Adeptus Evangelion – Borderline Edition
v1.2 PROVISIONAL TYPE

Forward

This is not an 'official' Adeptus Evangelion release as far as the word can be taken. It is composed entirely of work done by official members of the official Dev team, but is not endorsed by the intellectual property owner in any way. The work you see here is entirely separate of that of 2.5, and was developed entirely off of the leaked Master Edition as a base. Any similarities to 2.5 are either cases of material being taken from this scrapped edition or purely coincidental design.

Credit goes to:
- BlackMesaJanitor for Adeptus Evangelion as a whole
- The various devs who were responsible for whatever Master Edition material remains (who's names I am not privy to)
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Version History

v1.0 – Initial playable release, 11/20/2011
v1.1 – Full player version release, 12/26/2011
v1.2 – We Finally Updated release, 12/31/2013

Resources

A collection of resources for use with this edition has been collected in the document located at
http://tinyurl.com/AdEvaBorderline

As well, we have set up an IRC channel for discussing Borderline Edition with others and with the developers, which can be found at #AdEvaBorderline on irc.rizon.net

Errata, Reminders, and Concepts

Adeptus Evangelion – Borderline Edition assumes that the latest version of the Dark Heresy errata is in use by default in its entirety. A link to the errata can be found [here](#).

In addition, there are several concepts used in this edition that are not found in Dark Heresy by default. Some of the more important ones are as follows:

- ***Conditional Fate Points*** – A few Talents, Assets, or other effects grant the use of conditional Fate Points – Fate Points that may only be used under specific circumstances. They may be spent for anything a Fate Point can normally be spent on (as long as the conditions are met), but may never be Burnt for any reason. Whenever you spend a conditional Fate Point, you must announce that you are using it in advance, otherwise a normal Fate Point is spent.
- ***Increases and Decreases vs Bonuses and Penalties*** – Just like in normal Dark Heresy, Adeptus Evangelion limits bonuses and penalties to a maximum of 60 each. Unlike Dark Heresy, there are several ways to modify a character's Characteristics beyond just bonuses and penalties, such as Synch Disruption, Entry Plugs, and Berserking. For the purpose of this game, the words bonus and penalty are used for modifiers that the +60/-60 limit applies to, and are usually temporary, while increases and decreases are not affected by the cap. All Talents and combat modifiers from Dark Heresy are considered to be bonuses or penalties for the purpose of this game
- ***Replacing Characteristics*** – In Adeptus Evangelion, several Talents and other effects allow you to replace one Characteristic with another for the purpose of a Test, or to use a Skill Test instead of another Test. All bonuses and penalties that would apply to the original Test still apply, but any increases or decreases to the original Characteristic do not. No matter what Characteristic or Skill is Tested in the end, the Test is still the original type – a ranged attack using Weapon Skill is still a ranged attack and not a melee one, and an Awareness Test that uses Synch Ratio still benefits from Awareness Training and Mastery.
- ***Rounding*** – Unless specifically noted otherwise, whenever an effect would have you take a fraction of a number, round down.
- ***Rerolls*** – Unless specifically noted otherwise, you may only reroll any one Test once, no matter what the source of the reroll is.
- ***Evangelion Fate*** – While piloting an Evangelion, it is in most cases considered to be the same character as the pilot. Pilots may use Fate freely while in Evangelion as though the Evangelion were their character, including rerolling failed tests the Evangelion makes, healing wounds to the Evangelion, and recovering from the Evangelion's Stun. If both the Evangelion and the pilot would be Stunned at the same time, a single Fate point may be spent to remove the Stun from both of them.

Chapter One: Character Creation

In Adeptus Evangelion, you take the role of one of the few Pilots of the monstrous Evangelion war machines. Given the nature of the battle system described later, it is important for GMs and players alike to note that this system plays best with a number of pilots between 2-4 and a single Operations Director. While number of total players is rarely an obstacle in regular gameplay, combat functions most smoothly with no more than 3 Evangelions fighting at the same time.

When creating a character, first choose a Background and a Career. Unlike in Dark Heresy, however, players roll 2d10 eleven times, dropping the lowest result, and then assign these scores to the ten characteristics as they see fit, adding 20 to each one along with any further modifiers given by your Background.

Alternately, the GM may choose to use a point buy system. Each character starts with a 22 in each Characteristic, 1 Wound, and 2 Fate Points, and have 120 points to spend. Characteristics and Wounds may be increased by 1 for 1 point each, up to a maximum of 40 for any Characteristic and 5 for Wounds. A third Fate Point costs 18 points for a Neospartan, 16 points for a Prodigy, 20 points for a Manufactured, and 14 points for a Survivor. After spending your points, add the modifiers to Characteristics and Wounds based on your character's Background.

All pilots, regardless of career or background, begin play with 400 XP and the following Skills, Talents, and possessions, unless otherwise noted:

- **Skills**: Awareness (Per), Dodge (Agi), Literacy (Int), Speak Language [English] (Int), either Speak Language [Any] (Int) OR Common Lore [Any] (Int).
- **Talents**: A.T. Power (Deflective Field), A.T. Power (Neutralize), Skill Proficiency x 2, Basic Weapon Training (All), Heavy Weapon Training (All), Melee Weapon Training, Pistol Weapon Training (All).
- **Gear**: Plugsuit, Nerv ID.

Backgrounds

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

Backgrounds	
Neospartan	Neospartans have been trained in combat and piloting since a very young age, taking the time to learn to use a large number of weapons. They are defined by their roles as warriors and pilots. There is nothing else for them.
Prodigy	Prodigies are pilots that have only recently been tapped. They lack the extensive training of most other pilots, but maintain a synch ratio well above normal.
Manufactured	A genetic experiment specifically designed to pilot an Evangelion. While often suffering from various disorders, they can synchronize and pilot effectively while being easily replaced.
Survivor	Not everyone grew up on a military base or in a rebuilt city. Some people had to live and survive in the ruins of civilization.

Neospartan

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

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

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

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

 In preparation for the oncoming war, children were selected to be trained up into the future saviors of humanity. A Neospartan is one of those children; a child whose life has been orchestrated to prepare them for that future role. Simulations, tactical training, physical conditioning, and extreme mental stress have come together to create superior pilots and fighters in virtually all forms.

Neospartan Skills
Used to military life and recognizing their own importance on the battlefield, Neospartans have Proficiency in Command and Scholastic Lore (Tactics).

Neospartan Characteristics
Neospartans have +5 Weapon Skill, +5 Ballistic Skill, +5 Toughness, and -5 Fellowship.

Starting Wounds
Neospartans start with a number of Wounds equal to 1d5 + 8 + the character's Toughness Bonus.

Fate Points
Roll a 1d10 to determine starting Fate Points. On a 1-8, the character has 2 Fate Points. On a 9-10, they have 3 Fate Points.

Neospartan traits
Each Neospartan chooses four traits from the following list, two of which are positive and two of which are negative.

Positive Traits:

Trained for War
After years spent with a gun gripped tightly in their hands, Neospartans have gained a preternatural connection with the modern implements of death. You gain a +2 bonus to Breach with any weapon.

By The Books
Clocking in thousands of hours in the simulator against Angelic templates grants Neospartans an edge on finding where and when to strike. Whenever you would spend a Fate Point to reroll a failed Weapon Skill or Ballistic Skill Test, and the new result is still a failure, you regain the spent Fate Point.

Loyalist
You have been trained and prepared for some of the greatest mental stress the human body can take and live. You may spend a Fate Point to take any status effect measured in rounds applied to you or your Evangelion and reduce its duration by a number of rounds equal to your Willpower Bonus or the Operation Director's Fellowship Bonus, to a minimum of 0 rounds.

Reputation
The Neospartan, having been raised and trained by Nerv, has a lot of history with the people that work there. You gain the Good Reputation (Nerv) Talent.

Weapons Master:
Once per session, you may reroll all the dice for Damage for an attack, applying any weapon qualities as usual.

Negative Traits:

Memento:
Nerv's training is often brutal and in the process many Neospartans lose all ties with their past life and family. However, some manage to keep hold of some fragment of their past. You have, in your possession, one small item that you consider irreplaceable and of immense value. If taken or lost, you must try everything you can to retrieve it, taking a -10 penalty to all Tests until it is retrieved. If lost permanently, you may gain 1d5+10 Insanity Points to end this effect.

Living Weapon
Neospartans are taught that the best course of action isn't to think of a way out of a situation but to smash their way through it. This Gordian Knot approach is so entrained that you must Test Willpower when presented with a problem that can be solved with a proper application of force or else solve it as such. If required to harm a superior in the process, you may automatically pass this Test.

Lone Wolf
All organizations know the benefit of having employees with good self-esteem. Nerv's training staff unfortunately went a little far in pursuing that goal in your case, leading you to think that you don't need anybody else to succeed. Any ability or situation that grants a numerical bonus through assistance, such as Ganging Up, Aid Another, or Precision Targeting, only grants half the normal bonus, rounded down.

Repression
Burying something away isn't the same as being over it. Either as a result of less than human methods of training or trauma from before even being inducted into the Neospartan program, your mental state isn't as stable as it seems. Your Insanity Points are treated as being 10 higher for the purpose of Trauma modifiers and gaining Disorders.

Know Your Place
All insubordination and cleverness when reporting to superiors was slowly beaten out of most Neospartans. You automatically fail any Fellowship-based Test directed at a superior, counting as having 0 Degrees of Failure.

Prodigy

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

Not long ago, Prodigies were part of the vast majority of humanity that truly believed Second Impact to be the result of a meteorite strike and who had never heard of Evangelions. That comfortable lie has since been shattered. A powerful organization has come to claim the lives of those children who lend their efforts to the war. Whether the organization had long known of their talent or had only recently stumbled across it, Prodigies have been drafted to pilot the Evangelions due to their ability to pilot them without years of training; years which humanity cannot afford.

Prodigy Skills
As a member of the general populace, a Prodigy remained blissfully unaware of the war to come for most of their life. Less sheltered than other pilots, Prodigies have Proficiency in their choice of any two Common Lores or Languages.

Prodigy Characteristics
Prodigies have +5 Synch Ratio.

Starting Wounds
Prodigies start with a number of wounds equal to 1d5 + 8 + the character's Toughness Bonus.

Fate Points
Roll a 1d10 to determine starting Fate Points. On a 1-7, the character has 2 Fate Points. On an 8-10, they have 3 Fate Points.

Prodigy traits
Each Prodigy chooses four traits from the following list, two of which are positive and two of which are negative.

Positive Traits:

Natural Talent
A Prodigy can come from virtually any walk of life, and many have some personal knack or skill as a result of their upbringing. You may increase any one Characteristic other than Synch Ratio by 5.

Expert Coward
Unlike other pilots, you have not been taught to swallow your fears and stare down an enemy barreling down on them. You gain a +30 bonus to Contortionist Tests to escape a grapple and Acrobatics Tests to disengage as a Half Action.

Brilliance Under Fire
You work best when under a lot of pressure. It's very useful when you're cramming for a test the night before, and even moreso when a giant alien monster comes to say hello. You gain a conditional Fate Point that may only be used in combat or other stressful or dangerous situations. This conditional Fate Point may not be used to re-roll or add a Degree of Success to a Test you make, or remove the Stun condition from you.

Synch Flux
By some quirk of fate or biology, you have some degree of control over your Synch Ratio's fluctuations. Whenever you suffer Synch Disruption, you may choose to either increase or decrease your Synch Ratio by 1d10 points. You can only choose to use this ability before determining the results of the Synch Disruption.

Beginner's Luck:
Sometimes things just go a Prodigy's way. Whenever you spend a Fate Point to reroll a Test, the Test gains a +20 bonus.

Negative Traits:

Slow Learner:
A Prodigy picks up what they can about the weapons they have been forced to wield but only the very simplest of weapons feel intuitive. You do not start the game with any Weapon Proficiencies, and may purchase them for 100 XP each.

Open Mind
The Prodigy's strange connection to their Evangelion unfortunately makes them easily disturbed and distracted by foreign sensations from its nervous system. Decrease your Feedback Threshold by 1.

Untrained Eye
Lacking the combat training of the other pilots, you simply don't know what you're doing with these giant murder devices. Lower your Weapon Skill and Ballistic Skill by 3 each.

Pacifist
You aren't a soldier, not in the least. And taking the life of another human thing is simply unthinkable, even in the most desperate times. You may not take any action that would knowingly cause another human harm. You may spend a Fate Point to ignore this trait for the rest of the encounter or session, whichever is shorter.

Empathic
Abnormal Synch Ratios are commonly detected in Prodigies, representing a closer tie to the Evangelion than should be expected. Whenever you take Ego Damage, you take an additional 2 Ego Damage.

Manufactured

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

Manufactured Skills
Many manufactured display personality traits bordering on the autistic or sociopathic. All Manufactured begin play trained in Logic and Deceive.

Manufactured Characteristics
Manufactured characters have +5 Intelligence, +5 Willpower, and -5 Perception.

Starting Wounds
Manufactured characters start with a number of wounds equal to 1d5 + 7 + the character's Toughness Bonus.

Fate Points
Roll a 1d10 to determine starting Fate Points. On a 1-9, the character has 2 Fate Points. On a 10, they have 3.

Manufactured Traits

Each Manufactured chooses four traits from the following list, two of which are positive and two of which are negative

Positive Traits:

Replaceable

Some Manufactured lines are considered genetically stable enough and important enough to be batch grown. Thus if one copy should fall in the war with the Angels, another can take its places. You have 1d5+3 spare bodies. When you would die, suffer a significant physical penalty, betray Nerv, be removed from play, or any other reason the GM feels is appropriate, your current body is replaced with one of the spares at full physical health and half of your maximum Ego Barrier score, though all drawbacks still apply. Additionally, when your body is replaced, you may elect to come back into play with a reduced Insanity score by having your backup memories purged of psychologically damaging information before they are downloaded into your new body, removing any Disorders you no longer have a high enough Insanity score to acquire, but doing so costs 50 XP for every 5 Insanity Points removed in this way as the procedure causes collateral damage to other, more beneficial mental connections. This trait replaces your ability to burn Fate to survive – once you run out of spares, you die permanently, no matter how much Fate you still have.

Implanted Memories

Nerv can't simply wait around for Manufactured to learn naturally so they did the next best thing: implanting the memories of someone who did. You gain the Talented Talent in any two skills of your choice, other than Dodge or Tuning.

Feedback Buffer

Manufactured have been specifically designed to handle the rigors of piloting. Increase your Feedback Threshold by 2.

Superior Specimen

When engineering a human being, there is no reason not to have them win the genetic lottery in the process. Increase your Strength, Toughness, and Agility by 3.

Distinguished Donor:

There's no sense in not using perfectly good existing genetic material if the opportunity arises. You are the spitting image of one of your genetic donors and it is not uncommon for people you've never met to feel like they know you. You gain the Peer Talent for a group of your choice. In addition, the genetic strengths of the donor shine through. You gain an extra 5 Depth to spend on Assets, with one of the Assets you take being strongly tied to your donor.

Negative Traits:

Mental Conditioning

Various forms of subliminal messaging and indoctrination have been used to make Manufactured incredibly obedient resources for Nerv. To disobey a direct order given in combat by a member of the organization that created them, you must pass a Difficult (-10) Willpower Test. Outside of combat, this control lessens but is still present requiring a Challenging (+0) Willpower Test to disobey.

Flawed

Whether due to a rushed job or an unforeseen complication, the Manufactured is deeply afflicted by problems. You gain any combination of Drawbacks of your choice worth at least 10 Depth total. You gain no Depth from them, and they don't count towards the minimum Depth requirement.

Gullible

The speed at which Manufactured are brought to maturity sometimes means they fail to gain certain social capabilities, specifically an inability to notice ulterior motives. You take a -20 penalty to Scrutiny Tests.

Artificial Ego

The compressed development time for Manufactured can occasionally impact negatively on the growth of something far more important than the body. Your Ego Barrier is 10 points lower than normal.

Inhuman Biology

The saying 'keep it simple' never passes through the heads of some scientists, leaving your body far more internally complex than normal, and not in a good way.
The Medicae skill cannot be used on you, and one common substance of your choice is incredibly toxic to you. If you consume the chosen substance, you must Test Toughness or suffer a debilitating effect of the GM's choice (such as fatigue, Characteristic reduction, or blindness).

Survivor

"Second Impact, and the melting of very nearly the entire continent of Antarctica, was
the single most catastrophic event in human history. When the U.N. finally took control,
nobody cared that it had long abandoned its original mission, or that is was kept in
power by oppressive force, for mankind's soul had been purified by the near-apocalypse.
No more would we hold ourselves apart in appeasement of tired lines of race, politics,
ideology, or religion. For the first time in human history, we were united by the common
goal of survival. No matter who they were, or how they survived, everyone alive who
remembers the days of Second Impact shares one goal: Never again."
     - Adrian Hertz, Director of Operations, during the Orientation of the Fourth Child.

With the half the world already dead and the other half at war, post Second Impact Earth wasn't a place for a kid to be growing up in. For the lucky ones left alive after the fighting and the famine died down however, that's exactly what they did. Survivors are the children who were fortunate enough to be A-10 positive and have Nerv lift them out of the dirt. They may not have the Synch Ratio of a Prodigy or the combat training of a Neospartan, but you don't get to be a teenager in their world without skills of your own.

Survivor Skills
Survivors have learned to make do with very little. Survivors have Proficiency in Survival and Medicae.

Survivor Characteristics
Survivors have +5 Perception and +5 Fellowship.

Starting Wounds
Survivors start with a number of wounds equal to 1d5 + 9 + the character's Toughness Bonus.

Fate Points
Roll a 1d10 to determine starting Fate Points. On a 1-6, the character has 2 Fate Points. On a 7-10, they have 3 Fate Points.

Survivor Traits
Each Survivor chooses four traits from the following list, two of which are positive and two of which are negative

Positive Traits:

Resourceful
You've had to learn to do a lot with very little to make it through the shortages of everything. Whenever you spend a Fate Point to add a Degree of Success, add two Degrees instead. In addition, you may spend a Fate Point to reduce the Degrees of Failure of any Test you make to 0.

Lucky Bastard
Whenever you would spend Fate to re-roll a Test, you may instead reverse the digits of the roll rather than re-rolling.

Just Try Me
While thoroughly unpleasant, the things you've witnessed and have had to do to live have hardened your mind from further trauma – you've been there, done that. Whenever you would gain Insanity Points, decrease the number of Insanity Points gained by 2 (to a minimum of 1). This doesn't apply to any IP gained from Traits or Drawbacks.

Prepared for the Worst
You never know what you might need to keep yourself out of harm's way. So you took the logical solution, and carry around a bit of everything, just in case. You may spend a Fate Point to suddenly have a small item on your person, even if they did not previously seem to have it. This item requires GM approval and may not be a weapon.

Local Hero
You're a Big Thing where you came from, having done something worthy of being called a hero – maybe you saved someone's life, or found desperately needed supplies, or even fended off an attack from wild animals or worse. You gain +3 Toughness, +3 Fellowship, and +3 Willpower, and gain the Popular Talent towards people of your hometown.

Negative Traits:

Traumatic Childhood
Some kids had to deal with abusive parents or bullies. You wish you were so lucky. You gain 5 Insanity Points and gain a minor Mental Disorder of your choice.

Uneducated
Not everyone was given the option of a formal education, a chance to learn and socialize with others in an environment not trying to kill you. Decrease your Fellowship or Intelligence Characteristic by 5.

Pick Your Battles
You've learned the hard way that there's only one person worth sticking your head out for – yourself. You cannot take any action that would help another person while putting yourself at risk. You may Test Willpower to ignore this trait for any one specific action, gaining a +10 bonus to the Test if said action would benefit you directly. You cannot take the Loss trait along with this one.

Uncomfortable Memories
There are some things you really don't want to remember. And while you try to not think about it, one specific chosen trigger brings back aaaall the memories. This trigger could be something as simple as a smell, a type of terrain, a group of items or even a song. Whatever the trigger is, whenever you encounter it you must Test Willpower. If you fail this test, you must attempt to destroy it, flee, or otherwise remove the offending trigger from your presence.

Loss
Someone very close to you didn't make it. Maybe multiple someones. Whenever another person in your presence is in danger of dying, you must pass a Willpower Test or attempt to prevent it, regardless of consequences. If it is someone you know, the Test is instead Difficult (-10), while if it is someone regarded as an enemy, you may choose to automatically pass the Test, though you might still regret it.

Assets & Drawbacks

At Character Creation, all players are required to select Drawbacks for their characters which represent the flawed nature of every pilot ever seen entering an Evangelion in the series. However, in return for each drawback, the character gains a form of credit known as 'Depth.'

Each character is required to select at least 10 Depth worth of Drawbacks. A character may have as many Drawbacks as they wish, but till gain at most 25 Depth. The more inconvenient the Drawback, the more Depth received in return to spend on Assets, which are much like talents. What makes Assets special is that they may be selected by any career, but only at character creation. At no time afterward may new Assets be gained even if Depth is left unspent.

It is important to note that some Assets have corresponding drawbacks that cannot be taken together, such as Fearless and Coward.

No Asset or Drawback may be taken multiple times unless specifically noted.

Assets

Academic
Depth Value: 10

Before joining Nerv, you received an extensive higher education, to the point of having a PhD. You gain the following traits:

Higher Education: You gain Proficiency in any one Scholastic Lore and any two Common Lores of your choice.

Thesis Paper: You gain the Talented Talent in any one Scholastic or Common Lore of your choice.

Research Methods: When you take the Education Time Management option, it only takes one month to learn an Intelligence based Advanced Skill.

Special: This Asset may normally only be taken by adult characters. If the character has an Intelligence score of 40 or higher, younger characters may take this Asset at the GM's discretion.

Athlete
Depth Value: 10

You are in peak physical shape, possibly having been a top player in a local sport before being contacted by Nerv – or perhaps even a professional. You gain the following traits:

Physical Endurance: You gain a +10 bonus to any Toughness Tests. This does not apply to any Evangelion you pilot.

Training Regime: Every second time you take the Physical Training Time Management option, you may gain the benefit of an additional Time Management option other than Physical Training.

Tough Guy: Whenever you make an unarmed attack, you deal 1d5 damage plus your Strength Bonus instead of 1d5-3 plus SB. In addition, increase your Strength Bonus by 2 for the purpose of carrying, lifting, and pushing.

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

Charming
Depth Value: 5

You gain a +10 bonus to all Fellowship Tests used on or against characters orientated towards your character's sex.

Common Sense
Depth Value: 5

A sense that is uncommonly found in individuals despite the name. At any point once per session, you may consult with the GM about a specific course of action. The GM is required to explain if and how the idea is inherently flawed but only in the context of information the character can be expected to know. You may spend a Fate Point to gain an additional use of this Asset.

Cynic
Depth Value: 5

You are less easily swayed by emotion and are always reading between the lines, looking for the catch. You gain Proficiency in Scrutiny and the Talented [Scrutiny] Talent.

Driven
Depth Value: 10

'Never give up, never surrender' - this is your mantra. You gain a conditional Fate Point that may only be spent in situations to overcome incredible odds or when refusing to back down from a superior enemy.

Eidetic Memory
Depth Value: 5

You can remember what you had for breakfast this morning. And yesterday. And three months ago. You gain the Total Recall Talent from Dark Heresy.

Egghead
Depth Value: 5

You gain Proficiency in any one Intelligence based skill, and the Talented Talent for that skill.

Special: This Asset may be taken a number of times equal to your Intelligence Bonus.

Fast
Depth Value: 5

There is something to be said about the ability to run away from things very quickly. You may spend a Fate Point and a Reaction in order to move a distance equal to your Full Move

or take the Disengage action. This may be done at any point during anyone's turn, but only before or after actions are taken, not during. In addition, your Agility Bonus counts as being one higher for the purpose of movement at Personal Scale.

Fearless
Depth Value: 10

Legendary courage or simply a special form of insanity? Either way, you gain a +20 bonus to all Tests to resist fear and are treated as if you had 20 more Insanity Points than you actually do for the purposes of Fear immunity.
Special: This Asset may not be taken with the Coward Drawback.

Gifted
Depth Value: 10

You're damn good at something. Maybe even known for it. A child prodigy, perhaps, or the star of the sports team, or The Popular Kid. Choose one of the following Characteristics: Strength, Toughness, Intelligence, Perception, or Fellowship. It now costs 100 XP for a Simple Advance, 200 XP for an Intermediate Advance, 300 XP for a Trained Advance, and 400 XP for an Expert Advance with that Characteristic, instead of the normal costs. If it would normally cost those amounts to purchase Characteristic Advances for the chosen Characteristic, this Asset does nothing.

Healer
Depth Value: 5

An apple a day may keep the doctor away, but it doesn't help much at all when someone's actually been hurt. Having training in first aid does, and you've learned to do more than just that. You gain Proficiency in the Medicae skill and gain the Master Chirurgeon Talent from Dark Heresy.
Special: This doesn't mean you're a doctor.

Heightened Senses
Depth Value: 5

You're the kind of person who can hear someone whispering in the next room over. Or maybe you can pick out a specific taste or smell, or can read the fine print from across the room. Choose between Sight, Hearing, Smell, Taste, or Touch. You gain the Heightened Senses Talent from Dark Heresy for that sense.
Special: You may not choose Sight for this Asset if you have the Poor Vision Drawback.

High Endurance
Depth Value: 10

You're a lot tougher than you look, able to keep going when others would tire. Whenever you take a level of Fatigue, you may Test Toughness. If you succeed, you take one less level of Fatigue. In addition, increase your Feedback Threshold by 1.
Special: This Asset may not be taken with the Chronic Pain Drawback.

Innovative
Depth Value: 10

Creativity and imagination have their own place on the battlefield. You gain a conditional Fate Point that may only be spent when attempting a creative plan of your own making or when using a skill in an unorthodox way.

International
Depth Value: 5

You were raised in an environment that left you well-suited to pick up new languages on the fly. Or perhaps English is your second language and after that everything else just comes naturally. In either case, you being play with an extra language known. In addition, you may add the talent Skill Proficiency (Speak Language [Any]) to your Career at Rank One, with a cost of 50 XP, a scale of E/P, and a frequency of ∞.

Mad Skill
Depth Value: 10

Mental health is fine but sometimes being reasonable isn't going to help anyone and pushing the limits of the human body or an Evangelion to the limit doesn't come naturally with sanity. At any time when you would gain 1 or more Insanity Points, you may spend a Fate Point and choose a single Characteristic. For the next five rounds, you gain a bonus to that characteristic equal to half the number of Insanity Points you have. Once the five rounds are over, you must immediately roll for Trauma as though you had passed an Insanity Point threshold.

Made For Each Other
Depth Value: 10

For whatever reason, it seems that the Evangelion you've been assigned to pilot is the perfect fit, though through destiny or design, none can tell. Choose any one Distinguishing Feature your Evangelion doesn't already have. You gain this Feature in addition to the Features you rolled.

Military Nut
Depth Value: 5

War-games, wars, and the implements of wars; is there anything better to know about when a war comes a-calling? You gain Proficiency in Common Lore [War] and Scholastic Lore [Tactics], along with the Talented (Common Lore [War]) and Talented (Scholastic Lore [Tactics]) Talents.

Mimic
Depth Value: 5

Some people collect stamps, others collect voices. Nothing strange about that. You gain the Mimic Talent from Dark Heresy.

Nerd
Depth Value: 10

While many debate the desirability of being a nerd, the obsessive focus on interests grants a particular set of skills. You gain the following traits:
Technical Knack: You gain Proficiency in one of the following skills: Computer Use, Tech Use, Logic or Scholastic Lore [Any].
Obsessive: Every second time you take the Hobbies or Education Time Management options, you may gain the benefit of an additional Time Management option other than Hobbies or Education.

Paranoia

Depth Value: 5

Normally extreme suspicion and distrust is viewed as a negative trait. But in the dangerous, post-Impact world of the Evangelion pilots, it can save your life. You gain the Paranoia Talent from Dark Heresy.

Prepared

Depth Value: 10

Some people can feel the winds of change and get ready for the oncoming storm. You may use unspent XP to purchase any advances you meet the prerequisites for, except A.T. Powers, BUP, SUP and WUP, at any point during a session, even after the results of a roll have already been shown. While Upgrade Points may not be purchased, any purchased but unspent BUP or SUP may likewise be used in this way, provided a believable explanation for how the upgrade had remained hidden until now. This may not be used to change equipped Wing Loadouts. You may only spend a maximum 250XP per session in this fashion.

Resilient Metabolism

Depth Value: 5

True heroes train their internal organs and imbue them with the discipline and efficiency of a modern Special Forces unit. You gain the Resistance (Poison) Talent from Dark Heresy and gain Proficiency in Carouse. In addition, you gain a +20 bonus to any Test to resist illness, and automatically succeed on any Toughness Test caused by the Toxic Trait. As well, you can eat substandard food and not suffer any ill effect.

Shrewd

Depth Value: 10

Being a brilliant negotiator and master of the social arts, you gain a conditional Fate Point that may only be spent in critical negotiations of business or diplomatic nature.

Special: Spending this conditional Fate Point for purposes other than "re-rolling a failed Test" or "adding 1 Degree of Success" are highly questionable.

Soldier

Depth Value: 15

Prior experience in battles outside of an Evangelion before coming to Nerv, fighting and killing human opponents, brings its own advantages for fighting Angels. You gain the following traits:

Battlefield Experience: You gain the Jaded Talent from Dark Heresy. In addition, you gain a +20 bonus to Willpower Tests to snap out of Fear.

Duck and Cover: When shooting from behind cover, only your Head location is exposed. You gain +1 AP to all locations when taking cover or using the Tactical Advance action.

Tough Guy: Whenever you make an unarmed attack, you deal 1d5 damage plus your Strength Bonus instead of 1d5-3 plus SB. In addition, increase your Strength Bonus by 2 for the purpose of carrying, lifting, and pushing.

Thrill Seeker

Depth Value: 5

Undaunted in the face of danger and the unknown, the character pursues them with relish. Whenever you spend a Fate Point when outmatched or performing some dangerous feat of exceptional bravery, you may roll 1d10. On a roll equal to or higher than 7 + the number of Fate Points you have remaining after the one spent, you immediately regain the spent Fate Point. This applies to conditional Fate Points as well.

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

Troublemaker

Depth Value: 10

Street rat. Delinquent. Thief. Prankster. Problem child. You've probably been called at least one of those almost constantly, getting into predicaments that you may or may not have caused. You gain the following traits:

Street Skill: You gain Proficiency in any three skills from the following list: Concealment, Deceive, Gamble, Shadowing, Silent Move or Sleight of Hand.

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

Uncanny Luck

Depth Value: 5

A few lucky wins on scratchcards, a small payout from a local lottery, finding twenty bucks on the street; you have a record of having chance go your way. You gain Proficiency in Gamble. In addition, once per session, you may roll 2d10 once per session and subtract the number rolled from the roll for any Skill Test, treating the roll as if it were the new result in all ways. If that Test is rerolled after the use of this Asset, its effect applies to the reroll as well, using the same value rolled for this Asset.

Unremarkable

Depth Value: 5

Everyone is special, unfortunately or fortunately for the character, they are especially good at being forgotten. You gain the Unremarkable Talent from Dark Heresy.

Drawbacks

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

But inside… I can run, jump, fight, shoot, swim, cartwheel. You name it.   Hell, pretty sure I can save the world."

— Bernard Stonewall, Pilot of Evangelion Unit 08,
during a public-relations interview.
September 18th, 2015

Big Ego
Depth Value: 10

There's feeling good about oneself and then there's believing, and needing to prove, that one is the best of the best. Whenever you witness someone else performing an act that is suitably impressive to onlookers that uses a skill you are proficient in or a Characteristic in which you (and not your Evangelion) have a score of 40 or higher, you must make an Ordinary (+10) Willpower Test. If you succeed on the Test, you take a -10 penalty to Fellowship, Intelligence, and Perception tests for an hour as you swallow your pride, leaving you irritable and distracted, and if something else sets off your Big Ego during that time, the duration increases to an hour after the last time you were shown up. However, on a failure, you can't help but show those ignorant fools how it's **really** done, and must take an action using the skill or Characteristic in question at the next possible opportunity. This action must be suitably flashy, attention getting, or be a blatant attempt to show off your skills, and must have a net -20 Penalty after all modifiers have been applied.

Chronic Pain
Depth Value: 10

You've suffered a serious injury or illness in the past, and ever since then your endurance has been...lacking. Whenever you take a level of Fatigue for the first time in a session, you Rgain another level of Fatigue.
Special: This Drawback may not be taken with the "High Endurance" Asset.

Civilian
Depth Value: 10

Not everyone's gotten to the point where the widespread destruction and bloody carnage of an Evangelion-scale combat are treated as being a normal occurrence. Either from regret or simply the sheer horror of witnessing it, each fight leaves a permanent scar on your mind, and the nightmares that go with it. In the aftermath of each battle, you gain a number of Insanity Points equal to (the total Collateral Damage/50) * 2.

Compulsive Behavior
Depth Value: 5

You suffers from the psychological need to repeat some specific act, often to offset some anxiety or depression. This act need not be dangerous or especially time consuming, but must be a significant detour from a normal routine. Examples include extremely thorough cleaning of your hands, or approaching and counting the number of outlets in every room you enter. In every session, until this action can be completed, you take a -10 penalty to all Tests. Should the compulsive behavior be conditional (such as holding open doors for crowds) failure to do so when you are presented the opportunity triggers penalty for one hour.

Coward
Depth Value: 10

You shy away from danger and try to avoid harm as much as possible. You take a -20 penalty to all Tests to resist Fear.
Special: This Drawback may not be taken with the Fearless or Angel Hybrid Assets.

Damaged Goods
Depth Value: 5

You've suffered from some form of massive mental trauma in the past, and have never really recovered as a result. You gain 10 Insanity Points, and when taking Therapy Time Management option, you remove only 1d5 points of Insanity no lower than the next lowest multiple of 5.

Dependent
Depth Value: 5

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

Depressive
Depth Value: 10

You are rather prone to bouts of self loathing. At the beginning of each session, you must Test Willpower. If you fail this Test, you begin the session with a level of Fatigue that persists for a number of hours equal to 1d5 + the Degrees of Failure on the Test. No ability may remove this level of fatigue until that time is up.

Diverse Troubles
Depth Value: 5

You've got problems beyond what your peers experience. Choose any one negative trait from any Background, other than one a trait you already possess. You gain that trait.
Special: It is encouraged that the chosen trait be given a slightly different explanation than normal – a Prodigy with Inhuman Biology might instead have extreme allergies instead of having overly complex internal organs, for example. As well, you may take this Drawback multiple times.

Fanatical
Depth Value: 10

Choose an organization, cause, or moral code. You will follow the tenants of that code (or orders handed down by important officials of that organization) even if it means danger or death. Failure to attempt to do so (but not attempting to and failing) forces you to burn a Fate Point, removing this Drawback permanently.

Foe
Depth Value: 5

You've pissed SOMEONE off, majorly. Maybe it was an accident. Maybe it was intentional. Maybe it's simply because you exist. Maybe it isn't even anything you did. Regardless, someone's out for you, and will take any chance to ruin you. You and the GM should work together to determine the identity of your Foe and the reason for this blinding hatred, though they should be a constant interference in your life, either as simply a nuisance or as a legitimate threat. The Foe could be anyone with the means and motive to go after you – a superior officer, a news reporter, a member of the maintenance staff, or even a fellow student could all be potential Foes.

Hoarder
Depth Value: 5

You've never had much, having to make do with scraps and rags, skipping meals because you couldn't afford to eat, having things withheld from you so that others could have them, and it's made it incredibly hard for you to willingly give up whatever you **do** manage to acquire, even now, just in case you need it later. Or maybe you're just a greedy jerk. You may not let something leave your possession, no matter how sorely needed or desired it may be, unless you succeed on a Challenging (+0) Willpower Test or they succeed on a Charm, Command, or Intimidate Test.

Ineptitude:
Depth Value: 5

You're a klutz. Or maybe a ditz, antisocial, or just don't pay attention to things. Choose between Fellowship, Intelligence, Agility, or Perception. You take a -10 penalty to all Skill Tests made with the chosen Characteristic, even if you were to use another Characteristic or Skill in its place.

Lonely
Depth Value: 5

You can't stand being alone, for whatever reason. Noone there to talk to you, to help, to **be** there for you...you just can't handle being by yourself. You take a -10 penalty to all Tests when completely isolated from other people, though even as little as constant contact with people speaking to you through a comms channel is enough to keep you calm.

Low Pain Tolerance
Depth Value: 5

Things just seem to hurt you more than they would other people. You count your Toughness Bonus as being half its actual value for the purposes of Feedback Threshold and reducing Damage.
Special: This Drawback may not be taken with the High Endurance Asset. This applies to the pilot, not their Evangelion.

Medicated
Depth Value: 5

There's something wrong with you, some chronic illness or condition or disorder that just won't fully go away. Thankfully, they have a pill for that. Or several pills, as the case might be. Choose one Characteristic other than Weapon Skill, Ballistic Skill, Fellowship, or Synch Ratio. For ever week you go without taking your medication, decrease the chosen Characteristic by 1d10 points until you are able to take your medication again and get some rest. However, the chosen Characteristic is permanently decreased by 1 point per week that you went without your pills, the stress on your body or mind causing irreparable harm.

Overweight
Depth Value: 5

Your Agility Bonus is counted as being 1 less for the purpose of movement speed. This applies to the Evangelion too. After all, those plug seats are pretty small. Fatty fat fat-fat.
Special: This Drawback may not be taken with the Fast Asset.

Perfectionist
Depth Value: 5

'Good Enough isn't good enough for you. Everything needs to be flawless, perfect, or else it's just Not Right. Whenever you pass a Skill Test with 0 Degrees of Success, you take a -10 penalty to that Skill from consciously or subconsciously going out of your way to get it 'just right', until you succeed a Test using it with one or more Degrees of Success, or until the end of the session, whichever comes sooner.

Phobia
Depth Value: 5

There is something out there that is so utterly terrifying to you, just being near it makes you panic and shake, to lose your nerve know matter how much training or horror you've faced - and there's no rational reason as to WHY it causes you to react like this. Whenever you are confronted with the object of your Phobia, you must Test Willpower. If you fail the Test, you must either roll on the Shock table with a +0 bonus if you are in combat, ignoring any Insanity Points that would be gained as a result, or gain a level of Fatigue if outside combat. This is not a Fear Test, so no bonuses to Fear tests apply, nor does immunity to Fear from Talents, Assets, high Insanity Points, or other forms of Fear immunity apply

Physically Challenged
Depth Value: 15

You've got a lot of trouble moving, either from injury, a birth defect, or a neurological condition. You are only able to move with some form of assistance, such as a wheelchair or crutches, and even with them you only move at half your normal speed at Personal-scale. In addition, you take a -10 penalty to all Toughness Tests.

Special: You may instead have one arm be useless. If you do, you do not have a penalty to Personal-scale movement, but this Drawback only gives 10 Depth. You do, however, have all the problems only having one functional arm entails.

Poor Vision
Depth Value: 5

Your eyesight is absolutely horrible, to the point where no amount of corrective eyewear can fix the problem. The range of any ranged weapon you wield is halved, and your Perception score is halved when using any sight-based skill. .

Prejudice
Depth Value: 5

You can't help but think that some subset of humanity is absolutely disgusting, subhuman even, and you will not willingly tolerate their presence. You automatically fails any Fellowship based Test against the selected group, and take a -20 penalty to all other Skill Tests directed towards members of the selected group when not used in a confrontational manner. In addition, you take a -20 penalty to all Willpower Tests while in their presence, and are treated as if you had chosen the Disgust option from Dark Secret towards the chosen group

Sadistic
Depth Value: 5

You enjoy causing others pain way more than you should. It's even harder for you to resist doing so when presented the opportunity. You must make an Easy (+30) Willpower Test whenever you have someone at your mercy or are otherwise presented the opportunity to cause someone harm. If you fail this Test, you have no choice but to cause them as much (preferably non-lethal) pain as possible.

Second Fiddle
Depth Value: 15

You naturally assume a subservient role to another, more dominant, personality. Choose one other character or suitable NPC. You will never intentionally show them up, and you have a tendency to follow them around and do whatever they say. Should you ever roll higher than the chosen person for Initiative, you are wracked by indecision and instead go immediately after them in the turn order. Any Fellowship based skill that they roll with you as the target automatically succeeds, and you take a -10 to all rolls for 1 hour whenever you are scorned by them. Should this person die, appear to have died, or somehow become your mortal enemy, you gain 1d10+5 Insanity Points and roll on the Mental Trauma chart, adding +20 to the roll.

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

Short Fuse
Depth Value: 5

You've got a hard time controlling yourself when you get angry. When confronted or otherwise stressed and agitated, you must pass a Willpower Test or fly into a rage either yelling at the source of your anger or trashing the surrounding environment. Punching someone in the face might also be appropriate, if ill advised.

