Slowed condition for each Angelspawn it the Engagement with it. These conditions last until the Evangelion starts a turn Engaged with no Angelspawn.

**Quick Spawn****Cost 4**

As the Spawn trait, but the Angel may produce a new Angelspawn as a 2 Stamina action instead.

**Relentless****Cost 1**

All Angelspawn created by this Angel increase their Toughness by 1. This Trait may be purchased multiple times for a cumulative effect.

**Self-Destruct****Cost 2**

The Angel may, as a 1 Stamina action, choose one Angelspawn and cause it to violently explode. This destroys the Angelspawn automatically, and deals 2d6 EN damage to everything else that was Engaged with the Angelspawn at the time that it died, no roll to hit necessary. This explosion may still be negated by Guard as normal.

**Shield****Cost 3**

The Angel recognizes that the Angelspawn are just a means to an end, the Angel itself is all that matters. As a 0 Stamina Reaction, the Angel may destroy one Angelspawn that is Engaged with it to halve the damage of an attack against it. This occurs before Armor is applied to the damage.

**Spawn****Cost 2**

The Angel can quickly replenish its fighting forces. As a 3 Stamina action, the Angel may produce a new Angelspawn which begins its life in the same Engagement as the Angel. The Angel cannot exceed that maximum number of Angelspawn that they may control.

**Stronger****Cost 1**

All Angelspawn created by this Angel increase their Strength by 1. This Trait may be purchased multiple times for a cumulative effect.

**Synchronized Action****Cost 2**

The Angel may, as a 3 Stamina Action, issue an order such that all of its Angelspawn take the same 2 Stamina Action immediately. Not all conditions of the action need to be the same for each Angelspawn. An order to Move could allow the Angelspawn to move in different directions, and an order to attack would allow the Angelspawn to choose targets on an individual basis.

## Subversion Traits

### Base: 0

Subversion Traits are traits that focus on corrupting and stealing resources normally available to the players. This usually involves the Angel taking control of some vital element of the Base of Operations (or even an Evangelion itself) and turning that equipment to nefarious use.

### Subversion Traits

Subversion Traits	Effect	Cost
Shortfall	Reduce the Nerv Resources available to the players by 1.	1
System Failure	Deny the players use of a single Evangelion Upgrade.	2
Absorb Mass	The Angel can leech Strength and Toughness from its foes.	3
Absorb Weapon	The Angel can steal weapons and integrate it into themselves as a new attack.	3
Compulsion	The Angel can send commands to a target Evangelion, causing it to take action.	3
Curse	The Angel may deteriorate the pilot's resources by attacking their Luck.	3
Cut Feed	The Angel can attempt to Blind an Eva by shutting down its optics and screens.	3
Infect	One attack of the Angel deals Ego instead of normal damage, with a chance to take control of affected Evangelions.	3
Malpractice	The players may not use Remote Care for the battle. Instead, the Angel may deal 1 Fatigue to a player of their choice as an attack.	3
Misfire	The players may not use Precision Targeting for the battle. Instead, the Angel may force a ranged attack against it to roll twice and take the worse result as a Reaction.	3
Power Surge	All Evas within target Engagement lose their umbilical cables.	3
Synch Dive	The players may not use Cut Synch for the battle, but the Angel may drop one Eva's SR by 10 whenever that Angel uses a 3 Stamina Action.	3
Contagious	Ego is gained from any physical contact with the Angel, corrupting the Evangelion.	4

### Absorb Mass

#### Cost 3

The Angel can absorb organic matter on contact, reinforcing its own body with the stolen materials. The Angel may Test Physique as a 2 Stamina Action to leech matter off of an Engaged enemy. On a success you may lower the Strength or Toughness of the target by 1 and increase your own by that amount, and the target is Immobilized for 3 Intervals. This counts as an attack that has the **Infrequent(3)** quality.

### Absorb Weapon

#### Cost 3

The Angel may Test Physique as a 3 Stamina Action against an Engaged enemy. On a success choose one weapon equipped by the target or stored on their Evangelion. They lose access to that weapon, and you gain it as a new attack. This is treated as an attack that has the **Infrequent(5)** quality. Any Evangelion who loses a weapon in this manner is refunded half the Requisition they spent on the weapon to call in for a replacement at the nearest Supply Point.

### Compulsion

#### Cost 3

The Angel can override the pilot's control of the Eva in short bursts. As a 2 Stamina Action the Angel may choose one Eva and force that pilot to test Resolve. On a failure, the Angel gets to choose how that pilot spends up to 2 of their own Stamina on their next turn. That Eva also takes 4 Soft Damage, regardless of the Resolve test result. This is considered an attack with the **Infrequent(2)** quality.

### Contagious

#### Cost 4

The Angel is inherently harmful to touch. All physical contact with the Angel provokes 1d6 Ego for the pilot of that Evangelion. This includes hitting them with an Unarmed or Natural attack, being hit by a melee attack of the Angel, or being in Grapple with the Angel. Only 1d6 Ego may be triggered for a given target in a round by this ability. If the pilot suffers an Ego Break, their Eva comes under control of the Angel for the rest of the fight (acting on the player's normal turn but following the instructions of the Angel) and the pilot within gains 1 Doom. If the Angel is defeated, the infected Evangelion shuts down.

### Curse

#### Cost 3

The angel may spend 1 Stamina to choose one pilot Engaged with it. That pilot takes 2 Soft damage and must test Resolve or lose 1 Luck. If they have no Luck to lose, they are instead Winded for 3 Intervals.

### Cut Feed

#### Cost 3

The Angel may choose one Eva within Range 1 as a 3 Stamina Action. That Evangelion is rendered effectively Blind as all of the displays in the Entry Plug go dark at once. At the end of their turn, the pilot may attempt to reboot by rolling 1d6. If they roll a 3 or higher the Blindness ends, otherwise it persists until the end of their next turn.

**Infect****Cost 3**

The Angel selects one attack available to it. The chosen attack cannot possess Burst Fire or the Area, Repulsion, Implosion or Line qualities. The chosen attack deals Ego instead of normal damage, but gains Infrequent(3). If the pilot suffers an Ego Break as a result of Ego gained from the attack, that Eva comes under control of the Angel for the rest of the fight (acting on the player's normal turn but following the instructions of the Angel) and the pilot within gains 1 Doom. If the Angel is defeated, the infected Evangelion shuts down.

**Malpractice****Cost 3**

The Angel assumes control of the of the onboard medical equipment built into the plugsuits. Players cannot purchase the Remote Care Nerv Resources option for this fight. In addition, the Angel may spend 2 Stamina as an attack to immediately deal 1 Fatigue to a single pilot within Range 1.

**Misfire****Cost 3**

The Angel interferes with the computer assisted targeting systems of the Evangelion's weapons. Players cannot purchase the Precision Targeting Nerv Resources option for this fight. In addition, the Angel may spend 1 Stamina as a Reaction to force an attack against it to roll Eva Firearms twice and take the worse result.

**Power Surge****Cost 3**

The Angel can trigger a devastating power fluctuation in Nerv's electrical grid. The Angel may, as a 3 Stamina Action, select on Engagement on the battlefield. All Evangelions that are a part of that Engagement have their Umbilicals burn out and then take 1d6 Soft Damage. Evangelions that are not plugged into Umbilicals at the time of the attack are unaffected. This is considered an Attack with the Infrequent(6) quality.

**Shortfall****Cost 1**

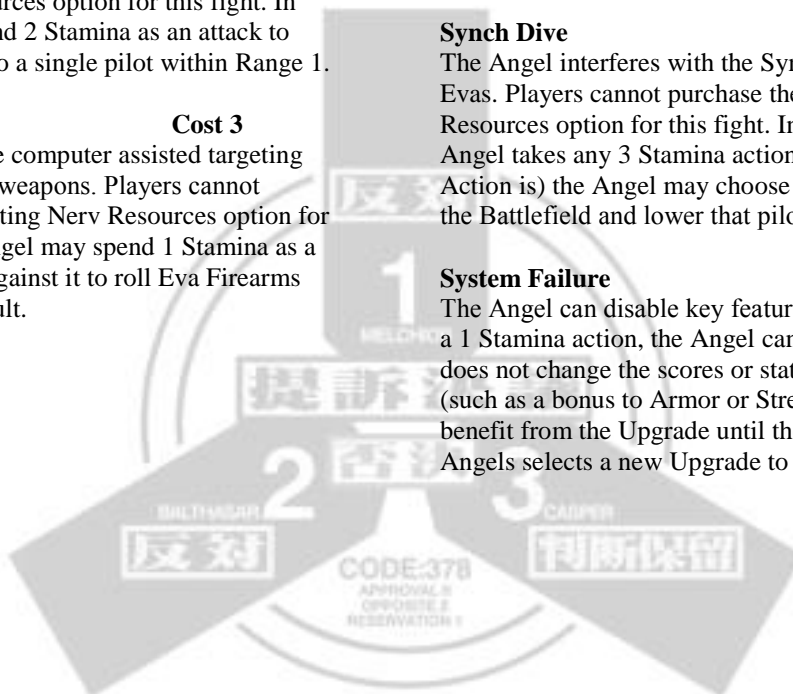
The Angel taxes Nerv's ability to retaliate by attacking its infrastructure in some way. The players begin the fight with 1 fewer Nerv Resources to spend. This trait can be purchased multiple times for cumulative effect.

**Synch Dive****Cost 3**

The Angel interferes with the Synchronization circuits of the Evas. Players cannot purchase the Cut Synch Nerv Resources option for this fight. In addition, whenever the Angel takes any 3 Stamina action (regardless of what that Action is) the Angel may choose one active Evangelion on the Battlefield and lower that pilot's Synch Ratio by 10.

**System Failure****Cost 2**

The Angel can disable key features of Nerv's equipment. As a 1 Stamina action, the Angel can select one Upgrade that does not change the scores or stats of the Evangelion itself (such as a bonus to Armor or Strength). No Evangelions can benefit from the Upgrade until the Angel is defeated or the Angels selects a new Upgrade to disable.





## Contact Traits

### Base: 0

Contact Traits are based around the Angel ignoring the Evangelion itself and targeting the mind and soul of the pilot instead. While traumatizing and debilitating, crippling the pilot is not always the intention of these “attacks”, just the natural side effect of exposure to such a powerfully alien mind.

Contact Traits impose penalties and conditions on the mind of the affected pilot, sometimes having effects on the pilot’s behavior which last longer than the battle in which they were gained.

Contact Traits	Effect	Cost
Creeping Madness	On attack of the Angel deals Stress instead of normal Damage, but gains Infrequent(2).	2
Mind Blank	One target must test Resolve or have their mental options limited for 2d6 Intervals.	2
Personality Crash	The Angel may force a pilot to test Composure or disable a number of Social Assets or Talents.	2
The Curse of St. Valentine	The Angel inflicts a dramatic personality change on whomever lands the killing blow against it.	2
Weaken Will	All Will Group tests rolled this fight are at a -10 Penalty	2
Blackout	The Angel traumatizes a pilot, leaving them unable to perform a certain action for the rest of the fight.	3
Deluge of Insecurity	The angel has broken down the pilot's filter, and all sorts of things are coming up that would rather be hidden.	3
Inception	As a 2 Stamina Action, the angel implants an idea in the mind of a pilot.	3
Shape Psyche	The Angel has the ability to rewrite fundamental aspects of your mind.	3
Sympathy	Any pilot Neutralizing this Angel suffers from the Sympathetic condition.	3
Unity	Link the minds of two pilots, leaving them Winded and with 1d10 Stress.	3
Whispers	All pilots within the same Sector as the Angel take 2 Stress at the start of their turn.	3
Head Trip	The Angel speaks to the pilot directly, using flashes of visual and auditory hallucinations.	4
Horrible Feedback	Any pilot who Neutralizes this Angel gains 2 Ego every time the Angel has an Interval. This effect persists for as long as the Neutralization is maintained.	4
Mind Probe	The Angel performs an in-depth examination of the mind of the pilot, leaving them as helpless and in pain as someone awake during their own surgery.	4

### Blackout

### Cost 3

The Angel’s brief contact with your mind has been so traumatic that your mind simple blots it out. Unfortunately, you have a subconscious association between the contact and the events leading up to it. The Angel picks one target as a 3 Stamina Action. They are Dazed for 3 Intervals, gain 1d6 Ego, and must choose one action they took last turn. For the rest of the battle, whenever they attempt to take that action they instead spend an equal amount of time doing nothing at all.

### Creeping Madness

### Cost 2

The Angel selects one attack available to it. The chosen attack deals Stress instead of normal damage, but gains Infrequent(2). If the pilot suffers a Stress Break as a result of Stress gained from the attack, they gain 1 Doom.

### Deluge of Insecurity

### Cost 3

The Angel has broken down the pilot's filter, and all sorts of things are coming up that would rather be hidden. Every round, each pilot that starts their turn in the same Sector as the Angel must talk about one thing that they would rather never speak of, or otherwise would want to keep hidden. Not saying anything takes all of their willpower and sacrifices their turn.

### Head Trip

### Cost 4

The Angel speaks to the pilot directly, using flashes of visual and auditory hallucinations. The Angel may choose one target and test Resolve as a 3 Stamina Action. On a success, the chosen pilot gains either 1d10 Ego or 1d10 Stress (their choice) each round until they pass their own Resolve test to end the effect. In addition, the target is treated as if they were in a Grapple for the purpose of what weapons and actions they may use.

**Horrible Feedback****Cost 4**

Any who Neutralize this Angel suffer mental contamination. Any pilot who Neutralizes this Angel gains 2 Ego every time the Angel has an Interval. This effect persists for as long as the Neutralization is maintained.

**Inception****Cost 3**

As a 2 Stamina Action, the Angel implants an idea in the mind of a single Pilot within Range 1. The previous player in the initiative order to the selected Pilot must pick one thing that is clearly untrue. The selected character believes it to be obviously true until the GM says otherwise. In addition, gain 2 Ego.

**Mind Blank****Cost 2**

The Angel may choose one Eva as a 2 Stamina action. The pilot of that Eva must test Resolve. On a failure, that pilot is unable to benefit from any Mental Assets or Mental Talents for the next 2d6 Intervals.

**Mind Probe****Cost 4**

The Angel performs an in-depth examination of the mind of the pilot, leaving them as helpless and in pain as someone awake during their own surgery. Choose 1 pilot as a 3 Stamina Action. That pilot is now Helpless and Dazed, and gain 1d6 Stress per round until the effect ends. There is a 10% chance each round of the pilot breaking out of the Mind Probe, rolled at the end of the pilot's turn. If this happens, the effect ends and Angel is Helpless for 1d6 Intervals. Only one Mind Probe can be in effect at a time.

**Personality Crash****Cost 2**

The Angel may choose one target as a 2 Stamina Action. That pilot must test Composure, and on a failure they must choose one Social Asset or Talent, as well as one additional for each degree of Failure. Those Social Assets and Talents may not be used until after the next Angel encounter resolves.

**Shape Psyche****Cost 3**

The Angel has the ability to rewrite fundamental aspects of your mind. The Angel deals 1d10 Stress as a 3 Stamina Action, and the targeted pilot Tests Resolve. On a failure, the Angel chooses one Mental Drawback you have, replacing

it with another Mental Drawback equivalent or lesser Depth of their choice. This change persists until you spend 2 Luck to revert back. If you have no Mental Drawbacks, the GM may instead choose and replace one Trauma you have with another Trauma of equivalent Rank. If you have neither Mental Drawbacks or Traumas, immediately suffer a Stress Break.

**Sympathy****Cost 3**

Neutralizing this Angel causes your Synch Ratio to suffer strange anomalies, displacing the wounds of the Evangelion onto the body of the pilot. Any pilot Neutralizing this Angel suffers from the Sympathetic condition.

**The Curse of St. Valentine****Cost 2**

If you land the killing blow on this Angel, choose one other player character. They become your ONE TRUE LOVE as far as your character is concerned, overwriting your normal relationship with them and even your normal preferences if need be. Once per session, you may test Will at a -10 penalty to permanently remove this effect. On a failure, it persists and you gain 2 Stress. Take this time to confess your feels to them awkwardly.

**Unity****Cost 3**

The Angel makes mental contact not with one pilot but with two. The Angel may choose two pilots and spend 1 Luck as a 2 Stamina action. The chosen pilots are temporarily mindlinked, briefly hearing each other's thoughts and memories. Both are Winded until each has taken a turn, and both take 1d10 Stress.

It is an intensely awkward experience for all involved, especially afterwards.

**Weaken Will****Cost 2**

All tests of skills belonging to the Will Skill group are rolled at a -10 penalty during this fight.

**Whispers****Cost 3**

Any who approach the Angel report hearing something barely audible which they cannot identify. Microphones inside of the plug detect no anomalies. All pilots within the same Sector as the Angel gain 2 Stress at the start of their turn.

## Terror Traits

Base: 0

Terror Traits are simple things, designed to do one thing only: inspire fear. Each Terror Trait will revolve around the Fear and Terror Conditions.

Terror Traits		
Terror Abilities	Effect	Cost
Dread	All Bravery tests to oppose Fear are at a -20 penalty.	2
Naturally Frightful	All attacks possessed by this Angel gain Fright	2
Frightful Display(Defeat)	When the Angel defeats an Eva, it is particularly gruesome. All remaining Eva's must test Bravery or suffer from Fear for (2 times Empathy Bonus) Intervals.	3
Frightful Display(Intimidate)	The Angel does something purely to frighten the pilots as an act of psychological warfare.	3
Frightful Display(Rend)	When the Angel removes an Eva's limb, all Evas must test Bravery or suffer from Fear for 1 round.	3
Naturally Nightmarish	All attacks possessed by this Angel gain Nightmarish and Infrequent(1)	4

### Dread

Cost 2

A pervasive sense of dread surrounds the Angel. All Bravery tests rolled during this fight are at a -20 penalty.

### Frightful Display (Rend)

Cost 3

The Angel cuts apart its foes in terrible displays of butchery. When the Angel removes an Eva's limb, all Evas must test Bravery or suffer from Fear for 3 Intervals.

### Frightful Display (Defeat)

Cost 3

When the Angel defeats an Eva, it is particularly gruesome. All remaining Eva's must test Bravery or suffer from Fear for 2x (Empathy Bonus) rounds

### Naturally Frightful

Cost 2

All attacks that this Angel possesses gain the Fright weapon quality.

### Frightful Display (Intimidate)

Cost 3

The Angel does something intentionally tailored to be terrifying, trying to break the morale of the pilots. This action costs 2 Stamina to perform, and while its details are left up to GM description all pilots within the same Sector as the Angel must test Bravery or suffer from the Fear conditions for a number of Intervals equal to the Angel's Empathy Bonus.

### Naturally Nightmarish

Cost 4

All attacks that this Angel possesses gain the Nightmarish weapon quality, but also Infrequent(1).

## Attack

While other Angel power can cripple the Evangelions in their own way, Attacks make up the bulk of an Angel's offensive might. Attacks are not about fancy tricks or status effects, Attacks are about ending an Evangelion with tooth and claw and symbolic energy explosions.

### Attack Scores

Attack scores (Eva Martial and Eva Firearms) for Angels are initially determined by the Attack Score Profile selected from below. Every Angel must have one, and one only, Attack Score Profile.

Profile	Eva Martial	Eva Firearms
Heavy Martial	60	0
Martial	50	10
Even	40	40
Ranged	10	50
Heavy Ranged	0	60

Once an Attack Score Profile has been selected, they may be modified by spending points on the Attack Score Modifier chart below. They have a number of points to spend on them equal to the rolled Difficulty of the Angel, before modifiers.

Pick a single package with a rating equal to, or lesser than, the difficulty of the Angel. Each package will have one or more listed attacks, as well as a number of points of spend to modify those attack statlines by changing the numbers/adding qualities.

Attack Score Modifier	Cost
Increase Eva Martial by 5	1 point
Increase Eva Martial by 20	3 points
Increase Eva Firearms by 5	1 point
Increase Eva Firearms by 20	3 points

### Attack Base

Every Attack that an Angel has starts with an Attack Base. These are specific attack profiles, some with their own inherent special properties, which are available to the Angel. Each Attack Base contains an attack Profile, a Value, and a listed number of Enhancement Points.

The Profile of an attack is simply what the properties of the attack itself are. This includes Range (Melee or a listed amount of dam), Damage, and special qualities.