Social Anxiety
Depth Value: 10

No matter how many witty jokes you memorize, you always seem to come off as a reclusive weirdo whenever you have the misfortune of being forced to interact with other people, and no, imagining them naked doesn't help. As long as you are involved in a predominantly social situation (such as conversation or entertainment activities), face to face, with at least one other person, you take a -10 penalty to Fellowship and Willpower Tests and all uses of the Charm Skill fail with at least 0 Degrees of Failure. Social situations involving large groups are even worse, and in such scenarios (such as a party or public presentation) you must Test Willpower or be forced to roll on the Shock table as though you had failed a Fear Test with 0 Degrees of Failure, ignoring any Insanity you would usually gain.

You may however, become accustomed to the presence of certain individuals accepting of your awkward behavior. After no less than 3 total sessions involving consecutively positive interaction with any individual character, you no longer take penalties from this Drawback from their presence. Having at least one character you are accustomed to in this way present during a group situation makes the Willpower Test Routine (+20).

Suicidal
Depth Value: 5

You've got no survival instinct, and won't retreat from combat of your own will. If you are asked to, or would have a motivation to retreat from a fight other than your own safety, you may Test Willpower to act normally.

Wimp
Depth Value: 5

You are a pansy weakling. You count your Strength Bonus as being half its actual value for all purposes.

Significant Assets and Drawbacks

While not every asset or drawback means the same to a character by any means, a few represent such major things that, both of your character and his or her place in the story, that they require the story to allow for them even before gameplay begins. Each of the following assets or drawbacks require explicit GM approval before they may be taken, and require a greater amount of cooperation between player and GM than normal.

Significant Assets

Adult
Depth Value: 5

Your age may rule you out of ever piloting an Evangelion, but the physical and mental maturity that goes with it puts you leagues ahead of the kids who do in everything else. Your Synch Ratio is permanently set to 0 but all other Characteristics increase by 5.

Special: This Asset may be taken by an Operations Director at no cost.

Angel Hybrid
Depth Value: 20

In a war every potential asset must be experimented with. By including Alien DNA inside the make-up of a genetically engineered human, something new and useful results. Taking this asset alters a character dramatically and has major story implications. This Asset gives you Proficiency and the Talented Talent in Tuning. In addition, Angel Hybrids gain the following:

Serenity: You are immune to all effects based off of emotion, be they negative (such as Fear) or positive (such as Frenzy).
Self Control: You may, as a Half Action, remove any changes to your Synch Ratio from Synch Disruption, the Cut Synch talent, or any Angelic power or ability.

Special: You may take the Drawback Dark Secret, with the Dark Secret being directly related to your status as an Angel Hybrid, gaining 0 Depth for it. If you do, this Asset has a Depth Value of 15 rather than 20.

Conspirator
Depth value: 15

By taking this asset, you are deputized by a noteworthy individual or organization beyond your normal obligation to Nerv as a pilot. It may be an ambitious politician who sponsored you, a member of Section 2, or even the Commander himself. Whoever it is, they have given time and effort into turning you into a useful and valuable asset. You gain Proficiency in Shadowing and Inquiry. As well, at Rank Three, you are issued a standard issue sidearm, which may well need to be kept hidden. In addition, the following Talents may be purchased for the listed costs at the ranks given as if they were added to your chosen Career, though you must still meet all prerequisites for them.

Rank One
Foresight [50 xp], Paranoia [100 xp], Talented (Inquiry) [100 xp], Computer Use Proficiency [100 xp], Tech Use Proficiency [100 xp]
Rank Two
Total Recall [100 xp], Talented (Shadowing) [100 xp], Mimic [200 xp]
Rank Three
Contact [100 xp], IOU (Political) [200 xp]
Rank Four
Elite Agent [200 xp], Master Orator [200 xp], When Suddenly... [200 xp]
Rank Five
Well Informed [100 xp], Talented (Any but Dodge, Awareness, Tuning, or Command) [100 xp]
Rank Six
Just As Planned [200 xp], Double Agent [100 xp]

Special: You may take the Drawbacks Dark Secret and Fanatical, with the Dark Secret being directly related to your status as a Conspirator and the choice for Fanatical being the organization you work for, gaining 0 Depth for them. If you do, this Asset has a Depth Value of 10 rather than 15.

Team Leader

Depth value: 15

     Having received tactical training superior to that of the other pilots and considered in all ways to be a Nerv officer, you technically outrank the other pilots, though just barely. However, rank has its privileges. Your starting gear, in addition to the norm includes a Nerv officer's uniform and a standard issue sidearm, and you gain Proficiency in Common Lore (War) and Scholastic Lore (Tactics). In addition, the following Talents may be purchased for the listed costs at the ranks given as if they were added to your chosen Career, though you must still meet all prerequisites for them. As well, you gain a conditional Fate Point that may only be spent on activating the Talents gained from this Asset, and once per session you may use one of Cut Synch, Surefire Ejection, or Death Before Dishonor as a Free Action.

Rank One
     Death Before Dishonor [100 xp], Cut Synch [50 xp], Moral Support [100 xp], Command Proficiency [100 xp]
Rank Two
     Tactical Genius [100 xp], Unshakeable Faith [200 xp], Surefire Ejection [100 xp], Command Training [100 xp]
Rank Three
     Favored Tactics [100 xp], Peer (Eva Pilots) [100 xp], Command Mastery [100 xp]
Rank Four
     Fearless [100 xp], Iron Discipline [200 xp], Inspiring Voice [100 xp], Talented (Command) [100 xp]
Rank Five
     Tactical Legend [100 xp], The Plan [200 xp], Stratagem [200 xp],
Rank Six
     Into the Jaws of Hell [200 xp], Value of a Miracle [200 xp]
Special: You may take the Drawback Fanatical, with the choice for Fanatical being Nerv, gaining 0 Depth for it. If you do, this Asset has a Depth Value of 10 rather than 15.

Technical Aide

Depth value: 15

     You are well versed in one or more of the sciences and have been called upon to serve as an assistant to one or more of Nerv's science and engineering teams, perhaps even working under the Department Head! You gain Proficiency in the Common Lore (Science) skill and any one Scholastic Lore of your choice. In addition, the following Talents may be purchased for the listed costs at the ranks given as if they were added to your chosen Career, though you must still meet all prerequisites for them. As well, you gain a conditional Fate Point that may only be spent on activating the Talents gained from this Asset, and once per session may use one of Feedback Tampering, Cut Synch, or Remote Care as a Free Action.

Rank One
     Foresight [50 xp], Feedback Tampering [100 xp], Cut Synch [50 xp], Computer Use Proficiency [100 xp], Tech Use
     Proficiency [100 xp]
Rank Two
     Remote Care [100 xp], Precision Targeting [100 xp], Computer Use Training [100 xp], Tech Use Training [100 xp]
Rank Three
     Technobabble [100 xp], Magi Advance I [100 xp], Computer Use Mastery [100 xp], Tech Use Mastery[100 xp]
Rank Four
     Technobabble Solution [200 xp], IOU (Science) [100 xp], Brilliance [200 xp], Talented (Computer Use OR Tech Use) [100
     xp]
Rank Five
     Magi Advance I [100 xp], Magi Advance II [100 xp]
Rank Six
     Magi Advance II [100 xp], Promote Assistant [200 xp]
Special: Only a pilot with an Intelligence characteristic of 40 or more may take this asset. In addition, you may take the Drawback "Low Pain Tolerance," gaining 0 Depth for it. If you do, this Asset has a Depth Value of 10 rather than 15.

Significant Drawbacks

Dark Secret
Depth value: 10

There is a part of your past that must never be revealed. Be it something you did or simply saw, should it come to light it would ruin you. What this secret happens to be is a matter for the player and the GM to decide. Anyone who learns your 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 you for 1d5sessions. If forced to speak face to face, any Fellowship Tests made by you against the confident automatically fail, and the confident is treated as having either the Short Fuse Drawback in your presence. If they already have Short Fuse, they automatically fail Tests to resist its effects.
- *Denial:* The confidant gains a major Delusion Disorder (see Dark Heresy), with the delusion being that you are 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 must roll on the Trauma chart and afterwards there is a 50% chance that the delusion is maintained. Otherwise, the effect ends.
- *Evasion:* The confidant will not willingly come closer than a few feet of you, and is visibly uncomfortable in your presence. This effect lasts for 1d10+2 sessions.
- *Fear:* The confidant immediately rolls on the Shock table (ignoring any form of Fear resistance or immunity), and treats you as having Fear (1) for 1d5 weeks.
- *Disgust:* The confidant will never use Aid Another or any other joint action (such as Double Team or Synchronize Group) with you. In addition, they must Test Willpower to perform any action whose sole purpose is to save your life.
- *Jaded:* The confidant avoids being forced to react, but immediately gains 15 Insanity Points as the truth slowly festers in their mind. These Insanity Points cannot be reduced or negated.
- *Acceptance:* In rare situations, by GM approval only, the confidant may decide that their emotional attachment to you is such that they are willing to ignore their shortfalls and stand with them. However, any other confidants apply their own reaction to Dark Secret to the confidant taking Acceptance as well.

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

Duty of Care
Depth Value: 15

Sometimes, surviving is its own punishment. There is someone, possibly a relative or friend, who has no one else to care for them, and is incapable of caring for themselves. Either as a result of obligation or compassion, your attachment to this ward is a defining aspect of your person. This ward, the reason for their helplessness, and the pilot's connection should be defined through discussion with the GM.

If you ever are ever lead to believe that your charge is in danger (be it direct or indirect) you must pass a Difficult (-10) Willpower Test or rush to their aid. If you know for a fact that your charge is in immediate danger, you automatically fail the Willpower Test, though in your frenzy to help them you gain a +20 to all Tests directly related to aiding the ward. Should your charge ever be harmed, you gain 1 Insanity Point and a level of Fatigue due to the depression. If the ward ever dies or is taken away from you permanently, you immediately gain 2d10+10 Insanity Points. In addition, caring for this person takes up much of your. It takes you an additional month to gain the benefit of any Time Management option.

Dealing with Drawbacks

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

In a similar vein, GMs should feel free to enforce the roleplaying of the effects of a Drawback when appropriate. If a player continually refuses to roleplay a Drawback, then it would not be unreasonable to dock them an asset until they earn it back. Note that this would not actually remove the Drawback from the character, only the net benefit of having selected it.

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

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

Chapter Two: Careers

Berserker

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1000
Strength	100	200	300	400
Toughness	100	200	300	400
Agility	250	500	750	1000
Intelligence	200	350	500	750
Perception	200	350	500	750
Willpower	250	500	750	1000
Fellowship	200	350	500	750
Synch Ratio	100	250	500	750

Starting Talents:

Ghost in the Machine, Biological Upgrade, Weapon Upgrade.

The Berserker is perhaps the most iconic archetype of Evangelion pilot. Named in both the classical sense of the term, and in reference to the phenomena of of Evangelion acting independently without power or input from the pilot, Berserkers hold nothing back, and fight every battle as though it is their last. A Berserker is typified by an aggressive, no-holds-barred fighting style that emphasizes melee combat, and differentiated from other careers by their unique ability to form intimate bonds with an Evangelion that are as dangerous as they are unsettling.

Even when in full control, Berserkers are highly destructive combatants. In battle they combine brutal attacking power, speed, aggression, and surprising skill at arms, with an unnatural resilience to death that makes them nothing short of terrifying in melee combat. In addition, they boast naturally high Synch Ratios, and a predisposition towards A.T. field manipulation, granting them a small but potent arsenal of powers for when brute strength isn't enough. A Berserker's real worth however, lies in the fact that they only become more dangerous once backed into a corner. Due to the strange and inexplicable connection they strengthen by piloting, their Evangelion will without fail, slowly become more and "awake" to the world, overcoming its limiters and engaging in bloody carnage with alarming frequency whenever its pilot is in danger. Though a berserk Evangelion is already a terror to behold, the Berserker takes this to greater and greater heights as they grow in power, to the point where their Evangelion is more than capable of getting to its feet after breaking every bone in its body and proceeding to rip an Angel apart with its bare hands.

Berserkers are incredibly dangerous with melee weapons and lethal with an Evangelion's natural attacks, but generally poor at using firearms. They have extremely high attack power, but have comparatively little defensive ability other than their sheer resilience. Their Evangelions benefit from cheap and readily available Biological Upgrades, as well as decent access to Weapon Upgrades, but suffers from relatively expensive Structural Upgrades. Their A.T. Field powers are nearly unmatched in sheer potency, and respectably versatile.

In a party, the Berserker's role is typically to close with the Angel as quickly as possible, bring down its A.T. Field, and incapacitate it with quick and massive damage. Skirmishers are vital to a Berserker in burning through the Angel's reactions and landing disabling or killing blows, both things Berserkers lack the ability to do easily. Pointmen are important in opening up opportunities for a Berserker to deal their incredible damage against Angels with powerful defenses, as well as in making up for the Berserker's relatively poor defensive skills. A.T. Tacticians benefit greatly from the Berserker's high ATS when channeling powers as a group, and are capable of boosting a Berserker's mobility and killing power.

BRAWLER (0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Tuning Proficiency	1	E	100	S	---
Skill Proficiency	3	E/P	100	S	---
A.T. Power (Flare)	1	E	100	T	---
Berserk Charge [DH]	1	E/P	100	T	---
Bestial	1	E	200	T	---
Frenzy [DH]	1	E/P	100	T	---
Please Move	1	E	100	T	SR 30
Biological Upgrade	4	E	50	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	4	E	50	T	---
Sound Constitution [DH]	1	P	50	T	---

SAVAGE (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Training	1	E/P	100	T	Awareness Proficiency
Skill Proficiency	3	E/P	100	S	---
Skill Training	1	E/P	100	S	Skill Proficiency
Manipulation I	2	E	100	T	---
Furious Assault [DH]	1	E/P	100	T	WS 35
Hotblooded	1	E/P	50	T	---
I Am Not Left-Handed	1	E/P	50	T	---
Know Your Enemy	1	E	200	T	---
Quick Draw [DH]	1	E/P	100	T	---
Quick Spread	1	E	100	T	---
Stirring Beast	1	E	100	T	
Street Fighting [DH]	1	E/P	100	T	---
Wild Swing	1	E/P	100	T	S 35
Biological Upgrade	4	E	50	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution [DH]	1	P	50	T	---

SLAYER   (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Tuning Training	1	E	100	S	Tuning Proficiency
Skill Proficiency	2	E/P	100	S	---
Skill Training	3	E/P	100	S	Skill Proficiency
Skill Mastery	2	E/P	100	S	Skill Training
Manipulation I	2	E	200	T	---
Manipulation II	1	E	100	T	Manipulation I
Controlled Rage	1	E/P	100	T	Frenzy
Crushing Blow ^{DH}	1	E/P	100	T	S 40
Drop Trained	1	E	100	T	---
Impervious	1	E	100	T	Hotblooded
Please Move	1	E	100	T	SR 35
Restraint	1	E	100	T	---
Self Preservation	1	E	200	T	Berserker
Sprint ^{DH}	1	E/P	100	T	---
Sum of Its Parts	1	E	200	T	S 35
Together as One	1	E	200	T	SR 40
Biological Upgrade	3	E	100	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

DEVOURER   (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge Training	1	E/P	100	S	Dodge Proficiency
Skill Proficiency	1	E/P	100	S	---
Skill Training	3	E/P	100	S	Skill Proficiency
Skill Mastery	3	E/P	100	S	Skill Training
Manipulation II	2	E	200	T	Manipulation I
Awakening	2	E	200	T	Berserker
Cannibalize	1	E	100	T	Berserker
Gravity Kick	1	E	100	T	Drop Trained
Hard Target [DH]	1	E/P	100	T	Ag 40
Heart of the Machine	1	E	200	T	Sum of Its Parts
I Cannot Be Defeated	1	E/P	100	T	Hotblooded
Indomitable	1	E/P	100	T	---
Rend Asunder	1	E	100	T	---
Rip and Tear	1	E	200	T	---
Unleash the Beast	1	E	50	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	3	E	150	T	---
Sound Constitution [DH]	1	P	50	T	---

JUGGERNAUT (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Mastery	1	E/P	100	S	Awareness Training
Skill Training	2	E/P	100	S	Skill Proficiency
Skill Mastery	3	E/P	100	S	Skill Training
Manipulation II	2	E	200	T	Manipulation I
Manipulation III	1	E	200	T	Manipulation II
Chainsaw Massacre	1	E	100	T	Rend Asunder
Hostility Restrained	1	E/P	100	T	Restraint
Like a Cruel Angel	1	E	200	T	SR 45
Please Move	1	E	100	T	SR 40
Ravenous	1	E	200	T	Cannibalize
The Beast Within	1	E	100	T	---
Together As One	1	E	100	T	SR 45
Biological Upgrade	3	E	150	T	---
Structural Upgrade	2	E	200	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution [DH]	1	P	50	T	---

TITAN   (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	∞	E/P	200	T	---
Skill Training	∞	E/P	200	T	Skill Proficiency
Skill Mastery	∞	E/P	200	T	Skill Training
Manipulation III	1	E	200	T	Manipulation II
Absolute Terror	2	E	200	T	Together As One
Please Move	∞	E	300	T	---
Biological Upgrade	∞	E	200	T	---
Structural Upgrade	∞	E	400	T	---
Weapon Upgrade	∞	E	300	T	---
Sound Constitution [DH]	∞	P	100	T	---

Skirmisher

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	200	350	500	750
Toughness	200	350	500	750
Agility	100	250	500	750
Intelligence	200	350	500	750
Perception	100	200	300	400
Willpower	250	500	750	1000
Fellowship	200	350	500	750
Synch Ratio	250	500	750	1000

Starting Talents:

Basic Training, Structural Upgrade, Weapon Upgrade

The Skirmisher is the type of pilot who uses an Evangelion like the thing it is supposed to be. A weapon. Despite the fact that the Evangelion is a type of fighting machine never before seen in the history of warfare, built on an unprecedented size and scale, utilizing biological processes and theoretical physics only just barely understood within the last fifteen years, and designed to fight entirely alien opponents beyond mortal imagination, piloting one in combat requires a solid understanding of personal fighting techniques developed and refined by soldiers on the ground for use against their fellow man. A Skirmisher is a pilot who not only understands these styles of combat, but excels in them.

Skirmishers exemplify a combination of traits that have been winning wars since time immemorial. They are swift, highly mobile, and versatile combatants, skilled in all forms of combat, and capable of quick and deadly surgical strikes from up close and afar. Their tactical flexibility allows them to wield any weapon to lethal effect, to maneuver and attack from any point on the battlefield, and to meet any move made by the enemy with the perfect counter. In melee, Skirmishers may fight with overwhelming barrages of lightning fast attacks, crushing precision strikes from powerful two-handed weapons, or with balance in mind between offense and defense with a different weapon in each hand. At distance, Skirmishers may support their teammates at mid-range with volleys of rifle fire, rain flaming destruction across entire swaths of land with heavy weaponry, ambush the enemy with sniper fire from a hidden position kilometers away, or even join in the fray up close with pistols or compact weapons and a black belt in gun-fu. A typical Skirmisher will engage in several of the above, while a particularly accomplished Skirmisher may master them all. In addition to their skill at arms, Skirmishers are fast and alert fighters, able to acquire and respond to threats at a moments notice, making them almost impossibly difficult targets.

Skirmishers are deadly with melee and ranged weapons of all types, and capable of switching from one to the other at will. Their weapons are extremely accurate and difficult to defend against, and their ability to dodge, parry or counter incoming attacks is second to none. Their Evangelions benefit from plentiful access to Weapon Upgrades and a fair number of Structural Upgrades, but suffer from prohibitively expensive Biological Upgrades. Their A.T. Fields powers are almost not worth mentioning, as is their ability to perceive or manipulate their field in the first place.

In a party, the Skirmisher's role is typically to observe the enemy, draft a plan of attack, and then swiftly disable and execute the Angel with a minimum of damage to the Evangelions and the surroundings, though they may fill nearly any role the party requires. Berserkers are an important asset to any Skirmisher, as they are extremely useful in nullifying the Angel's A.T. Field and quickly whittling through its wounds. Pointmen are invaluable partners to a Skirmisher and should be cooperated with in the fullest, as proper coordination between a Pointman and a Skirmisher's attacks can overcome any defense and render an Angel completely helpless in moments. A.T. Tacticians are likewise vital to a Skirmisher in compensating for their biggest deficiency, making them indispensable for those frequent situation which can't be handled by arms alone.

SCOUT (0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	3	E/P	100	T	---
Basic Training	1	E/P	200	T	Skirmisher
Catfall [DH]	1	E/P	50	T	Ag 30
I am NOT Left-Handed	1	E/P	50	T	---
Precision	1	E/P	100	T	---
Quick Draw [DH]	1	E/P	100	T	---
Weapon Expert	1	E	200	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	4	E	50	T	---
Weapon Upgrade	4	E	50	T	---
Sound Constitution [DH]	1	P	50	T	---

WARRIOR (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge Training	1	E/P	100	T	Dodge Proficiency
Skill Proficiency	3	E/P	100	T	---
Skill Training	1	E/P	100	T	Skill Proficiency
A.T. Power (Ping)	1	E	100	T	---
Manipulation I	1	E	100	T	---
Berserk Charge [DH]	1	E/P	100	T	---
En Garde	1	E/P	100	T	Ag 40
Commission	1	E	100	T	Skirmisher
Furious Assault [DH]	1	E/P	100	T	WS 35
Hotblooded	1	E/P	50	T	---
Know Your Enemy	1	E	200	T	---
Lightning Reflexes [DH]	1	E/P	100	T	---
Precision	1	E/P	100	T	---
Rapid Reaction [DH]	1	E/P	100	T	Ag 40
Sprint [DH]	1	E/P	100	T	---
Target Acquisition	1	E/P	100	T	---
Twin Weapon Wielder	1	E/P	200	T	WS 35, BS 35, Ag 35
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	4	E	50	T	---
Sound Constitution [DH]	1	P	50	T	---

LANCER (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Training	1	E/P	100	S	Awareness Proficiency
Skill Proficiency	2	E/P	100	T	---
Skill Training	3	E/P	100	T	Skill Proficiency
Skill Mastery	2	E/P	100	T	Skill Training
Manipulation I	2	E	200	T	---
Akimbo	1	E/P	100	T	BS 40, Twin Weapon Wielder
Blind Fighting DH	1	E/P	50	T	Per 30
Combat Master DH	1	E/P	50	T	WS 30
Drop Trained	1	E	100	T	---
Einhander	1	E/P	200	T	Ag 40, En Garde
Expert Aim	1	E/P	100	T	WS 35, BS 35
Hip Shooting DH	1	E/P	100	T	BS 40, AG 40
Leap Up DH	1	E/P	50	T	Ag 30
Mighty Shot DH	1	E/P	100	T	BS 40
Nerves of Steel DH	1	E/P	50	T	---
Please Move	1	E	100	T	SR 35
Precision	1	E/P	100	T	---
Quick Spread	1	E	100	T	---
Rapid Reload	1	E/P	200	T	---
Biological Upgrade	3	E	150	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution DH	1	P	50	T	---

DRAGOON (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Mastery	1	E/P	100	T	Awareness Training
Tuning Proficiency	1	E	100	S	---
Skill Proficiency	1	E/P	100	T	---
Skill Training	3	E/P	100	T	Skill Proficiency
Skill Mastery	3	E/P	100	T	Skill Training
A.T. Power (Spatial Funnel)	1	E	100	T	---
Manipulation II	1	E	200	T	Manipulation I
First Strike	1	E/P	200	T	WS 40
Gravity Kick	1	E	100	T	Drop Trained
Hair Trigger	1	E/P	100	T	BS 40, Ag 40
Hard Target [DH]	1	E/P	100	T	Ag 40
Heavy Weapons Master	1	E/P	100	T	Precision
Indomitable	1	E/P	100	T	---
Know Your Enemy	1	E	100	T	---
Marksman [DH]	1	E/P	100	T	BS 35
Precision	1	E/P	100	T	---
Support Fire	1	E	100	T	BS 35
Zornhau	1	E/P	100	T	Ag 45, Einhander
Biological Upgrade	2	E	150	T	---
Structural Upgrade	3	E	150	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution [DH]	1	P	50	T	---

COMMANDO (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge Mastery	1	E/P	100	T	Dodge Training
Skill Training	2	E/P	100	T	Skill Proficiency
Skill Mastery	3	E/P	100	T	Skill Training
Manipulation II	1	E	200	T	Manipulation I
Assassin Strike [DH]	1	E/P	200	T	Ag 40, Acrobatics
Deadeye	1	E/P	100	T	WS 40, BS 40, Expert Aim
Extra Defense	1	E/P	200	T	---
Finesse	1	E/P	200	T	WS 45 or BS 45, Precision
I Cannot Be Defeated	1	E/P	100	T	Hotblooded
Lord of War	1	E	200	T	Commission
Sniper	1	E/P	100	T	BS 45
Biological Upgrade	2	E	200	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	3	E	150	T	---
Sound Constitution [DH]	1	P	50	T	---

TERMINATOR (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	∞	E/P	200	T	---
Skill Training	∞	E/P	200	T	Skill Proficiency
Skill Mastery	∞	E/P	200	T	Skill Training
Manipulation II	2	E	200	T	Manipulation I
Art of War	1	E/P	200	T	WS 50 or BS 50, Finesse
Killing Spree	2	E/P	200	T	WS 50 or BS 50, Skirmisher
Biological Upgrade	∞	E	400	T	---
Structural Upgrade	∞	E	300	T	---
Weapon Upgrade	∞	E	200	T	---
Sound Constitution [DH]	∞	P	100	T	---

Pointman

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	200	350	500	750
Toughness	100	200	300	400
Agility	100	250	500	750
Intelligence	200	350	500	750
Perception	200	350	500	750
Willpower	250	500	750	1000
Fellowship	100	200	300	400
Synch Ratio	250	500	750	1000

Starting Talents:

Guardian, Structural Upgrade, Weapon Upgrade

The Pointman is a career that perfectly exmplifies the type of teamwork that is, in the end, the only real hope the pilots have of emerging from battle with the Angels alive, nevermind victorious. While a powerful fighter in their own right, a Pointman's forté is in preventing the enemy from fighting back at all. Able to block any attack, disrupt any defense, and protect and co-ordinate an entire group of pilots through even the most chaotic and deadly battles, it is easy to see why the Pointman often gains the distinction of being the unofficial 'team leader' in many circles.

As the name suggests, Pointmen are totally at home on both the literal and proverbial frontlines of battle. They are supremely durable, endlessly resourceful, and totally unflappable in combat, making them an incredibly vexing foe to face as their near omnipresent influence on the battlefield ensures that any plan of attack is almost destined to fail as long as they remain alive. A Pointman is most easily summarized as a near inexhaustible walking arsenal of tricks, tactics and countermeasures for every situation, allowing them to thwart enemy powers, control enemy movement, intercept enemy attacks, draw enemy attention, and deprive the enemy of vital traits, resources and abilities. An Angel facing down a Pointman can expect to be stripped of absolutely everything it has with dizzying speed, down to its very A.T. Field, and yet a frustratingly long and fruitless uphill battle if it chooses to focus on the Pointman as a priority target, leaving the rest of the pilots totally free to enact their grand strategy. Fear. Pinning. Stunning. Grappling. Maneuvering. Encroachment. Massive damage. A good Pointman can be hit with anything in the book and keep laughing, because even if his Evangelion comes back brutalized beyond all recognition, that just means the Evangelions of his allies have likely come back without a scratch.

Pointmen are able fighters with melee weapons, and powerful ranged attackers, as well as undisputed masters of all secondary forms of combat. Their attacks are more than capable of harming and killing Angels, but their staggering defensive ability is much more noteworthy, as even the most powerful Angels find Pointmen notoriously difficult to kill. Their Evangelions benefit from exceptional amounts of Structural Upgrades and adequate access to Weapon Upgrades, but suffer from comparatively less Biological Upgrades. Their A.T. Field powers are versatile, practical, and universally effective, if not terribly impressive on their own.

In a party, the Pointman's role is typically to debilitate the Angel as early as possible by Neutralizing it, applying penalties to its actions, and exclusively drawing its fire. Berserkers are often a Pointman's number one priority on their team, since their lethality increases exponentially as the battle goes on, but only if they remain alive. Skirmishers are both the least in need of constant defending and often crucial to many of a Pointman's joint attacks and advanced maneuvers. A.T. Tacticians are an enormous asset to any Pointman as they greatly expand the Pointman's range of tactical options, knowledge of the enemy, and survival ability with their unique talents.

BLOCKER (0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	3	E/P	100	T	---
A.T. Power (Flare)	1	E	100	T	---
A.T. Power (Ping)	1	E	100	T	---
Hotblooded	1	E	50	T	---
I am NOT Left-Handed	1	E/P	50	T	---
Maneuver Mastery	1	E/P	100	T	---
Obscuring Barrage	1	E/P	100	T	BS 35
Spotter	1	E	100	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	4	E	50	T	---
Weapon Upgrade	4	E	50	T	---
Sound Constitution ^{DH}	1	P	50	T	---

INTERCEPTOR (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Tuning Proficiency	1	E	100	S	---
Skill Proficiency	3	E/P	100	T	---
Skill Training	1	E/P	100	T	Skill Proficiency
Manipulation I	2	E	100	T	---
Quick Draw ^{DH}	1	E/P	100	T	---
Sprint ^{DH}	1	E/P	100	T	---
Impervious	1	E	100	T	Hotblooded
Interference Pattern	1	E	100	T	---
Intervention	1	E	100	T	Maneuver Mastery
Sacrifice	1	E	200	T	Pointman
Target Acquisition	1	E/P	100	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	4	E	50	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution ^{DH}	1	P	50	T	---

CHARGER (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Training	1	E/P	100	S	Awareness Proficiency
Dodge Training	1	E/P	100	S	Dodge Proficiency
Skill Proficiency	2	E/P	100	T	---
Skill Training	3	E/P	100	T	Skill Proficiency
Skill Mastery	2	E/P	100	T	Skill Training
A.T. Power (Containment)	1	E	100	T	---
A.T. Power (Float)	1	E	200	T	A.T. Power (Inertia)
Manipulation I	1	E	200	T	---
Manipulation II	1	E	200		Manipulation I
Combat Master DH	1	E/P	50	T	WS 30
Disarm DH	1	E/P	50	T	Ag 30
Iron Jaw DH	1	E/P	100	T	T 40
Leap Up DH	1	E/P	50	T	Ag 30
Blitz	1	E/P	100	T	---
Drop Trained	1	E	100	T	---
Expert Aim	1	E/P	100	T	WS 35, BS 35
Impervious	1	E	100	T	Hotblooded
Intervention	1	E	100	T	Maneuver Mastery
Please Move	1	E	100	T	SR 35
Quick Spread	1	E	100	T	---
Rapid Reaction DH	1	E/P	100	T	Agi 40
Shielded Shooter	1	E/P	100	T	---
Support Fire	1	E	100	T	BS 35
Biological Upgrade	3	E	150	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution DH	1	P	50	T	---

EXPLOITER (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Tuning Training	1	E	100	S	Tuning Proficiency
Skill Proficiency	1	E/P	100	T	---
Skill Training	3	E/P	100	T	Skill Proficiency
Skill Mastery	3	E/P	100	T	Skill Training
Manipulation II	1	E	200	T	Manipulation I
Takedown [DH]	1	E/P	100	T	---
First Strike	1	E/P	200	T	WS 40
Gravity Kick	1	E	100	T	Drop Trained
Indomitable	1	E/P	100	T	---
Interference Pattern	1	E	100	T	---
Know Your Enemy	1	E	200	T	---
Support Fire	1	E	100	T	BS 35
Biological Upgrade	2	E	150	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	150	T	---
Sound Constitution [DH]	1	P	50	T	---

DEEPSTRIKER (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge Mastery	1	E/P	100	S	Dodge Training
Skill Training	2	E/P	100	T	Skill Proficiency
Skill Mastery	3	E/P	100	T	Skill Training
Manipulation II	1	E	200	T	Manipulation I
Hard Target [DH]	1	E/P	100	T	Ag 40
Custodian	1	E	200	T	Pointman
Blindside	1	E/P	200	T	---
Dig-In	1	E/P	100	T	Impervious
Extra Defense	1	E/P	200	T	---
I Cannot be Defeated	1	E/P	100	T	Hotblooded
Superior Disarm	1	E/P	100	T	Disarm
Biological Upgrade	2	E	200	T	---
Structural Upgrade	3	E	150	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution [DH]	1	P	50	T	---

CRUSADER (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	∞	E/P	200	T	---
Skill Training	∞	E/P	200	T	Skill Proficiency
Skill Mastery	∞	E/P	200	T	Skill Training
Manipulation II	1	E	200	T	Manipulation I
Champion	2	E	200	T	Pointman
Biological Upgrade	∞	E	400	T	---
Structural Upgrade	∞	E	200	T	---
Weapon Upgrade	∞	E	300	T	---
Sound Constitution [DH]	∞	P	100	T	---

A.T. Tactician

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1000
Ballistic Skill	250	500	750	1000
Strength	200	350	500	750
Toughness	200	350	500	750
Agility	250	500	750	1000
Intelligence	100	200	300	400
Perception	200	350	500	750
Willpower	100	250	500	750
Fellowship	100	200	300	400
Synch Ratio	100	250	500	750

Starting Skills:
Tuning (Int or WP)

Starting Talents:
Manipulation I, Biological Upgrade, Structural Upgrade.

The A.T. Tactician is exactly what the name would suggest: a pilot capable of dictating the flow of battle through sheer brilliance and the awesome power of the A.T. Field. A.T. Tacticians tend to ignore the Evangelion as a machine and skip straight to its most unique and powerful asset against the angels, something often taken for granted or outright ignores by other pilots. Whether through insight, planning, cleverness or creativity, an A.T. Tactician is a master at rewriting the very reality around them, second only to the Angels themselves.

Though fairly complex and somewhat difficult to play, A.T. Tacticians can potentially become the most dangerous thing on the battlefield with proper planning and strategy. As 'tacticians' they engage in very little direct combat, rising above the need for blades and firearms and dictating the flow of battle at a grand scale. Not only do they learn a much greater number of A.T. powers than any other pilot, but they possesses the ability to use the same powers in unique ways that exponentially increase their potency or potential applications, in addition to gaining access to a selection of powers far and away beyond what anything but the Angels can hope to master. With this massive repetoire of unique abilities, an A.T. Tactician is capable of almost anything. They may alter the battlefield to the whims of their allies, summon equipment from seemingly nowhere, dictate the movements of combatants like pieces on a chess board, catch, bend, redirect, and outright cancel attacks, scout out hidden enemies and learn their secret abilities, completely bypass enemy defenses, lend special properties to their allies weapons, and fight on what would normally be impossible battlefields. At high levels and with advanced or clever use of A.T. Powers, they may accomplish incredible feats of A.T. Field brilliance, including picking up crippled Evangelions and causing them to continue fighting, negating the blast of an N2 Mine, or even waging entire battles in geosynchronous orbit. The A.T. Tactician also possesses by far the highest aptitude for character skills, lending them considerable abilities even outside the plug.

A.T. Tacticians are decidedly lackluster in combat, possessing little skill with melee weapons and equally little talent with ranged weapons. They deal little direct damage even on the rare occasion they find time and reason to try attacking the Angel themselves, and can only weather attacks for a very limited amount of time. Their Evangelions benefit from frequent and inexpensive Biological Upgrades and affordable Structural Upgrades, but suffer from very few and very expensive Weapon Upgrades. Their A.T. Field powers are their primary calling, and boast depth, variety, flexibility and power that is completely unrivaled by any other career.

In a party, the A.T. Tactician's role is typically to play both support and control, bolstering their allies while shutting down the enemy and providing an A.T. Field solution to each and every difficulty they encounter. Berserkers are important in providing the combat power that an A.T. Tactician lacks, and so supporting their attacks is likewise vital to success. Skirmishers may lack the ability to do much of anything with their A.T. Fields by themselves, but they are spectacularly useful to an A.T. Tactician's battle plan due to their unique combat abilities. Pointmen are exceptionally helpful as their mere presence drastically boosts the A.T. Tactician's rather poor survivability and let them work their magic unhindered.

INITIATE (0-999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency (Any)	4	E/P	100	S	---
Manipulation I	2	E	100	T	---
A.T. Maneuver	1	E	100	T	---
Foresight[DH]	1	E/P	50	T	---
Interference Pattern	1	E	100	T	---
Quick Spread	1	E	100	T	---
Scan Field	1	E	100	T	Ping
Biological Upgrade	4	E	50	T	---
Structural Upgrade	4	E	50	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution [DH]	1	E/P	50	T	---

PRINCIPAL   (1000-1999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Tuning Training	1	E	100	S	Tuning Proficiency
Skill Proficiency	4	E/P	100	S	---
Skill Training	2	E/P	100	S	Skill Proficiency
Manipulation I	2	E	100	T	---
Manipulation II	2	E	100	T	Manipulation I
Absolute Tactician	1	E	200	T	Manipulation II
A.T. Booster	1	E	200	T	A.T. Tactician
A.T. Maneuver	1	E	100	T	---
I Am NOT Left Handed	1	E/P	50	T	---
Interference Pattern	1	E	100	T	---
Biological Upgrade	4	E	50	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	100	T	---
Sound Constitution [DH]	1	E/P	50	T	---

POTENTATE   (2000-3999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Training	1	E/P	100	S	Awareness Proficiency
Skill Proficiency	3	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	3	E/P	100	T	Skill Training
Manipulation I	2	E	100	T	---
Manipulation II	3	E	100	T	Manipulation I
Manipulation III	2	E	100	T	Manipulation II
Analyze Field	1	E	100	T	Scan Field
A.T. Maneuver	1	E	100	T	---
Divert Field	1	E	100	T	Absolute Tactician
Drop Trained	1	E	100	T	---
Enhancement Mastery	1	E	100	T	A.T. Maneuver
General Mastery	1	E	100	T	A.T. Maneuver
Hotblooded	1	E/P	50	T	---
Interference Pattern	1	E	100	T	---
Please Move	1	E	100	T	SR 35
Spark of Genius	1	E	200	T	Int 40, A.T. Booster
Sprint [DH]	1	E/P	100	T	---
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	100	T	---
Weapon Upgrade	3	E	150	T	---
Sound Constitution [DH]	1	E/P	50	T	---

VIRTUE (4000-6999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Dodge Training	1	E/P	100	S	Dodge Proficiency
Tuning Mastery	1	E	100	S	Tuning Training
Skill Proficiency	2	E/P	100	T	---
Skill Training	4	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation I	2	E	100	T	---
Manipulation II	3	E	100	T	Manipulation I
Manipulation III	3	E	100	T	Manipulation II
Enhancement Mastery	1	E	100	T	A.T. Maneuver
General Mastery	1	E	100	T	A.T. Maneuver
Gravity Kick	1	E	100	T	Drop Trained
Indomitable	1	E/P	100	T	---
Interference Adept	1	E	100	T	Interference Pattern
Interference Pattern	1	E	100	T	---
Know Your Enemy	1	E	200	T	---
Offensive Mastery	1	E	100	T	A.T. Maneuver
Spread Mastery	1	E	100	T	A.T. Maneuver
Synchronize Group	1	E	200	T	Absolute Tactician
Biological Upgrade	3	E	100	T	---
Structural Upgrade	3	E	150	T	---
Weapon Upgrade	2	E	150	T	---
Sound Constitution [DH]	1	E/P	50	T	---

DOMINION   (7000-9999)

Advance	Freq	Scale	Cost	Type	Prerequisites
Awareness Mastery	1	E/P	100	S	Awareness Training
Skill Training	3	E/P	100	T	Skill Proficiency
Skill Mastery	4	E/P	100	T	Skill Training
Manipulation II	1	E	100	T	Manipulation I
Manipulation III	3	E	100	T	Manipulation II
Absolute Solution	1	E	100	T	Tuning Mastery
Enhancement Mastery	1	E	100	T	A.T. Maneuver
Field Strategist	1	E	200	T	WP 40
General Mastery	1	E	100	T	A.T. Maneuver
I Cannot Be Defeated	1	E/P	100	T	Hotblooded
Interference Pattern	1	E	100	T	---
Mimic Field	1	E	200	T	Analyze Field
Offensive Mastery	1	E	100	T	A.T. Maneuver
Reality Manipulation	1	E	100	T	Manipulation III
Biological Upgrade	3	E	150	T	---
Structural Upgrade	2	E	150	T	---
Weapon Upgrade	2	E	200	T	---
Sound Constitution [DH]	1	E/P	50	T	---

THRONE   (10000+)

Advance	Freq	Scale	Cost	Type	Prerequisites
Skill Proficiency	∞	E/P	200	T	---
Skill Training	∞	E/P	200	T	Skill Proficiency
Skill Mastery	∞	E/P	200	T	Skill Training
Enhancement Mastery	1	E	100	T	A.T. Maneuver
General Mastery	1	E	100	T	A.T. Maneuver
In My Spirit	2	E	200	T	Reality Manipulation
Offensive Mastery	1	E	100	T	A.T. Maneuver
Spread Mastery	1	E	100	T	A.T. Maneuver
Biological Upgrade	∞	E	200	T	---
Structural Upgrade	∞	E	300	T	---
Weapon Upgrade	∞	E	400	T	---
Sound Constitution [DH]	∞	E/P	100	T	---

Chapter Three: Skills and Talents

Skills

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

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

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

Skills

Basic Skills	
Skill Name	**Status**
Awareness	Unchanged
Barter	Unchanged
Carouse	Unchanged
Charm	Unchanged
Climb	Unchanged
Common Lore	Modified
Concealment	Unchanged
Contortionist	Unchanged
Deceive	Unchanged
Dodge	Unchanged
Evaluate	Unchanged
Gamble	Unchanged
Inquiry	Unchanged
Intimidate	Unchanged
Logic	Unchanged
Scrutiny	Unchanged
Search	Unchanged
Silent Move	Unchanged
Swim	Unchanged
Tuning	New Skill

Advance Skills	
Skill Name	**Status**
Acrobatics	Unchanged
Blather	Unchanged
Chem Use	Removed
Ciphers	Removed
Command	Modified
Computer Use	New Skill
Demolition	Unchanged
Drive	Modified
Forbidden Lore	Removed
Interrogation	Unchanged
Invocation	Removed
Lip Reading	Unchanged
Literacy	Unchanged
Medicae	Unchanged
Navigation	Unchanged
Performer	Unchanged
Pilot	Unchanged
Psynisience	Removed
Scholastic Lore	Modified
Secret Tongue	Removed
Security	Unchanged
Shadowing	Unchanged
Sleight of Hand	Unchanged
Speak Language	Modified
Survival	Unchanged
Tech Use	Modified
Tracking	Unchanged
Trade	Unchanged
Wrangling	Unchanged

Skill Descriptions

Common Lore
(Basic)
Intelligence

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

The possible areas of specialization in this skill include:

- *Chinese Federation*: A knowledge of the history, customs and policies of the Chinese Federation, both before and after Second Impact.
- *History*: A knowledge of the general history of the world and its major events and civilizations.
- *Local News:* A general knowledge of who and what are important in the daily affairs of the people in and around your Base of Operations.
- *Religion*: A knowledge of the various religions of the world and their beliefs, both before and after Second Impact.
- *Science*: A basic knowledge of the various sciences, this skill does not represent advanced study in any field and does not cover anything above the high school level.
- *Second Impact*: A knowledge of the historical events of Second Impact. This will be a combination of historical accounts and verifiable facts as well as rumors and stories from the time. As this is based on common knowledge, all of this information assumes that Second Impact was caused by a meteor strike.
- *Soviet*: A knowledge of the history, customs and policies of the New Soviet Union, both before and after Second Impact.
- *United Nations*: A knowledge of the history, customs and policies of the United Nations, both before and after Second Impact.
- *United States*: A knowledge of the history, customs and policies of the United States of America, both before and after Second Impact.
- *War*: A knowledge of the major wars in human history, who fought them, who won and a basic understanding of the tactics they used.