The Value of the attack is a rough estimation of its strength. An Angel may not have a total value of all of their attacks equal to more than their Difficulty. For example, a Difficulty 4 Angel could have either a single Value 4 attack, or a Value 3 ranged attack and a Value 1 melee attack.

The listed amount of Enhancement Points are points that may be spent to upgrade this particular attack. The Enhancement points of a given Attack Base may not be spent to upgrade any other Attack Base. Extra Enhancement Points gained from other sources, such as the Assault tactic or the Offensive Core trait, may be spent on any attack that the GM chooses. Regardless of the qualities applied to an Angel's attack, an Angel's natural attacks or weapons cannot break or be broken.

Renaming the attack to something more unique once you have enhanced it and determined its full properties is encouraged, but not strictly necessary.

Base	Range	Damage	Special	Value	Enhancement Points
Melee 1	Engaged	1d6+1+S		1	1
Shot 1	1	1d6+2		1	1
Claws 1	Engaged	1d6+S	Associated Location (Both Arms)	2	1
Talons	Engaged	1d10+S	Associated Location (Both Legs)	2	1
Mimic 1	Use the profile of any weapon that costs 1 or less Requisition			2	1
Melee 2	Engaged	1d10+1+S	Infrequent(2)	3	2
Shot 2	1	1d10+2		3	2
Rapid 1	1	1d6	Burst(2/3)	3	2
Itano* 1	1	3d6	Infrequent(3)	3	2
Aura** 1	0	1d6		4	3
Claws 2	Engaged	1d10+1+S	Associated Location (L. Arm, R. Arm)	5	3
Mimic 2	Use the profile of any weapon that costs 3 or less Requisition, Infrequent(1)			5	3
Rapid 2	1	1d6+2	Burst(3/4), Infrequent(2)	6	3
Melee 3	Engaged	2d6+S	Infrequent(2)	6	3
Shot 3	2	2d6+2	Infrequent(2)	6	3
Beam 1	1	2d6	Line, Infrequent(2)	6	3
Aura** 2	0	1d10		8	3
Rapid 3	1	1d10+1	Burst(5/5), Infrequent(4)	8	3
Itano* 2	1	3d10	Infrequent(4)	8	3
Mimic 3	Use the profile of any weapon that costs Requisition, Infrequent(4)			8	3
Beam 2	2	2d6+3	Line, Infrequent(5)	9	3
Shot 4	3	2d10+2	Precise, Infrequent(4)	9	3
Melee 4	Engaged	2d10+S	Infrequent(4)	9	3
Itano* 3	2	4d10	Infrequent(6)	9	3

### Special Attack Types

Angels can attack in ways that players cannot. Two of these unique attack forms are describe below.

**\*Itano:** Barrage will always be listed with a collected of dice. Instead of rolling an attack as normal, you may divide up these damage dice among any targets within range and apply them as attacks (either each die as an individual attack or multiple die as part of a single stronger attack). Each attack must be handled by Armor and defensive Actions separately. No roll to hit is required, but you must still roll for body location. You need not attack the same target with all die if there are other targets within range. Any bonuses applied to this attack with Enhancement Points apply on a per-attack basis, not a per-die one.

**\*\*Aura:** The listed amount is dealt as damage to the Body location of any enemy that begins their turn within the listed Range of the Angel. No roll to hit is required. Aura is treated as a Melee attack for the purpose of upgrades and abilities, though it cannot be negated by Guard.

An Aura attack cannot be subject to any Melee Upgrade or ability that is paired with the Infrequent quality. It is not that the Infrequent quality is ignored, but rather that the entire purchase or combination is invalid.





## Attack Modifiers

### Damage Type

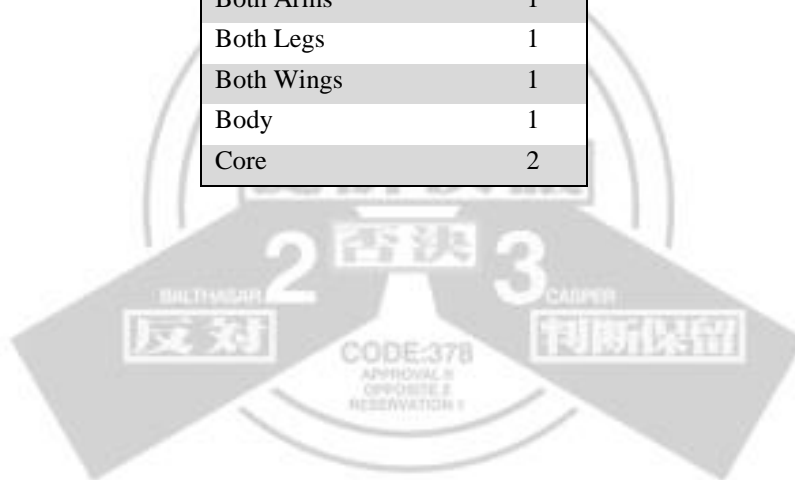
Every attack requires one, and exactly one, Damage Type. Unless the damage type of your weapon is already included in its Attack Base, you must choose for the attack to be either Kinetic or Energy in nature. This does not require point expenditure of any kind.

### Associated Location

Every attack requires that it be associated with at least one body location. In effect, every attack needs to be made by something, somewhere on the Angel. This is important because body locations can be destroyed. If the Angel attacks with its claws, it would be unreasonable for it to still be making claw attacks when it has no arms left.

Whenever a body location is destroyed, any attacks associated with that location become unusable. One body location can have multiple attacks associated with it. Not all body locations are treated equally. Many are free, but others require an investment of Enhancement Points associated with that attack due to the strategic advantage gained from that specific location.

Location	Cost
Head	0
Left Arm	0
Right Arm	0
Both Arms	1
Both Legs	1
Both Wings	1
Body	1
Core	2



### Upgrades

Each Attack Package has a listed number of Enhancement points. Enhancement Points may be spent on any of the below upgrades to modify a single attack available through that Attack Package. Upgrades purchased only modify a single attack, but nothing prevents you from using your remaining points to purchase that upgrade again for another attack available to you.

## Melee Upgrades

Name	Prerequisite	Effect	Cost
Damage Boost	---	Attack gains +2 Damage	1
Breach	---	Attack gains the Breach(2) quality	1
Breach Boost	Breach	Increase the Breach Rating of the attack by +1.	1
Heavy Hitter	Infrequent	Attack gains +3 Damage	2
Anti-Armor	---	Attack gains the Anti-Armor trait	2
Armor Piercing	---	Attack gains the Armor Piercing trait. Infrequent(1).	3
Burning	EN Damage	The Attack gains the Burning trait.	1
Tesla	EN Damage	The attack gains the Superconductive Trait.	2
Chain	---	The Attack gains the Chain trait.	2
Deep Burn	EN Damage	The attack gains the Deep Burn quality.	1
Defensive	---	The attack gains the Defensive(10) Trait	1
Defensive Boost	Defensive	Increase the rating of this attacks Defensive trait by 5.	1
Fright	---	The Attack gains the Fright trait.	1
Nightmarish	---	The Attack gains the Nightmarish trait. Infrequent(1).	2
Precise	---	The attack gains the Precise trait.	1
Progressive	KN Damage	The attack gains the Progressive trait. Infrequent(1).	2
Polythermic	EN Damage	The attack gains the Polythermic trait.	2
Proven	---	The attack gains the Proven (3) Trait.	1
Proven Boost	Proven	Increase the rating of this attack's Proven trait by 1.	1
Overwhelming	---	The attack gains the Overwhelming trait. Infrequent(1).	3
Explosive	---	The Attack gains the Explosive trait. Infrequent(1).	1
Overcrit	---	The attack always is treated as having 1 More CM than it really does. Infrequent(1).	2
Painful	---	Whenever this weapon deals a Hit Effect, the target gains +1 Strain in addition to whatever that Hit Effect rolls.	1
Pain Boost	Painful	Increase the amount of Strain gained by Painful by +1	1
Long Reach	---	This attack can be used to make melee attacks from Range 0.	2
Rapid	---	This attack may use the Blitz Attack action. The attack may not be used again (not even for Standard Attacks) for a number of Intervals equal to its Infrequent Rating + 1.	2
Lightning Attack	---	As a 3 Stamina Action, this attack may be rolled three times against the same target as 3 separate attacks. The attack may not be used again (not even for Standard Attacks) for a number of Intervals equal to its Infrequent Rating + 2.	5
Reaper	---	On a critical Hit, roll the Hit effect twice and take the better roll. Infrequent(2).	4
Bloodbath	---	As a 3 Stamina Action, this attack may be rolled once against each target in melee range at no penalty. The attack may not be used again (not even for Standard Attacks) for a number of Intervals equal to its Infrequent Rating + 1.	2
Mad	---	On a Critical Hit, target takes 2 Stress.	1
Insane	Mad	On a Glancing Hit, target takes 1 Stress. On a Critical Hit, target takes 1d6 Stress. Replaces Mad.	2
Corrupting	---	On a Critical Hit, target takes 1d6 Ego Damage.	2
Opportunistic	Infrequent	This attack, despite having the Infrequent quality, may be used to make Attacks of Opportunity. The points cost of this ability is equal to the Rating of the Infrequent quality for the attack.	*