Computer Use
(Advanced)
Intelligence

Computer use allows the character to use and access computer systems and perform tasks with them. Using a normal computer under typical circumstances requires no test, like checking your email or surfing websites. Computer Use tests are necessary when attempting to do the unusual - getting access where you shouldn't have it, squeezing function out of a broken system, and otherwise using it to do something you shouldn't be doing or in a condition you normally couldn't do it in.

Hacking: Often, a character will want to gain access to a computer he isn't allowed to have access to. Hacking a system is, naturally, Computer Use. While under most circumstances this will be a Test with the difficult determined by the computer's security, there may be someone active (like a SysOp) or the computer may be active enough to counter-hack (like a MAGI) - in these cases, the roll may be an opposed check instead.

When you have access to a system, you can use some skills through that system - Inquiry can be used to find files and data, Security can be used to defeat existing safeguards on a computer (which otherwise might raise alarms or leave a record of what you've done), and so forth.

There are other things a character might be able to do - unlock electronic locks, search an area with security cameras, or cutting off the access of others. These tests may require the use of other skills in addition to or instead of Computer Use. The GM will determine the necessary Skill Tests required for a particular task.

Drive
(Basic)
Agility

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

Scholastic Lore
(Advanced)
Intelligence

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

- *Angels*: A knowledge of the Angels thus fought, their forms and their abilities. It may also be used to recognize similar abilities in new Angels, but cannot be used to research an Angel before it appears.
- *Astronomy*: A knowledge of the universe beyond our world, the stars and their constellations. Certain technologies integral to space travel and certain basic principles of astrophysics might also be a part of this skill.
- *Chemistry*: A knowledge of the composition of various chemicals and how they might be created.
- *Evangelions*: A knowledge of the origins and abilities of the Evangelions.
- *Government*: A knowledge of various social, political and economic systems used around the world.
- *Physics*: A knowledge of the laws which run the physical world, and the ability to use them to your advantage or recognize when something is physically impossible. Note that this does not take into account the reality-warping properties of an A.T. Field.
- *Tactics*: A knowledge of famous military stratagems and how they might be applied to your situation.

Speak Language
(Advanced)
Intelligence

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

Tech-Use
(Advanced)
Intelligence

A character may use Tech-Use to repair mechanical items and to work out how unusual pieces of technology function. When using a simple piece of mechanical equipment under normal circumstances, such as a two way radio, or night vision goggles, no Test is required. Generally speaking a Test is only required when the item is unusual, malfunctioning, or operating under troublesome conditions.

Tech-Use may also be used to repair faulty or damaged items or vehicles, the difficulty depending on the complexity of the item and how damaged it is. Notably this only pertains to repair of its physical and simple electronic systems. If for instance it became necessary to write a new operating system to render it functional, a computer use Test would be required. All uses of tech use do not pertain to the complex aspects of computational components.

It can also be used to build a suitably mechanical item from scratch (not a computer however), although a relevant trade skill is more common.

A tech-use Test to determine the function of an item usually takes one minute, but may take more or less time depending on the complexity. A Test made to repair an item generally takes much longer: one hour reduced by ten minutes for every degree of success.

Tuning
(Basic Skill)
Intelligence or Willpower

The Absolute Territory Field defines the area of space around the user that they can influence to bend to their command. It is the weapon of choice of the Angels, and a powerful tool for those that are capable of utilizing its potential. Tuning may be tested only by those with an active A.T. Field to perform a number of minor effects. In addition to where it is referenced in talents or A.T. Powers, Tuning may be used for the following tricks:

- *Thermodynamic control* – By testing Tuning, you may put out all fires on your person and within 5 dam of you.
- *Detection*- so long as your A.T. Field is spread, you may Test Tuning in place of awareness, even when blind, but your sight has a maximum range of 20 dam.

GMs are encouraged to allow anyone trained in this skill to be creative and come up with their own uses for the Tuning skill as they make good use of their A.T. Field. However, such unique uses of the Tuning skill require GM and may not mimic the effect of any A.T. Power or deal damage

Talents

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

However, there are a number of talents required by the setting and the existence of Evangelion combat that Dark Heresy simply cannot provide. Such new talents are listed below.

Should any Talent mentioned below share a name with one from Dark Heresy, use the Adeptus Evangelion version of the talent, not the Dark Heresy one.

Talent Name	Prerequisites	Description
Absolute Solution	Tuning Mastery	Replace any roll with Tuning
Absolute Tactician	Manipulation II	Share Enhancement powers with allies
Absolute Terror	Together As One	Choose to absorb your foe's biomass, gain an extra Berserk Type, hit hard enough to injure everywhere, or shrug off damage
Akimbo	BS 40, Twin Weapon Wielder	No penalties for dual wielding pistols
Analyze Field	Scan Field	Detect spread pattern and powers
Art of War	WS 50 OR BS 50, Finesse	Use three Precisions at once
A.T. Booster	ATT	Stock ATP or sacrifice Ego for ATP
A.T. Maneuver	None	Gain minor benefits due to your A.T. Field
Awakening	Berserker	Choose to make your Eva stronger, gain Tearing with natural weapons, attack multiple times, or make your Eva tougher
Basic Training	Skirmisher	+5 WS or +5 BS
Bestial	None	Natural weapons gain +1 Pen, gain +1d10 damage when Berserk
Blindside	None	Spend a reaction to move when your foe moves
Blitz	None	Knock Down on a charge with a bonus
Cannibalize	Berserker	Eat the flesh of your enemy to recover or gain a BUP
Chainsaw Massacre	Rend Asunder	Put some muscle behind those chains
Champion	Pointman	Choose to make one arm tougher and able to parry ranged attacks, become the target of effects instead of others, or gain immunity to several effects
Commission	Skirmisher	Weapons cost less
Controlled Rage	Frenzy	Gain back some control when Frenzied
Custodian	Pointman	Choose to drop people with Float or hit foes with an N2 Mine
Deadeye	WS 40, BS 40, Expert Aim	No penalty for called shots when Aiming
Dig-In	Impervious	Gain bonuses to Knock Down attempts
Divert Field	Absolute Tactician	Increase the range of your powers
Drop Trained	None	Take less damage from falls
Enhancement Mastery	A.T. Maneuver	Gain extra benefits with Enhancement powers
Einhander	Ag 40, En Garde	Bonus to hit when using a single one-handed

Talent Name	Prerequisites	Description
		weapon.
En Garde	Ag 40	Enemy takes a penalty to hit you when you use a single one-handed weapon
Extra Defense	None	Gain additional parries or a bonus to Dodge
Expert Aim	WS 35, BS 35	Halve the penalty to Called Shots when Aiming
Field Strategist	WP 40, ATT	Reduce enemy Augmentation
Finesse	WS 45 OR BS 45, Precision	Gain the benefit of two Precisions at once
First Strike	WS 40	Attack multiple times or strike back when attacked
General Mastery	A.T. Maneuver	Gain extra benefits with General powers
Ghost in the Machine	Berserker	Ignore penalty to Berserk tests, may burn Fate to Berserk
Gravity Kick	Drop Trained	Smash into your enemies from a great height
Guardian	None	Parry for others
Hair Trigger	BS 40, Ag 40	Fire a pistol as a reaction
Heart of the Machine	Sum of Its Parts	Add SB-2 to attacks while piloting
Heavy Weapons Master	Precision	Utilize Precision with two handed melee weapons or Heavy ranged weapons
Hostility Restrained	Restraint	Always go Dormant and resist attacking allies
Hotblooded	None	Roll for Shock twice and resist feedback better
I am NOT Left-Handed	None	Switch hand dominance
I Cannot Be Defeated	Hotblooded	Resist fatigue easier
Impervious	Hotblooded	Choose between several options to become tougher
Indomitable	None	Remove one less ego when taking ego damage
In My Spirit	Reality Reinforcement	Truly master the Eva's A.T. Field
Interference Adept	Interference Pattern	Gain the benefit of two Interference Patterns at once
Interference Pattern	None	Additional effects when you Neutralize
Intervention	Maneuver Mastery	Choose to prevent enemy movement, prevent disengaging from grapples, knock an enemy back, or make combat maneuvers easier after Parrying
Killing Spree	WS 60 or BS 60	Choose a powerful, weapon-based, special attack.
Know Your Enemy	None	Gain Hatred against a particular foe
Like a Cruel Angel	SR 45, Together As One, Awakening	Upgrade your Berserk Type
Lord of War	Commission	Have two separate weapon loadouts
Maneuver Mastery	None	Roll twice and pick the best when Maneuvering
Manipulation I	None	Choose a low tier A.T. Power
Manipulation II	Manipulation I	Choose a mid tier A.T. Power
Manipulation III	Manipulation II	Choose a high tier A.T. Power
Mimic Field	Analyze Field	Learn powers and gain powers
Obscuring Barrage	BS 35	Shoot to blind and deafen your target

Talent Name	Prerequisites	Description
Offensive Mastery	A.T. Maneuver	Gain extra benefits with Offensive powers
Please Move	SR 35	Berserk automatically once
Precision	None	Choose from a variety of effects when making a single Half Action attack
Quick Spread	None	Fully spread as a half action, half as a free
Ravenous	Cannibalize	Cannibalize when not Berserking, gain both effects when Berserking
Reality Manipulation	Manipulation III	Not only does God play dice, the dice are loaded
Rend Asunder	None	Roll an additional die with Tearing attacks
Restraint	None	Reroll tests for Dormancy, roll for Dormancy when otherwise incapable
Rip and Tear	None	Remove limbs with a Strength test
Sacrifice	Pointman	Redirect damage to your arms
Scan Field	Ping	Learn ATS and Spread Pattern
Self Preservation	Berserker	Test to Berserk on limb loss
Shielded Shooter	None	Use cover to prop up a Basic weapon
Skill Mastery	Skill Training	Gain a +20 bonus to a Skill
Skill Proficiency	None	Gain Proficiency in a Skill
Skill Training	Skill Proficiency	Gain a +10 bonus to a Skill
Sniper	BS 45	Spend Fate to automatically succeed a BS roll
Spark of Genius	Int 40	Temporarily learn powers on the fly
Spotter	None	Ally uses your position instead of their own for ranged attacks
Spread Mastery	A.T. Maneuver	Your Spread Pattern grants extra benefits
Stirring Beast	None	Gain a +10 bonus to Berserk Tests, +1 Initiative
Sum of Its Parts	S 35	Add pilot strength to Eva actions other than damage
Superior Disarm	Disarm	Gain a bonus to Disarm attempts
Support Fire	BS 35	Replace damage with additional effects, depending on technology
Synchronize Group	Absolute Tactician	Borrow others' A.T. Fields
Target Acquisition	None	Reduce the penalty for firing into melee
The Beast Within	None	Gain a conditional Fate Point when Berserking
Together As One	SR 40, Berserker	Choose between multiple effects that improve when Beserking
Twin Weapon Wielder	WS 35 BS 35, Ag 35	Gain Two Weapon Wielder (Melee) and (Ballistic)
Unleash the Beast	None	Spend Fate to succeed Berserk Test
Weapon Expert	None	Add full DoS to Breach instead of half
Wild Swing	S 35	Trade accuracy for damage
Zornhau	Ag 45, Einhander	Increased Fury chance when using a single onehanded weapon

Absolute Solution
Prerequisite: Tuning Mastery
        The A.T. Field is capable of doing just about anything, with enough thought and power. And you've got the 'thought' part down pat, at least. As long as you have a spread A.T. Field, you may Test Tuning once per session instead of any other skill Test or attack roll.
Special: This Talent is treated as being an Enhancement power that has been augmented with 2 ATP for the purpose of the Absolute Tactician Talent.

Absolute Tactician
Prerequisite: Manipulation II
        Whenever you use an Enhancement power, you may treat it as though it were activated by any other Evangelion within 10 dam of you, with the effect occurring at the beginning of their turn. For every point of ATP used to augment that power, you may increase the range of this Talent by 10 dam.
Special: An Evangelion may only benefit from the use of a single instance of any one Enhancement power at a time. If multiple instances of the same power come into effect, the pilot of the affected Evangelion chooses which to apply.

Absolute Terror
Prerequisite: Together As One
        Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
- *Carnage* – While the Evangelion is Berserk, you may perform a special attack by spending a Fate Point. When activated, a location of your choice reduces its AP to 0 until repaired. The Evangelion may then strike an Angel or Evangelion with that location as part of a melee attack using an Unarmed Strike or location appropriate Natural Weapon, and force an Opposed Toughness Test. If successful, the Evangelion's flesh fuses with that of its target, and it rips it out, dealing twice its Strength Bonus in Damage that ignores Armor and Toughness. The Evangelion immediately absorbs this stolen biomass and gains 1d10 wounds to be divided up among its body locations as chosen and 1 BUP which it may spend immediately, a max of 1 of which can be gained per session in this way. At this time, previously bought, but as yet unspent, BUP may be spent as well to help pay for a specific biological upgrade. If the the Opposed Toughness Test is failed, the Fate Point is still expended, and the AP on the selected location remains at 0, but the attack is still resolved as normal.
- *Dual Spirit* – There are two souls that can be found in your Evangelion – that of the Evangelion itself, and *your own*. You may choose an additional Berserk type (Uncontrollable, Masterful, Tamed, Thaumaturge, or Unyielding), which applies to any Evangelion you pilot. If an Evangelion would have the same Berserk effect twice, only one applies.
- *Murder Stroke* –When using the All Out Attack Action, you may spend your Reaction to activate this Talent. Your attack now inflicts extra hits as if it were a Full Auto Burst Action against the original target, with a Rate of Fire equal to your Strength Bonus. The first attack hits for full damage, but all extra hits treat your weapon as if its basic damage was 0, and ignore AP. A successful Dodge or Parry negates the first hit, plus one extra hit for every Degree of Success as the target's defensive action causes it to merely take a glancing blow.
- *Resilient Frame* – As a Reaction, you may Test Toughness at a -10 penalty to negate all damage and negative effects directly resulting from any one attack that hits you. Multiple hits, such as from the Scatter Quality or Full Auto Bursts, count as a single attack for this purpose.

Akimbo
Prerequisite: Ballistic Skill 40, Twin Weapon Wielder
        Hours upon hours of practice (or watching gun-fu flicks) have honed your hands to an unnatural steadiness with your beloved pistol. You do not suffer the Two Weapon Wielder penalty for using a Pistol.

Analyze Field
Prerequisite: Scan Field
        Whenever you use the Ping power, you automatically know the current Spread Pattern and ATS (including Deflection) of any A.T. Field you detect. In addition, you may Test Awareness. If you succeed, you learn the identity of one A.T. power the owner of each A.T. Field possesses, plus an additional one for each Degree of Success on the Awareness Test.

Art of War
Prerequisite: Weapon Skill 50 or Ballistic Skill 50, Finesse
        None are your equal on the battlefield. Combat is your canvas. You may apply any three known Precision options instead of two. The same option may not be chosen more than once.

A.T. Booster
Prerequisite: A.T. Tactician
      An A.T. Field is a powerful tool under normal conditions, but by employing either clever or stupidly dangerous methods a pilot can make it even more so. Whenever you select this Talent, choose one of the following options.
- *A.T. Focus* – On your turn, you may stock an amount of ATP up to your Intelligence Bonus as a Half Action. The stocked ATP can't be spent except as part of a Reaction, but do not lower your ATS. At the beginning of your next turn, when you replenish your ATP, you may increase the amount of ATP you gain that turn by the remaining amount of ATP you had stocked.
- *Ego Burner* – As a Free Action, you may remove a number of points from your Ego Barrier up to your Willpower Bonus. If you do, you gain an amount of ATP equal to the number of points you removed, until your next turn. This is not considered Ego Damage for any purpose.

A.T. Maneuver
      Even when taking direct control via A.T. Powers, as long as a pilot's A.T. Field is spread there is a powerful force at their command, waiting to be used. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times. While these abilities require a spread A.T. Field, they do not cost any ATP to use.
- *Energy Efficient* – You may add 1 round to the internal power supply of any Evangelion you pilot.
- *Fluid-Tuned* – You may use your Synch Ratio when Testing Swim, instead of Strength.
- *Fortification* – Your Fatigue Threshold is increased by 1.
- *Inertia Boost* – Your Agility Bonus is increased by 1.
- *Kinetic Aid* – You may use your Synch Ratio when Testing Acrobatics, instead of Agility.
- *Mind's Eye* – You may use your Synch Ratio when Testing Awareness, instead of Perception.
- *Quick Draw* – As the Talent from Dark Heresy.
- *Wipe Clean* – Ranged weapons you use don't Jam.

Awakening
Prerequisite: Berserker
      Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
- *Beyond Your Means* – Your Evangelion receives a +10 bonus to all Strength Tests. When Berserk, your Evangelion increases its Strength Bonus by 2.
- *Brutality* – Whenever you use a Full Action attack, any Natural Weapons you use gain the Tearing quality and +1 to their Penetration.
- *Swift Attack* – As the Talent from Dark Heresy.
- *The Dead Walk* – Any Evangelion you pilot increases its Toughness Bonus by 1.

Basic Training
Prerequisite: Skirmisher
      Whether through natural talent, intensive training, or sheer dumb luck you are surprisingly competent at the rudimentary elements of combat. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
- *Melee Training* – Increase your Weapon Skill by 5.
- *Ranged Training* – Increase your Ballistic Skill by 5.

Bestial
      Your Natural Weapons gain +1 Penetration. When Berserk, Natural Weapons deal an additional 1d10 damage.

Blindside
      Whenever an enemy moves within range of your Half Move rate, you may immediately move up to that distance as a Reaction, ending your movement adjacent to and engaged in melee with that enemy. This may be done in the middle of an enemy action, at which point they may choose to either end their movement or continue moving and allow you a free attack as usual. This Talent can't be used if the enemy is using any method of avoiding free attacks from fleeing, such as a Disengage Action or the Float AT Power.

Blitz
      Line them up and knock them down. The only thing that compares to the sheer force that you barrel at your foes with is the impact they feel when you finally hit. As a Full Action, you may move your Charge distance and make a Knock-Down attempt at a +10 bonus.

Cannibalize
Prerequisite: Berserker
   If an Angel or enemy Evangelion has not self destructed when defeated and your Evangelion is Berserk, you may choose to devour the flesh of the enemy to absorb its biomass as a Full Action. The Evangelion may either regenerate a number of Wounds equal to 1d10 + Toughness Bonus, applied how you choose across body locations, or gain 1 BUP. You may only benefit from this Talent once per combat, and a devoured enemy is consumed utterly.

Chainsaw Massacre
Prerequisite: Rend Asunder
   Even the strangest, most awkward weapons can benefit from putting your back into it. Or by ramming it as hard as you can into your foe, that tends to work fairly well, too. When using a weapon with the Chain property, you may add half your Strength Bonus to that weapon's Damage.
Special: Stop watching zombie movies, dumbass.

Champion
Prerequisite: Pointman
   Through your greatest victories and most bitter defeats there has been one thing always at your side: your Evangelion. In response your wishes and duty it has become a shield, both for yourself and the team. Whenever you select this Talent, choose one of the following options.
- *Protector* – Whenever you purchase this talent, designate one arm; for as long as you have Bunker Field spread, that arm is considered to have the Unnatural Toughness Characteristic. This option requires the Sacrifice Talent and the Bunker Field A.T. Power.
- *Sentinel* – For as long as you have Accelerated Field spread, you may treat any attack against an ally within the distance of your Half-Move as if it were targeted at you instead. If the attack has multiple hits or is an area of effect, you are considered to be the primary or central target. This option requires the Guardian Talent and the Accelerated Field A.T. Power.
- *Warden* – For as long as you have Layered Field spread, you are immune to the effects of stunning, fatigue, pinning, may not be knocked Prone, and may not be moved against your will. This option requires the Impervious Talent and the Layered Field A.T. Power.

Commission
Prerequisite: Skirmisher
   You know exactly what it is that you require for combat and request your weapons load-out with the utmost efficiency in mind. Whenever you purchase a weapon of a type you do not already possess (Melee, Pistol, Basic, or Heavy), you may reduce its cost by 1 Req before applying upgrades, to a minimum of 1. In addition, whenever you purchase two identical Melee, Pistol or Basic weapons, any upgrades purchased for the first weapon may be purchased for the second at half the cost, rounded up.

Controlled Rage
Prerequisite: Frenzy
   You've managed to figure out how to keep your wits about you some while still being a raving lunatic. While Frenzied you are no longer required to use the All Out Attack Action, although you must still attack if possible and may not use the Multiple Attacks Action. You may use use the Neutralize A.T. Power and any Enhancement A.T. Powers that you know and may Parry.

Custodian
Prerequisite: Pointman
   The A.T. Field is an incredible tool when utilized properly. Combined with your martial training you are able to manipulate both it and your environment in innovative ways that others can only dream of. Whenever you select this Talent, choose one of the following options.
- *Force Move* – After succeeding on a Maneuver Action, instead of resolving the standard effect you may spend the ATP required to activate Float as a Free Action. If you do so, you may send yourself and the target 2d10+10 dam in a direction of your choice and 2d5 dam upwards. Upon landing, the target is knocked Prone. This option requires the Float A.T. Power.
- *Tactical N2 Punch* – When armed with an N2 Mine and engaged with a target, you may spend the ATP required to activate Restrict Shot as a Half Action and Test Tuning. On a success, the target and only the target is treated as having been struck by an N2 Strike with +2 damage per Degree of Success on the Test; this deals collateral as a Blast (5) Weapon. On a failure, the N2 Strike goes off as normal. In either case, the arm used to deliver the N2 Mine is immediately destroyed, the Evangelion suffers the maximum Explosive Critical effect and the pilot suffers Feedback regardless of their Feedback Threshold. To acquire an N2 Mine for use with this Talent, either a single point of N2 Stockpile may be used for a resulting Yield 1 N2 Strike, or an Operations Direction may expend an instance of the N2 Barrage Talent to set the Yield of the N2 Strike to the maximum Yield the N2 Barrage would be able to achieve.

Deadeye

Prerequisite: Weapon Skill 40, Ballistic Skill 40, Expert Aim

You know precisely where to aim your attacks and landing them is entirely effortless. In any round in which you have taken the Aim action, you do not suffer the -20 Penalty for making a Called Shot. This talent replaces Expert Aim.

Dig-In

Prerequisite: Impervious

By taking the proper stance you can stand up to even the strongest of foes, or completely overpower the weaker. You have a +20 bonus to the Opposed Strength Test of the Knock-Down Action. In addition, if you win by two or more Degrees of Success, your opponent takes a level of Fatigue.

Divert Field

Prerequisite: Absolute Tactician

You have the ability to displace your A.T. Field from yourself, redirecting your power at will. Whenever you use an A.T. Power with a range other than Personal, you may treat it as though you had used it anywhere within 20 dam of your current location. For most powers, this simply increases the range by 20 dam. If used with a power with a range that is a Radius or Cone, you must expend all remaining ATP on the power.

Special: Whenever you use an Enhancement power on an ally with Absolute Tactician, you may increase the range at which you may affect an ally by 20 dam.

Drop Trained

You have been trained in strategic insertion from significant heights, or maybe you just finally learned how to stop falling flat on your ass. When falling from heights of 10 dam or more, you always land on your feet and treat your falling distance as if you had fallen only 1/3rd as far for the purposes of damage. Heights below 10 dam are simply too short for you to prepare yourself in time.

Einhander

Prerequisite: En Garde, Ag 40

Whenever you wield a single one handed melee weapon or a pistol, if you aren't wielding anything in your other hand, you gain a +10 bonus to Weapon Skill or Ballistic Skill Tests to hit. If you are wielding a weapon with the Compact quality, the bonus becomes +20 instead.

En Garde

Prerequisite: Ag 40

Whenever you wield a single one handed melee weapon or a pistol, if you aren't wielding anything in your other hand, enemies take a -10 penalty to hit you. If you are wielding a weapon with the Compact quality, the penalty becomes -15.

Enhancement Mastery

Prerequisite: A.T. Maneuver

Through either long hours of research and contemplation, or maybe just a flash of insight, you've learned how to better tune the usage of your power, doing things no-one else has with them. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times. You may choose to apply these options whenever you use the power they would modify, including when used with Absolute Tactician.

- *Accelerated Funnel* – Whenever you enhance an attack with the Spatial Funnel power, any targets of that attack suffer a -5 penalty to their Dodge Test against the attack for every degree of success, to a maximum of -20.
- *Breaching Strike* – Whenever you use an Enhancement power to enhance an attack, that attack gains a +1 bonus to Breach.
- *Bullet Hell* – For every 2 additional ATP you spend on the Restrict Shot power, reduce the amount of ammunition used (but not the number of shots fired) whenever the enhanced weapon is fired using the Semiautomatic Burst or Full Auto Burst actions by one, to a minimum of one.
- *Efficient Cache* – As long as you have a spread A.T. Field, the cost to Maintain your Dirac Cache costs 2 less ATP, to a minimum of 0 ATP. Activating the power still costs the normal amount.
- *Guided Shot* – Whenever you enhance an attack with the Restrict Shot or Spatial Funnel powers, that attack ignores the penalties for firing into melee, the target being Prone, or the target being in visually obscured by factors such as darkness or the Refraction A.T. Power. If none of these penalties apply, you may instead use a Half Action to give the attack the benefits of a Markerlight.
- *Impulse Edge* – Whenever you enhance an attack with the Entropy Flux power, that attack gains the Incendiary Quality until the end of the round.
- *Shunt* – Whenever you use the Float power on an ally with Absolute Tactician, you may, as a Half Action, move that ally a number of decameters equal to your Half Move rate. As well, you may, as a Full Action, move that ally a number of decameters equal to your Full Move rate. This movement does not grant enemies engaged in melee combat with that ally free attacks, and the ally may choose not to be moved.

Extra Defense

Your defenses are impregnable even if the Evangelion you pilot may not be. Whenever you select this Talent, choose one of the following options.

- *Wall of Steel* – As the Talent from Dark Heresy.
- *Talented (Dodge)* – As the Talent from Dark Heresy.

Expert Aim

Prerequisite: Weapon Skill 35, Ballistic Skill 35

You can hit the broad side of a barn from 50 paces. You can also hit the fly that you were aiming for. In any round in which you have taken the Aim action, the penalty for making a Called Shot is only -10 instead of the normal -20.

Field Strategist

Prerequisite: Willpower 40, ATT

As long as you have a spread A.T. Field and an ATS of at least 1, any A.T. Power used on you has the amount of ATP spent to augment it reduced by your Willpower Bonus for any additional effects other than range. If there are multiple targets, this reduction only applies to you.

Special: If you have the Absolute Tactician Talent, you may, as a Half Action, treat this Talent as though it were an Enhancement power that has been augmented with 2 ATP, using your own Willpower Bonus. If you do, you lose the benefit of this Talent until the beginning of your next turn.

Finesse

Prerequisite: Weapon Skill 45 or Ballistic Skill 45, Precision

Your style is impetuous, and it is a thing of beauty to watch you in combat. You may apply any two known Precision options instead of one. The same option may not be chosen more than once.

First Strike

Prerequisite: Weapon Skill 40

Sometimes the best defense is a good offense. Whenever you select this Talent, choose one of the following options.

- *Swift Attack* – As the Talent from Dark Heresy.
- *Counterstrike* – After a successful Parry, you may immediately make a Standard Attack, Feint, Knock-Down attempt, or Takedown attempt if available.

General Mastery

Prerequisite: A.T. Maneuver

Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.

- *Easy Lifting* – When you use the Kinetic Manipulation powers, you treat all objects affected as though they were being lifted with 2 hands. When you use the Inertia power to attack by throwing an object, use your Synch Ratio at -20 instead of your Ballistic Skill.
- *Expert Traveler* – Whenever you use the Dirac Jaunt power, you may increase or decrease the radius (and effective Blast rating) by 5. If the radius is 0, only your own Evangelion is transported, and the power causes no Collateral Damage.
- *Krasnikov Hole* – Whenever you use the Krasnikov Tube power, you may choose to close one end of the wormhole as a Free Action. If you do, any ranged attack fired through or caught in the wormhole is stored inside a Sea of Dirac. The Sea of Dirac may store up to three such attacks, with an additional one for every additional 1 point of ATP on the power, with any further attacks replacing the earliest stored attack. When you Maintain this power, you may choose to open the other end of the wormhole at any point within the power's range, unleashing any stored attacks in the direction it opens immediately, resolved as normal for attacks redirected through a Krasnikov Tube.
- *Lingering Flare* – When you use the Flare power, you may have the effect last a number of rounds equal to your Willpower Bonus.
- *Mobile Refraction* – You may choose to Maintain the Refraction power as part of any Move Action. If you do, the distortion is centered on you, moving with you as you go. If you don't, you may maintain it as a Half Action as normal and move the distortion to any location in range.
- *Persistent Shell* – Whenever your Barrier is Breached or Neutralized, it shatters into a floating wall of shards, providing Cover with 4 AP for anything that had been protected by it until your next turn.
- *Redirect Shot* – You may use the Wrap Beam power on ranged attacks of any damage type.
- *Shove* – You may choose to Maintain the Containment power as a Full Action. If you do, make a Synch Ratio Test opposed by the opponent's Strength. If you succeed, you may move the opponent up to 2 dam in any direction, with an additional 2 dam for every Degree of Success on your Test. The opponent cannot be forced into another character or some other obstacle,

but can be moved away from you, since it isn't moving by its own accord. If there are multiple opponents affected by the Containment power, you must Test separately for each one, taking a -10 penalty to the Test for every opponent past the first.

- *Spread Zone* – When you use the Area Field power, any ally within the Area Field may choose to gain the Deflection and additional benefits of your Spread Pattern at your current ATS, losing the Deflection and benefits of their own Spread Pattern.

Ghost in the Machine
Prerequisite: Berserker
        The pilot has a unique relationship with their Evangelion, one that will grow into a weapon far greater than anything one can hold in their hands. When rolling to Berserk, you do not suffer the usual -30 penalty to the Synch Ratio Test.
In addition, the Evangelion can and will awaken to fight should it be pushed to its limit. Once per session, if the Evangelion would be defeated, you may choose to burn a Fate Point. Instead of being defeated, the Evangelion reactivates on the spot and Berserks automatically. In addition to all other applicable bonuses, all remaining Fate Points default to unspent and the Evangelion is treated as being at full health on all body locations, even going so far as to use surrounding materials to regrow or rebuild a missing limb ending all Critical Damage effects. After burning Fate for this Talent, for the rest of the battle, the pilot may not be killed or forced to burn Fate to survive barring truly exceptional circumstances, and may reconstitute without Burning Fate if he reaches 0 Ego Barrier. A character with Replaceable may choose to burn a Fate Point to trigger this Talent instead of burning a spare body. Burning a spare body does not trigger this Talent.

Gravity Kick
Prerequisite: Drop Trained
        A stylish move favored by aces, which you count yourself among. When above an opponent, you may take a Half Action for your Evangelion to drop onto the enemy and use the falling damage it would normally have taken as the damage for an attack. The Evangelion does not take any falling damage from this attack, but for every 10 dam it falls you take a -10 penalty to the WS Test to hit. If you miss the target, the Evangelion falls to the ground prone. If you expend the ATP required to activate the Float A.T. Power, are using A-Type equipment, or have some other means of maneuvering while airborne you may ignore this penalty and make the attack at a +10 bonus.

Guardian
        Your training has taught you to not only look out for yourself, but for others as well. You may expend your Reaction to Parry an attack against an adjacent ally.

Hair Trigger
Prerequisite: Ballistic Skill 40, Agility 40
        Your speed with a pistol is beyond compare. You may fire a Pistol on Single Shot as a Reaction at a -10 penalty. This attack does not benefit from the effects of Precision.

Heart of the Machine
Prerequisite: Sum of its Parts
        Sometimes, just jamming on the triggers and shouting your lungs out as you scream bloody murder just isn't enough. Usually, it's when you aren't toe to toe with a giant alien abomination. The pilot adds their Strength Bonus -2 to the Evangelion's Strength Bonus for the purposes of damage. This Talent cannot be used if the pilot is unconscious.

Heavy Weapons Master
Prerequisite: Precision
        Even the weightiest of weapons feels comfortable in your grip. You may apply the effects of Precision to a single, Half Action attack with a two-handed melee weapon or a Heavy weapon fired on single shot.

Hostility Restrained
Prerequisite: Restraint
        Though still consumed with an all-consuming rage, your Evangelion has, through your presence, learned to channel that rage into its enemies, and only its enemies. You automatically succeed on the Test to fall Dormant if circumstances would not force you to attack an ally. If circumstances would force you to attack an ally, such as the Angelic Distinguishing Feature, the special ability of an Angel, or a Trait or Drawback, you may make a Routine (+20) Willpower or Fellowship Test. On a success, you do not attack them, falling Dormant if you are Berserking and there is no enemy present.

Hotblooded
        The only way to keep you down is with overwhelming force and violence. Increase your Feedback Threshold by 1. In addition, whenever you roll on the Shock Table, you may roll twice and choose whichever result you prefer.

I am NOT Left-Handed

You are equally competent with both of your hands, a good thing when your Evangelion happens to lose one or the other. As a Free Action, you may change which hand is your dominant one.

I Cannot be Defeated
Prerequisite: Hotblooded
You refuse to give in, even when pressed to your absolute limits. Treat your Toughness Bonus as being 2 higher for the purposes of determining whether or not you pass out from Fatigue.

Impervious
Prerequisite: Hotblooded
Painting a giant target on yourself does the team little good if you cannot withstand the heat, fortunately you're a little tougher than the average teenager. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
- *Feedback Resistance* – Increase your Feedback Threshold by 2.
- *Resistance (Fear)* – As the Talent from Dark Heresy.
- *Stable Synch* – Once per session, after rolling for Synch Disruption, you may choose to discard the roll and keep your current Synch Ratio instead.
- *Shrug it Off* – Once per session, you may ignore all the effects of accumulated Fatigue (including falling unconscious) until the end of your next turn.

Indomitable
Your sense of self is incredibly strong and will not easily be broken. Whenever you take Ego Damage, you take one less (to a minimum of one).

In My Spirit
Prerequisite: Reality Manipulation
You get it, now. What they've been doing, what **you've** been doing. How everything fits together, how to make what you've already been doing work **better.** You just have to push further... Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
- *Absolute Strategist* – When you use an Enhancement power on an ally with Absolute Tactician, you may have the effect apply to all allies within range, including yourself.
- *Angelic Spark* – When you use Spark of Genius, you may gain access to any Angelic A.T. Power.
- *Dual Field* – You may have two separate Spread Patterns active at the same time, gaining the benefits of each.
- *Radiance* – When piloting an Evangelion, you gain the Light of the Soul Trait, with a rating equal to your Willpower Bonus.

Interference Adept
Prerequisite: Interference Pattern
Tearing down A.T. Fields has become almost second nature to you. Whenever you use or maintain the Neutralize power, you may apply any two known Interference Pattern options instead of one. The same option may not be chosen more than once.

Interference Pattern
The act of neutralizing an enemy A.T. Field is usually an undertaking in force rather than skill. Skill has its uses as well, however. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times. Whenever you use or maintain the Neutralize power, you may apply the effect of a single option to the power, and may change which you apply each time you use or maintain it. Multiple instances of an Interference Pattern effect on the same target do not stack.
- *Broadcast* – As long as you spend at least 5 ATP, you may decrease the range of your Neutralize power by 10 dam, but may apply the effects of your Neutralize power to any opponents within range.
- *Counter* – When you use or maintain the Neutralize power, you may choose a single A.T. Power you know that is not a Spread Pattern. As long as you spend at least an amount of ATP equal to that power's cost, any opponent you Neutralize may not use that power until the beginning of your next turn.
- *Deep* – As long as you spend at least 3 ATP, you may increase the range of your Neutralize power by 20 dam.
- *Harmful* – As long as you spend at least 5 ATP, any opponent you Neutralize takes a -10 penalty to all Tests until the beginning of your next turn.
- *Lock* – As long as you spend at least 7 ATP, any opponent you Neutralize that attempts to teleport must Test Willpower. If they fail, they remain where they are. In addition, any powers utilizing Dirac Seas cost opponents you Neutralize 4 additional ATP until the beginning of your next turn.
- *Reality Reinforcement* – As long as you spend an amount of ATP equal to your opponent's Toughness Bonus, you may negate a single Trait that opponent possesses until the beginning of your next turn. You may not use this option to negate the Amorphous, Angel, Flyer, Natural Weapon, Size, Swarm, Swim, or Decentralized Core Traits, or any other Trait that would

cause the opponent to change its physical shape, size, or composition. If this option is used on multiple opponents, you may only choose a single Trait, and must spend an amount of ATP equal to the highest Toughness Bonus of opponents with that Trait, though all opponents with that Trait are affected.

Intervention
Prerequisite: Maneuver Mastery
You are a master at being a royal pain in the ass to your foes, whether limiting their actions or disrupting their efforts. Whenever you select this Talent, choose one of the following options.
- *Halt Advance* – On a successful melee attack, you may choose to not roll for damage and instead prevent the target from taking any Move actions for their next turn.
- *Grappling Expert* – When an opponent attempts to disengage from a Grapple with you, you may force them to make an Opposed Weapon Skill Test. If they do not succeed, they do not disengage.
- *Tactical Blow* – You may choose to make an Opposed Strength Test instead of a Weapon Skill Test for the Maneuver Action. On a success, you may move the target a number of meters (or dam in Evangelion-scale) up to your Strength Bonus. If desired, you may advance this distance as well.
- *Walked Into It* – If you successfully Parry an attack from a target, you gain a +20 bonus to any use of the Grapple, Feint, or Maneuver actions against the target on your next turn.