## Ranged Upgrades

Name	Prerequisite	Effect	Cost
Damage Boost	---	The attack gains +1 Damage	1
Breach	---	Attack gains the Breach(2) quality	1
Breach Boost	Breach	Increase the Breach Rating of the attack by +1.	1
Range Boost	---	The attack increases its range by 1.	2
Powerful Shot	---	The attack gains +4 Damage and the Infrequent(2) trait.	2
Line	---	The attack gains the Line trait. Infrequent(1).	2
Scattershot	---	The attack gains the Scattershot trait.	1
Anti-Armor	---	The attack gains the Anti-Armor trait	2
Armor Piercing	---	The attack gains the Armor Piercing trait. Infrequent(1).	3
Burning	EN Damage	The attack gains the Burning trait.	1
Deep Burn	EN Damage	The attack gains the Deep Burn Trait.	2
Positron	EN Damage	The attack gains Breach(3) and the Positron trait.	3
Sonic	KN Damage	The attack gains the Sonic trait.	1
Tesla	---	The attack gains the Superconductive Trait.	2
Fright	---	The attack gains the Fright trait.	1
Nightmarish	---	The attack gains the Nightmarish trait. Infrequent(1).	2
Precise	---	The attack gains the Precise trait.	1
Proven	---	The attack gains the Proven (3) Trait.	1
Proven Boost	Proven	Increase the rating of this attack's Proven trait by 1.	1
Push	---	The attack gains the Push trait	1
Overwhelming	---	The attack gains the Overwhelming trait. Infrequent(1).	3
Explosive	---	The attack gains the Explosive trait. Infrequent(1).	1
Overcrit	---	The attack always is treated as having 1 More CM than it really does. Infrequent(1).	2
Longshot	---	The attack gains the Longshot trait.	2
Burstsize Boost	Semi Auto	Increase Burst Size of this attack by 1.	1
Burstfire Boost	Semi Auto	Increase Burst Damage of this attack by 1.	1
Fullauto Fire	Semi Auto	This attack is now capable of firing on Full Auto (as the Talent).	2
Area	---	The attack gains the Area trait. Infrequent(1).	2
Repulsion	Area	The Area quality becomes Repulsion instead.	1
Implosion	Area	The Area quality becomes Implosion instead.	1
Homing	---	The attack may roll Eva Firearms twice and take the better roll.	2
Itano Circus	Itano	The attack gains 1 extra die to use.	2
Split Shot	---	As a 3 Stamina Action, this attack may be used on single-shot twice (either against the same target twice, or once against 2 separate targets). The attack may not be used again for a number of Intervals equal to its Infrequent Rating + 1.	2
Mad	---	On a Critical Hit, target takes 2 Stress.	1
Insane	Mad	On a Glancing Hit, target takes 1 Stress. On a Critical Hit, target takes 1d6 Stress. Replaces Mad.	2
Corrupting	---	On a critical hit, target takes 1d6 Ego Damage	2
Opportunistic	Infrequent	This attack, despite having the Infrequent quality, may be used to make Attacks of Opportunity. The points cost of this ability is equal to the Rating of the Infrequent quality for the attack.	*

## Miscellaneous

The following charts, all classified as “Miscellaneous”, represent additional aspects of the Angel which do not fall into the previously covered categories. Make no mistake, many Miscellaneous aspects of the Angel are important.

### Angelic Senses

Angels have an Angelic Senses Range based on their ATS and/or Empathy, no smaller than Range 0. See the table below for more. Angels have the largest Angelic Senses Range for which they qualify.

Scores	Angelic Senses Range
Minimum	Engagement
ATS 3+	0
Empathy 40+	1
ATS 4+	1
Empathy 50+	2
ATS 6+	2
Empathy 50+ & ATS 5+	3
ATS 8+	4

Within this range, they ignore any penalties from Blindness, are always aware of actions that would provoke Attacks of Opportunity (regardless of line of sight), and Evils may not use the Take Cover or Maintain Cover actions. Other powers and traits may also interact with Angelic Senses.

### Talents & Skills

**Base:** Intelligence Bonus

While the Angels obviously have many options which players are unable to replicate, anything a player can do is also fair game. By this point, you should have a pretty strong indication of the themes and abilities of the Angel that you are building. You may now choose Talents and Skills which enable and enhance the Angel's abilities.

Angels gain a number of points to spend on Talents & Skills equal to their Intelligence Bonus.

Name	Effect	Point cost
Extra Talent	Gain a single Talent of your choice from any Branch. You may ignore any non-talent Prerequisites.	1
Extra Upgrade	Gain a single Upgrade of your choice from any Eva Type	1
Skill Prof.	Become proficient with a single skill.	1
Group Training	Get a +5 bonus to one Skill Group	1
Skill Training	Get a +10 bonus to one Skill Specialization in which the Angel is Proficient.	1

## Attacks of Opportunity

Angels one Attack of Opportunity available between each Interval. Any attack listed under Weapons is viable for an attack of opportunity, unless it has the Infrequent weapon quality.

Specific Angels may have unique conditions for or forms of attack of opportunity. Normally, the Angel gets a single Standard Attack with any weapon for which the provoker is a legal target at the time of triggering the attack.

### Attacks of Opportunity

Base: 3

Trait Name	Effect	Cost
Accurate Reflex	The Angel gains a +20 bonus to attack rolls for all Attacks of Opportunity.	1
Powerful Reflex	The Angel gains a +2 bonus to damage for all Attacks of Opportunity.	1
Reflexive Power	This Angel may use any damage-dealing AT Power of their choice in place of a normal attack to make an Attack of Opportunity, so long as that power has an Activation of 2 Stamina or less.	1
Indiscriminate	Choose one other Attack of Opportunity trigger. When provoked, attack all Evas within range once, regardless of which one triggered the attack.	3
Counterattack	Players provoke an attack of opportunity when they hit this Angel with a melee attack.	2
Retreat	Players provoke an attack of opportunity when they attempt to leave melee with the Angel	1
Denial	Players provoke an attack of opportunity when they use a ranged weapon while Engaged with the Angel.	1
Rearm	Players provoke an attack of opportunity when they reload a weapon or draw a new one.	1
Pike	Players provoke an attack of opportunity when they use the Charge action.	1
Paranoid	Players provoke an attack of opportunity when they use the Take Cover action.	1
AT Sensitive	Players provoke an attack of opportunity when they augment an AT Power.	1
Danger Zone	Players provoke an attack of opportunity when they enter the Angelic Senses range of the Angel.	2
Motion Sensitive	Players provoke an attack of opportunity when they use the Run action.	2
Easy Lock	Players provoke an attack of opportunity whenever they take no Movement action on their turn.	2
Backlash	Players provoke an attack of opportunity whenever they spend one or more Luck.	2
Priority	Players that Neutralize this Angel provoke an Attack of Opportunity.	1
Double Take	If a player takes no damage from an attack that successfully hit them (due to Armor, a successful defensive action, or some other ability) they immediately provoke an Attack of Opportunity.	2
Powerless	If a player successfully breaks this Angel's Absolute Defense, they immediately provoke an Attack of Opportunity.	1
Exploit Weakness	If a player fails an Guard roll, they immediately provoke an Attack of Opportunity.	2
Peak Target	Whenever an Eva ends a turn with a full AT Potential pool, they provoke an attack of Opportunity.	1



## Finishing Touches

With its abilities thus determined, it is 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 available that simply will not be able to be applied to the Angel you generated. Even so, feel free to roll until you find something that feels right.

<b>Angel Cosmetic Traits</b>					
<b>Roll Result</b>	<b>Body Part</b>	<b>Description</b>	<b>Roll Result</b>	<b>Body Part</b>	<b>Description</b>
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			

Finally, look over what abilities the Angel has at its disposal. See if you can determine or come up with a running theme for them. Then, consult the following list to give your Angel an appropriate name to render it deep enough for your campaign.

<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>Lightning 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>Ommiel</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>Gazardiel</b>	<i>Angel of New Beginnings</i>	<b>Samandiri</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>Turiel</b>	<i>Rock of God</i>
<b>Haziel</b>	<i>Vision of God</i>	<b>Uriel</b>	<i>Angel of Creativity</i>
<b>Hodiel</b>	<i>Victory of God</i>	<b>Valoel</b>	<i>Angel of Peace</i>
<b>Hutriel</b>	<i>Rod of God</i>	<b>Yofiel</b>	<i>Angel of Divine Beauty</i>
<b>Iadiel</b>	<i>Hand of God</i>	<b>Yrouel</b>	<i>Fear of God</i>
<b>Iahhel</b>	<i>Angel of Meditation</i>	<b>Zacharael</b>	<i>Angel of Surrender</i>
<b>Israfil</b>	<i>Angel of Judgment Day</i>	<b>Zadkiel</b>	<i>Angel of Prayer</i>
<b>Izra'il</b>	<i>Angel of Health</i>	<b>Zahafiel</b>	<i>Wrath of God</i>
<b>Jamaerah</b>	<i>Angel of Manifestation</i>	<b>Zagzagal</b>	<i>Angel of Wisdom</i>
<b>Jehoel</b>	<i>Angel of Presence</i>	<b>Zuriel</b>	<i>Angel of Harmony</i>
<b>Jophiel</b>	<i>Angel of Enlightenment</i>		



## Angelic A.T. Field Powers

It is of no surprise that Angels can use A.T. Powers just like Evangelions, but Angels have a dominion of their A.T. Field that a pilot could only dream of ever gaining.

Angelic A.T. Powers work just like any other A.T. Power, they have an minimum ATS and they may be augmented as any other power would using ATP, but are forbidden from pilot use except for the rare occasion where one could gain access to them via the Mimic Field talent.

### Spread Patterns

#### **Angelic Field**

**Effect:** The most simple of the AT defenses, and one capable of shrugging off even a powerful attack, if not frequently. After damage for an attack has been rolled against you, but before Armor has been applied, you may spend 1 of your AT Potential to turn 5 of that damage into Soft Damage. If you spend enough ATP to render the entire attack as Soft Damage, no Hit Effect results. If you are unable to render the entire attack into Soft Damage, the attack resolves as normal but your ATP are not spent.

#### **Enhancement Field**

**Effect:** For every AT Potential spent, give a +10 bonus to Guard. Unlike most bonuses, Enhancement Field stacks up to an unlimited number.

#### **Dense Field**

**Effect:** For every AT Potential spent, gain +1 Armor against the current attack.

#### **Suppression Field**

**Effect:** For every AT Potential spent, reduce your Critical Momentum by 1 (to a minimum of 0) for the purpose of your next Hit Effect roll. This can only affect the Critical Momentum bonus itself, not the Hit Effect roll or any other modifiers.

#### **Anti-Thermal Field**

**Effect:** For every AT Potential spent, reduce the damage of an incoming Energy attack by 2, before Armor is applied.

#### **Anti-Kinetic Field**

**Effect:** For every AT Potential spent, reduce the damage of an incoming Kinetic attack by 2, before Armor is applied.



## Other Powers

### **Cross Blast**

**ATS Minimum:** 3

**Activation:** 2 Stamina

**Range:** 2

**Effect:** You may unleash a devastating blast of energy that forms a horizontal Christian cross on impact. This attack deals (1d10 + 3+ATS E) to a single target. In addition, it deals (1d6+ATS E) to all other enemies Engaged with the target. This attack deals Moderate Collateral, but does not count as an Area attack for the purpose of Umbilicals.