Killing Spree
Prerequisite: WS 50 or BS 50, Skirmisher
When your enemies get to hell, they tell 'em you sent them. Whenever you select this Talent, choose one of the following options. You may not use two Killing Spree options at the same time.
- *Double Kill* – As part of a single Standard Attack, you may attack with two Melee weapons or fire two ranged weapons on Single Shot. All bonuses and penalties for attacking with multiple weapons apply, though both attacks count as a single attack for the purposes of parrying, dodging, the Aim action, and Called Shots. The effects of the Precision Talent apply to both weapons.
- *One-Shot Kill* – When attacking with a one-handed Melee weapon or a Basic weapon, you may spend a Reaction before you roll. If you do, and you succeed on the attack roll, you may add 3 Degrees of Success to the roll and may increase the limit on maximum Degrees of Success for the effects of the Precision Talent by 3. This effect only applies to a single attack roll.
- *Overkill* – When you deal Critical Damage with a two-handed Melee weapon or a Heavy weapon, you may deal an amount of damage to an adjacent hit location equal to the amount of Critical Damage you dealt. This damage is reduced by the opponent's Toughness Bonus and Armor Points as normal, though their Toughness Bonus is reduced by the original hit location's Toughness Bonus and their Armor Points are reduced by the original hit location's Armor Points for the purpose of this effect.

Know your Enemy
Through hours of exhaustive study and practice, you have become able to mark out the subtle flaws and weak points in the fighting style of a particular enemy. Choose between Angels, Evangelions, or Mecha. You gain the Hatred Talent from Dark Heresy for the chosen opponent. More options may be available at the GM's discretion. You may not take the same opponent multiple times.

Like a Cruel Angel
Prerequisite: SR 45, Together As One, Awakening
There is more to the Evangelions than would first appear. Simply from synchronizing your soul with that of the machine causes a resonance between the two, allowing the awakened monstrosity to draw upon its true nature. Whenever the Evangelion Berserks, it gains additional benefits, depending on which Berserk Type it has. If an Evangelion has more than one Berserk Type, only the one chosen when it was created is modified.
- *Apex Predator* – The Evangelion is an unstoppable beast, barreling through any opposition. Nothing can stop it once it has chosen its path. When Berserk, any effect that would force the Evangelion to move, hold it in place, knock it prone, lower its Agility, lower its movement speed, or prevent it from taking actions fails, and it may ignore the effects of the Barrier A.T. Power. This effect modifies an Uncontrollable Evangelion.
- *Deus In Machina* – The Evangelion is unnaturally quick, slipping through the gaps in gunfire and striking in the space between seconds, moving fast enough to be naught but a blur. When Berserk, the Evangelion gain the Unnatural Speed(x2) Trait and Step Aside Talent. This effect modifies a Masterful Evangelion.
- *Seraphic Halo* – The Evangelion is a master of manipulating local reality, on par with the Angels themselves. When Berserk, the Evangelion gains the Light of the Soul Trait with a rating equal to your ATS. This effect modifies a Thaumaturge Evangelion.
- *Unbound Soul* – The Evangelion has finally managed to surpass the limiters placed on it by those who made it, its own personality breaking free. Each time the Evangelion Berserks, you may choose an additional Berserk type, gaining all of its benefits and penalties for the duration of the Berserk. This effect modifies a Tamed Evangelion.

- *Immortal Being* – Nothing stops the Evangelion. It is a tireless juggernaut, an irresistible force, a fundamental law of nature. When Berserk, the Evangelion gains the Stuff of Nightmares Trait. This effect modifies an Unyielding Evangelion.

Lord of War
Prerequisite: Commission

You have a tool for every situation, a gun for any occasion, and a bullet for everyone you meet. Or a sword. With the resources Nerv makes available, you don't have to be picky. You may create two separate load-outs, each using your full Req, and may choose which to use before deploying. Once per combat, you may swap between load-outs as a Full Action when at a Launch Elevator, Rail Port, or other means of resupplying. The Commission Talent applies to each load-out individually.

Maneuver Mastery

With impeccable footwork and a judicious use of force you are more than able to dictate the terms of your engagement. When using the Maneuver Action, you may roll twice and pick the better result.

Manipulation I

You've managed to pick up a few things about using your Evangelion's A.T. Field. Whenever you take this Talent, gain one of the following A.T. Powers:
- Accelerated Field
- Bunker Field
- Flare
- Focal Thrust
- Inertia
- Layered Field
- Ping
- Refraction
- Restrict Shot

Manipulation II
Prerequisite: Manipulation I

Constant exposure to both the Evangelions and the Angels themselves have taught you a few more tricks. Ones that tend to make physics weep. Whenever you take this Talent, gain one of the following A.T. Powers:
- Barrier
- Containment
- Dirac Cache
- Entropy Flux
- Float *(Requires Inertia)*
- Kinetic Manipulation *(Requires Inertia)*
- Phase Trap
- Slashing Distortion
- Spatial Funnel

Manipulation III
Prerequisite: Manipulation II

You're capable of doing things that quite frankly shouldn't be physically possible. Whenever you take this Talent, gain one of the following A.T. Powers:
- Anti A.T. Field
- Area Field
- Dirac Jaunt
- Friction Flood *(Requires Accelerated Field)*
- Krasnikov Tube
- Repulsion
- Solenoid Bomb
- Wrap Beam

Mimic Field

Prerequisite: Analyze Field

Whenever you use the Ping power, you automatically know the current Spread Pattern and ATS (including Deflection) of any A.T. Field you detect, along with all the A.T. powers known by the owners of those fields. In addition, you may Test Awareness. If you succeed, you may use one power from the owner of any one A.T. Field you detect for the duration of the battle as if you knew the power yourself.

Obscuring Barrage
Prerequisite: Ballistic Skill 35

You leave your opponents disoriented and confused in a hail of gunfire. Whenever you would make an attack with a ranged weapon on Semiautomatic or Full Auto fire, including during Overwatch or Suppressing Fire Actions, you may instead Test Ballistic Skill to make an Obscurring Barrage, inflicting no damage or collateral and using up ammo as normal. If you succeed, your opponent may make an Easy (+20) Perception Test as a Reaction or else it may not take any Full Actions until the beginning of your next turn. You may not use Support Fire on an Obscuring Barrage.

Offensive Mastery
Prerequisite: A.T. Maneuver

Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
- *Dirty Bomb* – You may treat the neutralization effect of the Solenoid Bomb power as though it were the Neutralize power for the purposes of the Interference Pattern and Interference Adept Talents. A Broadcasted Solenoid Bomb loses the Blast quality, but still does 10 collateral damage.
- *Focused Rejection* – When you use the Repulsion power, you may exclude any number of Evangelion-scale objects of your choice, and the power deals half Collateral Damage.
- *Ignition Point* – When you use the Friction Flood power, if the target takes at least one point of Energy Damage resulting from their movement after Toughness, they catch fire as the Incendiary quality.
- *Phantom Blades* – When you successfully hit with the Slashing Distortion power, before dealing damage, reduce the target's Toughness Bonus by 2 on all Hit Locations until the beginning of your next turn, and by a further 1 for every 4 points of ATP spent to augment Slashing Distortion.
- *Strike Down* – When you hit with the Focus Thrust power, you may choose to Test Synch Ratio opposed by the opponent's choice of Strength or Toughness. If you succeed, the opponent is knocked Prone in addition to taking damage from the attack.

Please Move
Prerequisite: Synch Ratio 35

When dramatically suitable, you may automatically force your Evangelion into a Berserk state, expending this Talent permanently.

Precision

While everyone has been trained exceptionally well by Nerv, you find that you are able to make subtle improvements to your fighting techniques that set you apart. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times. You may apply the effects of any one chosen option to your attack, whenever you make a Standard Attack action with a one-handed Melee weapon, a Melee weapon with the Precise quality, or a Pistol weapon or Basic weapon fired on Single Shot, as long as that weapon doesn't have the Scatter quality.
- *Well-placed* – You may reroll a failed Test to hit.
- *Brutal* – You deal an extra 1 damage for every Degree of Success on the attack roll, to a maximum of 5 Degrees of Success.
- *Cleaving* – Increase your weapon's penetration by 1 for every Degree of Success on the attack roll. In addition, you deal an extra 1 damage for every 2 Degrees of Success, to a maximum of 6 Degrees of Success.
- *Evasive* – For the rest of the round, the target suffers a -10 penalty to hit you.
- *Fast* – The target suffers a -5 penalty to their Parry or Dodge Test against the attack for every Degree of Success on the attack roll, to a maximum of 4 Degrees of Success.
- *Exacting* – When determining where you hit your target, you may use the dice as you rolled them or reverse them to choose what location you prefer.

Quick Spread

Extending the Evangelion's A.T. Field has become familiar to you and you are able to manifest it in significantly less time. You may now Fully Spread your A.T. Field as a Half Action. As a Free Action you may Spread your A.T. Field by an amount of ATS and ATP up to your Willpower Bonus. If your A.T. Field is already fully spread, you may change its spread pattern once during your turn as a Free Action without having to re-spread it.

Ravenous
Prerequisite: Cannibalize

Your Evangelion knows hunger, and knows it well. A never ending yearning, a bottomless hole that NEEDS to be filled, and it begins to affect you, as well. Simply the scent of a fresh meal draws the still-slumbering beast towards it. You may use the Cannibalize Talent when not Berserk, the sleepwalking monster pulling you along for the ride and the meal. When Berserk, you may resolve both effects of Cannibalize as it more fully indulges itself, devouring every scrap it can find.

Reality Manipulation

Prerequisite: Manipulation III

You've learned how to **push** things with your A.T. Field in a metaphorical sense, just enough to tip a slight failure into a success. As long as you have a spread A.T. Field, you may roll 2d10 once per session and subtract the number rolled from the roll for any Skill Test, treating the roll as if it were the new result in all ways. If that Test is rerolled after the use of this Talent, its effect applies to the reroll as well, using the same value rolled for this Talent.

Special: This Talent is treated as being an Enhancement power that has been augmented with 2 ATP for the purpose of the Absolute Tactician Talent.

Rend Asunder

When using a weapon with the Tearing quality, you may roll an additional damage die and drop the two lowest instead of just the lowest.

Restraint

You may reroll a failed Test to fall Dormant. If circumstances would force you to attack an ally, such as the Angelic or Nemesis Distinguishing Features, you may still attempt a Test to fall Dormant and, if you succeed by 2 or more degrees, you do not attack them.

Rip and Tear

When you deal Critical Damage to a limb in melee, you may immediately make a Strength Test opposed by the enemy's Toughness. If you succeed, the limb is automatically removed and the target suffers the maximum Rending Critical Effect for that body location.

Sacrifice

Prerequisite: Pointman

The only wound that matters is the one that finally puts you and your Evangelion down, everything else is but a nuisance. When hit with an attack, but before rolling for damage, you may declare that the attack has hit one of your arms rather than any other body part, whether the location was rolled randomly or the result of a Called Shot. The limb takes damage as normal, and you must have an arm to take the damage to use this Talent. Attacks that have an area of effect or the Blast quality may not be redirected with this Talent, and multiple hits from the same attack (such as Full Auto) will treat the chosen arm as the location for the first hit only.

Special: If you have the Guardian talent, you may use this Talent to allocate an attack against an adjacent ally to yourself, but if you do so you may not attempt to Dodge or Parry this attack.

Scan Field

Prerequisite: Manipulation I (Ping)

Whenever you use the Ping power, you automatically know the current ATS (but not Deflection) of any A.T. Field you detect. In addition, you may Test Awareness. If you succeed, you know the Spread pattern and current Deflection of any A.T. Field you detect.

Self Preservation

Prerequisite: Berserker

Whenever your Evangelion is hit with an attack that causes it to acquire at least 6 Critical Damage to a single location, you may Test to Berserk. At 7 Critical Damage, the Test is Hard (-30), but each point of Critical Damage above 6 reduces the difficulty of the test by 10, to a maximum of Challenging (+0). You may only Test to Berserk once per round in this fashion.

Shielded Shooter

Sometimes, the best offense is a good defense. Whenever you gain the benefit of cover or wield a shield, you may have a single Basic ranged weapon you wield gain the Carbine quality.

Skill Mastery

Prerequisite: Skill Training with the chosen skill

You've done it. You've perfected your art, whatever it is. Mastered it. Choose a Skill you have Skill Training for. You gain a further +10 bonus to that Skill, for a total of +20.

Special: You may not take Skill Mastery for Awareness, Command, Computer Use, Dodge, Tech Use, or Tuning with Skill Training (Any), only when specifically noted.

Skill Proficiency

Through study or training, you've made yourself more capable in the real world, instead of just combat. You acquire any one Skill other than Awareness, Command, Computer Use, Dodge, Tech Use, or Tuning.

Skill Training

Prerequisite: Skill Proficiency with the chosen skill

Just knowing something isn't good enough for you. Instead, you've spent time and effort in becoming GOOD at things. Choose a Skill you have Skill Proficiency for. You gain a +10 bonus to that Skill.

Special: You may not take Skill Training for Awareness, Command, Computer Use, Dodge, Tech Use, or Tuning with Skill Training (Any), only when specifically noted.

Sniper

Prerequisite: Ballistic Skill 45

Your aim is unerring. Your nerves are cool. The barrel of the gun is an extension of your arm. Whenever you make an attack that would benefit from the Precision Talent, you may spend a Fate Point before you roll. If you do, the attack is treated as though you had rolled a 01 on the Ballistic Skill Test to hit.

Spark of Genius

Prerequisite: Intelligence 40, A.T. Booster

They say necessity is the mother of invention, and nothing's more of a 'necessity' than a fight for your life and that of everyone else on the planet. At any point while you have a spread A.T. Field, you may spend a Fate Point to gain access to any one A.T. Power purchasable with any Manipulation talent, as long as you meet all of that power's prerequisites, even if you otherwise wouldn't be able to take that power yet. However, you only have a tentative grasp of the power, losing access to it again after a number of rounds equal to their Intelligence Bonus once combat has ceased.

Spread Mastery

Prerequisite: A.T. Maneuver

Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.

- *Counter Pulse* – As long as you have Bunker Field spread, any Area of Effect attacks that overlap with your field reduce their damage, and the Collateral Damage they cause by an amount equal to your Deflection.
- *Particle Field* – As long as you have Deflective Field spread, you gain +1 ATS.
- *Quickened Power* – As long as you have Accelerated Field spread, any Full Action powers you use may be used as a Half Action, and any Half Action powers you use may be used as a Reaction.
- *Mind Over Matter* – As long as you have Layered Field spread, you may replace any limbs your Evangelion has lost with duplicates made of incandescent energy, up to one limb per 4 ATS at once. These limbs have an effective Strength equal to your Deflection, have 0 wounds, and if hit, are destroyed until the end of your next turn.

Spotter

By feeding targeting data from your Evangelion to an ally, they are able to get a precise lock on their target. As a Half Action you may designate a single ally, on their next ranged attack they may use treat their distance modifier from a target as if they were firing from your location. If you are engaged in melee, the distance modifier is treated as 0, not point-blank. This does not allow them to attack beyond the maximum range of their weapon or beyond their line of sight without an appropriate weapon.

Stirring Beast

You gain a +1 bonus to rolls for Initiative when in Evangelion. You also gain a +10 bonus to the Synch Ratio Test to Berserk.

Sum of Its Parts

Prerequisite: Strength 35

Though the Evangelion is controlled almost entirely through mental action, being able to actually DO something can help with that, and the plug has those awfully convenient triggers just sitting there… When the Evangelion you are piloting succeeds on a Strength Test, you may add a number of Degrees of Success equal to the pilot's Strength Bonus minus 2. In addition, you may add the pilot's full Strength Bonus to the Evangelion's for the purposes of carrying, lifting, pushing, and leaping. This Talent cannot be used if the pilot is unconscious.

Superior Disarm

Prerequisite: Disarm [DH]

In the blink of an eye you send your foe's weapon sailing from his hands… and right into yours. It's much safer with you anyway. You gain a +20 bonus when attempting to Disarm a target and may attempt to Disarm ranged weapons. In addition, if you succeed on the Disarm attempt you always take their weapon from them.

Support Fire

Prerequisite: Ballistic Skill 35

CQC is not a requirement for interference tactics, and indeed it would be foolish to deprive yourself of all the ways in which the use of a gun can deter an enemy that it cannot kill. Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.

- *Concussive Shot* – Sometimes it's more helpful to make them eat dirt rather than lead. On a successful attack with a Ballistic weapon or a weapon with the Throwing Quality, before you roll for damage, you may choose to halve the damage you inflict after applying Toughness Bonus and Armor Points and your opponent must make an Agility Test or fall Prone.
- *Maser Overload* – By adjusting your weapon's output, you bathe the target in a wave of radiation that superheats their body to incredible temperatures. While not lethal on its own, this is excruciatingly painful even to Angels. On a successful attack with a Maser weapon, you may choose to not roll for damage and instead cause the target to suffer a -10 penalty to all Tests for every two shots that hit the target until the beginning of its next turn, to a maximum of -30.
- *Positron Burrow* – With a carefully placed shot, you rend the target's A.T. Field to pieces if for just a moment. It's up to your allies to follow through and take advantage of this lapse in defense. On a successful attack with a Positron weapon fired on Single Shot, you may choose to not roll for damage and instead reduce the target's ATS (but not ATP) by an amount equal to the weapon's Penetration for the next attack against the target.
- *Shell Shock* – In a hailstorm of shrapnel and fire, you trigger your shell to detonate early to riddle the target's frame with lacerations and damaging burns that leave it vulnerable. On a successful attack with an Antimatter High Explosive weapon, you may choose to not roll for damage and instead halve the target's Toughness Bonus until the beginning of your next turn. Multiple uses of this talent do not stack.

Synchronize Group

Prerequisite: Absolute Tactician

As a Full Action, you may attune your field with those of any willing participants within 30 dam. You gain an amount of ATP equal to the highest ATS among the other participants, with an additional 1 ATP for each additional participant. After the Group has been formed, the other participants may move further than 30 dam away without leaving the group.

Each other participant loses all available ATP as though they had spent it on a power. Any other participant may choose to leave the Group at the beginning of their turn. If they don't, their ATP and ATS do not refresh that turn. If the participant other than you with the highest ATS leaves the Group, you gain ATP equal to the highest ATS among remaining participants. At the beginning of each of your turns, you may choose to end the Group. If you do not, you take 1d5 Ego Damage. Managing the A.T. Fields of multiple Evangelions requires your full and total attention, and so all Reactions you make are at a -30 penalty while Grouped.

Special: You may use the Talent Absolute Tactician on any ally you are Grouped with, no matter what distance they are from you.

Target Acquisition

Selecting your targets is one thing, but hitting them in a confusing melee while avoiding allies is quite another. You suffer no penalty for firing into melee instead of the normal -20.

The Beast Within

An awakened Evangelion is an incredible, unearthly thing, capable of partially rewriting local reality, much like the Angels themselves can. You gain a conditional Fate Point that may only be used while Berserk and may never be Burnt.

Together As One
Prerequisite: Synch Ratio 40, Berserker
> Whenever you select this Talent, choose one of the following options. You may not take the same option multiple times.
> - *Tool User* – You know well enough how best to use a weapon - smash your enemy with them and never let up, grinding your weapon into your foe's flesh. After a successful melee attack on the previous round , if neither you nor your opponent have moved and the location struck hasn't been destroyed, you may use a Full Action to make an attack that automatically succeeds on the Weapon Skill Test to hit against the same target. This attack may not be Parried, Dodged, or Deflected, and is resolved with the same Degrees of Success and against the same hit location as the initial attack. Your Evangelion has picked up on this as well, and when Berserk you may treat meleee weapons with the Compact quality as though they were natural weapons as the Evangelion uses them almost as if they were extensions of its own body.
> - *Hunter* – You may use any ranged weapon while engaged in melee combat, and may Test Weapon Skill instead of Ballistic Skill with thrown weapons. When Berserk, you may test Weapon Skill in place of Ballistic Skill when using ranged weapons in melee combat, and whenever you throw a weapon, you may use the Inertia power as a Free Action to retrieve it.
> - *Absolute Weapon* – Not every Evangelion is a master of brute physical force. Yours, for example, is a bastion of brute mental force, and synchronizing with it has allowed you to tap into its capabilities. You gain any two Offensive A.T. Powers of your choice. As well, when Berserk, any A.T. Powers you use are treated as if they were augmented by 2 additional ATP as the Evangelion violates the laws of physics not with finesse, but through a massive outpouring of raw power.
> - *Predator* – Your Evangelion is a primal killer, feral and murderous. Synchronizing with such a creature tends to leave a bit of an imprint. Whenever you hit an opponent while making a Charge, you may spend a Reaction to make an additional attack. In addition, when Berserk your Evangelion gains the Quadruped and Brutal Charge Traits from Dark Heresy as long as it holds nothing in its hands, using all four limbs to rush at its foes.
> - *Breakthrough* – An Evangelion's purpose is to defeat Angels. Your Evangelion's purpose is to shatter the Angels' ability to say NO to being attacked, and you are quite happy to oblige it. When taking the Charge Action, you may use the Neutralize A.T. Power as a Free Action against your target as you slam through its defenses like they were panes of glass. In addition, when Berserk you may add your Strength Bonus to the amount of Deflection you Neutralize as the Evangelion physically tears through any remaining resistance

Twin Weapon Wielder
Prerequisite: Weapon Skill 35, Ballistic Skill 35, Agility 35
> Why should you only use one hand when you have another that is perfectly serviceable? You gain the Two Weapon Wielder (Ballistic) and Two Weapon Wielder (Melee) Talents from Dark Heresy.

Unleash the Beast
> Whenever you would roll a Test to Berserk, you may instead spend a Fate Point to automatically succeed.

Weapon Expert
> Piercing an A.T. Field with conventional weaponry is all but impossible. Too bad you didn't get the memo (or maybe you just ignored it). When calculating total Breach for an attack, you gain a bonus equal to every Degree of Success on the Test to hit instead of the normal bonus for every two Degrees of Success.

Wild Swing
Prerequisite: Strength 35
> They say fortune favors the bold. For you, 'Bold' means 'Throw everything you've got at them with reckless abandon.' Before you make a melee attack or throw a weapon, you may choose to take up to a -30 penalty to the Test to hit. You deal an additional 2 damage with this attack for every -10 you take to the Test. You may not use Wild Swing if no Test is made.

Zornhau
Prerequisite: Einhander, Ag 45
> Whenever you wield a single one handed melee weapon or a pistol, if you aren't wielding anything in your other hand, double the range on which you would score a Righteous Fury (If you would score a Righteous Fury on a 10, instead it is on a 9 or a 10, etc.). Any dice rolled that would not normally score Righteous Furies cannot score further Righteous Furies.

Chapter Four: Evangelions

What is an Evangelion?

<WALL OF TEXT AND FLUFF>

UMBILICALS

Evangelions have a massive energy requirement, so much so that for functions beyond pilot life support, their internal batteries' charge only lasts for a maximum of 3 Rounds, after which point the Evangelion deactivates and may take no further actions until it once again receives power.

To deploy an Evangelion for a longer period of time, power cables referred to as "umbilical cables" are inserted into the Evangelions' backs. A number of the umbilical cables are kept on hand by Nerv at all times, hooked up to powerful generators within the Geofront. As long as the Evangelion is connected to an umbilical cable that is attached to an active generator, it operates using the generator's power and does not deplete its 3 Rounds of internal battery life. When the Evangelions are deployed to areas other than the Base of Operations, these generators are usually dropped directly into the field, or carried aboard suitably large vehicles, such as aircraft carriers.

Evangelions are capable of reaching behind themselves to attach a new umbilical cable without external help, something that is often necessary when moving around the Base of Operations, as each cable can only stretch a limited distance. Ejecting a cable is a Free Action, while accessing and plugging in a new cable is a Half Action. By voluntarily disconnecting from their umbilical cables, Evangelions can obtain a greater mobility, albeit knowing that they will only have 3 Rounds of power.

If an umbilical cable is severed during battle, the end plugged into the Evangelion's back will automatically eject so as not to hinder its movements. The plugs located at the tips of umbilical cables contain small thruster rockets; when ejected, the thruster rockets fire just before hitting the ground, to lessen the damage both to the plug itself as well as to whatever is on the ground when the plug hits, and so cause no Collateral Damage. An Evangelion's Umbilical Cable may be targeted as a Called Shot, and is instantly destroyed on a successful hit. The Evangelion may attempt to Parry or Dodge, but takes a -20 penalty due to the difficulty of moving something that is not actually a part of them. An Area of Effect attack that breaches the Evangelion's A.T. Field automatically destroys the umbilical it is attached to.

Creating Your Evangelion

In Adeptus Evangelion, in addition to filling out the character sheet for the pilot, there is an additional page for the Evangelion itself.
Each Evangelion has the following sections of its character sheets that need completing.

Characteristics

Despite the immense power and sturdiness of the Evangelion, it is not a robot – it requires a pilot to function, and several of its capabilities depend on the pilot's own ability

WS	BS	S	T	Ag
Pilot's WS	Pilot's BS	30	30	Pilot's Ag

Wounds and Armor

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

If over the course of battle, either the body or the head of the Evangelion is destroyed through critical damage, the Evangelion is defeated and incapable of continuing. It is not, however, killed – as long as the core remains, buried away inside the flesh and armor, the Evangelion can be repaired to full capacity. The pilot, on the other hand, is not necessarily as lucky, having to deal with not only the trauma of experiencing massive bodily pain but also risking Plug Breach.

	Armor Points	Wounds
Head	2	(TB)+2
R.Arm	2	(TB) + 4
L.Arm	2	(TB) + 4
Body	4	(TB*2) + 5
R.Leg	2	(TB) + 4
L.Leg	2	(TB) + 4

Features and Equipment

In addition to the characteristics and wounds above, each Evangelion begins play with a pair of Wing Holsters mounted in its shoulder pylons, a Standard Entry Plug, and a Standard Plug Suit, along with any Upgrade Points the pilot's career grants to start.

As well, every Evangelion has a Berserk Type, as well as four Distinguishing Features, one each of History, Construction, Mutation, and Soul.

Evangelion Scale Differences

While Evangelion operation works much the same as moving and fighting on foot, not everything translates easily. For the sake of ease of use, rather than having enormous (and unwieldy) characteristics and other attributes, Adeptus Evangelion separates the two into Evangelion Scale and Personal Scale. While Personal Scale works as it does in Dark Heresy, Evangelions are massive things, and measuring things in meters is simply inappropriate. Instead, Evangelion Scale operations use the decameter (dam) as a base. Unless otherwise noted (such as the below tables for Evangelion movement), whenever a rule of any sort states a number of meters, it is applied at Evangelion scale with double that number of decameters. For example, if a pilot with 30 Agility and the Sprint talent takes a Full Move action while piloting an Evangelion, he would be able to move an additional 6 decameters, since at Personal Scale he would be able to move an additional 3 meters.

One exception to this rule is the Blast quality, as well as what is required to dodge one. A Blast weapon's rating gives the Blast's radius in dam – a Blast (3) weapon affects everything within 3 dam, for example. However, instead of the ability to Dodge a Blast weapon or similar area of effect attack being based on an E-scale entity's Half Move rate, the entity's Agility Bonus is used. One would need an Agility Bonus of 3 or more to avoid a Blast (3) weapon, but an Agility Bonus of 5 would not be able to Dodge a Blast (6) weapon

When Personal and Evangelion Scales interact, treat all relevant Evangelion Scale characteristics as if they were ten times their actual value – an Evangelion with 30 E-Scale strength has the equivalent of 300 P-Scale strength, while an attack from a P-Scale weapon would need to do 10 damage to remove a single wound from an E-Scale target, and each point of E-Scale Toughness Bonus and Armor reduces the damage from said attack by ten, while it would need Penetration 10 to ignore a single point of E-Scale Armor.

Evangelion Scale Movement (Decameters per Round)				
AB	Half Move	Full Move	Charge	Run
0	1 dam	2 dam	4 dam	6 dam
1	2 dam	4 dam	6 dam	8 dam
2	4 dam	8 dam	12 dam	16 dam
3	6 dam	12 dam	18 dam	24 dam
4	8 dam	16 dam	24 dam	32 dam
5	10 dam	20 dam	30 dam	40 dam
6	12 dam	24 dam	36 dam	48 dam
7	14 dam	28 dam	42 dam	56 dam
8	16 dam	32 dam	48 dam	64 dam
9	18 dam	36 dam	54 dam	72 dam
10	20 dam	40 dam	60 dam	80 dam

Evangelion Falling Damage			
Distance Fallen	Evangelion Damage	Pilot Damage	Pilot Fatigue
6 dam or less	1d5	0	+0
7-15 dam	1d10	0	+0
16-30 dam	1d10+2	0	+0
31-50 dam	1d10+4	1d10	+0
51-100 dam	1d10+6	1d10+1	+0
100-200 dam	2d10+2	1d10+3	+1
300+ dam	2d10+5	1d10+4	+2
Orbit	2d10+8	1d10+5	+1d5+1

Evangelion Colors

     Evangelions are massive, costly, and unique things – no two look identical, their internal systems differing even moreso than their outward appearances, and the same is true of the colors the things have been painted. While it is assumed that the player is allowed to choose their own color scheme, they may at their option choose to roll on the table below, either because they can't think of something fitting, or because they wish to let the dice decide. As well, a GM may choose to have the colors be determined randomly – it's doubtful anyone would intentionally choose purple and neon green, after all.

     If you wish to use this table, roll 1d100 three times, and assign the three colors to either Primary, Secondary, and Tertiary, or drop one and assign the remaining two to Primary and Secondary.

Roll	Result	Roll	Result
1-2	Matte Black	51	Flame Orange
3-5	Black	52-54	Orange
6-7	Glossy Black	55	Amber
8-9	Charcoal Grey	56-58	Yellow
10-12	Grey	59	Gold
13	Ash Grey	60	Brass
14	Steel	61	Olive
15	Silver	62-64	Lime Green
16-17	Matte Grey	65	Chartreuse
18-20	White	66	Hunter Green
21	Glossy White	67-69	Green
22-23	Off White	70	Mint Green
24	Platinum	71-72	Neon Green
25	Sand Brown	73-74	Teal
26-27	Tan	75-77	Cyan
28-30	Brown	78	Turquoise
31	Umber	79	Verdigris
32	Copper	80	Navy Blue
33	Bronze	81	ULTRAMARINE
34-35	Burgundy	82-84	Blue
36	Magenta	85-86	Sky Blue
37	Rose	87-88	Indigo
38-39	Pink	89-90	Purple
40	Pastel Pink	91-93	Violet
41	Hot Pink	94	Lavender
42	Brick Red	95	Electric Purple
43-45	Red	96	Camo – Roll again for main color(s)
46-47	Scarlet	97	Symbol
48	Rust	98	Patterns – Roll again for colors(s)
49	Vermilion	99	Unpainted
50	Coral	100	Multicolor – Roll Twice

Berserking

Despite appearances, the Evangelions are not machines. They are living creatures in mechanical shells meant to restrain and control them as they remain mostly dormant and lobotomized. However, despite efforts to the contrary, sometimes the Evangelion becomes aware of its surroundings and takes control should the pilot become incapacitated.

If the pilot is ever rendered unconscious in the plug, or the Evangelion takes damage after it has run out of power, its pilot has passed out, or it is otherwise rendered unable to attempt to defend itself, but still functional. Test Synch Ratio at a -30 penalty. If you succeed, the Evangelion becomes Berserk.

Upon becoming Berserk, the pilot is no longer in control, and the Evangelion demonstrates superior fighting prowess; it is immune to the effects of Fatigue, Fear, Frenzy, Pinning, Stunning, or any other states of the pilot. In addition, the Breach of all attacks made by the Evangelion increases by 2 for as long as it is Berserk, and if it would fall below Operational Depth, it is considered to be at Operational Depth instead.

You must attack an enemy every round if possible, otherwise you must move towards an enemy to engage them if possible. You will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but you will take any actions that have a reasonable opportunity to attack an enemy.

The Evangelion remains Berserk for the duration of combat. It requires no external power to operate, and will continue until its enemies have been defeated, as well as 1d5 rounds afterward unless another opponent is presented, in which case it will continue until the fight is over.

While Berserk, the Evangelion is dominated by an all-consuming rage, and will savagely attack its foes until either they or itself is destroyed. After all enemies have been defeated, the pilot must make a Test to fall Dormant, Testing either Willpower or Fellowship at a +10 bonus. On a failure, the Evangelion's unrestrained fury is redirected at the surrounding environment and it deals an extra 5 Collateral Damage before shutting down. On 2 or more degrees of failure, the Evangelion recognizes its allies as enemies and reacts accordingly.

When you create your Evangelion, choose one of the following Berserk Types. No matter who pilots that Evangelion, it will use the same Berserk Type every time – the Berserk Type is an expression of the Evangelion's soul.

- **Uncontrollable**: Your Evangelion is a monster among monsters, a raging beast who will not be tamed. When Berserk, the Evangelion increases its Strength and Toughness by 20, and increases its Weapon Skill by 10. It does not gain additional Wounds from this Toughness increase. However, the Evangelion cares not for things such as 'allies' and all Tests to fall Dormant are made at a -10 penalty instead of the normal +10 bonus.

- **Masterful**: Your Evangelion is a predator, pure and simple – a hunter of Angels. When Berserk, the Evangelion increases its Weapon Skill and Ballistic Skill by 20, and increases its Agility by 10. You may also take 2 points of Impact damage to the pilot's body that can't be reduced in any way to add a single Degree of Success to any Test you pass. However, for every turn that you take where you use a Full Action or a Half Action, and for every Reaction you use, the pilot takes 1 point of Impact damage to the body that cannot be reduced in any way.

- **Thaumaturge**: Your Evangelion is much more than just a master of its A.T. Field. Combining the raw power of an Angel and the intelligence of a Lilim, it works terrifying wonders of AT craft that not only violate physical laws, but twist and bend them to suit its purpose. When Berserk your Synch Ratio always goes up when you suffer Synch Disruption, and any AT Powers you use are are augmented for double the normal value after spending ATP, but you can't use non-natural weapons, finding them beneath you.

- **Tamed**: Your Evangelion is more under control than most, the limiter systems working as designed rather than shutting off in its waking state. The Evangelion will not attack allies under any circumstances, and you automatically succeed on any Test to fall Dormant.

- **Unyielding**: Your Evangelion is an unstoppable abomination, its flesh regenerating almost as soon as it is injured. When Berserk, the Evangelion increases its Toughness by 30. It does not gain additional Wounds from this Toughness increase. In addition, at the beginning of each of your turns, the Evangelion regenerates 2 wounds in each body location. However, the physical feeling of rapidly growing bones splitting damaged muscles and other such sensations transmitted via feedback are too much for normal human beings, and the pilot gains 1 Insanity Point whenever any Wounds are regenerated in this manner.

Distinguishing Features

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

When creating a new Evangelion, roll 4d10. Apply the results of the rolls to the following charts in any order; however no result may be used twice and each chart must have a result attributed to it.

History Distinguishing Features

Roll	Name	Description
1	Provisional Type	The core used for the Evangelion is exceptionally weak and possibly defective, meaning that the Evangelion itself is barely able to support more than its vital organs. Meant only to be piloted in emergencies, the provisional unit has artificial limbs grafted onto it and forcefully synchronized with its nerve clusters. The pilot is treated as being one Synchronization Category lower for all effects other than Ego Damage, but the Evangelion's arms and legs are treated as having the Machine (2) and Strange Physiology traits. The Strange Physiology trait in this case does not redirect damage to the body, but as the limbs cannot take Critical Damage, they only ever require Basic Repair.
2	Resurrected	During the initial testing, there was a cataclysmic core failure that nearly destroyed the Evangelion entirely. Only by bringing in a new core and rebuilding the body with parts salvaged from other, failed Evangelions was the Unit saved. Choose between either the Evangelion's Strength Bonus, Toughness Bonus, or Agility Bonus, and lower it by 1. However, its fractured nature provides a unique buffer in the feedback response, and reduces all Ego Damage dealt to the pilot, and all Insanity points gained from Critical Effects by 1, to a minimum of 0.
3	[REDACTED]	The Evangelion's history has been systematically erased - there is not one file, document, or reference on it before the date it was transferred to its current facility. Roll an additional 1d10. The Evangelion gains the Construction or Mutation Distinguishing Feature that the roll would grant.
4	Prototype	The Evangelion was used as a testbed for experimental Synchronization Ratio enhancement technology, and much of it still remains, making it exceedingly dangerous to pilot. The pilot is treated as being one Synchronization Category higher for all effects, and probably hasn't been told.
5	Flagship	The Evangelion is the pride and joy of a national power or major corporation, and said backers expect it to perform at its utmost, a shining example of their power...or perhaps a walking advertisement. Collateral Damage caused by the Evangelion is increased by 50% post-battle, the political fallout from the pilot's actions eating into Nerv's budget. However, in any battle that the Evangelion is not defeated, the machine's backers grant Nerv an additional 1d10 surplus plus the pilot's Fellowship Bonus.
6	Test Type	A proven, working model, the Evangelion has a wealth of data using a biological memory system that permits the pilot to make use of its A.T. Field much easier, essentially forcing the intricacies of A.T. manipulation into the pilot's mind whenever they synchronize. The pilot gains a +10 bonus to Tuning. However, forcibly inserting knowledge into the human mind this way leaves the psyche unstable for a while afterwards, causing the pilot to gain an additional 2 Insanity Points whenever they gain Insanity while piloting. Even when they don't, they still experience horrific nightmares caused by things the human mind is simply not equipped to deal with...
7	Nemesis	The Evangelion wasn't built to just fight Angels, to the point where many of the systems seem more suitable for taking on more traditional military forces...or other Evangelions. The pilot of the Evangelion gains the benefit of the Hatred (Evangelions) and Hatred (Mecha) talents. However, when the Evangelion Berserks, it will automatically attack any allied Evangelion Scale units on a failed test to go Dormant, even with less than 2 Degrees of Failure.
8	Production Alpha	Refined over several generations of prototypes and test types, the Evangelion represents the final "proof of concept" template for an entire series of production models. Other than the feeling of smug satisfaction, the only thing different about piloting the original is that it still retains a series of Synchronization stability systems that were scrapped in the final versions, built in answer to the psychological dangers of piloting the previous models. Whenever the pilot suffers Synch Disruption, they roll only 1d10 instead of the usual 2d10 for how much they disrupt.
9	Haunted	The Evangelion has a very strong presence within it, or possibly more than one. Roll an additional 1d10. The Evangelion gains the Soul Distinguishing Feature that the roll would grant.
10	Destined To Meet	The personal history of the Evangelion is a complicated one, with many turns and twists. Somehow, through the whim of fate or by unseen machinations, it has been assigned specifically to its current pilot. The Evangelion gains any one History Distinguishing Feature of your choice, other than Destined to Meet.

Construction Distinguishing Features

Roll	Name	Description
1	Expansive View	The Evangelion is tall - overly so, in fact, and the various sensory systems have a distinct preference for long distance usage. This results in a change of perspective in any pilot using the Evangelion, making things seem closer than they are and increasing the range of any A.T. power the pilot uses by 10 dam. However, this leaves enemies engaged in melee combat seeming disturbingly close, causing the Evangelion to be incapable of taking Disengage actions as the pilot finds it difficult to tell if they've managed to get far enough away.
2	Wingless	Due to a combination of production flaws, the Evangelion lacks shoulder pylons entirely, and the docking points that go with them. However, the lack of actual pylons forced the Evangelion's creators to be more creative, finding other places to potentially place docking points. The Evangelion begins play with a single one of these docking points, and a single Holster to go with it. More docking points may be purchased at the cost of one SUP each, and the Evangelion may have a maximum number of docking ports equal to its Strength Bonus.
3	Mismanaged	Bothered by the notion of spraying cities in the blood of a giant, someone put an awful lot of funding into biological research to make sure your Evangelion has the Hypercoagulant Biological Upgrade, with a nice bonus of 2 free BUP on the side from the leftovers. However, that same person then had to shore up their gross over spending, leaving the Evangelion with only a single point of Requisition, rather than the usual three – just enough for a Progressive Knife. Thank the bureaucrats.
4	Lightweight Chassis	The Evangelion's armor is especially light, its frame skinnier than normal. Any time the Evangelion would be dealt Critical Damage, it takes an additional point of damage. However, the resulting freedom of movement improves its response times greatly, granting the pilot a +5 bonus to Dodge and Parry Tests.
5	Hulking Frame	The Evangelion is heavily armored and well-muscled. The Evangelion increases its Strength by 10 and has an additional 1 Armor Point in all body locations, but the heavy weight it bears causes it to be sluggish, lowering its Agility by 10.
6	Feedback Suppressors	The Evangelion has a huge number of nerve buffers that protect the pilot from all but the worst of the Evangelion's hardships, though at the cost of numbing the pilot to the point that their effectiveness in combat is impacted. The pilot's Feedback Threshold is increased by 2, but any damage the Evangelion deals is reduced by one.
7	Faulty Wiring	There are serious flaws in the electrical system of the Evangelion, all the way from the sensors to the computers to the wiring itself. Even though every individual component in the system has been replaced, there are still glaring flaws in the system - including the loss of several important safeguards. The Evangelion decreases its Weapon Skill and Ballistic Skill by 5 each, but the pilot's Synch Ratio is increased by 5 while piloting.
8	Reactive Armor	The Evangelion's armor is lined with shaped charges meant to deflect powerful attacks, though said charges are larger and deeper in the armor than is safe. When the Evangelion takes any amount of Critical Damage for the first time in any battle, it takes 1d5-1 Explosive Critical Damage to that body part instead.
9	Leaper	Possessed of abnormally powerful legs and an "enhanced" Synchronization system to abuse this feature, the Evangelion is not only exceptionally fast when underway, but also capable of particularly dramatic jumping. Increase the Evangelion's Agility Bonus by 3, and double its Strength Bonus for the purpose of Jump actions. However, the system leaves the pilot more in tune with the Evangelion, reducing their Feedback Threshold by 1 as they feel any pain more closely.
10	Black Box	Deep in the labyrinthine wiring of the Evangelion, there is a small sealed box not present in the blueprints. It has no external features to give clues as to its purpose. The positive and negative aspects of this box are left in the hands of the GM.