### **Compound Field**

**ATS Minimum:** 5

**Activation:** 2 Stamina

**Range:** Angelic Senses

**Effect:** Select any one Evangelion in range, its pilot must test Resolve at a -10 penalty. On a failure they take 1d10 Ego. In addition, the target must test Resolve again or any physical Drawbacks of the pilot now apply to the Evangelion as well for the rest of the encounter.

**Augmentation:** For every additional 4 AT Potential spent augmenting this power, inflict an additional -10 penalty to all Resolve tests made to resist this power (to a maximum of -30).

### **Gravity Bomb**

**ATS Minimum:** 4

**Activation:** 3 Stamina

**Range:** 1

**Effect:** Create a single point of super focused mass that works much like a black hole. This acts as an Infrequent(3) attack with Implosion that deals 2d10 KN damage, but on a Critical Hit any held equipment is destroyed. Should they survive, they must successfully Test Lift to climb out of the compacted rubble as a 2 Stamina action or otherwise free themselves.

### **Hyper Beam**

**ATS Minimum:** 4

**Activation:** 3 Stamina

**Range:** 3

**Effect:** Your A.T. Field generates a high power reaction at just enough output to outright ignore A.T. Fields. Test Eva Firearms when attacking with Hyper Beam as if it were a normal attack, it deals an amount of Physical or Energy damage (pick one) equal to the ATS of the user, and with the Breach(ATS) quality. When used against an active Barrier, the barrier is destroyed by the attack as if it had been dealt

sufficient damage, regardless of actual damage dealt by the power.

**Augmentation:** For every 1 AT Potential spent on this power (even those spent on other augmentations) it deals an additional 2 damage. If 2 or more ATP is spent in this manner, it gains the Anti-Armor quality. If 4 or more Potential is spent, it gains the Armor Piercing quality.

### **Inferno Beam**

**ATS Minimum:** 2

**Activation:** 2 Stamina

**Range:** 1

**Effect:** Resolve targets as if using a weapon with the Line quality, and set each hit target On Fire. This attack deals Moderate Collateral.

### **Kinetic Jolt**

**ATS Minimum:** 2

**Activation:** 3 Stamina

**Range:** 0

**Effect:** You violently lift or throw move any one target within range. You may move one target in a direction of your choice a distance equal to 1 Sector for every 3 ATS (minimum 1). They take damage equal to 1d6 + (2 for each Sector moved this way) KN. If their path takes them through the same Sector as an Evangelion or similarly sturdy block (such as a Barrier Plate), their movement stops there and they both take the damage, and they are required to Test Balance or fall Prone.

**Augmentation:** For every 3 ATP spent on this power, treat your effective ATS as +1.

### **Kinetic Reversal**

**ATS Minimum:** 4

**Activation:** 1 Stamina Reaction.

**Range:** Self

**Effect:** You reflect kinetic energy directed at you for a single attack. One Kinetic damage melee attack against you deals no damage, and the attacker must test Balance or fall prone. Likewise, a Kinetic Physical damage attack may be redirected by the Angel at a new target of their choice, rolling their own Eva Firearms for the attack at a -30 penalty.

### **Nightmare**

**ATS Minimum:** 4

**Activation:** 3 Stamina

**Range:** 4

**Effect:** A pilot's mind is flooded with visions of alien origin. A frightening visage that, for all we know, might just be a simple attempt to parley and introduce Angelic nature... yet proves to be more than the human mind can handle. The victim must test Bravery to resist Terror.

**Augmentation:** By spending 5 AT Potential on this power, it affects all enemies within a single Engagement.

### **Neurotic Surge**

**ATS Minimum:** 5

**Activation:** 2 Stamina

**Range:** Angelic Senses

**Effect:** Select any one Evangelion in range, its pilot must test Resolve. On a failure, the pilot must choose one of the following options:

One of their Mental Drawbacks that is normally episodic becomes active and prominent for the entire next week.

They gain 2d6+2 Stress.

### **Optical Camouflage**

**ATS Minimum:** 4

**Activation:** 3 Stamina

**Range:** Personal

**Effect:** The Angel hides itself using its AT Field, becoming effectively invisible for a short period of time.

Whenever the Angel moves while this power is in effect, it may test Sneak. On a success, the players have no idea where the Angel is and as such may not attack it directly until they have evidence of its location. The players may test Notice as a 1 Stamina action on their turn to attempt to figure out its location, use the AT Ping power to find it automatically, or use Area attacks to try and smoke out the Angel. If the Angel makes an attack against the players, or enters into an Engagement with an Evangelion, it is revealed and may be attacked.

Once its location is revealed, attacks against the Angel are at a -20 penalty for as long as this power is maintained, unless the attacking Eva has used the AT Ping power earlier this turn. If the Angel is hit by a Markerlight, the Angel may be attacked without penalty until it moves.

### **Oversynch**

**ATS Minimum:** 3

**Activation:** 2 Stamina

**Range:** 1

**Effect:** You create a feedback loop that disrupts a target Evangelion's Synchronization Ratio until it spirals out of control. Roll 1d6 per ATS. The targeted pilot increases their SR by that amount.

**Augmentation:** For every 2 Potential spent on this power, roll an additional 1d6.

### **Power Surge**

**ATS Minimum:** 3

**Activation:** 3 Stamina

**Range:** 1

**Effect:** By twisting thermodynamics locally, you reverse the transfer of energy and overload an Evangelion to strike it where the design is most defenseless. Any one target Evangelion takes a number of d6 worth of Energy damage to the body equal to the rounds of power they have remaining (to a maximum of 5d6). If plugged into an Umbilical, this results in 5d6 by default.

**Augmentation:** For every 3 Potential spent on this power, you may target another Evangelion beyond the first within range.

### **Reactive Displacement**

**ATS Minimum:** 4

**Activation:** 2 Stamina

**Range:** Angelic Senses

**Effect:** The Angel prepares a single use of a potent teleportation ability, triggered to go off when they are under threat. One time within the next 10 Intervals, when hit by an enemy attack (either melee or ranged) the Angel may choose one Eva within range and immediately swap places with them. In addition to the movement, the rest of the attack now resolves against the Eva that has replaced the Angel. In the case of a melee attack, the Angel cannot choose the opponent that is making the Melee attack in the first place to swap with.

### **Rising Cross**

**ATS Minimum:** 6

**Activation:** 3 Stamina

**Range:** Angelic Senses

**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 range requiring no Eva Firearms Test to hit, though they may attempt to Guard as

normal. This attack deals 2d6+ATS EN damage. This attack deals Moderate Collateral, and has the Infrequent(4) quality.

**Augmentation:** For every 2 AT Potential spent on this power, an additional Rising Cross may be fired, though it cannot be aimed at the same spot.

### Telekinesis

**ATS Minimum: 5**

**Activation:** 2 Stamina

**Range:** Angelic Senses

**Effect:** Choose one target within range. That Target is treated as if they had been hit by a weapon with the Tether quality, and are considered Helpless until the start of their next turn.

### Tracing Beam

**ATS Minimum: 4**

**Activation:** 3 Stamina

**Range:** 1

**Effect:** Fire a single, powerful beam of energy that cuts across an area in a sweeping arc. Roll Eva Firearms against a single target, dealing an amount of damage equal to 1d6 per ATS. Then roll another attack against a different Target within Range 1 of the first, dealing 1 less d6 of damage. This may be continued as many times as you can until you run out of d6 for the damage, but the same Eva may not be hit twice in the same Interval (though they may be targeted again by a subsequent attack if the first attack against them missed).





## Advanced Genesis: Puzzle Encounters

All Angels are unique creations to a certain extent, and the GM always has to consider what the impact of their cumulative abilities will be when putting one together. But some Angels require a more careful hand than others. Foremost among these is the so-called “Puzzle Angel”.

A Puzzle Angel refers to a specific form of encounter, where the Angel has an additional and optional layer of ability. One that has both a dedicated strength, as well as a conditional weakness. In short, this is not so much an enemy that is intended to be beaten by brute force as it is a puzzle that the players are meant to solve. This represents an intentional design choice on the part of the GM to shape the encounter, and any relevant abilities do not cost points. You are, in effect, disregarding normal Angel Generation values to take a more direct role in creating the encounter you want to run. Take care.

A Puzzle Angel is not a form of encounter that can just be thrown at the players without setup. If the players are unable to solve the puzzle, the fight will quickly turn into an exercise in frustration. But to have any hopes of solving the puzzle on their own, the players will need information. At the same time, how that information is passed to them is important. A puzzle whose solution is revealed at the very start of the fight is barely a puzzle at all, but the longer you put off the reveal the more players feel like their time was wasted. At the same time, while having members of the science team, the magi, or some other GM controlled source of information provide the solution, if the NPCs simply tell the players how to solve the puzzle straight out at any step of the battle, the players will feel like they have no agency. They never had a chance to solve this battle on their own, they were forced to wait until the GM finished his scripted events.

Finding the proper balance of all of these different factors can be challenging work.

### Puzzle Format

The basic format of a Puzzle Angel is as follows: they have some powerful abilities, either offensive or defensive in nature, such that defeating them in a head on attack is very difficult. At the same time, there is a specific trigger or condition that makes the Angel vulnerable in some way, such that exploiting this weakness will give the players their best chance at victory.

Including the weakness along is not enough, as players will always take the shortest path to their victory. If exploiting the solution is not as easy as making a bunch of normal attacks, and normal attacks are effective enough to defeat the Angel on their own, then you can expect most players to simply ignore the puzzle nature of the Angel and brute force their way to victory.

### Puzzle by Tactic

In general, each Tactic in Angel creation can have its own strengths increased to the levels needed for a Puzzle encounter.

**Assault:** An Assault Puzzle Angel seeks to prove that the best defense is a great offense. This usually takes the form of some kind of attack that is too powerful to handle, where the name of the game is figuring out how to defeat the enemy without letting them get a shot at you in return. The Ramiel fight from the series makes a good example of this, combining a dangerous attack with a large zone of area denial, the pilots were forced to resort to a high powered weapon with which to attack it from a safe distance or risk annihilation.

**Defense:** A Defense Puzzle Angel is by far the easiest form of puzzle to construct, as it is in the nature of a Defense Angel to be hard to kill. Most Defense Puzzles simply give the Angel an ultra-effective form of defense that can only be bypassed under the right conditions, leaving all other forms of attack ineffective. A good example of this would be the Israfel fight, which could only be beaten with perfect coordination in attacks.

**Maneuver:** A Maneuver Puzzle Angel can use either its mobility or its peculiar adaptations to thwart the players. This can be either a very mobile Angel that is hard to pin down and contain (such as a flying or teleporting Angel) or an Angel that is designed to operate and thrive in environments where the players are not accustomed to (such as underwater, or in space). In any case, the best hope of the players is to find some way to force the Angel out of its comfort zone and into a battlefield more in their favor. But how?

**Angelspawn:** Good Angelspawn Puzzles include overwhelming the players with minions until they can find some way to stem the flow and turn the battle in their favor, or hiding the weak spot of the Angel among the many identical-looking smaller Angelspawn scuttling around.



**Subversion:** Subversion puzzles can revolve around the Angel stealing Nerv resources or abilities to either make itself stronger or weaken the players. A clever Subversion puzzle might be solved by using the Angel’s appropriation of Nerv tools against it, such as with a clever booby trap.

**Contact:** Contact Puzzle Angels are one of the trickier forms of puzzle for a player to attempt to solve. On the one hand, the means of delivering information to the players is obvious, but against a contact Angel you can never be entirely sure about what you think you are seeing. Contact Angels might create puzzles based around limiting the actions or abilities of the pilot themselves through direct mental attacks, or by altering their perceptions of events until the puzzle becomes trying to figure out what is real and what is illusion.

**Cheat:** Cheating Angels, due to their focus on the AT Field, are the most varied and complex form of Puzzle Angel. Or rather, they can be. Due to the flexible nature and ability of the AT Field, basically any situation, no matter how outlandish, can be attributed to a strong enough AT Field. As such a Cheating Angel’s Puzzle can be truly weird indeed, such as altering the rules of time and space, blatantly changing the law of physics (or even the rules of the game) or basically anything else that the GM can conceive of. The AT Field is a means, not an end, so get creative!

## Solving the Puzzle

This is the part of a Puzzle Encounter that takes the most finesse on the part of the GM. Puzzle abilities cannot simply be added to an Angel during its creation, they must be handled with care for as long as the Angel is alive.

Every Puzzle should, as a rule, involve making the Angel harder to defeat. This could be because of some potent defensive ability, tactical advantage, or information that has been withheld from the players. In order to “solve” the puzzle, the players need to find a way to neutralize this ability/tactic, or force the Angel to reveal the information that is holding them back.

For some puzzle abilities, how this will be neutralized is obvious or central to the concept. For others, it may be less intuitive to see how that ability might be neutralized. Struggling GMs might want to consider one of the following “Solutions”, to see if they might provide a reasonable explanation for the Angel losing its advantage.

### Example Solutions

Name	Descriptions
Hydrotoxic	The Angel has a vulnerability to large quantities of water, affecting either individual splashed limbs or the whole body if submerged.
Flammable	The Angel has a vulnerability to fire, suffering the normal effect of being On Fire as well as triggering its weakness.
Blind Spot	The Angel has one or more ranges or locations at which it is entirely unable to detect enemies, preventing it from attacking them.
Conductive	The Angel is vulnerable to high powered electrical shocks, trigger able by Superconductive weapons or even stabling them with an umbilical plug.
Need for Speed	Obviously more appropriate for mobility-based advantages, this Angel is at extra disadvantage whenever it is rendered Immobile.
Field Based	The Angel requires its AT Field to function at full capacity, such that it loses many of its abilities for as long as it is Neutralized and at 0 Potential.
Eureka!	The Angel’s vulnerability can be exploited by some specific application of a particular skill.
Field Dependent	The Angel requires its AT Field to exist at all. The Angel suffers physical harm of some kind when deprived of its AT Field, either when being Neutralized or when deprived of AT Potential.
Over-adaptation	The Angel is designed to function in a specific environment (such as underwater, in space, in in lava) to the exclusion of all others. If removed from this preferred environment, its effectiveness drops significantly.
Costly Use	There exists one or more actions that leave the Angel vulnerable in some way whenever they are used, leaving either a temporary window or causing lasting harm.

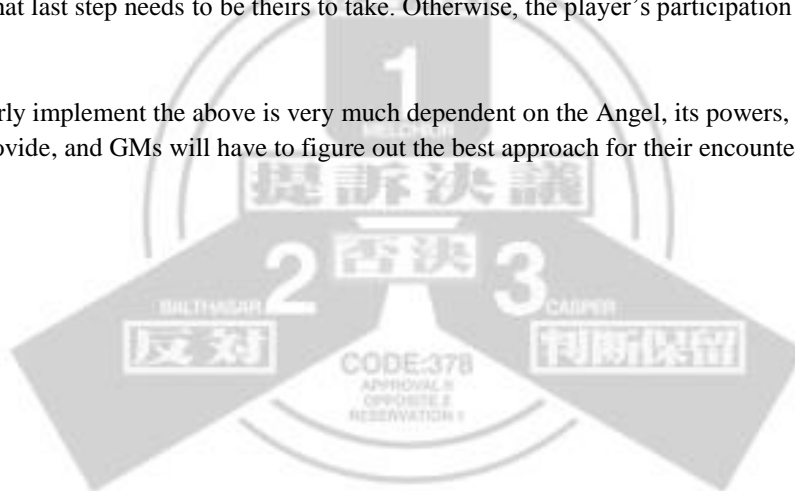


The two most important elements to keep in mind regarding the Solution to your Puzzle is Agency and Reveal.

**Agency** refers to the ability of the players to actually implement that solution. While in an Eva, their options are remarkably limited. They can take some advantage of the surrounding environment, but they cannot change it. For example, if an Angel is vulnerable to seawater, and the fight does not take place near the sea, the player's ability to do anything with that is pretty much nothing. At the same time, the NPCs have the ability to make more complex solutions come up, but that takes agency out of the players' hands. You could bring in some planes with tanks full of seawater to spray down the Angel and trigger its weakness, but the Players did not have anything to do with that. In effect you created a puzzle, put it in front of the players, and then solved it for them while they watched. Make sure that your players have something important to do in regards to helping solve the puzzle, even if they need NPC help to do it.

**Reveal** refers to how the information about the puzzle is conveyed to the Players. Nothing is as frustrating as a puzzle without a solution, but you cannot even be certain that the players will know that the puzzle exists at all without your telling them so. After all, the players will likely assume they are fighting a normal Angel until they have reason to believe otherwise, and without some warning they will understandably assume that conventional tactics are how they are supposed to beat the fight. Once the players know that there is a puzzle to be solved, you then have to find ways to provide them with the hints they need to find the answer. The Angel's reactions to certain stimuli is probably the best course of action here, as while the Magi and NPCs can provide detail, they risk providing too much if relied upon. The more information that an NPC relays to the players about how to solve a puzzle, the more it is like that NPC having solved the puzzle for you. You can provide the players with 9 out of 10 steps towards the finish line, but that last step needs to be theirs to take. Otherwise, the player's participation in the puzzle was almost nothing.

Unfortunately, how to properly implement the above is very much dependent on the Angel, its powers, and the situation overall. Specific advice is hard to provide, and GMs will have to figure out the best approach for their encounter on their own.



## Result

Once the players have recognized the nature of the puzzle, discerned its solution, and implemented that solution, they should be rewarded for their efforts. This puzzle was the crux of the encounter, and now that it has been solved the fight should become dramatically easier and preferably draw towards a speedy conclusion.

There is more than one way for the aftermath of the solution to play out. The obvious one is for the advantage that the Angel had been relying upon to survive is now completely negated, and in fact they may even have an additional relevant penalty of some kind on top of that (such as an Angel based on unique and tricky AT powers not only losing those powers, but suffering a large penalty to their ATS as well). They might, instead, keep their particular advantage, but instead acquire a new weakness so overwhelming that the previous advantage is no longer enough to save the Angel (such as an enemy with a powerful defense keeping that defense against most attacks, but taking a massive amount of damage that none of its powers block from a single unique source relevant to its Solution).

If GMs wish to make the Angel especially weak after their Solution has been taken advantage of, consider making them Helpless, or increasing their Critical Momentum, in order to speed the battle along in the favor of the players.

Potential Results that GMs might find useful include:

### Example Results

Name	Effect
Helpless	The Angel becomes Helpless
Quick Finish	The Critical Moment of the Angel gains +3, or doubles, whichever would result in a higher Critical Momentum.
Blinded	The Angel becomes Blind.
Field Collapse	The Angel loses its AT Field entirely.
Power Blank	The Angel becomes unable to use one or more AT Powers.
Impotent	The Angel loses the ability to use one or more of its Attacks.
Dull Reaction	The Angel loses the ability to make Attacks of Opportunity.
Negation	The Angel loses one or more Traits (be they Defensive, Maneuver, Core...)
For Massive Damage	The Angel takes an automatic Critical Hit, ignoring all defenses.
Ability Drain	The Angel lowers one of its score (Strength, Speed, Toughness...) for the remainder of the fight.
Panic!	The Angel rolls and suffers a result from the Terror condition.

## Coherency

Last, but not least, GMs should make sure that their puzzle is coherent. Even if the AT Field is the explanation for how a given effect is generated, there should be some clear sort of In Character logic to the progression of Puzzle to Solution to Result. Seemingly random combinations will not only come off as very strange or poorly thought out, but without a clear logical chain for the players to follow, they will have great difficulty solving your Puzzle. If being exposed to seawater makes the Angel unable to attack, there should be some apparent reason for this. Even if that reason needs to be relayed to the player by the science team, and involved more than a little technobabble.

## Example Puzzles

### Dreamscape

**Advantage:** Once the players engage the Angel, the world around them seems to shift into a surreal, alternate landscape. This ever-shifting illusion is not real, but it is the only way they can perceive the battle that is actually happening. In this illusion, it quickly becomes impossible to tell friend from foe.

At the start of every round, the Angel may choose one player. Until the end of that round, all attacks aimed against the “Angel” in the illusion instead target that player. The details of the illusion, as well as appearance, distance and position, shift in such a way that it becomes impossible to tell who was the one that really attacked you. Even radio communication between pilots is unreliable.