Mutation Distinguishing Features

Roll	Name	Description
1	Cyclopean	The Evangelion has a single dominant eye or optical array, allowing the pilot to reroll one failed Awareness Test per round, but decreasing the number of Wounds on the Evangelion's head by 1.
2	Perverse Anatomy	The Evangelion is way too large and bloated, and internally it's even worse. Everything about it is wrong in some way, and the strange qualities of its physiology make it inordinately difficult, and disturbing, to pilot. The Evangelion has an additional 3 Wounds in each body location, but the pilot decreases their Synch Ratio by 5 while piloting.
3	Photosynthetic	The Evangelion takes in sunlight and converts it to energy, though all analysis seems to indicate a lack of chlorophyll, in addition to being unusually lethargic and slow on the uptake. The Evangelion has an additional round of battery power due to the stored energy, but does not add its Agility Bonus to Initiative rolls.
4	Predator	The Evangelion is a massive Angelic predator, its body itself a weapon. It gains a Natural Weapon of your choice, and may purchase a second Natural Weapon at the normal cost. However, the pilot often finds themselves suffering from 'tunnel vision,' and may not Dodge or Parry on a round that they have taken a Charge action.
5	Luminescence	The Evangelion's blood carries a phosphoric chemical compound that causes it to glow with colored light. The issue is that this glowing often carries over to various tissues and even certain sections of the Evangelion's external armour, and worse still, it doesn't actually have to be dark for the Evangelion to turn neon. The pilot automatically gains the Flare AT Power while piloting the Evangelion and may use it on any Angel that can visually see them regardless of range, but takes a -10 penalty to Concealment tests, which increases to -30 at night or in the dark.
6	Steel Giant	The Evangelion beneath the armor is a powerful beast, noticeably stockier than a normal one. It is treated as Hulking (giving the Evangelion a -10 penalty to Concealment and its Agility Bonus is 1 higher for the purpose of movement, but enemies gain a +10 bonus to rolls to hit). It also has an additional 2 Armor Points in each body location.
7	Small Scale Model	Smaller and sleeker than the others, the Evangelion none the less moves and strikes with vicious efficiency. It is treated as Scrawny (giving the Evangelion a +10 bonus to Concealment, and its Agility Bonus is 1 lower for the purpose of movement, but enemies take a -10 penalty to rolls to hit). It also has one less Armor Point in each body location, but gains a +5 bonus to Dodge Tests.
8	Extremophile	The Evangelion is naturally adapted to very deadly environments. It treats sea pressure depth as 500 meters less, takes half damage from Flame weapons, and can survive in space unharmed until it has taken Critical Damage (at which point all normal penalties apply). However, the Evangelion's senses are similarly exotic, and the pilot takes a -10 penalty to all Tests using Perception.
9	Multieyes	The Evangelion has an extra set of eyes, usually totaling 4 or 6. The Evangelion increases its Ballistic Skill by 5 from its increased sense of sight. However, the sensitivity means that anytime the pilot takes Fatigue, the Evangelion is Blinded for 1 round.
10	The Beast	The Evangelion is very difficult to keep restrained, and tests involving the unit often ended in an attempt to break free in a violent manner. The Evangelion increases its Weapon Skill by 5 from its predatory instincts, but imposes a -10 penalty to all Tests to fall Dormant.

Soul Distinguishing Features

Roll	Name	Description
1	Calm	Particular care has been put into making sure your Evangelion does not go out of control. A system of extremely powerful brainwave regulators make it so that the Evangelion must Test twice to Berserk and take the worse result, but the soothing effects of the tranquilizer reach out even to the pilot, giving them a +10 bonus to Willpower to resist Fear.
2	The Joy	Something about the Evangelion puts its pilot in a state of elation, the sheer power intoxicating, the safety and companionship of the Entry Plug addictive - and being pulled out of it is a horrible experience in and of itself. The pilot ignores the effects of Fatigue other than unconsciousness, but at the end of the battle, they must Test Willpower or roll on the Trauma table as though they had just failed a Trauma Test with 0 Degrees of Failure.
3	Invasive	The Evangelion does more than just synchronize with its pilot - it tries to get into their mind. After every time the pilot synchronizes with the Evangelion, they must Test Willpower at the end of the battle. If they fail, their dream is plagued by dreams of another's memories. The pilot takes 1d10 Ego Damage and increases their Synch Ratio by 1 permanently.
4	Clairvoyant	Piloting the Evangelion is a disturbing experience to begin with. This Evangelion is worse, bombarding its pilot's mind with confusing mental images and sounds, distracting and disorienting them. The pilot automatically fails all Perception based Tests. However, in any round that the pilot takes any amount of Ego Damage, the visions become clear, granting the pilot a +10 bonus to all Tests until their next turn.
5	Twin Soul	The Evangelion is unusually easy to synchronize with, giving anyone who attempts to do so a sense of familiarity and nostalgia. Any who do so report that it feels less like piloting and more like actually moving one's own body, even for an Evangelion. Once per session, the pilot may replace any other characteristic with Synch Ratio for any Test. However, whenever the pilot takes Ego Damage, they take an additional 1d5 Ego Damage.
6	Overprotective	The Evangelion simply doesn't want to see its pilot come to harm, for whatever reason. If the pilot would suffer a Plug Breach, they take half damage, before reducing for Toughness Bonus or Armor Points. However, the Evangelion is also incredibly clingy, and not only does it make the removal of the Entry Plug difficult under normal circumstances, but it refuses to let go even in the heat of combat, giving all rolls to Eject a -20 penalty.
7	Mighty Soul	The Evangelion is possessed of an incredibly strong willpower, and it is all anyone can do to keep it restrained during combat. The pilot's Feedback Threshold and the amount of Fatigue they can take are each increased by 1, but the Evangelion cannot be the target of the Feedback Tampering, Rescue Charges, or Cut Synch Talents.
8	Invincible	The Evangelion seemingly projects an aura of invulnerability, instilling a massive amount of confidence in the pilot. Such a delusion is easy to break, however, and when it does it sends the pilot crashing down hard. The pilot is treated as having twice their Insanity Points for the purpose of ignoring Fear Ratings. However, they may not reroll Fear tests for any reason, and if they fail a Fear test, they may not spend Fate for any reason for the rest of the session.
9	Angelic	The Evangelion is...different from the others. It has a noticeably stronger A.T. Field compared to the others, and the tech crew can sometimes be heard muttering something about 'Pattern Blue' at times. The Evangelion increases its ATS by one. However, whenever another Evangelion Berserks, it will automatically attack this Evangelion once the Angel has been defeated, treating them as if it were an additional enemy without Testing to go Dormant.
10	Bonded	The Evangelion, for whatever reason, is linked to a single pilot on a fundamental level. They aren't just the most compatible with it, but the ONLY one who can pilot it. The Evangelion cannot be operated unless the designated pilot is in the Entry Plug. As well, roll an additional 1d10. The Evangelion gains the Soul Distinguishing Feature that the roll would grant.

Customizing Your Evangelion

As your pilot advances in its chosen career path, they will be able to purchase upgrades for their Evangelions. Given the expensive nature of the Evangelions, and the fact that any upgrade takes a team of technicians to install, this can hardly be assumed to be something that comes out of the pilot's own pocketbook or can do on their own. Instead, pilots may gain upgrades for their Evangelion by spending experience to acquire Upgrade Points, in much the same way that normal characters might acquire more Wounds by spending experience on Sound Constitution. When you buy an upgrade point, you put it into a pool of available Upgrade Points that need not be spent immediately. You may spend these points in between battles to make specific changes to your Evangelion.

There are three types of Upgrade Points. These points are distinct from each other, and may only be used to buy upgrades of their type. You may only purchase each Biological or Structural Upgrade once, unless otherwise noted.

Biological Upgrade Points (BUP) may be used to modify the biological aspect of the Evangelion, such as increasing its characteristics, enhancing latent Angelic organs, or weaponizing the Evangelion's own body parts. Each Biological Upgrade may only be purchased once.

Structural Upgrade Points (SUP) may be used to modify the technological aspects of the Evangelion, such as strengthening the armor plating, gaining new uses for the shoulder pylons, or acquiring new Entry Plugs. Most Structural Upgrades may only be purchased once. Notable, common sense exceptions are: Features, Wing Loadouts, Ablative Bracer. Ablative Shield, E.S.V Unit.

Weapon Upgrade Points (WUP) may be used to gain more weapons, both in quantity and quality. WUP is tied to Requisition, which is explained in detail later. Any type and number of weapons may be purchased as the pilot can afford and acquire access to, but each weapon may only purchase each weapon upgrade once, until the pilot's Requisition is returned.

There are three Research Tiers, which represent the resources and technology available to your organization. At the beginning of the campaign, your organization is at Research Tier 1. The Research required to reach Tiers 2 and 3 must be paid for using the Research funds acquired at the ends of battles. More information on the process of researching Technologies can be found in Chapter 8.

Biological Upgrade Points

Tier 1			
Name	**Effect**	**Cost**	**Prerequisites**
Core Membrane	Gain a measure of protection from contamination	1 BUP	---
Double Retina	Gain +10 Awareness and Blind Fighting in the plug	1 BUP	---
Hypercoagulant	Your Eva becomes resistant to Blood Loss	1 BUP	---
Swim Bladder	Your Eva wont sink on a failed Swim Test	1 BUP	---
Adrenal Implants I	Increase your Eva's wound total	1 BUP	---
Enhanced Musculature I	Increase your Eva's Strength score	2 BUP	---
Reinforced Skeleton I	Increase your Eva's Toughness score	2 BUP	---
Twitch Fiber Grafts I	Increase your Eva's movement speed	2 BUP	---
Tier 2			
Accelerated Mitosis	Your Eva gains the Regeneration trait	2 BUP	---
Dermal Armor	Your Eva reduces Critical Damage it takes	2 BUP	---
Dilatant Tissue	Your Eva gains the Bulging Biceps and Sturdy traits	2 BUP	---
Field Tensers	Increase your A.T. field's efficiency	1 BUP	Core Membrane
Solenoid Organelles	Increase the potency of your A.T. powers	3 BUP	---
Adrenal Implants II	Increase your Eva's wound total	1 BUP	Adrenal Implants I
Enhanced Musculature II	Increase your Eva's Strength score	2 BUP	Enhanced Musculature I
Reinforced Skeleton II	Increase your Eva's Toughness score	4 BUP	Reinforced Skeleton I
Twitch Fiber Grafts II	Increase your Eva's movement speed	2 BUP	Twitch Fiber Grafts I
Tier 3			
Redundant Organs	Your Eva can function even with critical injuries	4 BUP	Dermal Armor
Adrenal Implants III	Increase your Eva's wound total	1 BUP	Adrenal Implants II
Enhanced Musculature III	Increase your Eva's Strength score	4 BUP	Enhanced Musculature II

ADRENAL IMPLANTS

Though an Evangelion is incapable of truly experiencing pain, saturating its biological processes with high doses of adrenaline equivalent chemicals still lends it the effects of an adrenal response, allowing it to shrug off otherwise catastrophic damage and continue function at peak efficiency. By supplementing the Evangelion's adrenal system with additional, implanted glands, it is possible to increase its resistance to injury.

Each time this upgrade is purchased, the Evangelion gains an additional Wound in each body location.

ENHANCED MUSCULATURE

While an Evangelion's movements are heavily enhanced by electrical and mechanical parts, the vast majority of its mobility still comes directly from the muscles beneath. When looking to increase the power of an Evangelion's limbs, its musculature is the first place to look; and, with a combination of hormone therapy, tissue grafts and synthetic fiber lacing, the most efficient place to do it.

Each time this upgrade is purchased, increase the Evangelion's Strength by 10.

REINFORCED SKELETON

When the A.T. field is breached, the only thing coming between the Angel and a dead pilot is the toughness of the Evangelion's physical body. While armor and specialized defensive systems can protect its outside, the most effective way to minimize damage to an Evangelion's internals is to increase the existing protective ability of its skeletal system, often through reinforcing the bone structure with implanted alloys and external plating.

Each time this upgrade is purchased, increase the Evangelion's Toughness by 10.

TWITCH FIBER GRAFTS

Being humanoid in shape means that an Evangelion is entirely dependent on its body for locomotion. Its muscles and tendons are what powers its ability to walk, run and jump, rather than any kind of mechanical movement system. Since an Evangelion enjoys the tireless nature of its

machine heritage however, those movements can be made dramatically more powerful by replacing efficient, slow firing muscle fibers with those normally reserved for sprinting in humans.

Each time this upgrade is purchased, increase the Evangelion's Agility Bonus by 1 for the purpose of movement.

ACCELERATED MITOSIS

Unlike any other war machine, an Evangelion possesses the ability, like all organic beings, to repair damage sustained to its body all on its own. While already able to heal incredibly rapidly by normal standards, through cellular mutations still not fully understood by Nerv scientists, this natural process of replacing destroyed tissue can be sped up to the point where the Evangelion's flesh closes back together in a matter of minutes.

An Evangelion with the Accelerated Mitosis upgrade gains the Regeneration trait from Dark Heresy, with the exception that Critical Damage may not be recovered in this way, and each Wound is allocated to a single body location of the player's choice. In addition, the Evangelion does not need Basic Repairs performed on it, regaining all lost Wounds, but not Critical Damage, within one day.

CORE MEMBRANE

As vital as the core of the Evangelion is to allowing its human occupant to control it, prolonged, close proximity to it has been shown to cause potentially dangerous physical and psychological contamination. Though simply accepted as a risk of the job in most cases, especially cautious or concerned scientists may influence the Evangelion's recessive genes to cause the growth of a thin, transparent membrane over the core, capable of insulating against the bottom range of the core's energy emissions and protecting the pilot to a small degree, without compromising synchronization.

While piloting an Evangelion with the Core Membrane upgrade, whenever the pilot would take Ego Damage from being at Safe Depth Limit or higher, reduce the amount of Ego Damage taken by 1, to a minimum of 0.

DERMAL ARMOR

An exceptionally useful product of Evangelion self-genetic-alteration is the growth of a tight layer of microscopic filaments throughout the Evangelion's dermal layer, composed of exotic, semi-organic materials with almost limitless tensile strength. Though still baffling to Nerv's science team, the benefits of nigh unbreakable skin are obvious, in that only purely internal damage can be dealt to the Evangelion in significant quantity.

Whenever an Evangelion with the Dermal Armor upgrade takes Critical Damage, reduce the amount of Critical Damage dealt to it by 1.

DILATANT TISSUE

A relatively simple battery of chemical therapy and gene splicing is all that is needed to convert most of an Evangelion's fibrous tissues to a state where direct pressure causes it to act like a Non-Newtonian fluid; directly increasing in resistance the more force is applied to it. It is only recently however, that such traits have become readily useful, namely in counteracting the considerable shock of heavy weapons recoil and full contact melee combat.

An Evangelion with the Dilatant Tissue upgrade gains the Sturdy Trait from Dark Heresy. In addition, the Evangelion may Brace a heavy weapon as a Free Action.

DOUBLE RETINA

Something of a step up from the reflective layer found in the eyes of animals possessing keen night vision, Evangelions quite readily accept implants of an entire secondary retina behind their first, essentially allowing them to pick an image twice before it ever enters its visual processing software.

While piloting an Evangelion with the Double Retina upgrade, the pilot is treated as having the Blind Fighting talent from Dark Heresy, as well as gaining a +10 bonus to all

Awareness tests.

FIELD TENSERS

An Evangelion, by its very nature, is an incomplete imitation of its angelic roots. Though capable of generating an A.T. field, it is impossible for a pilot to fully harness the sheer power with which the Angels do so. Despite this however, deep within the Evangelion's genetic code are the blueprints for the full biological systems its angelic ancestors possess, and via long and laborious applications of complex genetic therapy, it is possible to encourage the growth of some of these missing organs, one of which being a network of tiny solenoid nodes that seem to serve the purpose of stabilizing the density of an A.T. field's energy pattern.

An Evangelion with the Field Tensers upgrade is treated as having an ATS of 1 higher than it actually possesses for the effects of any spread patterns it currently has active, including Deflection.

HYPERCOAGULANT

By making some basic modifications to an Evangelion's blood composition, it is easily possible to instill dramatically increased clotting ability without impairing the unit's function. This is usually done by encouraging spontaneous multiplication of blood platelets upon injury, using the Evangelion's regenerative abilities to naturally and seamlessly seal bleeding wounds.

An Evangelion with the Hypercoagulant upgrade only suffers the effects of Blood Loss for a single turn before the bleeding halts completely and the condition is removed. In addition, any penalties caused by Critical Damage that are explicitly caused by the loss of blood or vital fluids are negated.

REDUNDANT ORGANS

As a final testament to the utter indomitability of the Evangelion, recent breakthroughs have discovered ways to unlock suppressed organ growth that endows an Evangelion with vital systems fully capable of functioning without things previously thought indispensable. Such as a head. While still an imperfect procedure, and especially incompatible with human pilots, experimental versions of the therapy are already in use.

When an Evangelion with the Redundant Organs upgrade would be defeated, Test Toughness. On a success, it continues to operate for a number of rounds equal to its Toughness Bonus before finally succumbing to its injuries. If during this time, the Evangelion would take Critical Damage that would render it defeated again, it must Test Toughness again at a penalty equal to its combined Body and Head Critical Damage, or else immediately cease to function. This is an especially traumatic experience for the pilot, and each round the Evangelion continues to fight beyond death, the pilot gains 1 Insanity Point. Once used, the Redundant Organs may not be used again until the Evangelion has been repaired.

SOLENOID ORGANELLES

Having at last obtained the Angel's secret to their seemingly unlimited power in the form of the S2 organ, the focus of Nerv's biotechnology programs has drastically moved away from implanting directly into the Evangelion, and instead towards developing the growth of what was already supposed to be there, yet lacking the necessary infrastructure. With the main organ in place, what often follows is the development of a synaptic web of solenoid tissue around the Evangelion's core designed to manage power at the cellular level; a feature that Nerv scientist theorize may be standard of every cell in an Angel's body.

When piloting an Evangelion with the Solenoid Organelles upgrade, any A.T. power the pilot uses is treated as being augmented by an additional point.

SWIM BLADDER

Despite the Evangelion's incredible mass, the weight it exerts is

often considerably less than it should be thanks to its A.T. field, demonstrated by the fact that Evangelions have been observed to obtain a point of neutral buoyancy in water at a depth of roughly 6000 meters. While better than nothing, such a crushing depth is far past the point of being sustainable for an Evangelion to rest at, and so for an Evangelion expected to engage in underwater operations, the most expedient solution is to implant a specialized, buoyancy adjusting organ, referred to as a swim bladder, despite working almost entirely with the Evangelion's A.T. field.

When piloting an Evangelion with the Swim Bladder upgrade, the pilot may choose not to sink or rise any distance at all as the result of a failed Swim Test.

Natural Weapons

Tier 1			
Name	**Effect**	**Cost**	**Prerequisites**
Natural Weapon	Your Eva gains the Natural Weapon trait	2 BUP	---
Tier 2			
Bestial Weapon	Upgrade your Eva's Natural Weapon	1 BUP	Natural Weapon
Bonded Carapace	Your Eva's own body becomes a weapon	3 BUP	---
Tier 3			
Feral Weapon	Upgrade your Eva's Natural Weapon	1 BUP	Bestial Weapon

BESTIAL WEAPON

Like a true predator, an Evangelion that displays propensity for using its natural weapon will often evolve and alter its own biology to enhance it; turning a vestigial feature of its body into a weapon formidable enough to be a viable backup to those manufactured by Nerv. Apply one of the following enhancements to the Evangelion's Natural Weapon.

- *Corrosive* - The Evangelion begins to constantly secrete a thin layer of unidentifiable, acidic liquid over its natural weaponry. While appearing completely ineffective on the Evangelion's own tissues, the liquid exposure accompanied by a strike with the Evangelion's natural weapon leaves shallow, smoking gouges in exposed flesh. The upgraded Natural Weapon gains the Particle quality. Only Bite, Body, Claws, or Spit Natural Weapons may be made Corrosive.
- *Hardened* - The Evangelion's body draws away material from its various inorganic grafts and deposits them into the structure of its natural weapons over a lengthy period of time, hardening them to the point where they compare favorably with even the strongest melee weaponry. The upgraded Natural Weapon deals an additional 2 Damage. Only Arms, Body, Horn, or Tail Natural Weapons may be made Hardened.
- *Sharpened* - The Evangelion introduces controlled apoptosis into the cellular structure of its natural weaponry, targeted at killing organic material near cutting edges and points. How it contains this to an individual area is a mystery, but the result of the Evangelion constantly sloughing off excess mass means that its teeth and claws are kept at a state of almost supernatural sharpness. The upgraded Natural Weapon gains +4 Penetration. Only Arms, Claws, Horn, or Spines Natural Weapons may be made Sharpened.
- *Venomous* - The Evangelion seems to know far more about Angelic biology than Nerv's top scientists, as its body has managed to produce a substance that acts like a necrotoxin on Angel biomass. Unfortunately, this poison degrades almost instantly upon removal from the Evangelion, as it seems unable to exist outside of an A.T. field. Whenever a successful hit is scored against an Angel using the upgraded Natural Weapon, the target must Test Toughness or else take a -1 modifier to its Toughness Bonus until the Evangelion's next turn. Only Bite, Spines, Spit, or Tail Natural Weapons may be made Venomous.

BONDED CARAPACE

Normally, an Evangelion's armored exoskeleton is simply bolted on layer by layer. Held on directly by various points in its flesh designed to receive it. In special cases however, some Evangelions have been reported to incorporate the foreign material into their bodies; absorbing and bonding with the grafts and lattices of the armor plating until it becomes almost a second skin. While providing no notable increase in protection, the Evangelion's literal iron flesh turns its own bulk into a formidable weapon under the right circumstances.

The Unarmed Strikes of an Evangelion with the Bonded Carapace upgrade no longer have the Primitive quality. When making a Charge action, the pilot of the Evangelion may choose to first make an Unarmed Attack against the target they are charging, and automatically makes an additional Knockdown action if the Unarmed Attack hits, resolving their normal charge attack after.

FERAL WEAPON

True to the nature of an alpha predator, an Evangelion that continues to employ and refine its natural weapons is more than capable of developing killing implements rivaling the creations of Nerv's most brilliant engineers. An Evangelion so expert in murdering Angels with its own teeth and nails may even eschew traditional weaponry entirely.

You gain a second Bestial Weapon upgrade for your Natural Weapon. You may not choose the same upgrade twice.

NATURAL WEAPON

Even though the Evangelions are humanoid in shape, just like humans themselves, they do not spend much of their "birth" cycle as such. Before an Evangelion is fully formed, it still retains many, seemingly random vestigial attributes from its Angelic ancestry before growing out of them. Sometimes, through some quirk in the Evangelion's manufacture, these traits fail to vanish, or reoccur at a later point.

An Evangelion with the Natural Weapon upgrade gains an additional type of unarmed attack along with its Unarmed Strike, chosen from the selection below. This attack may be used in place of an Unarmed Strike in all instances, including Grapples, and so may not be used to parry unless specially noted, may not be disarmed unless physically removed from the Evangelion via Critical Damage. The Evangelion henceforth always counts as being armed so long as it possesses its Natural Weapon. Natural Weapons do

not have the Primitive quality. A Natural Weapon cannot be upgraded with Requisition.

- *Arms – The Evangelion sports bony, blade-like protrusions from its outer forearms, composed of dense material apparently drawn from its armor and implants. Thankfully, they extend beyond the elbow rather than the wrist, allowing full manual dexterity.*
- *Bite – The Evangelion's teeth, instead of blunt and human-like, are sharpened, viciously serrated blades like that of predator. Its jaw strength is likewise completely disproportionate, lending it a spectacularly lethal bite for a humanoid*
- *Body – The Evangelion's entire body seems almost solely designed for combat; strengthened and hardened in all the right places to provide a limitless supply of striking surfaces; something easily taken advantage of by a pilot trained in unarmed combat. For obvious reasons, it is impossible to disarm an Evangelion of this weapon at all.*
- *Claws – The Evangelion's fingers terminate in short, hooked claws rather than blunt fingertips. While they are small enough so as not to impede the use of weapons, they are notably sharp, and impressively sturdy, allowing the Evangelion to rip into flesh and bone with a solid grip.*
- *Horn – The Evangelion proudly shows off an elongated cranial horn at the forefront of its head, making it resemble some sort of monster more than a human figure. When properly armored like the rest of its body, the horn makes for a frighteningly efficient ramming implement.*
- *Spines – The Evangelion's joints bristle with short, bony spikes that protrude outwards in all directions. Short enough to not significantly impede movement, while hard enough to stand up to impact, they serve as an effective deterrent to Angels attempting to press close combat.*
- *Spit – The Evangelion is capable of producing a liquid compound from glands just behind its jaw similar to saliva glands, composed of a cocktail of unidentifiable organic chemicals capable of dissolving solid metal in seconds. Oddly enough, this liquid appears to have no effect on the Evangelion itself.*
- *Tail – The Evangelion still carries the profile of an almost vestigial tail. A short and mostly useless affair that Nerv was unable to remove. Despite lacking the length and mass to be useful for much, being directly part of the Evangelion's vertebrae makes it incredibly hard, and occasionally effective as a stabbing point.*

Name	Damage	Breach	Pen	Special
Arms	1d10+1 R	+0	2	Unbalanced, may be used to Parry.
Bite	1d10+2 R	+0	2	After landing a successful hit with a Bite attack, you may automatically roll to initiate a grapple, at a -20 penalty.
Body	1d10+4 I	+0	0	Compact
Claws	1d10+1 R	+0	3	Whenever an attack from the Evangelion's claws strikes with enough Pen to completely negate the target's AP, the attack deals an additional point of damage.
Horn	1d10+1 I	+0	4	Whenever the Evangelion uses its horn to attack as part of a charge, it deals +4 damage.
Spines	1d5+4 R	+0	0	Whenever the Evangelion is involved in a grapple and either party wins an opposed Strength Test to injure the other, it automatically attacks the enemy it is grappled with using its spines, to a maximum of once per round.
Tail	1d10+1 I	+0	1	Flexible

Name	Range	RoF	Damage	Breach	Pen	Special
Spit	5 dam	-/-/1	2d10 E	+0	1	

Super Solenoid Generation

Tier 3 – Requires Super Solenoid Generation			
Name	**Effect**	**Cost**	**Prerequisites**
Fleshwarper	Your Eva heals its own wounds almost instantly	2 BUP	Super Solenoid Organ, Accelerated Mitosis
Glial Mutation	Your Eva begins to recover brain function	2 BUP	Super Solenoid Organ
Solenoid Furnace	Your Eva can tax its core beyond its safe limits	2 BUP	Super Solenoid Organ
Super Solenoid Organ	Your Eva generates its own power supply	2 BUP	---
Winged Spine	Gain the ability to fly while in your Eva	4 BUP	Super Solenoid Organ

FLESHWARPER

When the morphic ability of the S2 organ is introduced into an Evangelion's already formidable biology, its capacity for self regeneration becomes almost nauseatingly spectacular. In addition to the rapid creation of replacement tissue, the S2 organ allows it to fluidly reshape its biomass, so that broken bones snap back together and open wounds flow into a seamless whole, all in the space of seconds.

An Evangelion with the Fleshwarper upgrade may spend a Full Round Action and a Reaction to immediately remove 1d5+TB damage divided amongst any number of locations of your choice. If this would bring a location to 0 Critical Damage, the effects of all Critical Damage to that location are negated. This ability may not be used to recover wounds to a location that has already been destroyed. In addition, the Evangelion does not need Basic or Advanced Repairs performed on it, regaining all lost Wounds and removing all Critical Damage, other than to limbs that have been destroyed, within one day.

GLIAL MUTATION

For reasons unknown, in some cases, the nervous scar tissue that sheathes an Evangelion's cranial implants begins to mutate in order to compensate for the brain mass removed during manufacture. Eventually, some Evangelions have been shown to regain crude, low level sensory brain function, becoming capable of interpreting information from their implanted sensors before it is sent to the plug. While useless in the Evangelion's default, comatose state, mutations of this type have the worrying capacity to cause frequent berserking in previously stable units, as the Evangelion's new sensory abilities prove more than capable of awakening it under extreme duress.

When an Evangelion with the Glial Mutation upgrade takes more than one point of Critical Damage from any single source, roll 1d10. On a 9, the Evangelion immediately Berserks.

SOLENOID FURNACE

As the theoretical pinnacle of A.T. manipulating biotechnology, the solenoid furnace is more of a method than an actual construct. By utilizing esoteric secrets of the A.T. field only recently cracked by the advent of the S2 engine, modifications to an Evangelion's solenoid biostructure can be made to roughly emulate the Angel's mode of generating A.T. fields; drawing unrealized power from the Evangelion's core without the need for a dangerously oversynched pilot. Despite the major breakthrough it represents, prolonged usage of the Solenoid Furnace is liable to cause extreme damage to an Evangelion's weaker, non-Angelic body if over-taxed.

While piloting an Evangelion with the Solenoid Furnace upgrade, the pilot may choose to activate this upgrade as a Full Action. Upon doing so, the Evangelion automatically fully spreads any one spread pattern known to the pilot and increases its ATS by 1. Each turn afterward, the Evangelion's ATS increases by an additional 1, and it takes 1 point of Critical Damage to the body, ignoring Wounds, which cannot be recovered in any way save for an Advanced Repair. Though this damage does not cause a result from the Critical Damage chart by itself, save for a result which would defeat the Evangelion, the pilot still takes Feedback as normal. Be warned, once the Solenoid Furnace is engaged, there is no way to shut it off, save for shutting down the Evangelion itself.

SUPER SOLENOID ORGAN

The super solenoid organ, otherwise known as the S2 organ, represents the answer to Project Evangelion's prayers; the holy grail of fifteen years of research. Reverse engineered from the structure of the same name found within the Angels, the S2 organ works for the Evangelions as it does for their foes, generating a literally limitless supply of energy to meet the demands of their strange existence, thus completely eliminating the power concerns that mark the Evangelion Project's single greatest flaw.

An Evangelion with the Super Solenoid Organ upgrade gains effectively infinite internal battery time. It no longer requires the use of umbilical cables or mobile support structures, and cannot lose rounds of power for any reason. The Evangelion's internal battery is removed to make place for the organ, and as such, any purchases of battery upgrades are refunded immediately. If the Evangelion Berserks without an Angelic target, it will fail to go dormant again for some time. Roll on the following table to determine its actions.

WINGED SPINE

By taking advantage of the newly discovered, polymorphic nature of solenoid tissue, a handful of more exotic permutations of dormant angelic biology previously deemed impractical now have the distinct possibility of reaching a combat effective state. The first, and currently the only one of these permutations to roll off the production floor has been the ability to extend appendages resembling wings from the Evangelion's spine; developed for the Mass Produced Evangelion series. The impressive wingspan generated in this way, despite looking the part, is actually used to warp the Evangelion's A.T. field in such a way as to almost completely cancel the effects of gravity while in use, allowing it to propel itself through the air with just the thrust generated by flapping. To prevent inconvenience in combat, the wings are also capable of retracting completely into the Evangelion's spine; melding with its flesh until they all but disappear.

An Evangelion with the Winged Spine upgrade gains the Flyer (10) Trait, and may make an unlimited number of "jumps" as though it were equipped with A-type armor. They must make at least one Move Action on their turn to maintain flight as normal, but they may begin or resume flight from a mid-air position, such as being suspended by the Float AT Power.

Structural Upgrade Points

Tier 1			
Name	**Effect**	**Cost**	**Prerequisites**
Extended Battery I	Increase your Eva's operational time limit	1 SUP	---
Features	Your Eva is customized with convenience features	1 SUP	---
Hardened Armor I	Increase your Eva's Armor Points	2 SUP	---
Leg Thrusters	Gain +10 to Acrobatics while in the plug	1 SUP	---
Specialized Armor I	Increase your Eva's defenses against certain attacks	2 SUP	---
Weapon Rack	Your Eva gains a place to store larger weaponry	1 SUP	---
Tier 2			
Electrified Armor	Your Eva electrocutes enemies on contact	1 SUP	Extended Battery I
Extended Battery II	Increase your Eva's operational time limit	3 SUP	
Hardened Armor II	Increase your Eva's Armor Points	2 SUP	Hardened Armor I
G-Type Chassis	Your Eva gains a support to mount heavy weapons	2 SUP	---
MAGI-LTD	Gain a direct uplink to the MAGI supercomputer	2 SUP	---
Redundant Ejection System	Gain a vastly more reliable plug ejection system	1 SUP	---
Secondary Pylons	Your Eva gains an additional pair of Wing Holsters	2 SUP	---
Specialized Armor II	Increase your Eva's defenses against certain attacks	2 SUP	Specialized Armor II
Tier 3			
Fortified Armor	Your Eva becomes immune to Righteous Fury	2 SUP	---
Extended Battery III	Increase your Eva's operational time limit	1 SUP	Extended Battery II
Hardened Armor III	Increase your Eva's Armor Points	2 SUP	Hardened Armor II
Inverse Mode	Your Eva has a secret emergency configuration	4 SUP	---
Specialized Armor III	Increase your Eva's defenses against certain attacks	2 SUP	Specialized Armor II
Stealth Field	Your Eva gains a sophisticated camouflage system	4 SUP	---
Wireless Power Channel	Your Eva gains the ability to transfer battery power	4 SUP	Positron Technology

EXTENDED BATTERY

    The internal batteries of the Evangelions were designed and installed as emergency measures only, using affordable materials and quick, simple construction to keep down costs and maintenance. With the artificial S2 engine the Evangelion Project banked on failing to materialize before the Angels attacked however, serious thought must be given to the installation of better quality, high capacity batteries.

    Each time this upgrade is purchased, add 1 round to the Evangelion's internal power supply.

HARDENED ARMOR

A typical Evangelion is equipped with over twelve thousand interlocking plates of heavily fortified armor. Besides providing the single highest level of defense in combat ever devised, outside of the A.T. field, each and every one of these plates can be easily refitted to provide customized protection. Replacing some of the default manufactured plates with high grade, specially hardened ones is a simple and quick way to increase an Evangelion's survivability against most forms of attack.

Each time this upgrade is purchased, increase the Evangelion's Armor Points in all body locations by 1. No more than 3 armor upgrades may be equipped at any one time.

SPECIALIZED ARMOR

A typical Evangelion is equipped with over twelve thousand interlocking plates of heavily fortified armor. Besides providing the single highest level of defense in combat ever devised, outside of the A.T. field, each and every one of these plates can be easily refitted to provide customized protection. Replacing some of the default manufactured plates with ones boasting specialized features such as energy diffuse coatings or reactive charges, provides drastically higher protection against specific forms of attack.

Each time this upgrade is purchased, choose a damage type: Impact, Rending, Explosive or Energy. Increase the Evangelion's Armor Points in all body locations by 4 against the chosen damage type. You may not purchase Specialized Armor for the same damage type twice. No more than 3 armor upgrades may be equipped at any one time.

ELECTRIFIED ARMOR

Though the idea is perhaps laughably crude, Evangelions are, in fact, powered by electricity, this electricity does, in fact, run throughout their bodies, and their exterior armor is, in fact, made of metal. Putting two and two together, someone came up with the idea of routing the Evangelion's power supply to course just under the outer layer of armor plates on its way to where it is needed; electrifying it with millions upon millions of volts. While certainly not enough to kill an Angel, the electric discharge generated on contact is at least capable of inconveniencing them enough to gain an advantage.

Whenever an Evangelion with the Electrified Armor upgrade is struck with a melee weapon, the attacker must immediately Test Toughness or take -10 to all tests until its next turn. No more than 3 armor upgrades may be equipped at any one time.

G-TYPE CHASSIS

The G-Type equipment module, intended to turn an Evangelion into a dedicated sniping platform, was scrapped long ago, but bits and pieces of it have still found their way into common use. Much like the G-type targeting uplink, the G-Type Chassis is specifically designed to complement the use of heavy weapons. By installing a lightweight exo-frame of supports, counterweights, and recoil absorbers, an Evangelion can mount all but the largest weapons platforms directly onto its body.

An Evangelion with the G-Type upgrade may wield weapons with the Mounted quality. In addition, the Evangelion gains an additional Wound to the body. If the body location would take Critical Damage, the G-Type Chassis is rendered useless until repaired.

FEATURES

If sufficiently persuasive, it isn't always impossible for a pilot to convince Nerv of the need for a few specialty modifications to his or her entry plug. More comfortable seating. A disc slot for playing music. On-board fire extinguishers. Storage units for first aid, self defense or personal effects. Customized software or controls. Nothing major, but enough to make a pilot's life that much easier.

A single purchase of the Features upgrade encompasses all modifications the pilot may wish for, all of which are subject to GM approval. Features may carry over from Evangelion to Evangelion, provided the appropriate entry plug is available, however, they should not give the pilot anything more than small, situational bonuses.

FORTIFIED ARMOR

Powerful as an Evangelion's armor is, the limitations of having to work around a humanoid frame create more than a few weaknesses in its structure, especially around points of articulation. Originally deemed too small of a problem to be efficient to rectify, many change their minds after seeing an Evangelion brought down by a single, unlucky hit. Though it takes up space and weight on the Evangelion that could be used to improve its existing armor, fortification of structural weak points to eliminate all chance of catastrophic failure is something that cautious directors should look into.

An Evangelion with the Fortified Armor upgrade can't have Righteous Furies scored against it. No more than 3 armor upgrades may be equipped at any one time.

INVERSE MODE

It is no small secret to anyone involved in the top levels of Project Evangelion that the Evangelions are inhuman monsters, barely held in check by the extensive system of limiters both incorporated into their armor and embedded in their very flesh. What isn't known save by a select few, is that some, perhaps even all, Evangelions come equipped with an invert function to completely release every last one of those limiters, restricted by nothing but a secret access code for use in the direst emergencies. Inverting an Evangelion's operating mode not only releases the limiters on its power and the restraints holding it into human shape, but also the pacifiers that keep it mentally dormant, and the safety features that keep the entry plug out of the contamination zone. In short, activating inverse mode is absolutely guaranteed to allow the Evangelion to berserk, and puts the pilot at unavoidable risk of psychological corruption.

Once per battle, an Evangelion equipped with the Inverse Mode upgrade by activate its secret configuration. Upon doing so, it Berserks automatically, gaining all the benefits of a normal Berserk, as well as gaining the Quadruped Trait and increasing its ATS by 2, but destroying both wings and their loadouts in the process. The pilot takes 1d5+1 Ego Damage and gains 1d5+1 Insanity Points every round the Evangelion remains Berserk as the plug enters dangerously high depth values and the synchronization with the awakened Evangelion damages their mental health. Despite this, the Evangelion is still under the control of both the pilot and the command bridge, and so will not normally attack allies and may still be shut down or have its Synch Ratio altered as normal. Likewise, the Evangelion still will not function without power.

LEG THRUSTERS

Usually some form of precursor to the A-Type equipment module, "Leg Thrusters" is a generic name used to refer to any number of early stage, miniature thruster models designed, obviously, to be mounted on an Evangelion's legs. Once fitted, the omnidirectional rocket thrust provided by the system lends superior jumping ability and midairAT maneuverability.

When piloting an Evangelion with the Leg Thrusters upgrade, the pilot gains a +10 bonus to all Acrobatics Tests.

MAGI-LTD

Standing for "Linked Territory Dissector", the MAGI-LTD is nothing less than a direct, Evangelion portable uplink to the MAGI supercomputer itself, invaluable both as an access terminal for the pilot and as an information gathering tool for Nerv command. Any any all information the Evangelion picks up from its surroundings is automatically uploaded through the LTD to the MAGI supercomputer, as well as anything the system independently scans for itself, usually at the whim of the Operations Director; providing an enormous wealth of raw data for the MAGI to draw from when constructing predictive models.

As long as an Evangelion with the MAGI-LTD upgrade

is deployed in combat, the MAGI chart is rolled at a +20 bonus. If the MAGI chart was already used, the result is increased by 20 two Rounds after the Evangelion is deployed. If multiple Evangelions with MAGI-LTD are deployed, its effects do not stack.

REDUNDANT EJECTION SYSTEM

When an Evangelion has sustained severe enough damage for the pilot to be at risk, the entry plug is designed to jettison from the rear hatch and carry the pilot to a safe distance away from combat using on board rocket thrusters fed by an emergency fuel reserve. That is, in theory. In reality, the damage sustained by Evangelions in combat often renders the ejection system either damaged, or completely inoperable, facing the pilot with a dangerously bumpy landing at best, or leaving them stuck inside the Evangelion at worst. Directors who value their pilots may want to look into installing redundant copies of all ejection related systems to keep these risks to a minimum.