**Solution:** On their turn, each player may attempt to test Symbolism or Inference to interpret the illusion around them and figure out which one of their targets is the real Angel for a single attack. If they succeed on this for 2 or more turns in a row, they may test Resolve on their turn to break out of the illusion, no longer at risk of attacking fellow players. Others players still under the illusion may still be tricked into attacking them, though, and the Angel will likely prioritize players that have escaped the illusion as targets.

**Result:** Once a player has escaped from the illusion through Resolve, their perceptions are no longer warped and they may now fight the Angel directly.

### Radio Tap

**Advantage:** The Angel is constantly monitoring Nerv’s radio communications, using that information against it. The Angel is totally immune to Precision Targeting and Tank Barrage Nerv resources abilities, and likewise may choose to jam and prevent the first use of any of the following abilities every round: Remote Care, Cut Synch, Supply Truck, Eject Plug, or Barrier Plate.

**Solution:** Every time that a Nerv Resources ability is used, regardless of whether or not it has an effect upon the Angel, the Angel takes a -10 penalty to all rolls for 1 round from the distracting radio chatter. Unlike normal, this penalty can stack with itself an unlimited number of times.

**Result:** Once the players have determined the solution, the vast majority of their Nerv Resources can be spent to penalize it. In addition, if no more Nerv Resources uses are available, players may instead choose to simply spend 1 Stamina yelling into their radio to achieve a similar effect upon the angel.

### Zap!

**Advantage:** At the start of its turn every initiative round, the Angel discharges energy at all targets within range in the form of a powerful lightning attack. All Evas within Angelic Senses range of the Angel take 2d6 soft damage. While unable to kill an Eva on its own, this attack does raise Critical Momentum for all Evas within range at a steady rate, making them more vulnerable to direct attacks by the Angel on its turn.

**Solution:** The Angel can only fire this burst of energy under certain conditions., based on the electric nature of the attack. Lifting it off of the ground will prevent the Angel from firing, as will them standing in a body of water of significant size. Similarly, the vast energy of the blast can be used to some positive effect: Evangelions currently unplugged from their Umbilical take only half damage from this attack, and regain 1 lost round of operation time (up to their maximum) when hit by the shock attack as their battery absorbs the energy.

**Result:** Once the players have determined any of the above solutions, they can easily lessen the effect by willfully unplugging in close range of the Angel, or neutralize the attack entirely through taking advantage of positioning or the surrounding environment.

### Extreme Targeting

**Advantage:** The Angel has a potent combination of Attacks of Opportunity. If an Eva takes no Movement action on its turn, it provokes an Attack of Opportunity. At the same time, if an Eva moves more than 1 Sector on its turn, it also provokes an Attack of Opportunity.

**Solution:** The Angel is considered to be Blind against any target that did not provoke an Attack of Opportunity on their previous turn.

**Result:** Once the safe zone in the Angel’s awareness has been identified, it becomes easy to hide within it so long as the players remain patient. When Blinded to them, the Eva’s have the advantage in the fight, even if it does mean moving at a crawl to avoid being blasted.





## On TV

**Advantage:** The Angel has absorbed a large collection of user electronics, using that to build or supplement its body as materials. As such, its surface is covered with a collection of assorted hardware including phones, computer monitors and old TVs. All of these screens are on and displaying images which shift and vary based on proximity and location.

Each body location of the Angel is tuned to a specific body location of a specific Evangelion, rolled randomly at the start of the fight. Whenever any attack hits the Angel, the damage is instead imposed upon the corresponding Eva location tuned to that part of the Angel that has been hit. It is impossible to hurt the Angel by attacking it directly, doing so will only hurt one of the Evas. This should constitute the primary source of damage dealing for the Angel, lacking any strong attack on its own.

For example, the head of the Angel may be tuned to show pictures of the left leg of Unit 03. Whenever the head would take damage, the left leg of Unit 03 is hurt instead. Meanwhile, the right arm of the Angel is tuned to the Body of Unit 01, and so forth for all of the Angel's body location, even the Core.

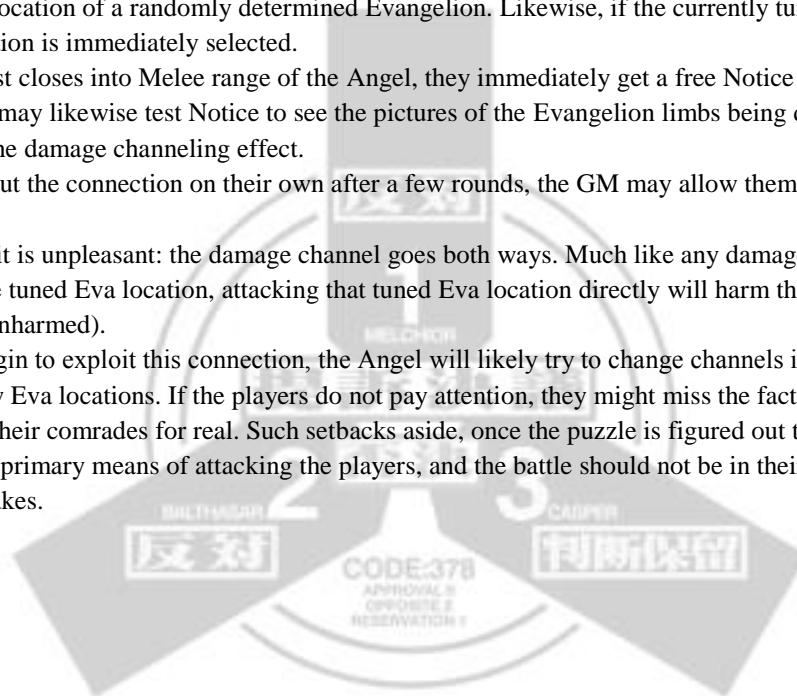
The Angel may, as a 2 Stamina action, "change the channel" of a single one of its body locations, instead tuning it to another randomly determined body location of a randomly determined Evangelion. Likewise, if the currently tuned-to Eva body location is destroyed, a new target location is immediately selected.

**Solution:** When any Eva first closes into Melee range of the Angel, they immediately get a free Notice test to see what is being displayed on the TVs. They may likewise test Notice to see the pictures of the Evangelion limbs being displayed on the Angel whenever they first trigger the damage channeling effect.

If the players do not figure out the connection on their own after a few rounds, the GM may allow them to test Inference to realize the connection.

The solution is as simple as it is unpleasant: the damage channel goes both ways. Much like any damage done directly to the Angel will be applied instead to the tuned Eva location, attacking that tuned Eva location directly will harm the connected Angel body part (leaving the Eva itself unharmed).

**Result:** Once the players begin to exploit this connection, the Angel will likely try to change channels in order to shift its vulnerable body parts to new Eva locations. If the players do not pay attention, they might miss the fact that the Angel has done so and end up shooting one of their comrades for real. Such setbacks aside, once the puzzle is figured out the Angel loses its invulnerability as well as its primary means of attacking the players, and the battle should not be in their favor so long as they do not make any grievous mistakes.





## -Glossary of Terms-

**A<sup>10</sup> Nerv Clips:** The A10 Nerve clips are brain-computer interface devices worn by Eva pilots on their heads which aid in synchronization with the Evas. The Evangelion are controlled mainly by linking with the cranial Nerves of the pilot. Of these, the most important is this A<sup>10</sup> Nerve. ... It is associated with higher order brain functions such as memory, cognizance and the execution of movement, and with emotions such as anxiety, fear, happiness and pleasure.

**Adam:** The human-given designation of the first Seed of Life to land on Earth. Adam is the progenitor of all Angels, and in the series was responsible for the Second Impact. Adam's purpose is to reshape the Earth and populate it with Angels. This is what he was made to do, and the fact that humanity would be annihilated in the process is inconsequential.

**Angel:** A large and powerful monster, Angels are the creations of Adam. Each Angel possesses a powerful AT Field which it uses as defense, tool, and shield. Angels generally seek the revival of Adam, which would result in the annihilation of all life as we know. Most Angels possess a red spherical core which serves as it's single vital organ. Angels have total control over their physical form through their AT Field, and given time can repair themselves or adapt their bodies so long as their core is intact. Angels are powerful, but thankfully seem to be not especially bright, though they do evolve their tactics over time.

**Anti-AT Field:** Despite its name, the Anti-AT Field is not the opposite of an AT Field. Rather, it is an Absolute Territory Field of such incredible power that it is inherently harmful to other AT Fields within its area of effect. Even an Angel's or Evangelion's AT Field offers little protection, and mere humans find their Ego Barriers ripped to shreds by even brief exposure. Anti-AT Fields are, generally, the domain of the Seeds of Life, though certain powerful Angels can make use of a limited version of them.

**Assets:** Assets are positive traits that may only be selected at Character Creation. Each Asset must be purchased using Depth, which can only be gained by taking Drawbacks.

**AT Field:** The Absolute Territory Field (AT Field for short) is the space generated around an Angel in which it is physically possible for the Angel to exist. Within this space, the Angel is capable of altering or ignoring various laws of physics, giving them ultimate control of their powers and form. Conventional weapons, and even weapons of mass destruction, are powerless against an AT Field. The only effective weapon against an AT Field is another AT Field. Humans also have AT Fields, but they are incredibly weak, and manifest in the form of the Ego Barrier.

**ATP:** Absolute Territory Potential (ATP) is a resource that can be spent by those with an active AT Field to fuel Spread Patterns or Augment AT Powers. Potential is regained at a rate of 2 per round unless stated otherwise. The exact amount of AT Potential available to players is based on their Synch Ratio.

**AT Power:** An AT Power is a specific use of an AT Field available to a player or enemy with defined mechanics. Each AT Power has an action cost that it takes to activate the power, as well as a Minimum ATS required to use the power. Often, the effectiveness of the power can be increased by investing ATP.


**ATS:** Absolute Territory Strength (ATS) is the metric by which the power of an AT Field is judged. The ATS of the AT Field determines what AT Powers can be used, as well as the effectiveness of many AT Powers and how much those Powers can be Augmented with AT Potential.

**Bakelite:** A fast-setting red-colored phenol resin, which after being released in liquid form will quickly harden. Similar to very quickly drying, extremely hard concrete (but made of essentially plastics), Bakelite is set to be deployed inside of Nerv HQ in the event that an Evangelion loses control and needs to be quickly restrained. Also, part of Nerv HQ's defensive system includes the capacity to flood presumably most or possibly all access corridors with Bakelite, as a means of cutting off enemy approach.

**Base of Operations:** The central location of your campaign, where the Evangelions are stored and maintained. Often, this is Nerv HQ, and makes use of the Geofront. While known as a base, it is common practice to have the campaign be set in a fortress city, blending advanced defensive structures with metropolitan infrastructure.

**Berserk:** The Berserk State is when an Evangelion has temporarily escaped the control of Nerv's restraining measures, and is now somewhat awake. In this state, the Evangelion moves and acts of its own will, without regard to power or risk. Given the circumstances of their awakening, the berserk Evangelion is often incredibly violent, and mercilessly destroys all threats it can reach.

**Black Moon:** The enormous black hollow sphere that forms the vessel used by Lilith. Originally, the Black Moon was created by the First Ancestral Race to carry Lilith to her own world to rule, but somehow it crashed into the Earth instead. It is likely that the Black Moon forms the structure coopted by humanity as the Geofront.



**Collateral Damage:** Collateral Damage represents extensive harm to the city, repairs needed to the Evangelion, or other huge sinks of money that cut into Nerv's budget based on the results of a battle. The more Collateral Damage is incurred, more effect that battle has on the surrounding area (and the more likely it is that negative repercussions will result for Nerv).

**Core:** Cores are red, spherical components that define Angel physiology. In a very real sense, the Core is the Angel. Every other part of the Angel is secondary, a sort of shell built around the Core so that the Core has something to control. So long as the Core is intact, the Angel is alive. Only by destroying the Core can an Angel be killed. Evangelions are also shown to possess Cores.

**Depth:** Depth is a form of character creation currency that is gained by taking Drawbacks and spent to purchase Assets. Any Depth that is not spent at character creation is lost.

**Drawbacks:** Drawbacks are negative traits taken by players to gain Depth that they may spend on Assets. Each character must have at least 5 Depth worth of Drawbacks, but they may choose to have up to 15 Depth instead. Drawbacks may be taken beyond 15 Depth, but the player will not be awarded more than 15 Depth regardless of number of Drawbacks taken.

**Dummy Plug:** A Dummy Plug is a special form of Entry Plug that has an onboard autopilot system. It is heavily implied that this autopilot involves the use of clone bodies for synchronization. Dummy Plugs tend to use simple and brutal tactics, and might be mistaken by an observer as an Evangelion having gone Berserk. However, the Evangelion is still very much under Nerv's control, even if the same cannot be said for the Pilot.

**Ego Barrier:** The manifestation of a human's AT Field. Unlike the powerful AT Field of Angels, the Ego Barrier only exists to keep humans as a coherent organism. Without it, humans would dissolve into LCL. In theory, all Lilith based life also has its own form of Ego Barrier.

**Evangelion:** A machine built by humanity to fight Angels. Evangelions are grown from a mixture of human and Angel DNA, lobotomized, implanted with cybernetics, and covered in restraining armor. Evangelions have AT Fields like that of an Angel, but have much less control over their physical form than an equivalent Angel would.

**E-Scale:** Evangelion Scale, or the scale of play in which Evangelions or similarly sized creatures may participate.

**Entry Plug:** The control module for an Evangelion, the Entry plug contains the pilot, and may be ejected in case of emergency. During activation, the Entry Plug floods with LCL to promote neuroconnectivity.

**Strain:** Strain is the impact of pain on the pilot, usually caused when the pilot of an Evangelion feels the pain of the Evangelion he is piloting. If an Evangelion had its arm broken, the pilot would feel their own arm break, though their arm would in fact be fine. The intensity of the sensations from this feedback increases as Synch Ratio does, to the point that at especially high Synchronization Ratios, it is possible to experience sympathetic wounds.

**Strain Threshold:** The tolerance of the Eva Pilot to pain, usually pain caused by feedback from the Evangelion itself when it becomes injured.


**First Ancestral Race:** The name given to the unknown creators of the Seeds of Life. Basically nothing is known about them other than that they are very old, and created the Seeds of Life to populate planets across the Galaxy. Given the abilities of the Seeds of Life, it can be presumed that the FAR, if they still exist, are enormously powerful to the point that even Godlike would be an understatement.

**First Impact:** The first instance of Seed of Life activity on Earth, referring to the landing of Adam and or Lilith. First Impact ended with both Adam and Lilith going dormant, but it is unknown what else happened before that occurred.

**Lance of Longinus:** A red bident that takes the form of a spear, the Lance is an enormously powerful tool designed for use by a Seed of Life to assist in them reshaping entire planets. The full capabilities of the Lance are unknown, though it can be used as a crude but effective weapon that can punch through any AT Field. It is unclear whether the Lance belonged to Adam or Lilith, or if they both had Lances and only one has since been recovered.

**LCL:** LCL (or "link connect liquid") is a yellow-tinted, translucent liquid used to mentally link a pilot with the Evangelion and supply oxygen directly to the lungs when breathed. Its properties can be altered when it is electrically charged, including turning the liquid colorless. It may also serve a role in protecting a pilot from mental attacks and physical shocks.

**Lilith:** The human-given designation of the second Seed of Life to land on Earth. Lilith is the progenitor of all life as we know it (aside from the Angels), though we may have been an accident resulting from the First Impact. Lilith's purpose is to reshape the Earth and populate it with Lilim. It is unknown if humanity count as true Lilim in her eyes. If not, she is as much our enemy as Adam is.



**Lilim:** Creations of Lilith. Technically humanity, and all other life on earth, counts as Lilim. But it is unknown whether we are what Lilith intended to make (True Lilim).

**Magi Supercomputer:** The Magi System is a trio of 7<sup>th</sup> generation organic supercomputers designed using the Personality Transplant Operating System. At the heart of each machine is a vat grown brain wired into the rest of the computer, combining the mechanical efficiency of electronic computing with the abstract thought capability of the human brain. Each machine is designed to approach all problems from a particular point of view, and the 3 machines work to reach a consensus on the best approach to complex problems. The Magi are very powerful, but equally expensive. As such, they are generally only used by major Nerv Branches, or UN facilities of equal importance.

**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.

**Nerv Commander:** The ultimate power within Nerv, reporting only to the UN Oversight committee. The Nerv Commander is politically one of the single most powerful people on Earth, and may very well have his own agenda

**N2 Mine:** A powerful post-atomic weapon of mass destruction, the N2 “Non-Nuclear”. Using a small quantity of antimatter, the N2 Mine is capable of delivering explosive power rivaling that of a hydrogen bomb, but without lingering harmful radiation. N2 Mines are semi-effective against Angels, but even these powerful weapons cannot be relied upon to finish the job.

**Operations Director:** The Nerv Director of Operations is the senior officer directly in command of the Evangelion Pilots, both in and out of combat. They plan and oversee each major operation and battle, as well as maintain responsibility for the safety and living situation of the pilots out of combat. Given the young age of most pilots, and the general absence of family members, it is not uncommon for the Operations Director to serve as their legal guardian.

**P-Scale:** Personal Scale, or the scale of play where individual humans may participate.

**Pilot:** The term used to refer to those who control an Evangelion.

**Plug Suit:** A specialized plastic bodysuit designed to facilitate synchronization with the Evangelion and monitor the pilot's vital functions. Plugsuits can also be equipped with specialty systems, such as life support, armor, or onboard medical systems like a defibrillator.

**S2 Organ:** The Super-Solenoid (S2) Organ is a part of the Angel's anatomy that provides the Angel with “unlimited power”. What exactly this means is up to interpretation, but Evangelions have specifically been designed to not include an S2 Organ. What happens if an Evangelion acquires one is anyone's guess.

**Second Impact:** The awakening, and subsequent explosion, of Adam 15 years ago that destroyed the continent of Antarctica and set off a chain reaction of geological and political unrest that, all told, killed roughly half of the human population of Earth at the time. The Second Impact devastated nearly every nation on Earth, and resulted in the rise of the United Nations as a global authority to step in and end the chaos.

**Seed of Life:** The classification of being that Adam and Lilith belong to. Seeds of Life were created by the First Ancestral Race to land on a planet, reshape it to their specifications using a massive Anti-AT Field, and populate it with a unique form of life. At least 2 forms of Seeds of Life exist, as evidenced by Adam and Lilith, but there are just as likely to be more varieties of Seeds of Life that we have simply never seen.

**Seele:** The shadowy global organization that discovered the secret Dead Sea Scrolls detailing the origins of life on this planet. Seele orchestrated the Second Impact, and has manipulated global events and Nerv itself to lead up to a Third Impact of their own design: Human Instrumentality. Opposing Seele is difficult, as first you must discover that they exist...

**Section-2:** Section-2 (or Sec2 for short) is the internal intelligence division of Nerv: a CIA like organization of black suited agents tasked with whatever the Nerv Commander sees fit. Protecting the pilots and routing out espionage are only some of their responsibilities.

**Spread Pattern:** A use of the AT Field (often defensive in nature) that requires an expenditure of AT Potential to use, but costs no Stamina. Spread Patterns can be used even when it is not your turn, and multiple Spread Patterns can be used in response to the same attack so long as the AT Potential cost is paid for each of them.

**Synch Ratio (SR):** A Personal Score only relevant to Evangelion pilots, which determines the strength of their connection with the Eva they control. Low Synchronization can result in sluggish movement, or inability to act at all. High Synchronization gives



the pilot superhuman control over their Evangelion, but is harmful to the psyche and ego barrier of the pilot. Synch Ratio also determines the strength of the AT Field they can cause the Evangelion to spread.

**Third Impact:** A post-Second Impact event involving the awakening or exploitation of a Seed of Life. What exactly this involves or results in depends on your campaign, but it is an event of incredible significance that is often reserved for the endgame scenario.

**Umbilical Cable:** A massive power cable that runs between the Evangelion and a nearby support structure. Without it, the Evangelion is forced to rely on internal battery power, which runs out after 5 minutes or 3 rounds (depending on whether you are acting narratively or are in combat).

**White Moon:** The enormous white hollow sphere that forms the vessel used by Adam. Originally, the White Moon was created by the First Ancestral Race to carry Adam to Earth. In the series, the White Moon was destroyed during the Second Impact explosion.