An Evangelion with the Redundant Ejection System upgrade rolls twice on the ejection chart and chooses the better result.

SECONDARY PYLONS

For an Evangelion, storage space for the massive amounts of equipment necessary to bring into battle against the Angels is a vital, and often critically lacking premium. While the classically shoulder mounted wing pylons are invaluable in addressing the issue, they are often required for yet more, mission critical equipment, leaving the pilot at the mercy of a cargo elevator for basic staples such as ammunition. To this end, most Evangelions eventually have their forearm restraints reconfigured in much the same way as their shoulder mounted units, providing a second set of storage holsters for additional logistical breathing room.

An Evangelion with the Secondary Pylons upgrade is considered to have the Wing Loadout: Holster upgrade equipped to each pylon in addition to whatever loadout it currently has equipped. As usual, if the arm is destroyed, so is this extra wing loadout and any equipment contained within.

STEALTH FIELD

In a way, it is ironic that one of the largest and least subtle machines ever built by man, boasts the first successful application of active visual cloaking technology. Due to the physics altering powers of the A.T. field, what would normally have to be accomplished by a full body coating of reactive compounds or microscopic cameras, can be done with a handful of well placed emitters, designed to subtly interact with the Evangelion's A.T. field pattern and warp electromagnetic radiation within it, rendering it partially invisible across the entire ultraviolet to infrared spectrum.

While piloting an Evangelion with the Stealth Field upgrade, the pilot may activate the field as a Half Action, or deactivate it as a Free Action. While active, the field grants them a +30 bonus to Concealment Tests, and imposes a -30 penalty to Ballistic Skill and Weapon Skill tests made to attack them. On any round in which the pilot attacks, they forfeit the Concealment bonus, and the penalties to attack them are reduced to -10. The Stealth Field has its downsides however, in that the emitters that render the Evangelion invisible destructively interfere with its A.T. field, causing it to become almost entirely useless. While the field is active, the Evangelion is treated as having an ATS of 0. The field does not hide them from Unnatural Senses, except from the use of the Ping A.T. Power, to which the Evangelion becomes immune to. For obvious reasons, the Evangelion gains no bonuses to Concealment while still plugged in.

WEAPON RACK

While the holsters incorporated into an Evangelion's wing pylons are certainly useful, they allow only very small scale storage, ultimately doing little to solve the problems that arise when one considers an Evangelion's lack of pockets or scale backpack. The usual solution to large scale storage problems is to install electromagnetic grapples and rail fixtures to the Evangelion's back, specifically designed to receive and both magnetically and physical hold any Nerv manufactured weapon system in such a way as to be quickly and easily accessible.

An Evangelion with the Weapon Rack upgrade may store a single basic, pistol or melee weapon on the Evangelion's back, which may be retrieved in the same way as a weapon stored in a wing holster.

WIRELESS POWER CHANNEL

While the applications of wireless energy transfer are more than effective in weapon form, the fundamentally obvious use is to provide power to Evangelions in the field without the use of scarce and inconvenient umbilical cables; one of the Evangelion's greatest operational limits. Currently, the only existing systems use a mixture of maser and A.T. based emission to transmit directly to an Evangelion's umbilical port, converting ionized particles at the source. Unfortunately, the power still has to come from somewhere, and so the uses of this method of broadcast are strictly limited until an artificial S2 engine becomes available.

An Evangelion with the Wireless Power Channel upgrade may designate any number of Evangelions within line of sight to receive the benefit of this upgrade at will. At the beginning of the user's round, the pilot transfers a single round of internal battery power to all Evangelions selected in this way, taken straight from the equipped Evangelion's own power reserves. If the Evangelion is plugged in, the umbilical cable itself is treated as providing two rounds of battery power per round. If the Evangelion is equipped with an S2 Organ, it is considered to be receiving three rounds worth of battery power every round, which stacks with the use of an umbilical cable. If the body location would take Critical Damage, the Wireless Power Channel is rendered useless until repaired.

Ablative Upgrades

Tier 1 – Requires Ablative Technology			
Name	**Effect**	**Cost**	**Prerequisites**
Ablative Bracer	Your Eva can absorb a single hit to one of its arms	2 SUP	---
Ablative Shock Absorbers	Your Eva can absorb a single AoE attack or fall	2 SUP	---
Tier 2			
Ablative Carapace	Your Eva can absorb a single hit to the body	2 SUP	---
Ablative Shield	Your Eva can absorb hits with an expendable shield	2 SUP	---
Tier 3			
E.S.V. Unit	Your Eva can negate attacks with an advanced shield	4 SUP	---

ABLATIVE BRACER

An Ablative Bracer system is little more than a small, forearm mounted barrier of hexagonally interlocked plates designed to break away under impact and sublimate in high heat. This at first, seems like an incredibly ineffective defense, but the revolutionary design of the material ensures that all the energy of the attack is absorbed by the destruction of the bracer itself; leaving the arm underneath unharmed.

An Evangelion with the Ablative Bracer upgrade must equip it to an arm of its choice before each combat for it to work. The first time that session it takes damage after Toughness Bonus and Armor Points to that arm, that damage is negated completely, rendering the bracer useless until it can be replaced. Only one ablative upgrade may be equipped to each location at any one time.

ABLATIVE CARAPACE

Using the same technology as the Ablative Bracer, an Ablative Carapace is simply a lightweight shell of the same material mounted on top of the Evangelion's vital torso areas; providing the same benefits to the Evangelion's body instead of its arms.

An Evangelion with the Ablative Carapace upgrade must equip it to the body before each combat for it to work. The first time each session an Evangelion with the Ablative Carapace upgrade takes damage to the body after Toughness Bonus and Armor Points to that arm, that damage is negated completely, rendering the carapace useless until it can be replaced. Only one ablative upgrade may be equipped to each location at any one time.

ABLATIVE SHIELD

An advanced version of the Ablative Bracer, the Ablative Shield applies the concept on a much larger scale, in the form of a huge, vertically oriented tower shield nearly the size of the Evangelion itself. Though still affixed to the arm, the shield is just large enough to protect the Evangelion's whole body if need be.

An Evangelion with the Ablative Shield upgrade must equip it to an arm of its choice before each combat for it to work. The hand of the equipped arm is considered to be occupied and cannot be used to wield weapons. The shield provides the same benefits of an Ablative Bracer to the equipped arm, and to the leg on the same side of the Evangelion's body if the pilot so wishes. The shield may also be used as a weapon, with the same stats as a Shield, and is considered to grant the bonus Armor Points to the Evangelion's equipped arm. In addition, as a Half Action, the pilot may brace the shield against the ground, allowing it to be used as cover as long as the Evangelion takes no move actions. Attacks that strike the shield while being used as cover are negated and expend the shield as normal. Only one ablative upgrade may be equipped to each location at any one time.

ABLATIVE SHOCK ABSORBERS

The uses of ablative technology don't just stop at breakaway armor. The same concept of discarding, one use structures designed to absorb energy can be applied wherever there is any energy to be absorbed, including, in the case of Ablative Shock Absorbers, the kinetic energy of a fall or blast wave. Instead of the material itself breaking away, each tiny dampener is designed to take the full brunt of any significant force acting against it, and move with it; expending the energy of the shock wave in crumpling it, before discarding entirely from the Evangelion.

The first time each session an Evangelion with the Ablative Shock Absorbers upgrade takes damage from falling, being thrown, or an Area of Effect attack after Toughness Bonus and Armor Points, that damage is negated completely, rendering the absorbers useless until they can be replaced. This upgrade is considered to be equipped to the Evangelion's legs. Only one ablative upgrade may be equipped to each location at any one time.

E.S.V UNIT

The Enchanted Shield of Virtue project is the culmination of multiple leaps forward in ablative technology, taking the tried and tested concept of the Ablative Shield and turning it up to eleven. Instead of a simple plate of ablative material, the E.S.V boasts multiple layers of treated carbon-crystalline and metallic compounds tightly sandwiched together in a single, compact unit.

An Evangelion with the E.S.V Unit upgrade must equip it to an arm of its choice before each combat for it to work. In all respects, it works identically to an Ablative Shield, with the exception that a single attack does not expend the shield. Instead, each attack that connects with the shield merely expends a single layer, of which the shield has a total of 3 before it must be replaced. Even when all 3 layers are destroyed, the frame mounted to the Evangelion's arm underneath may still be used as a standard Shield. Only one ablative upgrade may be equipped to each location at any one time. Any Ablative Shield upgrades an Evangelion already possesses may be converted to E.S.V Units at a cost of 2 SUP by simply adding the extra ablative layers to it.

Entry Plugs

Tier 1			
Name	**Effect**	**Cost**	**Prerequisites**
Armored Entry Plug	Gain heavy protection in the event of a plug breach	1 SUP	---
Standard Entry Plug	Gain the basic benefits of piloting an Evangelion	0 SUP	---
Tier 2			
HarOS Entry Plug	Gain increased BS at the expense of WS	2 SUP	---
Motion Trace Entry Plug	Gain increased WS at the expense of BS	2 SUP	---
Tier 3			
Organic Entry Plug	Gain a direct connection to the core of your Eva	2 SUP	---

ARMORED ENTRY PLUG

The entry plug is a work of engineering brilliance for sure, but having been designed entirely to meet the challenges of piloting an Evangelion, it is an unfortunately fragile piece of equipment. While the pilot inside is protected by the Evangelion's body, and such protection is usually more than adequate, in the event that an attack breaches the Evangelion and reaches the plug itself, the pilot is immediately put in life threatening danger. The only way around this is to fortify the entry plug itself; miniaturizing the systems inside to provide space for extensive armor plating and shock absorption systems.

While piloting an Evangelion equipped with the Armored Entry Plug, the pilot increases their Weapon Skill and Ballistic Skill by 5. In addition, any damage the pilot sustains to themselves is halved before being reduced by Toughness Bonus and Armor Points. No more than one Entry Plug can be equipped at any one time.

HAROS ENTRY ENTRY PLUG

The Heads-up Artillery Resource Operating System, or HarOS for short, is a specialized type of combat software designed specifically for Evangelion use, and requiring its own, equally specialized equipment to properly run. With the addition of the HarOS system, the entry plug interface becomes capable of collecting, receiving, computing and interpreting volumes upon volumes of situational data and feeding it to the pilot in real time, complete with rangefinding, pre-rendered ballistic arcs, lead indicators, target movement predictors and advanced weapon information, as well as automatically adjusting the pilots inputs according to their target to lend computer assisted accuracy. While an incredible advantage with the use of firearms, the operating system is ill suited to gathering data from the fast, unpredictable movements of melee combat.

While piloting an Evangelion equipped with the HarOS Entry Plug, the pilot increases their Ballistic Skill by 10. No more than one Entry Plug can be equipped at any one time.

MOTION TRACE ENTRY PLUG

Though all entry plug control systems work primarily off of the pilot's neural impulses as broadcast by the A-10 clip, all of them rely on physical input for a secondary layer of control, as well as for more precise, movement based tasks; ubiquitously in the form of the dual triggers and button inputs found on the plug dashboard. The Motion Trace plug system does away with these crude implements entirely, instead relying on sophisticated sensors to read the pressure and currents of the LCL and rebuild the pilot's physical movements in the software, allowing the Evangelion to literally mimic the pilot's actions at almost a 1:1 ratio. Though this provides incredible responsiveness and finesse for all forms of motor control, the unfortunate truth is that a human being's hands are generally less stable than those controlled by a computer, and so the motion tracing feature really only provides any benefit to the gross movements of melee combat.

While piloting an Evangelion equipped with the Motion Trace Entry Plug, the pilot increases their Weapon Skill by 10. No more than one Entry Plug can be equipped at any one time.

ORGANIC ENTRY PLUG

Part of the difficulty in synchronizing a pilot with an Evangelion is the use of the entry plug itself. Being an inorganic object, the natural reaction of any organism would be to reject its insertion, and the Evangelions are no different. Even though Nerv has long ago worked out multiple methods to overcome this obstacle, it does not change the fact that getting the pilot to an acceptable operational depth is more difficult than it should be. One of the early attempts at circumventing the problem was to design an entry plug wherein the entire plug chair assembly and the connections to the outer shell were replaced with a mixture of hardened and gel-like organic compounds that connected directly to the Evangelion's spine when inserted. Though sheathing one's arms and legs in living tissue is uncomfortable at best, even with the metallic chassis over top, a direct, physical connection to the Evangelion's nerve clusters does afford enough of a benefit that this prototype is sometimes actually used.

While piloting an Evangelion equipped with the Organic Entry Plug, the pilot increases their Weapon Skill and Ballistic Skill by 5. As a Full Action, the pilot may increase their Synch Ratio by 2d10. This is not a Synch Disruption. No more than one Entry Plug can be equipped at any one time.

STANDARD ENTRY PLUG

The entry plug is unarguably the single most important component to the Evangelion Project. Serving as the sole interface between pilot and machine, the Evangelions would be completely useless without it. The plug consists of a several meter long, pill shaped, hollow "needle" which is inserted into the Evangelion's spinal port, inside of which is the actual pilot containment pod, which may move up and down the length of the needled to gain or close distance with the Evangelion's core, and all the necessary systems to synchronize with the Evangelion and provide life support to the LCL environment inside. The entry plug provides direct communication to Nerv command, the control interface for the Evangelion, custom combat software and heads-up display, visual feed to the world outside, a built in ejection system, and 16 hours of climate control and breathable oxygen.

While piloting an Evangelion equipped with the Standard Entry Plug, the pilot increases their Weapon Skill and Ballistic Skill by 5. All Evangelions begin the game with this upgrade. No more than one Entry Plug can be equipped at any one time.

Wing Loadouts

Tier 1			
Name	**Effect**	**Cost**	**Prerequisites**
Wing Loadout: Battery	Your Eva gains an extra supply of backup power	0 SUP	---
Wing Loadout: Holster	Your Eva can store equipment in its shoulder pylons	0 SUP	---
Wing Loadout: Missile Rack	Your Eva gains a one shot multi-missile launcher	2 SUP	---
Wing Loadout: Smoke Launcher	Your Eva gains a one shot smoke grenade launcher	1 SUP	---
Tier 2			
Wing Loadout: Gunframe	Your Eva can shoulder mount basic weapons	1 SUP	---
Wing Loadout: Needle Pod	Your Eva gains a one shot flechette weapon	2 SUP	---
Wing Loadout: Markerlight	Your Eva gains an integrated target finding system	1 SUP	Maser Technology
Tier 3			
Wing Loadout: Integrated Weapon	Your Eva has a weapon directly built in to its body	2 SUP	---
Wing Loadout: Impact Bolt	Your Eva gains a powerful one shot positron beam	4 SUP	Positron Technology

WING LOADOUT: BATTERY

Though by far the least efficient use of an Evangelion's shoulder pylon real estate, there do exist prototype charging ports designed to interface with the default wing dock. Originally part of a project to explore alternate power sources before it was abandoned, these charging ports are useful for little other than providing an attachment point for external batteries. Though the only Evangelion scale detachable batteries Nerv possesses are likewise old prototypes, and thus bulky and inefficient, they can, on the rare occasion, prove invaluable to an operation where for one reason or another, the Evangelions are expected to be deprived of power.

An Evangelion with the Battery loadout equipped increases the life of its internal batteries by 50%. If this would give the Evangelion half a turn of power, it may make a single Half Action on that turn before it runs out. The size and bulk of the battery hanging off of the Evangelion's back however, reduces its Agility by 5 until it is discarded. These batteries are non-rechargeable, and drop off the shoulder pylon automatically when exhausted. The effects of multiple batteries are cumulative.

WING LOADOUT: GUNFRAME

Even though an Evangelion, by virtue of being humanoid in shape, requires weapons designed for human hands, that doesn't mean that it can't take advantage of its mechanical side to give them a little upgrade. By replacing the innards of the shoulder pylon with a folding pneumatic arm designed to lock into the stock and ammo feed of most medium sized weaponry, even a rifle can gain the benefits of machine assisted loading and bracing.

An Evangelion with the Gunframe loadout equipped may attach a basic weapon to the equipped wing as a Half Action. Once attached, the weapon may not be disarmed, dropped, or lost for any reason, though it may still be destroyed, and may be readied as a Free Action, or detached again as a Half Action. The weapon immediately gains the Burst quality for as long as it is attached, as well as the Pistol Grip upgrade. A single clip of ammunition may be loaded in the Gunframe, with a reload time of 1 Full Action. If the ammunition is useable by the weapon attached to it, the weapon is treated as having its clip size

extended by the size of a clip standard for it. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: HOLSTER

The standard use of an Evangelion's shoulder pylons is to serve as a storage port for smaller pieces of equipment, serving as the only means for a pilot to keep vital supplies such as ammunition and backup weapons readily available and on hand, instead of being completely tethered to Nerv's supply infrastructure. No matter the situation or the enemy, extra storage space is never a bad investment, and so wing holsters are usually considered the default loadout.

An Evangelion with the Holster loadout equipped may store a single clip of ammunition or Compact weapon inside or attached to the equipped wing. Items stored with a Holster are accessible with a Free Action, though it must still be Readied as normal. Weapons must be paid for with Requisition as normal, but ammunition is considered to be free. All Evangelions begin the game with two of this upgrade for free, and by default equip one to each wing unless otherwise specified by the pilot. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: INTEGRATED WEAPON

For weapons too small to be readily accepted by a Gunframe, a similar effect can be obtained by simply integrating the weapon itself into the shoulder pylon assembly. Linked to the Evangelion's entry plug controls and able to fire without the use of the trigger, a weapon built into the Evangelion in this way provides the pilot with hands free compact firepower to supplement weaponry requiring the use of both of them, or as a hold out in the unfortunately likely event that the Evangelion simply doesn't have any hands left.

An Evangelion with the Integrated Weapon loadout may specify a Compact ranged weapon it has purchased before a battle and choose to attach it directly to the equipped wing. Once attached in this way, the weapon may not be disarmed, dropped, or lost for any reason, though it may still be destroyed. Once attached, the weapon may not be removed without at least an hour of service, may not be reloaded, and is considered destroyed when

the wing is. A weapon equipped using the Integrated Weapon loadout never needs to be readied and is fired as a Reaction, using any firing mode the pilot chooses. Even when used as part of another action, such as attacking with two weapon, the integrated weapon still expends the pilot's Reaction, and may not be used if they have none available. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: IMPACT BOLT

The Impact Bolt is unarguably the most advanced application of Positron technology that currently exists. Boasting destructive power on par with that of the fearsome Positron Cannon, at a size small enough to be build into a shoulder pylon, the Impact Bolt's only downside is that it is simply too small to survive its own firepower. Though it requires a lengthy charging period before firing, it requires no set up beyond being attached to the Evangelion in the first place, making it the only existing method of consuming a target in a blazing hellstorm of total energetic annihilation completely by surprise.

An Evangelion equipped with the Impact Bolt loadout may begin charging the system as a Full Round Action. Once fully charged, the weapon must then be fired as a Reaction, or else the charge is lost and the pilot must start over. The attack of the Impact Bolt is a 100dm long 10dam wide beam treated as an Area of Effect attack, that causes Collateral as a Large Blast. All those caught inside the beam that fail to dodge, are hit with a 4d10 E Pen 6 Positron ranged attack, and must Test Toughness at a +20 modifier, becoming stunned for 1 Round on a failure. If the Evangelion has two Impact Bolts equipped, they may fire both using the same charge and Reaction, the result being a single 20dam wide beam dealing 6d10 E damage with Pen 10. Once fired, the Impact Bolt is completely fried, and rendered useless until repaired. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: MARKERLIGHT

Laser "painting" technology is nothing new, but with the space available inside an Evangelion sized shoulder pylon, not just an extremely accurate, long range laser can be incorporated, but an entire computer to process the target finding data, and a transmitter to send it directly to another Evangelion's computer. Colloquially referred to as a Markerlight, these systems are a staple of Evangelions entering operations where teamwork and precision firepower will be required.

An Evangelion equipped with the Markerlight loadout may activate the laser and "paint" a single target within line of sight as a half action. Immediately after doing so, they may send the data received to a single other Evangelion, or to the Operations Director, providing a +10 bonus to Ballistic Skill rolls until the end of the receiver's turn in the former case, or causing all Conventional Forces to act as though they were one Level higher when activated to default attack in the latter. No single receiver may benefit from more than three Markerlights at once. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: MISSILE RACK

Though technically not "Evangelion Scale", a Missile Rack uses ordinance normally requiring an entire vehicle to fire a single shot in masses equal to an entire battalion, all available at the flick of a switch. Even though such conventional missiles aren't designed to take down Angelic foes, they are more than large and destructive enough to cause damage, and, more importantly, benefit from the Evangelion's A.T. field, making them a cheap and easy way to drastically increase the volume of firepower in any barrage.

An Evangelion equipped with the Missile Rack loadout may fire the missiles stored within the equipped wing as a Reaction. This is treated as a Full Auto Burst of RoF 5, dealing 1d10+4 X Pen 0 damage per hit and with a range of 50dm. Multiple Missile Racks may be fired with the same Reaction if the Evangelion possesses them. Once fired, the Missile Rack is completely depleted, and considered useless until its ammunition can be replaced outside of combat. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: NEEDLE POD

A step up in wing mounted tertiary weaponry, the Needle Pod is little more than a slim electromagnetic capacitor battery designed to fit easily into a shoulder pylon, with a double stacked row of firing ports designed to discharge the massive, bladed spikes contained within using a short lived burst of Lorentz force similar to a railgun. The simplicity of the design belies its genius, as at any moment the pilot can quickly open the Evangelion's wing pylon and discharge a spray of hyper accelerated, multi-ton daggers straight into the body of an unsuspecting enemy, easily capable of causing fatal damage if used at the right moment.

An Evangelion equipped with the Needle Pod loadout may fire the pod as a Reaction. This is treated as a standard attack with a 1d10+6 Pen 4 ranged weapon with a range of 10dm and the Scatter quality. All extra hits gained from Scatter hit the same location as the first automatically. The Needle Pod may be used as the pilot's action in a grapple instead of attempting to injure the opponent unarmed, in which case it counts as being at point blank range. Once fired, the Needle Pod is completely depleted, and considered useless until its ammunition can be replaced outside of combat. Each wing may only be equipped with one loadout at any time.

WING LOADOUT: SMOKE LAUNCHER

As a classic of the modern battlefield, humanity is already well versed in the uses of a well placed screen of obscuring smoke in combat. Because of the fact that the Angels often have alternate ways of seeing other than eyes, great care has gone into interspersing specialized radioactive isotopes to confuse energy signatures picked up by A.T. fields into the oversized smoke grenades loaded into Smoke Launcher. Unfortunately, the sheer size of canister required to release enough smoke to be meaningful at Evangelion scale means that a single shoulder pylon is only capable of carrying one at a time.

An Evangelion equipped with the Smoke Launcher loadout may fire the launcher as a Standard Action. This is treated exactly the same as a Blind Grenade from Dark Heresy, except that all effects are measured in dam rather than meters, it also negates the use of Unnatural Senses, and has a range of 100dm. Once fired, the Smoke Launcher may be reloaded as a Full Round Action with another grenade, stored as an ammunition clip. Each wing may only be equipped with one loadout at any time.

Weapon Upgrade Points

In the fight against the Angels, nothing short of the survival of the human race is at stake. To this end, there is no cost, no amount of resources, that would be considered too high to devote to the cause of Nerv and the Evangelions. Even so, resources are limited by what can be produced. While it has resulted in the economic collapse of more than one country, China's production capacity has been utilized by the UN to produce virtually all of the weapons for the Evangelion program in state of the art, modular factories designed to produce many different kinds of Evangelion Scale firearms with only a few days to modify the equipment between production runs, often saving resources further by cannibalizing old, discarded weapons. Given this sort of backing, each pilot's access to these resources has been abstracted into a pool called Requisition (Req).

At any point between battles, the pilot may spend their Requisition as they see fit, arming their Evangelion with weapons and upgrades up to their Requisition total. As in Dark Heresy, a single weapon may not benefit from multiple, identical weapon upgrades. Though Requisition is never permanently spent, the Evangelion's loadout cannot be changed once a battle begins. If the pilots are given enough forewarning, the GM may choose to allow them to change to meet the upcoming challenge - or at least what they THINK is the upcoming challenge.

Each player begins the game with 3 Requisition, and increases their max Requisition total by 1 for each WUP they obtain. This includes any free WUP they gain as a result of Character Creation.

Additionally, all weapons manufactured for Evangelion use are built to strict compatibility standards to mesh seamlessly with the combat software and physical control interface of the Entry Plug. Though different branches of weapons technology may use wildly different internal mechanisms, they are specifically designed to operate seamlessly and intuitively for the pilot. All weapon technologies are considered to be a single Talent Group for the Weapon Proficiency talents. Having Weapon Proficiency (Basic) for example, means the character is proficient in the use of Ballistic, Maser, H.E and Positron Basic weapons.

New Weapon Qualities

ABSORBING

Through intense research into the workings of the Super Solenoid Organ, an artificial capacitor has been designed and installed in the weapon that functions almost as the inverse of its organic counterpart. When contacting an active A.T. Field, the capacitor absorbs, converts, and re-emits the field's energy in a destructive feedback loop and neutralizes the target field.

On a successful hit, a weapon with the Absorbing quality lowers the target's Deflection by 4 until the beginning of their next turn. Semi-Auto and Full Auto attacks count as only a single hit for this purpose.

BEAM

Rather than firing a firing individual projectiles or a short pulse, when the weapon is used, it emits a continuous stream of energy as long as the trigger is held down. The main advantage of this mode of fire is that when the pilot makes the shot, it is a relatively simple matter to continue the attack on the same location with basic computer-assisted aiming; focusing firepower easily and efficiently onto weak spots or to wear through a defense, and maintaining A.T. Field breach once the beam has gotten through.

When using a weapon with the Beam quality, after hitting a target the previous turn, the wielder may make a Standard Attack on their turn that automatically succeeds on the Ballistic Skill Test to hit, using the same number of Degrees of Success as the previous attack. This target may not Dodge or Deflect the attack, which is resolved against the same hit location as the previous attack. If the wielder is hit while maintaining fire in this way, they must make a Hard (-30) Ballistic Skill Test or else the beam is knocked off target by the attack and counts as having missed.

BINARY

The weapon incorporates experimental technology derived from research of the Super Solenoid Organ to allow it to alter its own molecular structure. A secondary design may be "imprinted" into the weapon, which it may switch to, and back from, at will. Strangely enough, the imprint need not be the same mass as the original weapon, violating the law of conservation of energy. A Binary Shield may change into a great sword just as easily as knife. However, the technology is still in its early stages, and thus cannot handle excessively complex machinery.

When the weapon is purchased, pick a second weapon from the General weapons list. The weapon may change shape to that weapon, or revert to its original shape as a Free Action. The pilot must pay for both weapons individually, but any upgrades applied to either of the the weapon's forms apply to the other as long as it would be a valid upgrade for that weapon.

BURST

In addition to a standard semi or fully automatic mode of fire, the design of the weapon incorporates a burst fire setting; automatically discharging a specific number of rounds in succession when the trigger is pressed. This provides a quick and efficient way to land multiple shots on target without standing around for several seconds spraying ammo everywhere, but requires just as precise aiming as firing a single round.

A weapon with the Burst quality may be fired on Semi-Auto or Full Auto as a Standard Attack, but does not gain the Semi-Auto Burst or Full Auto Burst bonus when doing so.

CARBINE

Through various space-saving design traits, the weapon is much smaller, lighter, and easier to control than its class would suggest. Though it is still designed to be wielded like a rifle, it can, if necessary, be used like a much smaller weapon, such a pistol or submachine gun.

Basic weapons with the Carbine quality impose only a -10 penalty when wielded singlehandedly, rather than the normal -20.

CHAIN

A crude, but effective application of Progressive technology, Chain weapons replace cutting surfaces with a high speed, running chain of tiny Progressive blades that work just like the teeth of a chainsaw. By doing so, the weapon is easily able to quickly and messily carve through any target in a matter of seconds, usually with a fantastic spray of gore as hundreds of individual vibrating blades mince through flesh and bone like wet paper. A Chain weapon must maintain surface contact with a target to deal its damage rather than strike with force, and as such, require the wielder to adjust their fighting style. Unfortunately, the housing for the chain, as well as the motor and sonic incineration cleaning equipment necessary to operate and maintain the weapon adds significant weight and

mass; making these weapons heavy and cumbersome to wield.

The weapon has the Tearing quality from Dark Heresy, but does not add the wielder's Strength Bonus to Damage.

COMPACT

A separate trait from the upgrade of the same name in Dark Heresy. A weapon with the Compact quality is small and lightweight enough to be stored in and retrieved from an Evangelion's Wing Holster in combat. Compact weapons, due to their slight weight and small size, are easy to control, reducing the penalty for attacking with two weapons in one turn by 10. If a Compact weapon deals 1d5 Damage, a result of 9 or 10 on the damage die will trigger a Righteous Fury.

HYPER PROGRESSIVE

Using recent breakthroughs in sonic resonance application, Hyper Progressive technology takes the Progressive concept to its logical extreme. A Hyper Progressive weapon oscillates at such immense speed that the air in contact with the blade starts to become hot plasma, imbuing the edge with a faint violet glow. The blade no longer shreds the target so much as it obliterates it; vaporizing all material in the path of the weapon's arc with an impossibly clean cut. The downside is that even the strongest metals are liable to shatter from the stress of the vibration if handled too violently, meaning that the weapon must be operated with care and finesse in combat rather than brute force.

The weapon gains the benefits of the Progressive quality, and in addition deals an additional 1 Damage for every Degree of Success on the attack roll. However, the weapon adds only half the wielders Strength Bonus to Damage, and if the Weapon Skill Test to hit fails with 2 or more Degrees of Failure, the blade is destroyed. Replacing the blade takes a Full Action, and the replacement blade may be stored as a Compact melee weapon.

INCENDIARY

For whatever reason, targets hit by the weapon are more likely than not, liable to catch fire. While this isn't an uncommon occurrence when dealing in the realm of high energy weaponry, Incendiary weapons cause such significant and prolonged combustion that it may become harmful even to an Angel.

A target hit by a weapon with the Incendiary quality catches fire, requiring a successful Tuning Test or a Full Action to put themselves out. While on fire, the location struck takes 2d10 Damage per turn, ignoring Armor Points.

LONGSHOT

The weapon has an effective range so long that it is capable of firing on targets over the horizon of the earth, or even in orbit above it, and fires at such a velocity that the projectile reaches its mark in little more time than a mid range rifle shot; essentially downscaling the vast distance between the gunner and the target to that of a normal engagement range.

Weapons with the Longshot quality are treated as having unlimited maximum range. As long as the target is within visible range, treat it as being at Short Range, otherwise, range categories do not apply. Though the weapon may attack targets in orbit around the earth, it deals half Damage when doing so unless it is enhanced by the Spatial Funnel power or firing through a Krasnikov Tube.

MASER

Similar to a laser, a Maser weapon uses radioactive emission to focus microwaves, rather than light, into a tight beam which is then fired at the target. Due to the unique nature of microwaves, the beam simply passes through most solid matter, such as armor, and imparts its energy only to material with significant water content in its path, such as flesh and blood. The end result is an armor piercing, high energy beam weapon that boils, incinerates, or even vaporizes organic material, leading to the obvious application in combat against the Angels.

Maser weapons trigger a Righteous Fury on a roll of a 9 or 10, as the explosive discharge of intense heat inside the target's vital organs stands a far greater chance of causing critical damage than conventional penetrating weaponry. Due to their lack of complex mechanical internals, Maser weapons cannot Jam, and a roll that would cause them to Jam does not cause the wielder to automatically miss.

MOUNTED

Due to either complex power requirements, staggering weight, or the need for bracing beyond that which can be provided otherwise, the weapon must be mounted in some fashion in order to be used; either using a deployable support rest, or on the Evangelion's chassis itself by interfacing with pre-installed weight distribution, power feed and shock reduction systems, to offset its outstanding requirements.

Mounted weaponry cannot be fired from a non-mounted position. The weapon may either be mounted on an Evangelion equipped with the G-Type Chassis upgrade or using its built-in supports. Fitting the weapon to an Eva requires a Full Action, while properly deploying and setting it up externally requires two Full Actions. The weapon loses its mounted status if moved from the location it was mounted. In either case, the weapon still requires two hands to operate, and does not provide the benefit of bracing unless Braced otherwise. A Basic weapon mounted on a G-Type Chassis reduces the Evangelion's Agility by 10. A Heavy weapon mounted on a G-Type Chassis reduces the Evangelion's Agility by 20.

PARTICLE

Based loosely on scientific principles discovered by Nikola Tesla, Particle weapons generate and emit fast moving currents of free floating electrons that cloak the weapon's striking surface in a haze of destructive electrical energy. On contact, the intense molecular friction and high voltage discharge causes catastrophic damage to local organic tissue with a blinding electrical flash, an eruption of sparks and flame, and agonizing pain via heat and electrocution. While not significantly increasing the weapon's impact force or cutting ability, even a small wound is enough to severely strain an Angel's biological processes.

When a weapon with the Particle quality deals at least 1 point of Damage after Toughness Bonus and Armor Points, remove an additional 1d5 Wounds from that location after the damage is dealt. If there are no Wounds left to remove on the location hit, damage is dealt as usual.

PNEUMATIC

With weapons lacking a cutting or piercing edge to incorporate Progressive blades, the usual solution is to install a series of high energy, explosive powered, pneumatic pistons that are set to fire off on impact and provide additional force to the blow. The technology is cheap, simple to build, and a brutally effective way of increasing the killing capacity of blunt force weaponry.

A weapon with the Pneumatic quality automatically confirms Righteous Furies.

POSITRON

Quite possibly the most complex and highly advanced weapons technology ever applied, Positron weapons are built on bleeding edge design principles gleaned from advancements in theoretical physics that are as of yet still barely understood, to fire dense, high velocity beams of subatomic particles known as the antimatter equivalent to electrons. The particle beams fired by these weapons are exceedingly powerful in their own right, but their true value lies in their ability to penetrate active A.T. Fields on a previously inconceivable scale, almost entirely eliminating the need for an opposing A.T. Field to neutralize an Angel's defenses. The technology is at the moment, still in its lab stages however, with the

enormous amount of energy required to produce a weaponized beam dense enough to penetrate an A.T. Field often critically damages the weapon's core components.

Any attack made with a Positron weapon adds its total Penetration value to the Breach Rating of the attack.

PRECISE

Sometimes a weapon is so consistently accurate, that aiming with it feels more like pointing and clicking rather than any kind of involved process. Sometimes it even feels like the bullets can find their own way. Weaponry accurate and responsive enough to warrant the Precise quality drastically reduces the time and effort involved in lining up a shot to the point of being trivially easy, practically seeming to aim itself.

When wielding a weapon with the Precise quality, you may take the Half Aim action as a Free Action.

PROGRESSIVE

Progressive technology works by using a linked series of sonic emitters to generate a resonant frequency in the blade of a weapon; thereby causing it to oscillate at incredibly high speed and gain vastly increased cutting ability. Weapons with the Progressive quality vibrate at such high speed that simple air friction passing over the blade causes the air to sizzle and t
he edge of the weapon to glow searing white hot; the motion of the blade rapidly shredding flesh and sawing through armor alike.

When rolling damage with a Progressive weapon, reroll all die in the weapon's damage profile and take the best result of each. If any result is below the weapon's Progressive rating, treat it as having rolled a number equal to the rating.

THROWING

The science of applying proper balance, weighting and aerodynamics to a weapon so that it flies for the maximum possible distance and with the minimum possible deviation when thrown, is an old one, but no less effective in combat than the day it was conceived.

Melee weapons with the Throwing quality may be thrown as a Standard Attack, or as part of a Full Move, with a range of 10dam. Throwing attacks are resolved with Ballistic Skill rather than Weapon Skill, but still add the thrower's Strength Bonus to damage dealt. On a successful hit, or if Deflected or Dodged, the weapon falls to the ground adjacent to the target and may be retrieved as a Ready Action (at GM discretion the weapon may become lodged in the foe if appropriate). If the Ballistic Skill Test to hit fails, consult the Dark Heresy Scatter Diagram (Dark Heresy, page 196) to see where the weapon lands.

Melee Weapons

General

Tier1						
Name	Range	Damage	Breach	Pen	Special	Cost
Unarmed Strike	--	1d10 I	+0	0	Primitive, See Text	0 Req
Progressive Knife	--	1d5+4 R	+1	4	Progressive(3), Compact	1 Req
Progressive Axe	--	1d10+3 R	+1	2	Progressive(3), Unbalanced	2 Req
Progressive Spear*	10 dam	1d10+3 R	+1	4	Progressive(3), Precise, Throwing	2 Req
Progressive Tonfa	--	1d5+3 R	+1	3	Progressive(3), Balanced, Compact	1 Req
Pneumatic Flail	--	1d10+2 I	+1	2	Pneumatic, Flexible, Unwieldy	2 Req
Pneumatic Hammer	--	1d10+4 I	+1	2	Pneumatic, Unbalanced	2 Req
Pneumatic Tonfa	--	1d5+4 I	+1	2	Pneumatic, Balanced, Compact	1 Req
Shield	--	1d10 I	+0	0	Defensive, Primitive, See Text	1 Req
Tier2						
Progressive Knife SHV	--	1d5+5 R	+1	5	Progressive(3), Compact	2 Req
Core Knife	--	1d5+1 R	+1	4	Progressive(2), Compact, See Text	1 Req
Great Sword*	--	2d10 R	+0	2	Balanced	3 Req
Heavy Spear	--	1d10+3 R	+0	4	Precise, Unwieldy	3 Req
Smash Hawk*	--	2d10+1 R	+0	3	Pneumatic, Unbalanced	4 Req
Tier3						
Progressive Dagger	--	1d5+6 R	+2	5	Progressive(3), Compact	3 Req
Magarok E(xterminate)*	--	1d10+6 R	+2	5	Progressive(5), Balanced, See Text	7 Req
HCB-121 Mjolnir*	--	2d10+3 I	+1	3	Pneumatic, See Text	5 Req
Super Solenoid (Tier 3)						
False Lance*	10 dam	1d10+14 R	+∞	6	Binary, Throwing, See Text	15 Req

This weapon requires two hands to use.

UNARMED STRIKE

Though not a weapon in the technical sense, an Evangelion's combat specialized body type does allow it to strike barehanded with far greater strength than is capable from a human. Even so, fighting unarmed should only be considered as a last resort, and even then only against lightly armored targets.

For all intents and purposes, this weapon is considered to be the E scale form of an Unarmed Attack, and all Evangelions are considered to always be equipped with it, unless of course they manage to lose all four of their limbs.

PROGRESSIVE KNIFE

The standard weapon of every Evangelion, and by far one of the most versatile and reliable, the Progressive Knife was the first weapon every designed to take on an Angel. Its hilt houses a unique series of sonic emitters that cause the blade to vibrate at hypersonic frequencies great enough to cause the very air to sizzle with the friction of its passing. It is cheap, sturdy, easy to produce, stores easily in a wing holster, penetrates armor well, and causes significant damage with each stab; making it a staple of any pilot's arsenal.

PROGRESSIVE AXE

Though the Evangelion scale axe retains the concept of being a big heavy blade on a sharp stick through its upscaling, the form it takes is quite different. What was before the main section of the blade, is now a housing for the weapon's power source and equipment; the outer edge usually consisting of a single, curved Progressive blade, or else sometimes a simple pair of Progressive Knife blades angled to meet at the center.

PROGRESSIVE SPEAR

More or less, a Progressive Knife blade mounted on the end of a long, reinforced shaft, used as both a stabbing and slashing weapon for superior reach and penetration. Each Spear is also specifically designed with careful attention to its weight and balance so that it may be thrown like a javelin if the need arises, being a popular tactic among pilots with the means to retrieve them via their A.T. Field.

PROGRESSIVE/PNEUMATIC TONFA

Modeled after the east Asian martial arts weapon, the Tonfa takes the shape of a solid bar with a perpendicular grip, held in such a fashion as to run parallel under the wielder's arm. Tonfas of both blunt and edged varieties exist, the former using Pneumatic pistons to bludgeon

targets, and the latter usually terminated in an integrated Progressive Knife blade.

PNEUMATIC FLAIL

A fairly simple affair consisting of a big heavy weight outfitted with Pneumatic pistons, attached to the end of a chain and grip, adorned with spikes and flanges to taste. Though difficult to control and nigh impossible to parry with, the unpredictable and flexible nature of the weapon also makes it exceedingly difficult to defend against.

PNEUMATIC HAMMER

Though outwardly little more than a heavy piece of metal atop a short, reinforced shaft, all hammers used by Evangelions are designed with titanium tipped, armor piercing points, and a powerful set of Pneumatic pistons; turning an already powerful, if graceless weapon, into a bone crushing monstrosity.

SHIELD

A step above simply slapping a plate of heavy armor on an Evangelion's arm, a well designed, lightweight and properly angled Shield is an invaluable tool. Though ineffective as a weapon, a pilot can quickly and easily stop most attacks with little thought or skill involved by simply throwing their arm in the way and letting the impact glance straight off.

The extra armor in the way grants the arm a Shield is equipped to +3 AP. Shields may not benefit from Weapon Upgrades.

PROGRESSIVE KNIFE SHV

The next model of the Progressive Knife, designed to utilize newer, more powerful Progressive generators to create a more effective weapon. The PKN-01C version, designated SHV, improves upon its predecessor in every respect, boasting a higher Progressive Frequency, an angular, hardened blade to improve penetration, and a unique folding design that facilitates quicker retrieval and deployment.

CORE KNIFE

The Core Knife is new concept of Progressive Knife, built on the idea that an Angel's only truly vulnerable spot is its core. Instead of using a traditional blade, the Core Knife mounts four individually Progressive blades on the same hilt in a circular configuration, designed so that when the knife enters the target, each blade faces outwards. The blades are constructed to snap off easily, so that with a little extra push, all four of them will break off and, through their own Progressive Vibration, chew through the target in four separate directions and cause grievous internal damage.

If a Core Knife inflicts Critical Damage, the wielder may plunge the knife into the wound as a Free Action and cause the blades to break, dealing an additional 1d10 Critical Damage to the struck location but rendering the weapon useless afterward. In a feat of engineering brilliance, the blades house superconductive capacitors which work together to absorb the energy overload given off by a destroyed Core and prevent it from exploding no matter what result comes up on the Critical Damage Chart. The fragile nature of the weapon makes it difficult to utilize conventionally however, and on a failure of 2 or more degrees on any WS Test using the Core Knife, the blades break off prematurely and the weapon is useless.

GREAT SWORD

Iconically wielded by the Mass Production Evangelion series, the Great Sword really is little more than what it looks like. A massive, double bladed sword wielded by a two handed bar grip in the middle. Though heavy enough to inflict damage on angels with nothing but sheer force, the weapon is perfectly balanced between its two halves and has enough length and mass to make parrying a simple matter of crossing it with an incoming attack.

HEAVY SPEAR

In addition to being uncreatively named, the Heavy Spear isn't actually a spear at all, but an especially lengthy metal spire that resembles a jousting lance more than anything. Far from just a simple spike of metal, the exceptionally long, and sometimes double ended weapon is balanced by a series of counter-rotating turbine gyroscopes just above the grip, allowing it to be used in a single hand.

SMASH HAWK

Using Pneumatic technology in a bladed weapon is a somewhat unusual approach, but also something proven to be not only functional, but fairly effective by the Smash Hawk. Taking the shape of a short hafted, hand-and-a-half style battle axe, the Smash Hawk places its piston batteries just behind the axe head, driving the blade into the initial cut to wedge the target apart with explosive force.

PROGRESSIVE DAGGER

Spearheading the next generation of Progressive technology, once again the utility, reliability and versatility of the knife proves a perfect combination. The Progressive Dagger is noticeably larger than its predecessors, to the point where it requires a locking sheathe assembly to connect to a storage port rather than simply fitting inside the shoulder pylon itself. Despite this, it retains a similar weight and balance by removing almost half the mass of the blade; leaving only the outer cutting edge and the high frequency resonator assembly serving as a spine. The result is an elegant and powerful upgrade from the various models of Progressive Knife at little extra cost.

MAGAROK E(XTERMINATE)

Representing total mastery of Progressive technology, the Magarok E(xterminate) is essentially a Progressive Knife SHV scaled up to the size of a sword. Previously, trying to vibrate such a large, solid piece of metal at Progressive speed invariably caused the weapon to shatter, but with recent advancements in sonic oscillation equipment engineering, this is no longer the case. As an upscaled Progressive Knife, the Magarok E(xterminate) is a single edged weapon resembling a katana, with a complex hilt divided into two grips by the support for the generator's housing.

The weapon is meant to be wielded in both hands, but can be swung with one at a loss of 2 damage. When the Magarok E(xterminate) confirms a Righteous Fury, it immediately deals an extra 2d10 damage instead of an extra 1d10, but this damage may not increase further.

HCB-121 MJOLNIR

Following refinements in Pneumatic construction, the HCB-121 Mjolnir is the Pneumatic answer to the Magarok E(xterminate). Upscaling the humble Pneumatic Hammer to a weapon of truly terrifying proportions, the Mjolnir's striking end is almost entirely an enormous battery of supercharged, hybrid electromagnetic/explosive pneumatic pistons with little more than a durable casing over top. The Mjolnir generates such force with each strike, that the impact creates a shock wave powerful enough to cause visible air distortion, making for a truly impressive sight.

When the Mjolnir confirms a Righteous Fury, it immediately deals an extra 2d10 damage instead of an extra 1d10, but this damage may not increase further.

FALSE LANCE

Perhaps the zenith of Evangelion weapons development, the False Lance is nothing less than an artificial replica of the Lance of Longinus, and utilizes many of the same biological processes that allow Angel cores and S2 organs to so freely violate the laws of reality. Of course, the copy lacks the full power of the original, but even harnessing a fraction of the artifact's potential renders the False Lance an utterly terrifying weapon.

The False Lance punctures through active A.T. Fields as easily as the device it is based on, and automatically Breaches on any attack.

Particle

Tier1						
Name	Range	Damage	Breach	Pen	Special	Cost
Tesla Hammer	--	1d10+3 I	+1	2	Particle, Unbalanced	3 Req
Particle Spear*	10 dam	1d10+3 R	+1	4	Particle, Precise, Throwing	3 Req
Particle Sword	--	1d10+2 R	+1	2	Particle, Balanced	3 Req
Tier2						
Shock Tonfa	--	1d5+3 I	+1	4	Particle, Balanced, Compact	3 Req
Positron Wire	--	1d10+1 I	+2	4	Particle, Flexible, Unwieldy	4 Req
Electric Impulse Net*	10 dam	--	+0	--	Compact, Throwing, Snare	4 Req
Tier3						
Positron Edge	--	1d10+3 R	+2	4	Particle, Balanced, Compact	4 Req
Inazuma Naginata*	--	1d10+5 R	1	5	Particle, Precise	5 Req
Oni Kanabo*	--	2d10+3 I	+1	3	Particle, Unbalanced	5 Req

* This weapon requires two hands to use.

TESLA HAMMER

By replacing the explosive-driven Pneumatics with generators and feeding them into capacitors mounted on the striking ends of the hammerhead, the Pneumatic Hammer becomes the Tesla Hammer. The crude but effective application of Particle technology exponentially enhances the combat capability of an already formidable weapon.

PARTICLE SPEAR

The age old design of the spear, even when built 40 meters tall, lends it considerable versatility. By replacing the Progressive oscillator of a Progressive Spear with a Particle current generation array, the blade can be shrouded in crackling glow of pain and misery; the deep penetration of a spear combining favorably with the advantages of Particle weaponry.

PARTICLE SWORD

Without the need to vibrate the weapon, large blades can be used without risking damage to the weapon, as is the case of the Particle Sword. A Particle array build into the crossguard and chappe circulates a current up the entire length of the blade and back, so that either edge is capable of burning through flesh with even a modest hit. The excellent balance and responsiveness of a sword is retained, since the design adds only minimal weight.

SHOCK TONFA

Rather than building in Pneumatic pistons, the Shock Tonfa houses a linked series of superconductive capacitors to store power from the Evangelion and discharge it on impact, taking advantage of the weapon's wide striking surface area to deliver as much current at once as possible.

POSITRON WIRE

The Positron Wire utilizes the same advanced technology as the Positron Edge to surround a long, thin wire in a dense field of deadly positrons, with the tip being little more than a weighty receiver. The Positron Wire is named specifically to avoid association with a whip, as its end is significantly less dangerous than its middle.

ELECTRIC IMPULSE NET

While a conventional net, even at Evangelion size, is nowhere near enough to significantly slow down an Angel, threading superconductive electron Particle conduits through the reinforced tungsten cable, the Electric Impulse Net generates a powerful interior field through whatever it ensnares; bombarding it with a deluge of harmful particles that render it immobilized with pain. The power sources are used as the weights at the edges, and the entire assembly can be folded and stored in a wing holster.

POSITRON EDGE

Pushing Particle technology to the limit, the Positron Edge is an esoteric design that mounts a single, angled blade beneath the wielder's wrist that extends past their elbow, placing nothing but a grip in their hand. The blade itself mostly serves as the housing for a sophisticated circulation system that runs a razor sharp field of high energy positrons along the outside edge of the blade, granting it the ability to carve through thick armor with minimal force. Though it can be folded up and stored in a wing holster, the Positron Edge is primarily designed to be used in pairs.

INAZUMA NAGINATA

By dropping the aerodynamic and balance requirements needed for the Particle Spear to be properly thrown, the secondary project that took off from it has produced an entirely different, dedicated melee weapon. With a significant amount of weight and size allowance freed up, almost every part of the weapon has been replaced with an even nastier upgrade, from the newly juiced up electrical generator to the long, sweeping, sword like blade at the end, making the Inazuma Naginata a straight upgrade to the Particle Spear in every respect for close combat minded pilots.

ONI KANABO

While not significantly more advanced than any other Particle weapon, the Oni Kanabo is a weapon of intimidating brute force. Modeled after its namesake, the massive, rectangular metal club is studded with ultra high voltage electrical capacitors rather than spikes, which deliver an overwhelmingly powerful shock along with the sheer blunt trauma of each blow, making it one of the most powerful close combat weapons any pilot can hope to wield.

Chain

Tier1						
Name	Range	Damage	Breach	Pen	Special	Cost
Chain Axe	--	2d10+2 R	+0	1	Chain, Tearing, Unwieldy	3 Req
Chain Glaive*	10 dam	2d10+2 R	+0	2	Chain, Tearing, Precise, Throwing, Unwieldy	3 Req
Tier2						
Chain Sword	--	2d10+1 R	+0	2	Chain, Tearing, Unbalanced	3 Req
Chain Tonfa	--	2d5+5 R	+0	2	Chain, Tearing, Unbalanced, Compact	3 Req
Tier3						
Chain Blade	--	2d10+2 R	+0	2	Chain, Tearing, Unwieldy, Compact	4 Req
Dual Saw*	--	3d10+3 R	+0	2	Chain, Tearing, Unwieldy	6 Req

This weapon requires two hands to use.

CHAIN AXE

Replacing the Progressive edge of an axe with Chain is an astoundingly easy matter, since the main housing of the weapon is already perfectly capable of containing all the necessary components. The Chain Axe is a huge step above its Progressive brother in terms of sheer brutality it can inflict on an Angel, but the already heavy weapon is made even heavier by the installation of its motor, to the point of being impossible to adequately defend oneself with, making it a weapon of pure offense.

CHAIN GLAIVE

By replacing the Progressive head of a spear entirely with essentially a cut down Chain Sword blade, a Progressive Spear can be made into a makeshift glaive. Despite the lack of a stabbing point, the Chain Glaive is more than serviceable as a polearm; combining the power of a Chain Axe with the reach and speed of a spear. Though heavier and awkward than its original form, the lack of force necessary to damage a target still leaves it as a viable throwing weapon, as any part of the head is guaranteed to shred whatever it contacts.

CHAIN SWORD

Not quite a true sword, the Chain Sword is a sword only in name and shape. The blade is entirely one, long, rectangular housing for the extreme length of chain that it uses. The housing is open along one edge, exposing the teeth of the chain as a cutting surface and allowing the weapon to be swung, and even to be operated similar to a sword. The great weight of the mandatory mechanical parts to make it a Chain weapon drastically hinder its balance, but the sturdy, blunt housing makes a passable parrying surface.

CHAIN TONFA

Rather than having only the last section of the tonfa be a Progressive blade, the entire outer edge can be replaced with adequate application of Chain technology to almost completely sacrifice the speed and finesse of the original weapon for the ability to keep a hand held flesh mangler folded up in a wing holster and wielded in pairs. Like the Chain Sword, the Chain Tonfa's housing makes for a useable, if impromptu parrying surface.

CHAIN BLADE

The Chain Blade uses the improvements in motor size to power ratio not to drive a heavier chain, but to downscale into a compact, wrist mounted housing that extends a short but powerful rotating saw useable in close combat. Though still possessed of the trademark awkwardness of Chain weapons, its surprisingly light weight allows it to be wielded in concert with another weapon with relative ease.

DUAL SAW

Truly a weapon designed by either a lunatic, or a an engineer's five year old child, the Dual Saw is the giant, bastard offspring of the Chain Sword and a traditional chainsaw. A two handed grip attaches to an incredibly heavy housing, which runs a staggering length of chain studded with hundreds of rotating Progressive teeth up and down the parallel pair of enormous saws that serves as the blade. The Dual Saw requires little skill, training, or even sanity to use. Not even the strongest Evangelion stands a chance of using it as a true weapon in combat. The idea is simply to hit the Angel with it first, and leave nothing attached with which to hit the pilot back.

Hyper Progressive

Tier2						
Name	**Range**	**Damage**	**Breach**	**Pen**	**Special**	**Cost**
Progressive Knife II	--	1d5+4 R	+2	5	Hyper Progressive(3), Compact, See Text	4 Req
Sonic Glaive SHV*	10dam	1d10+3 R	+2	5	Hyper Progressive(5), Precise, Throwing	5 Req
S.R.E.P Guillotine	10dam	--	4	--	Compact, Throwing, See Text	4 Req
Tier3						
CB-102 Thunder Spear*	--	3d10+2 R	+3	6	Hyper Progressive(5), Precise, Unwieldy, See Text	8 Req
XLS-Vizen*	--	1d10+6 R	+2	6	Hyper Progressive(5), Balanced, See Text	8 Req
Counter Sword	--	1d10+3R	+2	6	Hyper Progressive(5), Balanced, See Text	6 Req

* This weapon requires two hands to use.

PROGRESSIVE KNIFE II

With the advent of Hyper Progressive technology, it was only natural that the first model of weapon to use it would be the classic Progressive Knife. With the key differences in combat operation between Progressive and Hyper Progressive weaponry, the knife has lost much of its sturdy, triangular bulk, becoming thinner and straighter and thus allowing a second blade to be kept inside the hilt in case the primary blade breaks.

Should the blade break, the backup can be extended as a Free Action. Refitting a blade only adds back a single blade, not both.

SONIC GLAIVE SHV

Attempts at mounting the Progressive Knife II as a spearhead proved unsuccessful, as the stress of direct stabbing too often proved too much for the metal already strained to the limit by its Hyper Progressive vibration. The solution was to mount a specialized head based on the Progressive Knife SHV meant entirely for slashing. Though titled a glaive, the weapon performs more like a naginata, with quick, sweeping motions

S.R.E.P GUILLOTINE

The Sonic Resonance Emitter Pylon Guillotine system, or S.R.E.P for short, is possibly the most bizarre weapon in Nerv's arsenal. The Guillotine by itself is little more than an extendable pole, easily collapsed and stored in a wing holster, filled from top to bottom with powerful Progressive emitters. In order to operate the weapon system, the pole must be planted on a solid surface, and another Guillotine pole must be planted likewise a short distance away. When these conditions are met, a harmful wavelength resonance between the two systems momentarily causes a solid wall of destructive Progressive resonance that is capable of cleanly separating anything caught between it at the molecular level. The power requirements of doing so however, quickly burn the system out and render it unusable until it is recovered and repaired.

The Guillotine may be thrown as a spear, planting itself wherever it lands, or else drawn and planted in the ground as part of the same Ready Action. When two Guillotines are 5 dam or less away from each other, any targets directly between them instantly take 1d5 R Critical Damage to the body. If a target is one that cannot take Critical Damage, such as conventional forces, it is immediately destroyed. Note that this only causes Critical Damage, and while the target suffers from the critical result, the Wounds on its body are left intact. This attack may not be Dodged or Parried, but may be Deflected. Activating the weapon, regardless of whether it damages a target, destroys it. The Guillotine never adds the wielder's ATS, Degrees, or effects of AT Powers to its Breach. The profile above is for a singular emitter. Two must be purchased for any effect.

CB-102 THUNDER SPEAR

The Thunder Spear takes even Hyper Progressive technology to the limit; dedicated the vast majority of the weapon's bulk to the charging system and Progressive emitter to create the most powerful resonance possible. Taking the shape of a rifle with suitable grips for downward or forward, two handed thrusting rather than a trigger, the Thunder Spear is loaded with a folding "bayonet" in place of a head. The bayonet stays folded into the weapon and is deployed shortly before use. The incredible power of the Hyper Progressive resonance is easily capable of piercing straight through anything with consummate ease, but is also all but guaranteed to shatter the blade in the process.

Each attack with the Thunder Spear, whether successful or not, destroys the blade as though the wielder had failed their Weapon Skill Test by 2 degrees.

XLS-VIZEN

The absolute pinnacle of Progressive weapons technology, the XLS-Vizen, otherwise known as the Bizenosofune, is the definitive completion of the Magarok E(xterminate), is as much a work of art as it is a weapon. Refined from a simple, upsized Progressive Knife, the XLS-Vizen handles like a sword created by a master smith, passes through flesh, bone and armor plate alike as a knife through hot butter, and has dropped much of its bulk to become a slim and graceful blade reminiscent of a high-tech dai-katana. The new Hyper Progressive action allows it to glide effortlessly through solid steel, but being such a large weapon, makes a mishandling much more dangerous.

The blade of the XLS-Vizen shatters on a Weapon Skill Test failed by a single Degree of Failure, and is so large that a replacement must be stored or delivered as a Basic weapon. When the XLS-Vizen confirms a Righteous Fury, it immediately deals an extra 2d10 damage instead of an extra 1d10, but this damage may not increase further.

COUNTER SWORD

Originally slated as a counterpart system to the Magarok E(xterminate), the Counter Sword saw enough difficulty during its design process to be almost completely scrapped until the advent of Hyper Progressive technology. The Counter Sword is the wakizashi to the Magarok's katana. Similar in most respects, but a much shorter and quicker blade overall.

Though its length prevents it from fitting into a wing holster, its supreme quickness and maneuverability confers it the benefit of the Compact quality for the purposes of attacking with two weapons. Created from the ground up as a partner system to the Magarok E(xterminate), the Counter Sword is specifically designed to complement the larger blade, and when wielded alongside of it confers this benefit to both weapons.

Melee Weapon Upgrades

Name	Effect	Cost
High Output	The weapon adds +1 damage to its profile	2 Req
Hardened	The weapon adds +2 pen to its profile	1 Req
Reinforced	The weapon grants +5 to parry WS Tests	2 Req
Gyro Weighted	The weapon grants +5 to attack WS Tests	2 Req
Aerodynamic	The weapon gains the Throwing quality	1 Req
Requires Super Solenoid Technology		
S2 Structure	The weapon gains the Binary quality	1 Req
S2 Shell	The weapon gains the Absorbing quality	4 Req

Ranged Weapons

Ballistic

Tier1										
Name	**Class**	**Range**	**RoF**	**Damage**	**Breach**	**Pen**	**Clip**	**Reload**	**Special**	**Cost**
M-VII Handgun	Pistol	30 dam	S/-/-	1d10+3 I	+ 0	2	4	1Half	Compact, Reliable	1 Req
MM-44 Pallet Shotgun	Basic	20 dam	S/2/-	1d10+2 I	+ 0	1	12	2Full	Scatter, Reliable	1 Req
MM-99 AU Pallet Rifle	Basic	50 dam	S/2/3	1d10+2 I	+ 0	0	6	1Half	Burst, Carbine, Reliable	1 Req
EM-266 Gatling Gun	Heavy	30 dam	-/-/10	1d10+2 I	+ 0	1	40	2Full	Inaccurate, Reliable	4 Req
Tier2										
M-XIX Handgun	Pistol	40 dam	S/3/-	1d10+3 I	+ 0	2	6	1Half	Burst, Compact, Reliable	2 Req
Powered-8 Pallet Carbine	Basic	60 dam	S/4/6	1d10+2 I	+ 0	2	18	1Half	Burst, Carbine, Reliable	2 Req
DMMR Sniper Rifle	Basic	110 dam	S/2/-	1d10+3 I	+ 0	2	4	1Full	Accurate, Precise	3 Req
Gyrojet Launcher Gun	Basic	150dam	S/-/-	2d10+5 X	+ 0	2	3	1Half	Blast (4)	3 Req
Linear Rail Accelerator Cannon	Heavy	Special	S/-/-	2d10+6 I	+ 0	4	4	2Full	Accurate, Longshot, Mounted	5 Req
Tier3										
KEG46R Hand Cannon	Pistol	50dam	S/3/-	1d10+4 I	+ 0	4	9	1Half	Burst, Compact, Reliable	4 Req
MM-114 Rail Crossbow	Basic	150dam	S/-/6	1d10+4 I	+ 0	4	8	1Half	Accurate, Overheats	6 Req
Anti-Eva Bazooka	Heavy	500dam	S/-/-	3d10+2 X	+ 0	2	4	2Full	Blast (6)	6 Req

MM-99 AU PALLET RIFLE

Colloquially known as the Pallet Rifle, the officially designated MM-99 AU Assault Rifle is the largest conventional ballistic weapon ever produced, and the first firearm ever manufactured for Evangelion scale use. In order to account for every possibility of an Angel combat situation, unprecedented amounts of time and money went into designing the perfect standard combat rifle that all Evangelion weaponry would follow. Incorporating elements of all the most successful rifles throughout history, the Pallet Rifle is durable and lightweight, bullpup configuration carbine with multiple selective fire settings, and entirely ambidextrous components; built with only a few hundred moving parts to make it rugged and reliable enough to operate after dropping, rough handling, submersion, vacuum exposure, and extreme heat; and incredibly cheap to produce and maintain. It fires custom made 209mm rounds based on long-range siege artillery shells, at an impressive rate of fire from a double stacked magazine for increased ammunition capacity; utilizing sophisticated cycling actions and recoil breaks to maintain superb handling and responsiveness. It would be heralded as the UN's crown jewel and a multinational pinnacle of firearms technology, if it weren't for one thing. It is notoriously poor at killing Angels. The utter ineffectiveness of conventional ballistic shells in combat against the Angels has ensured that the Pallet Rifle is the first, and last of its kind.

M-VII HANDGUN

Designed as a "hold-out" sidearm to be distributed to Evangelions entering combat along with the Pallet Rifle, the M-VII is just as superbly designed as its intended companion. The compact frame fits perfectly into the slightly disproportionate hands of an Evangelion, and is built to interface with, and be stored in a wing holster for quick release; loaded with magazine and all. Despite its small size, it manages to chamber and fire massive cartridges originally designed as shells for battleship deck cannons at an astounding effective range. The internal components are also cleverly constructed using interchangeable parts with the Pallet Rifle to ensure ruggedness, reliability, and easy maintenance. Unfortunately, it shares another trait with its partner system. It is also, a woefully inadequate weapon for combating Angels; only causing marginally more damage per shot, with a much smaller ammo capacity.

MM-44 PALLET SHOTGUN

Designed alongside the Pallet Rifle for close-quarters combat in cramped, urban operations, the MM-44 uses an adaptation of the pallet cartridge wherein the solid slug is replaced with eight rounds of tungsten carbide buckshot. Much like its peer weapons, the MM-44 takes all the best lessons learned from man sized shotgun models to heart, refining a normally simplistic weapon into a high tech masterpiece. Even for a shotgun it is ruggedly reliable, dispensing with slow and cumbersome pump action for semi-automatic operation, and fed by a twelve round, stacked tube magazine for unparalleled ammo capacity. Whilst significantly more deadly than the Pallet Rifle at its desired engagement range, the woefully ineffective pallet round still leaves much to be desired, and renders it practically useless at most combat distances.

EM-266 GATLING GUN

The 'EM-266 Evangelion Revolving Multi-Barrel Machine Gun' was the first heavy weapons platform designed for Evangelion "Man Portable" use. Created and manufactured during the initial wave of Evangelion firearms production, the Eva-sized Gatling Gun utilizes many of the same design principles that went into the MM-99 and the M-VII; incorporating interchangeable parts, redundant electric motors and drive chains, high performance recoil-dampening muzzle breaks, lightweight polymer and carbon fiber construction, and internal liquid nitrogen barrel cooling systems. It fires colossal 440mm rounds at a blistering rate of 900rpm from a drum magazine inserted under the weapon, making it an absolutely devastating weapon when used against just about anything . . . but an Angel. While specialty ammunition can turn it into a respectable weapon, the default, mass produced shells have such poor ballistics as to make them even less effective than the Pallet Rifle individually.

POWERED-8 PALLET CARBINE

Representing the two generation leap in technology between its construction and that of its predecessor, the Powered-8 Pallet Carbine is massively improved over the Pallet Rifle in nearly every respect. Discarding conventional, gas driven ballistics, the Powered-8 applies the same Lorentz Force electromagnetic rail technology employed in the Evangelion launch elevators to discharge aerodynamic, solid metal flechettes at supersonic velocities with the range and firing speed of an assault rifle. Though the rounds themselves are smaller than that of the Pallet Rifle, the new technology more than doubles the old weapon's rate of fire and penetration, and triples its ammo capacity while sacrificing nothing in reliability or versatility, making it a perfect standard weapon system.

DMMR SNIPER RIFLE

Produced as a specialist weapon for long range combat, the DMMR is the first designated marksman rifle ever created for Evangelion hands. Though outwardly almost identically to a conventional sniper rifle, the DMMR uses a hybrid gas and electromagnetic action to fire high power, armor piercing ammunition over long distances with a very flat trajectory and short projectile flight time; giving it almost point and click accuracy along with a with a semi-automatic rate of fire. Though the hybrid action is slightly less reliable than a pure version of either type, the rifle's performance still makes it a favorite amongst marksmen pilots.

GYROJET LAUNCHER GUN

The Launcher Gun is a somewhat unusual, gun sized device resembling a grenade launcher mixed with an anti-armor rifle. Repurposing the old, unsuccessful concept of "gyroc rounds", or gyroscopically stabilized rocket-propelled ammunition, the original bullet design found itself replaced with a warhead tip packed with powerful high-explosives; reducing overall ammo capacity, but packing a tremendous punch for a weapon as portable as a rifle. The self stabilized rockets also lend the weapon an extreme range and unfaltering accuracy, though the back blast should be watched carefully.

M-XIX HANDGUN

Instead of going the way of the Powered-8 Carbine, the M-XIX found itself utilizing the hybrid action found in the DMMR Sniper Rifle to gain the benefits of increased magazine capacity and rate of fire, while sacrificing nothing in firepower. The original projectile remains almost completely unchanged from the M-VII, but by discarding the bulky shell casing, many more rounds can be carried

and fired using the weapon's new three round burst setting, making it an effective primary weapon despite its compact size.

LINEAR RAIL ACCELERATOR CANNON

When new, experimental technology proves to be wildly successful as a weapon, the most natural progression is to then build the biggest gun one can possibly make out of it. The simply named "Linear Rail Accelerator Cannon" is just that; a heavy weapons platform borne out of mankind's instinctive desire to push the limits of practicality in the name of overkill. Little more than an enormous series of electromagnetic plates and rails forming a rectangular, open "barrel", coming out the end of a colossal bank of high performance generators and electrical capacitors, the Rail Cannon is too heavy to fire Evangelion portably without specialized shock absorbing braces; otherwise more than capable of knocking over an Evangelion unit with its tremendous recoil. The eight-ton, ferrous jacketed slugs it fires are heavy enough to have to be mechanically loaded one by one, but when fired, are capable of ripping through entire small mountains from over the horizon and demolishing buildings with the vacuum wave.

MM-114 RAIL CROSSBOW

The MM-114 Superelectromagnetic Crossbow represents the apex of rail weapon technology. Though built of all metal, rifle type construction, the MM-114 is aptly named. A collapsible magnetic field generation resides in two ports near the end of the weapon, extending outwards like the arms of a crossbow when in use. A projected "string" of electrical current magnetically accelerates the round to the firing port, where the generated field stabilizes it as it launches. The typical rounds loaded by the MM-114 are stacks of six meter long spikes of solid, fin stabilized steel that fly at such high velocity as to shed some of their weight as partially molten metal in flight.

KEG46R HAND CANNON

Representing the M-XIX's transition into fully electromagnetically powered weaponry, the KEG46R Hand Cannon still manages to remain compact enough to be stored in a wing holster via and underslung, horizontal magazine stack and slide mounted barrel assembly; lending it a strange profile more reminiscent of a futuristic heavy revolver rather than an auto loader. The Hand Cannon easily retains its predecessor's rate of fire while increasing its ammo capacity once again, and extending its range and penetration to match that of a rifle, by switching over to more advanced, rail compatible ammunition.

ANTI-EVA BAZOOKA

Though nothing much more than a simple upscaling of the previously successful Launcher Gun, the Anti-Eva Bazooka is a fearsome weapon. With the extra space and weight allowances provided by its redesignation to a heavy weapons platform, the rockets the weapon carries in its vertically inserted magazine rack are nearly triple the size of the Launcher gun; capable of reaching ranges usually reserved for ballistic missiles and detonating with enough force to level city blocks. Though the name indicates the project's original direction; a weapon system meant to be used in the situation of a hostile nation attacking with an Evangelion, the Anti-Eva Bazooka finds much more frequent use blowing Angels to itty bitty pieces.

Maser

Tier1										
Name	Class	Range	RoF	Damage	Breach	Pen	Clip	Reload	Special	Cost
MAS Pistol	Pistol	40 dam	S/-/4	1d10+1 E	+ 1	3	40	1Full	Maser, Compact	1 Req
MAS Rifle	Basic	80 dam	S/3/-	1d10+2 E	+ 1	3	30	1Full	Maser, Burst	1 Req
MAS Long Rifle	Basic	150 dam	S/-/-	1d10+1 E	+ 1	4	10	1Full	Maser, Accurate	2 Req
Tier2										
HELIOS Spark Carbine	Basic	80 dam	-/5/10	1d10+1 E	+ 1	3	50	1Full	Maser, Burst, Carbine	2 Req
HELIOS Beam Splitter	Basic	60 dam	S/-/2	1d10+2 E	+ 1	4	20	1Full	Maser, Beam, Burst, Scatter	3 Req
Tactical Maser Annihilator	Heavy	50 dam	S/-/-	2d10+6 E	+ 1	7	10	1Full	Maser, Blast (8), Incendiary, Recharge	5 Req
Tier3										
HELIOS Fusion Pistol	Pistol	40 dam	S/-/6	1d10+1 E	+ 1	5	∞	--	Maser, Compact, Overheats	4 Req
Siege Maser 'SELENE'	Heavy	Special	S/-/-	2d10+3 E	+ 1	7	∞	--	Maser, Accurate, Beam, Longshot, Mounted	6 Req

MAS RIFLE
Due in part to being the first practical, lethal maser weapon, the MAS Rifle exemplifies all aspects of maser technology. Without the need to store, move and discharge solid projectiles, the entire weapon has almost no moving parts, and is incredibly lightweight; mainly composed of compact electrical systems dispersed throughout an ergonomic gunframe, and a simple but efficient linear focal array for its built in generator. Power is supplied to the weapon via portable batteries that are inserted into the gun's charging port like a magazine, and similarly discarded when drained. Being the archetypical maser weapon, the MAS Rifle boasts far greater range and accuracy than a solid projectile weapon, and can fire a great many more times before needing to be reloaded; making up for what it lacks in direct stopping power by penetrating heavy armor and discharging its energy directly into unprotected vitals.

MAS LONG RIFLE
More of a modification than a separate weapon of its own, the MAS Long Rifle trades in the focal array of the MAS Rifle for a larger, higher power one Though this extends the overall length of the weapon and increases its power consumption, it focuses the same beam into a much tighter area to greatly amplify the degree of localized damage on contact, as well as massively boosting the coherent range of the beam. By almost completely eliminating all deviation in the beam's path, the Long Rifle has literal raygun accuracy and is so childishly easy to aim as to make vital shots a matter of routine.

MAS PISTOL
Without concerns of caliber and shot propulsion, downsizing maser weaponry to the size of a pistol can be done with a minimum of fuss. The MAS Pistol uses almost all the same internals as the rest of the MAS series and functions at almost exactly the same capacity, with only a small reduction in effective range due to the shorter focal array necessary to fit the weapon into wing holster storage. Though it is a lower powered weapon than more conventional handguns, its staggering rate of fire, high ammo capacity, and supreme reliability make it a popular backup weapon.

HELIOS SPARK CARBINE
With the advent of the higher yield HELIOS pattern maser radiation reactor, the Spark Carbine channels its newfound power not into a more intense beam or greater focal power, but into shooting the same beam configuration fired by the MAS series weapons nearly a hundred times per second; blazing away torrents of searing maser radiation with every press of the trigger. In addition, the lesser power requirements of the weapon along with the new reactor allow the weapon to be much smaller and compact than previous models, categorizing it as a carbine.

HELIOS BEAM SPLITTER
Once again proving the versatility of maser technology, the Beam Splitter does even more with even less. Utilizing an innovative diffraction system of adjustable fiber-optic channels integrated into its focal array, the weapon splits a single beam into a spray of individually lethal vectors, thus applying the energy of each shot to a target surface with maximum efficiency. Ironically, despite the eccentric idea behind the weapon, it functions almost exactly like a shotgun in combat, further cemented by the actual beam splitter component being tied to the movement of an underslung "pump action".

TACTICAL MASER ANNIHILATOR
Besides its name, there is nothing tactical about the "Evangelion Portable Broadband Tactical Area Saturation and Denial Weaponized Maser Emitter". Almost entirely eschewing focal components, the heavy, shoulder mounted bulk of the weapon is due to the massive batteries of linked maser generators within its housing, every one of which is routed to a single, wide bore firing lens. Maser Annihilator represents maser technology at its unrefined, raw potential; laying flaming waste to entire swaths of land by bombarding every square inch of its surface with penetrating radiation. Though it is classed as a heavy weapon, the relatively light weight afforded by maser technology allows it to be easily portable and require no special firing setup. The only downside is that firing all the reactors at once leaves the weapon with a substantial venting period between each shot before it returns to a safe temperature to use.

HELIOS FUSION PISTOL
The HELIONS Fusion Pistol is an unusual weapon for its classification. Though it sports a similar frame to the MAS pistol, and outputs a similar beam, thanks to the expensive, hyper advanced HELIOS v2.0 self sustaining fusion reactor powering it, the Fusion Pistol can run indefinitely off of its internal reactor without charging or external batteries.

The output of the compact device is such that the weapon can maintain a rate of fire rivaling that of the Spark Carbine theoretically for its entire operational life, crowning the Fusion Pistol as the ultimate in hold-out firepower.

SEIGE MASER 'SELENE'

By using the same platform as the Maser Annihilator, the Siege Maser 'SELENE' wields a similar level of pure, destructive potential, but in a totally opposite fashion. Taking a more unwieldy, distinctively cannon-like shape makes the SELENE significantly less portable than its counterpart; requiring a direct uplink to an Evangelion's targeting software to utilize the incredibly complex systems that account for its length. The benefit is that the SELENE can make full use of its reactor bank in typical maser fashion to generate a continuous beam of unparalleled intensity over distances measured in triple digit kilometers. With hyper efficient generation similar to the Fusion Pistol, it can maintain this devastating "death ray" almost indefinitely, lending itself perfectly to prolonged, precision bombardments.

Antimatter High Explosive

Tier1										
Name	Class	Range	RoF	Damage	Breach	Pen	Clip	Reload	Special	Cost
H.E. Mass Driver	Basic	30dam	S/2/-	1d10+5 X	+ 2	0	8	1Full	Tearing	2 Req
Tier2										
P.D.W. Rotary Launcher	Pistol	20dam	S/-/-	2d10+5 X	+ 2	0	2	1Full	Tearing, Compact, See Text	4 Req
A.A.D. Shot Cannon	Basic	15dam	S/-/-	1d10+5 X	+ 2	0	5	2Full	Tearing, Scatter	5 Req
H.E. Recoilless Rifle	Basic	60dam	S/-/-	2d10+5 X	+ 2	0	2	2Full	Tearing, Accurate	6 Req
Tier3										
RPN2M Launcher	Heavy	Special	S/-/-	3d10+5 X	+ 2	0	1	1Full	Tearing, Blast (12), Longshot	8 Req
A.W. Mastema Autocannon	Heavy	30dam	-/-/5	1d10+5 X	+ 2	0	15	1Full	Tearing, Inaccurate, See Text	15 Req

H.E MASS DRIVER

Being the ancestor of all H.E type Evangelion weaponry, the Mass Driver's simplistic name belies its groundbreaking function. An exceedingly heavy and bulky rifle with an angular and uncomfortable profile, the Mass Driver lays dubious claim to a tragically short range, poor ballistics, and wild, uncontrollable recoil. In reality, the Mass Driver is simply an enabler to a concept. A crude, experimental vehicle for the real genius of its design. The rounds fired by the Mass Driver, despite their weight and size, are not slugs, but rather bullet shaped containment shells for tiny masses of antimatter of the same material as the casing; frozen in quantum inactivity until the impact of the round striking its target destroys the fragile stasis equipment and allows annihilation to occur. The result is a spectacularly destructive explosion of pure energy with multiple times the destructive force of the most advanced chemical explosives known to man. Though the Mass Driver is a substandard weapon in all respects, it is also indescribably lethal to anything on the business end of the barrel.

A.A.D SHOT CANNON

With the difficulty encountered in devising an action capable of rapidly firing the exotic antimatter shells utilized by H.E weaponry, the most expedient stopgap solution is to fall back on the tried and true concept of just firing it all at once. Enter the Shot Cannon. Somehow managing to be even heavier and shorter ranged than the Mass Driver, the A.A.D Shot Cannon is a gargantuan murder implement of so many slide rails, chambers and gas breaks as to appear more tank or motorcycle than gun. It operates by electromagnetically launching an enormous cluster of H.E ammunition cores in a haphazard explosion of fire; forgoing the ballistic shell entirely to load more shot per pump. Though almost useless past its very short range, right up close, the effect is no less than utterly catastrophic.

P.D.W ROTARY LAUNCHER

Even as a compact pistol, the P.D.W Rotary Launcher's trademark size, heft and poor balance unmistakably give away as an H.E weapon. Since nothing of a pistol's size would be capable of propelling a conventional H.E shell any distance, the Rotary Launcher is almost entirely built to withstand the use of specialty, rocket assisted discarding sabots attached to its rounds. The result is similar to the Launcher Gun, but much smaller, and far deadlier. Even though the construction barely leaves room for a revolving chamber mechanism, never mind a magazine, the Rotary Launcher is the last word in sheer firepower in a compact weapon.

Though the weapon handles the incredible force of each round well, the same cannot always be said for the wrists of the one firing it. The P.D.W Rotary Launcher imposes a -10 penalty to attack rolls when fired one handed, as it takes both arms to properly keep the weapon's recoil in check.

H.E RECOILLESS RIFLE

Accomplishing what was once thought impossible, the unimaginatively named H.E Recoilless Rifle uses the principles behind old anti-tank rifles to pose an elegant solution to the difficulties of making a genuine H.E combat rifle. The antimatter shell is attached to a rocket propelled, discarding sabot much like the Rotary Launcher, upsized to rifle size to provide greater assisted flight before separating, thus greatly extending the projectile's effective range. The launch exhaust escapes out the back of the weapon and eliminates the need for bulky construction to handle recoil, solving two problems at once. Though the shell is the same as that fired by the H.E Mass Driver, the tremendously greater accuracy with which the Recoilless Rifle can place it makes it many times more lethal.

RPN2M

Quite simply put, if one were to replace the "Grenade" in Rocket Propelled Grenade with "Non-Nuclear Mine", they would have the RPN2M. Modified from the Anti-Eva Bazooka, the RPN2M fires the H.E shell's larger antimatter predecessor: self propelled, miniature N2 mines. Without the need for a chemical warhead, the flight time for a Rocket Propelled N2 Mine can easily be extended to achieve over the horizon, or even low orbital range, tempting the classification of the RPN2M as more of a portable intercontinental N2 missile launcher rather than Evangelion firearm. Nevertheless, its effectiveness at annihilating Angels, as well as everything immediately around them, cannot be denied.

A.W MASTEMA AUTOCANNON

The Automatic Antimatter Weapon 'Mastema', named after the fallen Seraph, may be the single most terrifying weapon ever produced in the history of mankind. Finally cracking the design secret to a true, automatic H.E, Evangelion portable weapon system, the Mastema is nothing less than a full fledged, chain fed autocannon capable of blasting out the insanely powerful H.E Antimatter shell hundreds of times per

The massive autocannon can be fed from a cyclical canister for portable use, or fitted with a belt-fed ammo storage pack, which increases the clip to 80 rounds but also adds the Mounted quality as the weapon must be fastened to the Evangelion proper or set up at a fixed location along with a tripod. The carnage doesn't stop there however. As standard, the weapon system incorporates a pair of underslung, miniature N2 cruise missiles capable of independent, unassisted launch; treated as a separate weapon identical to the RPN2M. The missiles may be fired individually, and automatically succeed their Ballistic Skill rolls to hit, but if only one missile hits a target, it instead deals 2d10+5X damage at Blast (8). The missiles reload as a separate weapon with a Clip size of 2.

In addition to the Mastema's medium and long range modes of destruction, it is also equipped with two, heavy progressive blades mounted under the barrel and stock for close range killing, completing the unholy trifecta of slaughter. Thus equipped, the Mastema may be used as a Smash Hawk with the Progressive (4) quality in melee combat. Neither the missiles nor the blades may be upgraded.

Positron

Tier1											
Name	Class	Range	RoF	Damage	Breach	Pen	Clip	Reload	Special	Cost
Proto-20 Positron Rifle	Basic	250 dam	S/3/-	2d10 E	Special	4	12	--	Positron, Mounted, Overheats, See Text	5 Req
Tier2											
Type-20x Positron Rifle	Heavy	500 dam	S/2/-	3d10 E	Special	8	8	--	Positron, Accurate, Mounted, See Text	7 Req
Type-21c Positron Gun	Basic	150 dam	S/3/-	2d10 E	Special	4	9	--	Positron, Carbine, Overheats	5 Req
Tier3											
Type-22xr Positron Repeater	Basic	200 dam	S/-/4	2d10 E	Special	6	8	--	Positron, Overheats, See Text	9 Req
Type-GUNGNIR 460mm Positron Cannon	Heavy	Special	S/-/-	6d10 E	Special	12	4	--	Positron, Accurate, Longshot, Overheats, Recharge, See Text	15 Req

PROTO-20 POSITRON RIFLE

Though still more of a proof-of-concept model than a weapon, the Prototype-20 Positron Rifle can be pressed into service as a combat system if needed. The Prototype-20 incorporates a built in Toroidal subatomic accelerator to internally generate streams of antiparticles which can then be electrically directed from the weapon's firing port. The bulky accelerator was designed primarily for lab purposes however, not for combat, and so the weapon, despite being classified as a rifle, has an exotic and awkward shape, which requires a shoulder mounted support brace to be attached to an Evangelion's chassis or its testing apparatus to be useable. Even so, the Prototype-20's A.T. Field piercing capabilities are strong enough to be an advantage in combat, and its output is more than powerful enough to injure an Angel, though also quite likely to injure the operator if mishandled.

As the Prototype-20 Positron Rifle was developed long before the G-Type Chassis, it was designed to be mounted without one. The pilot may choose to temporarily occupy a single Wing Loadout while the weapon is equipped to qualify it as Mounted.

TYPE-20X POSITRON RIFLE

The final, factory ready form of the Prototype-20 Rifle, the Type-20x represents the real potential of positron weapon technology. While very heavy and possessing demanding requirements, the Type-20x Positron Rifle possesses incredible range, unerring accuracy, explosive, armor melting power, and the ability to punch through active A.T. Fields like paper. Unfortunately, a proper system to deal with the extreme amounts of energy utilized by the weapon has yet to be devised. Instead, a number of redundant fuses used as "ammunition" are incorporated into the weapon, each one overloading and burning out after a single shot, and requiring a lengthy replacement process out of combat.

Optionally, the weapon can be attached to an Umbilical Cable as a Half Action to provide direct electrical power to its Toroidal Accelerator, drastically increasing output and boosting the weapon's damage and Penetration by 4 when fired on Single Shot.

TYPE-21C POSITRON GUN

Developed to meet increasing demand for a compact positron weapon after the proven effectiveness of the Type-20x, the Type-21c pushes the accelerator technology used in the Positron Rifle to its limit, in the end, achieving enough of a downsize to classify the weapon as a carbine. Though unfortunately too large to be stored in a wing holster, the Type-21c retains the power, penetration and rate of fire of the Type-20 with increased handling, if slightly reduced range at a fraction of the size. While not quite as devastating as the Type-20x, the potential benefits of an A.T. Field breaching automatic rifle are not to be ignored.

TYPE-22XR POSITRON REPEATER

Combining the innovations of the Type-20x and Type-21c Positron weapons, the Type-22xr is the first ever designed Positron main combat rifle. The Type-22xr accomplishes the incredible task of taking dangerous and esoteric Positron technology to such a practical level of application by directing a single, constant-stream particle accelerator through a ring of high capacity focal fuse channels that revolve like the barrels of a Gatling gun, allowing for a much smaller accelerator and dispensing with the need for a redundant fuse apparatus, resulting in a rapid fire barrage of powerful positron bursts at a constant rate of fire. The only downside is that the gun tends to outlast the battery.

The Positron repeater has enough battery to last for two, fully automatic bursts by default, but by attaching an external power pack, it may boost its Clip size to a rating of 24, tripling its capacity. This adds the Mounted quality to the weapon, which may be used in the same way as the Proto-20 Positron Rifle. Additionally, an Umbilical Cable may be plugged into this power pack as a Half Action, rendering its Clip infinite in size until disconnected.

TYPE-GUNGNIR 460MM POSITRON CANNON

The Positron Cannon is in every way, the final culmination of Evangelion portable positron weaponry. Resembling a massive, high powered anti-materiel sniper rifle, the Positron Cannon is powered by a pair of enormous, multi-tiered Toroidal Accelerator turbines which provide the required injection of high energy particles. These generators add such considerable bulk to the weapon that they must be detached and carried separately, and then cold started on site. This configuration prevents the cannon from being portably fired by an Evangelion, or even mounted on one. By refining the impromptu fix to the Type-20x, the Positron Cannon is fed directly by a stacked box magazine of individual, high capacity fuses, that are burnt, ejected, and reloaded like conventional cartridges with each shot, so that the entire weapon need not be replaced after a few shots. Positron Cannon projects firepower unmatched by any other weapon as

far as halfway around the world or into geosynchronous orbit; defeating even the heaviest armor and punching straight through the most powerful A.T Fields.

The Positron Cannon requires two Full Actions to be set up at a fixed location and must wait one Round afterwards as the generators warm up before the weapon can be fired. When even that isn't enough, the weapon may be upgraded to GUNGNIR configuration for an extra 5 Requisition at purchase, wherein the bulky generators are instead replaced with umbilical cable plug-in. Two cables are required to replace each generator after the weapon is set up, each requiring a Half Action to be plugged in in addition to the time taken to acquire the cables themselves, but while operating in GUNGNIR mode, the cannon deals +20 Damage and gains +4 Penetration, developing a brilliant blue-white beam capable of blowing off entire limbs or slicing through fortified buildings, and taking down Angels with a single, fatal shot.

Ranged Weapon Upgrades

Name	Effect		Cost
Anti-Angel	The weapon adds damage to its profile based on its size:		
	Pistol:	+1 damage	1 Req
	Basic:	+2 damage	2 Req
	Heavy:	+4 damage	3 Reqim
Hot Loaded	The weapon adds +2 Penetration to its profile		1 Req
Accurized	The weapon gains the Precise quality		2 Req
Digital Sights	The weapon grants +10 on BS Tests to hit when fired on Single Shot		1 Req
G-Type Uplink	The weapon grants +10 to the BS bonus granted by Full Aim Actions		1 Req
Extended Clips	The weapon gains extra clip capacity equal to its highest Rate of Fire		3 Req
Pistol Grip*	The weapon lowers its penalty to being fired single handed by 10		2 Req
Bayonet*	The weapon may make attacks as a 1d10+3 R Pen 2 Precise melee weapon		2 Req
Guard Plate	The weapon may be used to Parry		1 Req
Storage Rack	The weapon may store a single clip or knife as a wing holster		1 Req
Sealed Internals	The weapon may ignore the effects of adverse environments		1 Req
Thermal Shield	The weapon does not cause damage on an Overheat result		2 Req
Requires Super Solenoid Technology			
S2 Rifling	The weapon adds +4 Breach to its profile.		2 Req

This upgrade may be applied to Basic Weapons only.

Plugsuits

Variant plugsuits do not cost any BUP, SUP, or WUP. Instead, they may be purchased by spending 100 XP. You may only wear one plugsuit at a time.

Armored Plugsuit

Outfitted with hundreds of interlocking ceramic plates with a tough, insulatory underlay designed to give the wearer their full range of mobility and thus not impede piloting ability, the Armored Suit manages to provide full body coverage against blunt trauma, lacerations, ballistic impacts, extreme heat, and electrical discharge; dramatically increasing pilot survival rates during catastrophic damage to the plug. Comes with a helmet.

An Armored Plugsuit has AP 4 in all body locations and increases the pilot's Synch Ratio by 20 while piloting. In addition, if the pilot would take Damage while inside the plug, reduce that Damage by half.

Biorelay Plugsuit

Designed as part of a series of experiments with the human A.T. field rather than as a real plugsuit, the Biorelay Suit, while lacking the normal equipment installed as standard in combat models, still has some combat value owing to its unique properties. Even without a vacuum seal the material holds the wearer's body, and without a battery the odd lines still glow with faint light. Odd as it is, such a suit is actually capable of boosting the strength of the human A.T. field. Not nearly enough to be noticeable, but it does provide a degree of protection against the dangers of hostile fields.

A Biorelay Plugsuit has AP 0 in all body locations and increases the pilot's Synch Ratio by 20 while piloting. In addition, whenever the pilot would take Ego Damage, they take one less, to a minimum of one.

Dive Plugsuit

The Dive Suit uses a pair of shoulder mounted devices that, when exposed to electrically charged LCL, fan out into dual "wings" of magnetically suspended blades that broadcast the wearer's signal to a deeper range. When paired with the unique A-10 headband that uses a similar mechanism to generate a free floating, revolving "halo" of receptor pieces for 360 degree multiple parallel processing, it significantly increases the pilot's ability to sync with the Evangelion.

A Dive Plugsuit has AP 1 in all body locations except the head and increases the pilot's Synch Ratio by 20 while piloting. In addition, the pilot is treated as being one Synchronization Category higher for all effects except Ego Damage.

Limiter Plugsuit

The Limiter Suit utilizes a miniaturized version of the suppressor technology found in the Evangelions themselves to block out harmful feedback from the Evangelion after it has already entered the plug, therefore doing so without interrupting the pilot's ability to synchronize. The suit itself remains fairly similar to the standard design, but the corresponding A-10 is noticeably more prominent, taking a form closer to a full headset then a simple headband.

A Limiter Plugsuit has AP 1 in all body locations except the head and increases the pilot's Synch Ratio by 20 while piloting. In addition, increase the pilot's Feedback Threshold by 2.

Monitor Plugsuit

Expanding on the standard array of medical equipment incorporated into the generic plugsuit, the Monitor Suit is significantly bulkier, but loaded with a much more highly advanced suite of life saving technology, from cardio rhythmic monitors, to vacuum tourniquets, to heating pads, to electrical muscular massagers, to tiny, built in injectors for pain killers, antibiotics and stimulants.

A Monitor Plugsuit has AP 2 in all body locations except the head and increases the pilot's Synch Ratio by 20 while piloting. In addition, anyone with the Remote Care Talent may use it on the pilot without spending fate.

Nerve Plugsuit

Made of semi-translucent material, the spiderweb of bio-electrical conduits that thread through the Nerve Suit are visible from the outside; reminiscent of a circuit board or a human nervous system. By reading the exact timing and position of the pilots nervous impulses, it is possible to send signals to the plug before the pilots brain fully transmits them, subtly correcting their actions as they happen.

A Nerve Plugsuit has AP 0 in all body locations and increases the pilot's Synch Ratio by 20 while piloting. In addition, if the pilot would spend a Fate Point to re-roll a Test, they may use their Synch Ratio in place of any other characteristic. As well, if they spend Fate to re-roll and the Test is failed again, they may spend a second Fate Point to re-roll the Test a second time.

Standard Plugsuit

A Standard Plugsuit has AP 2 in all body locations except the head and increases the pilot's Synch Ratio by 20 while piloting. All pilots start with a Standard Plugsuit and do not have to purchase one.

Test Plugsuit

Developed using a brand new experimental polymer that undergoes chemical change when stimulated by the electrical currents found in LCL while transmitting nervous signals; the Test Suit dynamically resists the pilot's signal at a scaling rate past the safe synchronization threshold. The electrical stimulation is achieved via a collar unit with an extendable cord that connects into the seat of the plug, which can simply be pulled out to disable the limiter effect. Unfortunately, the suit is also too tight to fit the usual plugsuit system suite into.

A Test Plugsuit has AP 0 in all body locations and increases the pilot's Synch Ratio by 20 while piloting. If the pilot's Synch Ratio would exceed 100, they are treated for all effects and purposes as having a Synch Ratio of 100, though their actual Synch Ratio remains unchanged. In addition, the pilot ignores any effect that would treat them as being in a Synchronization Category higher than Upper Operational Depth Limit. The limiting effects of the suit can be activated and disabled as a Free Action.

Chapter Five: New Rules

Synchronization Ratio

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

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

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

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

Synch Ratio Effects

Synch Ratio Score	Effect
Nonoperational Depth *Synch Ratio 20 or less*	You are unable to pilot an Evangelion. If you are currently inside an Evangelion, you may take no actions as the machine shuts down.
Minimal Operational Depth Synch Ratio 21-40	You can maintain a Synch Ratio capable of moving an Evangelion, but just barely. You may only take a single Half Action each round and may not make Reactions. Your Feedback Threshold is increased by 2.
Operational Depth *Synch Ratio 41-70*	You may operate the Evangelion normally.
Upper Operational Depth Limit *Synch Ratio 71-100*	Your Evangelion operates in tune with your own abilities. You gain a conditional Fate Point as long as you are at this depth or higher. If you spend this conditional Fate Point and leave this depth, it does not refresh. Your Feedback Threshold is decreased by 2.
Safe Depth Limit *Synch Ratio 101-150*	As above, but your Synch Ratio is dangerously high. You take 1d10 points of Ego Damage at the beginning of each of your turns. Should you pass out or die in the Entry Plug, the Evangelion automatically Berserks. Your Feedback Threshold is 0.
Absolute Depth Limit *Synch Ratio 151-200*	As above, but you take 1d10+5 points of Ego Damage instead. Whenever the Evangelion takes Critical Damage, you take the same amount of Damage in the same locations, ignoring Toughness Bonus and Armor Points. In addition, you gain a temporary Fate Point that may be spent as normal, but never burnt. This Fate Point defaults back to being unspent at the beginning of each of your turns.
Terminal Depth Limit *Synch Ratio 201-400*	As above, but you take 1d10+10 Ego Damage instead. You gain the Light of the Soul (ATS) and Superior Action Traits. The GM decides what occurs after this point.
Great Beyond Depth *Synch Ratio 400*	The Magi have yet to yield a predictive model for what happens at this point. It is a matter of great debate amongst the science team.

Feedback

Synchronization with an Evangelion is more than transmitting your thoughts to the cybernetic war machine around you - the telepathic contact runs both ways. While sensory buffers make most damage taken toned down to something barely noticeable, critical injuries to the Evangelion can inflict massive amounts of pain on the pilot.

While damage is always painful, the mechanical effects of Feedback are only incurred when an Evangelion takes Critical Damage and the pain is simply more than the pilot can handle. A Pilot's resistance to feedback is measured by their Feedback Threshold, which is equal to their Toughness Bonus. Whenever the Evangelion takes Critical Damage to a body location, and that body location now has an amount of Critical Damage equal to or greater than the pilot's Feedback Threshold, that pilot gains a level of Fatigue and one Insanity Point.

Synch Disruption

The pilot's control of their Evangelion is based primarily on empathic control. While this might be done reliably and consistently through concentration in ideal conditions, in the stress of battle a pilot's Synchronization Ratio is likely to fluctuate wildly. Every time that a pilot is in an Evangelion and gains Insanity Points or takes Ego Damage, that pilot's Synch Ratio changes.

Begin by rolling 2d10. If either die roll is 0, roll an extra 1d10 and add it to the previous sum. This addition of new die continues for as long as 0s are rolled on the new die. Once all die have been rolled, find their total. If the total sum is an odd number, the pilot temporarily decreases their Synch Ratio by that amount until the end of the battle. If the total sum is an even number, the pilot temporarily increases their Synch Ratio by that amount until the end of the battle

All instances of Synch Disruption in a battle are cumulative. No matter how many times it might be triggered, Synch Disruption is only ever rolled once per round for any single pilot.

Ego

In Dark Heresy, Corruption represents the invasive nature of Chaos on even the strongest minds. As your exposure to the Warp, the Demonic and the Heretical increases, so does the hold of the Ruinous Powers on your body and soul. This is represented by malignancies and mutations, culminating in your character being removed from play as it irrecoverably falls to Chaos.

For obvious reasons, this will not do for Adeptus Evangelion. Demons and the Warp do not exist in the world of Evangelion, and falling to Chaos would be nonsensical.

As such, Corruption has been replaced by an equally terrifying status effect: The degradation of your ego barrier. In the series, we see that humans have their own personal A.T. Fields. Nothing like the power force fields that the Angels wield, the human A.T. Field is a psycho-somatic boundary that defines the edges of a person's mind and maintains their coherency of self. On the occasions where this personal A.T. Field collapses, the result is the person's complete dissolution into LCL, the blood of Lilith that served as the template for all life on Earth in the distant past.

Ego Barriers

Each character begins play with an Ego Barrier. Not everyone has the same mental strength and sense of self, and some are more vulnerable than others. Your Ego Barrier is equal your Willpower Characteristic. As you become exposed to hostile A.T. Fields and other, more insidious, forms of attack, characters will take Ego Damage. This effectively works just like wounds, except that when your Ego Barrier reaches 0, you instantly dissolve into a pool of LCL.

The Ego barrier is a natural part of the psyche, and will heal itself over time given the chance. Every month, the player 'heals' 10 points of their Ego Barrier, though this may not exceed their normal total.

Threats to Your Ego

Thankfully, actually threats to your Ego Barrier are few and far between. The more common ones are...

Oversynching: When a pilot and their Evangelion achieve a phenomenal Synchronization Ratio of 100% or more, the Evangelion's A.T. Field actually infringes on the pilot's stability. The pilot takes Ego Damage as indicated on the Synch Ratio Effects chart.

Mental Contact: Should an Angel ever attempt mental contact with a human or otherwise invade a human's mind, the human in question must make a Willpower Test every round or take 1d10 points of Ego Damage until the mental contact ends. At the end of such mental contact, the trauma of it usually requires the character to roll on the Shock Table, adding a +10 to the roll for every round of mental contact they were forced to endure.

As well, any rules or events from Dark Heresy not specifically mentioned as being ignored in Adeptus Evangelion that deal corruption points instead deal a similar amount of Ego Damage.

Pulling Yourself Together

      Unlike reaching maximum insanity (which drives you permanently and irreparably insane) or the corruption system that Ego Barrier is designed to replace, your Ego Barrier reaching 0 and your character dissolving into a pool of LCL isn't actually as bad as it sounds. You character is still alive, albeit is a bizarre disembodied form, and more than once we have seen a pilot drag themselves back from the brink and reassemble themselves, if they have the will.

      After reaching 0 Ego Barrier and dissolving, unless their LCL is disposed of in some way a pilot may attempt to reassemble themselves. To do so, they must Burn a Fate Point. In a complicated process that takes 3d10 days, they must reconstitute their body through sheer force of will. Provided the proper facilities are available, an outside party may attempt a salvage operation on the pilot's dissolved body, Testing Scholastic Lore (Evangelions) and reducing the number of days reconstitution takes by 5 days per Degree of Success, to a minimum of one day. Once they have reformed, they default to having half their total amount Ego Barrier, though they will naturally regenerate it as normal.

      However, this process is not always perfect, and even the imperfections are not always bad. As the character is rebuilding their body from scratch, it is not uncommon for them to (sub)consciously mold their new body to something closer to their idealized self image. However, in the complicated process there is also room for error, and weak willed individuals might cut corners, resulting in serious health complications as they reform incorrectly.

      After burning the Fate Point to reconstitute, Test Willpower at a -10 penalty. If you succeed, you may roll on the 'Ideals' chart. On a failure, Test Willpower again with no penalty. On a success, you reform in a form no different than that which you had before. If you fail a second time, however, you must instead roll on the 'Complications' chart.

      If for whatever reason you dissolve into LCL under such circumstances that you are not properly contained (outside of a plug and not in something to catch the liquid), reconstitution is very difficult, resulting in the worst possible combination of rolls by default: 30 days to reconstitute, and treated as if you had rolled a 0 on the Complications chart.

Ideals	
1-5	Cosmetic: You and your GM may choose one single thing with no mechanical effect to change about your character. This could be as simple as hair or eye color, having better skin, or even going so far as to change their weight, height, or build.
6-9	Minor: As above, but also choose one physical characteristic, and gain a +2 to it as you come out significantly more fit than before.
0	Perfection: You may choose one major physical flaw (such as a physical drawback or a lost or crippled limb) and Test Toughness to permanently remove it. If you have no such flaw you wish to remove, treat as having gained 'Minor' twice.

Complications	
1-2	Cosmetic: You and your GM must choose one visual aspect of you character and change it in a way that is obvious and has no mechanical effect, such as being albino or having no hair on your body, not even your eyebrows! Unlike an Ideal, this should be something the character does not want.
3-9	Minor: As above, but your body reforms in such a way that its health is compromised. Permanently reduce one Characteristic of your choice by 1d5.
0	Major: As above, but you fails to properly solidify your sense of self in defense against future threats. Your Ego is permanently halved.

Time Management

It can be weeks or even months in between Angel attacks, and roleplaying each day of such lengths of time would slow the game to a snail's crawl. Obviously, the GM must simply skip over long swaths of time. However, players may (and rightly so) be disgruntled by the idea of their character not managing to do anything worthwhile given a whole month to work with.

The Time Management system is designed to alleviate this as it allows characters to benefit from their downtime by training in a select area. For each month that passes in game, be it as a part of one or more timeskips, each player may select one Time management option from the following section, and gain its bonus. A suggested rate of Time Management advancement is 1.5 Time Management options per Angel combat session.

A character may only increase any given characteristic a maximum of five times through Time Management – they can only be increased further than that through Characteristic Advances.

Combat Training

You spend most of your free time this month sparring, at the shooting range, or otherwise training yourself for battle. For each month that they train in this fashion they may choose either Weapons Skill or Ballistic Skill, and increase that characteristic by 1.

Education

You spend most of your free time this month in school or university, reading, performing personal research or otherwise increasing your base of knowledge. For each month that you train your mind in this fashion, you may choose to either research a new skill or further your general knowledge.

If you decide to research a skill, you may choose any one Basic Skill and become Proficient in it over the course of the month. Similarly, you may choose to become Proficient in a single Intelligence-based Advanced Skill other than Tuning, though becoming Proficient in an Advanced Skill takes two months rather than one. You may not gain a bonus to any skill through Education, only gain Proficiency.

If the you decide to further your general knowledge, you may increase your Intelligence characteristic by 1.

File Paperwork

Being in command isn't all fun and games. Every battle tends to result in a truly tedious amount of paperwork, red tape, official reports and apologies. However, a dedicated leader can turn this around, and through some clever bargaining and brown-nosing leave with more than they came in with. Only Operation Directors or pilots with the Team Leader or Tech Aide Assets are in a position to use this Time Management option. For each month that you perform these tasks, add 5 Surplus to the Surplus Pool.

General Rest

General Rest is a calm, relaxed minimizing of movement and physical exertion, usually for health reasons. Every time a Pilot takes Critical Damage to themselves, not their Evangelion, they are required to spend the next month performing this Time Management option.

Hobbies

You spend most of your free time pursuing frivolous but amusing ends in areas that interest you. This is purely for your enjoyment, which is more beneficial than it seems. While many might see an obsession with playing card games or building model trains to be a sign of impending madness, this indulgence actually helps you define yourself. This has the effect of giving you a tiny, almost negligible, buffer against the degradation of your Ego Barrier.

For every month that you obsess over your hobbies, you regenerate 20 points of your Ego Barrier instead of 10.

Introspection

You spend most of your free time deep in thought, perhaps in meditation or prayer, or perhaps learning of philosophy. For each month spent in contemplation, you may increase your Willpower characteristic by 1.

Physical Training

You spends most of their free time this month working out at the gym, running, playing sports or performing other physically strenuous activities. For each month you train in this fashion, you may choose between Strength, Agility, or Toughness, and increase that characteristic by 1.

Social Interaction

Whether by practicing their oratory skills or crashing a lot of parties, you have dedicated this month to meeting new people and making small talk. As you become more comfortable around others, you become more confident and better able to hold up your end of the conversation, picking up the subtle nuances of you once may have missed. For each month that you expand your social circle in this fashion, you may choose either Fellowship or Perception, and increase that characteristic by 1.

Synch Testing

Through constant simulations, synchronization exercises and experiments, or maybe just from sitting in orange goo for too long too often, one can become more in tune with lobotomized cyborg war machines. For each month that you spend in this manner, you may increase your Synch Ratio characteristic by 1.

Therapy

You spends most of your time this month in therapy, on medication, or in a relaxing and safe environment. By excising and addressing your problems, or through suppressing them, you might be able to stay somewhat sane. Somewhat.

For every month that you are in Therapy, you may lower the number of Insanity Points you have to the next lowest multiple of 5. Therapy can reduce your Insanity past a multiple of 10, however you do not lose any disorders you may have gained.

Chapter Six: Combat

"You ever see those old WW2 movies, when the Japs or the Nazis do an air raid and some guy starts cranking that crazy looking alarm and it kinda surprises you, how loud it is? When there's an attack, imagine that, times a thousand. They got every kind of siren hooked up to the system. Those very same air raid alarms uptown, antiques by now I image, tornado sirens in the 'burbs, and megaphones on damn near every street corner. When they go, they ALL go. And when you here them go, you drop everything and go.

   First time I heard it go off, I was taking my lunch break in the park. It was a nice day, you remember right? Sunny, kinda breezy, good day to take the kids out and about. I saw a guy playing with his two kids, some old lady feeding pigeons, very "Rockwell", you know? Then the alert started, all the sound coming in at once. Pre-recorded voices telling people to calmly move to a safe place, sirens winding up from a dead start to a full wail.
   Everyone around me hauled ass, I saw that same dad from earlier running full tilt, one kid in each arm. I saw another kid, just sitting there crying, everyone ignoring him as they ran past him. I saw some teenager on a cellphone, finger plugged in the other ear, telling whoever he was talking to forget him and hide in the basement.
   When I made it to the street, I almost got plowed down by a truck that was driving on the sidewalk. There was a shelter down the block on the corner, with yellow emergency lights flashing. Those megaphone's still telling people to proceed calmly and with caution (Painfully loud that close), which seemed fairly ridiculous, considering that people were sprinting in every direction, some to the shelters, some trying to get home.
   Then this huge shadow passes over the street. It was one of those Evas, doing full out super strides down main street. It just jumped clean over the whole crowd, crushed a parked car down the blocked, turned at the intersection and disappeared from sight behind some sky scrapers. That just agitated the crowd even worse. I didn't wait around, I just forced my way through the crowd to the shelter, some cold war relic that looked like it was recently renovated. I waited there for the all clear.
   My ears rang for hours after it was over, it was so loud. Those sirens, they'll never let you forget. I suppose that's their job."

   – [Name Withheld] (Male, 34), interviewed as part of the Nerv Public Relations Survey on [7/16/2015]

The recurring battles between Nerv's Evangelions and the Angels over the future of the human race is a central theme of Neon Genesis Evangelion, and Adeptus Evangelion is no different.

Evangelion scale combat is a staple of almost any campaign, and so should generally happen every three to four sessions, though GMs are free to increase this amount for action oriented games, or decrease it for games focused more on slice of life or intrigue. Combat with an Angel is always a major event, as each Angel presents a unique and often bizarre threat capable of ending all life on Earth as we know it, and so almost exclusively monopolizes the session it occurs in. As a result, the standard is to set aside a session in which Evangelion combat is to occur as a 'combat session', and to focus almost entirely on the battle during it, along with a much larger XP reward (typically around 400, with 400 being awarded in total between combat sessions, though once again GMs may wish to lower or increase this for shorter or longer games). Combat sessions proceed in several stages.

1: Detection – Wherein the battlefield is determined and the Angel is first introduced.
2: MAGI Analysis – Wherein the players are given their first information on the Angel and plan accordingly.
3: Combat – Wherein the players fight the Angel using their Evangelions.
4: Post-Combat calculation – Wherein the results of the battle and its lasting effect on Nerv are determined.

Detection

The first thing to determine when beginning any combat, is where the battle takes place. Angels can come from virtually anywhere, and Nerv has dedicated Radar and A.T. Detection stations specifically for the purpose of alerting them to incoming Angels. Any Angel that is an orbital threat automatically starts off in orbit, and certain special Angels might have some way of very quickly reaching their target, or being undetectable until they strike. In general, though, at the beginning of each battle, roll on the following chart:

Interception Chart	
Roll	**Location Detected**
1-10	Ocean
11-35	Land
36-60	Outskirts
61-99	Base of Operations
100	Geofront

OCEAN
The Angel has been detected in or over the ocean, and is approaching Nerv HQ. Nerv has enough time to transport and deploy the Evangelions at the shoreline, or out at sea with the aid of the Navy, as well as any Constructions and Conventional Forces they have purchased. Likewise, the MAGI has plenty of time to analyze the target, and MAGI Analysis is rolled before deployment. Except in rare instances where the Angel emerges from the sea in a City, such battles will be treated as an Undeveloped battleground on the shoreline, or an Uninhabited one out at sea. If the players choose to forfeit the shore, treat the result as having rolled 'Land' instead.

LAND
The Angel has been detected somewhere on the continent already, and is proceeding toward Nerv HQ. Nerv has enough time to deploy the Evangelions to intercept it on land, as well as any Constructions and Conventional Forces they have purchased. Likewise, the MAGI has plenty of time to analyze the target, and MAGI Analysis is rolled before deployment. There is a 50% chance that the Angel will storm through a populated city on its way to Nerv. In this case the Angel may be intercepted in one of the 3 following ways:
-The Angel may be intercepted before it reaches the city in an Uninhabited area, but without Constructions.
-The Angel may be intercepted in the city, with full use of Constructions, but the battleground is treated as a Developed area.
-The Angel may be intercepted after it has passed through the city in Undeveloped Area, but with 50 Collateral Damage having already been inflicted by the Angel on the city it passed through.
If the players choose to forfeit land, treat the result as having rolled 'Outskirts' instead

OUTSKIRTS
The Angel has been detected just outside the Base of Operations. The Pilots must scramble to get to their Evangelions, and do not deploy for one round. Conventional Forces get there before them, and are already deployed at the start of the battle. Base of Operations rules apply, and the battleground is an Undeveloped area. MAGI Analysis is not rolled until either the Evangelions deploy, or the players forfeit intercepting the angel and wait for its results. If the players choose to forfeit the outskirts, treat the result as having rolled 'Base of Operations' instead

BASE OF OPERATIONS
The Angel is already inside the Base of Operations. The Pilots must scramble to get to their Evangelions, and do not deploy for one round, and even then they deploy without any equipment and so must have it delivered to them via the nearest Rail Port. The Pilots may individually decide to delay their deployment to begin the battle properly equipped, but this adds another two rounds to the time they must wait. Base of Operations rules apply, and the battleground is a Developed Area. MAGI Analysis is not rolled until the Evangelions deploy.

GEOFRONT
The Angel somehow appears within the Geofront, skipping the rest of the Base of Operations entirely. It is likely that the Angel will use this opportunity to attack Nerv HQ directly. Base of Operations rules apply, and the battleground is a Developed Area. Conventional Forces and Constructions may not be deployed for two rounds.

MAGI Analysis

As soon as Nerv catches wind of an incoming Angel, aside from deploying the Evangelions and their pilots, the first priority is to gather as much information on the target as possible. Wherever possible, military forces or obervation stations close to the Angel will send back data on the enemy as it closes, which is then processed by the MAGI Supercomputer so that a course of action can be laid out.

When MAGI Analysis is called for, roll on the following chart. In addition to the result rolled, you gain the benefits of all lower results except for Research gain. e.g. A roll of 40 gains the effects of the 01-10, 11-30, and 31-40 results, and gains Research as the 31-40 result dictates. The 1-10 result does not qualify as a benefit or allow an additional roll for this purpose as it is a purely negative delay.

Between the GM and the Operations Director, Nerv may wish to deploy immediately and analyze the Angel with the Evangelions already out on the field, or they may wish to hold back until the MAGI has finished number crunching.

MAGI Supercomputer Analysis	
1-10	The Magi require more time for their analysis. Wait an additional turn, and then roll again.
11-30	The Angel's precise physical location is known, and precise information on its distance from battlefield landmarks such as umbilicals and Evangelions can be provided on request as a Free Action. In addition, you know the Angel's Size. Nerv gains 1d10 Research.
31-40	The MAGI has successfully analyzed the strength of the Angel's A.T. Field, and can provide an accurate guess how many of the deploying Evangelions will be required to fully neutralize it. Nerv gains 1d10+2 Research.
41-50	The MAGI have analyzed the effects of the Angel's A.T. Field and have extrapolated a likely course of its A.T. potential. The OD is informed of one of the A.T. Powers beyond Deflective Field or Neutralize that the Angel knows, as well as what it does. Nerv gains 1d10+4 Research.
51-60	The MAGI successfully analyzes the Angel's biometric and A.T. manipulation abilities. The Operations Director is made aware of one unique trait that the Angel has that is not standard for an Angel. Nerv gains 2d10 Research.
61-70	The MAGI successfully analyzes the Angel's structural integrity and return changes in the Angels anatomy at regular intervals. At the beginning of each turn, the Operations Director is made aware of which of the Angel's hit locations possess greater than one third, or less than one third of their maximum Wounds. Nerv gains 2d10+2 Research.
71-80	The MAGI have successfully gathered an enormous amount of data about the Angel, enough to reassure the pilots that this is an enemy that can be defeated. All pilots gain a +10 bonus to checks to resist Fear. Nerv gains 2d10+4 Research.
81-90	The Magi can observe the behavior and physical characteristics of the Angel to determine whether it is classified as a Destruction Type, Rejection Type, or Contamination Type Angel. Nerv gains 3d10 Research.
91-99	The MAGI have extrapolated the Angel's most likely method of attack from its phsyiological data, granting the Operations Director the complete stat line of one of the Angel's weapons. Nerv gains 3d10+2 Research.
100	Close examination of the Angel with scanners has led to a minor scientific breakthrough. Roll Research gain twice and choose the better result. Nerv gains 3d10+4 Research

Combat

After Constructions have been placed by the Operations Director (if applicable), the Evangelions themselves are finally deployed. In the case that the battle takes place inside the Base of Operations, the Evangelions are deployed using the base's Linear Rail System, each pilot appearing on the battlefield at one of the pre-existing Launch Elevator locations along with any gear they have purchased and are able to carry, assumed to be stored at the Launch Elevator or else already loaded onto the Evangelion before launch. In the case that the battle takes place elsewhere, the Evangelions are traditionally either carried there by vehicle convoy and set up where they are needed, or else dropped from the air by gargantuan, specialized carrier planes. Deployment proceeds as normal, except that the Evangelions may begin the battle anywhere in the designated combat zone through virtue of having been there beforehand or maneuvering to that point during drop. Assuming Constructions and Conventional Forces are allowed, Nerv begins battle with a minimum of 4 Umbilical Cables and Level 3 Assault, Interception and Support Units.

From this point on, Initiative is rolled and combat proceeds as outlined in Dark Heresy and Adeptus Evangelion at E scale. Rather than the 6 seconds of Dark Heresy, combat at E scale is assumed to happen in 10-15 second turns, or whatever is cinematically appropriate. Aside from the rules already outlined earlier in the book, E scale combat in Adeptus Evangelion involves a few special cases. These are:

BATTLEGROUNDS

As the Angels can appear literally anywhere, so can Evangelion scale combat. Decided by the Interception phase, for convenience's sake, these battlefields are classed into one of three types: Developed, Undeveloped, and Uninhabited.

Developed: Developed areas are usually dense population centers, inhabited by thousands upon thousands of people. The necessary size, complexity and density of an infrastructure built to care for that many people inevitably creates potential for serious Collateral Damage when fighting an Angel, and as a result, should be avoided where possible.

Undeveloped: Undeveloped areas are characterized by a low population, significant but spread out construction, arable or cultivated land, basic utilities such as electrical wires, and gas and water pipes, or relatively low architectural density. Despite the name, Undeveloped areas often include towns or small, rural cities as well as simply valuable yet sparsely inhabited land, as the criteria seperating Developed and Undeveloped is mostly down to the amount of infrastructure per square meter rather than how advanced it is.
    On an Undeveloped battleground, all Collateral Damage caused by Melee Attacks, Area of Effect Attacks and Running/Charging is halved, as there is approximately half as much stuff to run into or blow up in any given area.

Uninhabited: Uninhabited battlegrounds technically do not have to be uninhabited so much as relatively worthless, at least in the short term and to the immediate area, to the UN. Polar ice, unsettled wilderness, ocean floor, unclaimed islands, and orbit and space are obvious examples. Though support infrastructure is guaranteed to be non existant here, it does have the advantage of letting the Evangelions go wild.
    On an Uninhabited battleground, Melee Attacks, Area of Effect Attacks, Running/Charging and using cover cause no Collateral damage, though Missed Shots and Cleanup still need to be handled to avoid things like ocean contamination, unexploded rounds, and debris falling back from orbit.

Base Of Operations

If the battleground happens to be the Base of Operations, the increased risk of Collateral Damage is more than offset by the advantages provided by a fortress city specifically designed to support the Evangelions. As long as Base of Operations rules are in effect, Evangelions gain access to the following effects.

Fortress City: As most Bases of Operations are structurally equivalent to a sprawling metropolis, there is no shortage of tall buildings and other large structures for an Evangelion to duck behind in a pinch. As long as the Evangelion remains within the Base of Operations, it may take cover on the spot behind the cityscape, being treated as cover with AP 2 which is instantly destroyed when hit. This is subject to the reasonable expectation of there actually being buildings nearby.

Linear Rail System: Evangelions may deploy using any placed Launch Elevator at the beginning of the battle, or may also be retrieved by them. An Evangelion choosing to go back down a Launch Elevator spends one Round simply descending back beneath the ground, before it hits the launch terminal below and gains a speed of 120dm per Round on the tracks, after which it may deploy again at an appropriate point.

Rail Port: In addition to the Evangelions, the Linear Rail System below the Base of Operations is quite capable of transporting all manner of equipment along its electromagnetic tracks. Instead of a select few Launch Elevators, smaller equipment is sent to one of innumerable outlets spread across the entire Base of Operations, often concealed inside false buildings, referred to as Rail Ports.

Since individually mapping out and placing these would be tedious, the assumption is that Nerv's network crisscrosses the entire Base of Operations, and that when a pilot is in need, the Operations Director consults the base's tactical map to locate the nearest and most convenient active port to send the equipment to. When a Rail Port is needed in play, the Operations Director may use a Half Action to 'generate' one. They roll 5d10, and place a Rail Port on the map no closer than the result of the roll in dam to any active Evangelion, which already contains the appropriate equipment. Equipment that can be sent to a Rail Port includes Umbilical Cables, purchased weapons, Clips of ammunition, and whatever other items the GM deems appropriate. Rail Ports reset at the end of the battle.

Conventional Forces

Though Project Evangelion is Nerv's claim to fame, and indeed, it has little in the way of armed forces otherwise, Nerv's backing from the UN ensures that the Evangelions never go into battle entirely alone. In addition to the Evangelions themselves, at any given time, Nerv has several regiments of United Nations military personnel and hardware on base at any given time; an unenviable posting for any soldier, as the casualty rate in sorties against Angels is astronomically high.

Though they lack both the firepower and the A.T Field of an Evangelion, the UN's battalions of tanks and bombers are not entirely useless. As tracking hundreds of individual vehicles would be extremely difficult and unwieldy, the effects of Conventional Forces on the battlefield are represented as Units, the strength of which is represented by the Unit's Level, and the composition of which is represented by the Unit's type: either Assault, Interception or Support.

By default Nerv begins each battle with a Level 3 Assault Unit, a Level 3 Interception Unit, and a Level 3 Support Unit, with a starting maximum of Level 3, though between battles the Level of each of these Units may be increased through the purchase of specific Talents and Constructions. Each Unit is considered to be a summation of the entire military strength of it's type on the field, and as such, does not usually have a physical presence or location on the field, since the total force is considered to be omnipresent and mobile enough to be able to bring itself to bear at a moments notice, and actively keeping up with the Angel on its own.

Units of Conventional Forces come into play once they are activated, at which point they generate their appropriate effect, and then are expended, as limited ammunition and fuel, and sustained casualties, or the possibility thereof render them unusable for a long enough period of time that the battle is usually over by the time they are once again ready for action. The Operations Director is usually the only one who may activate Conventional Forces Units, though third parties with military assets, or Nerv itself in the absence of an Operations Director may also do so. Activating a Unit is a Half Action, and when doing so, the Operations Director may choose to use less than the Unit's full Level, and in doing so only expend part of their military strength and leave some of their Conventional Forces for subsequent activations. e.g. An Operations Director with a Level 3 Assault Unit may activate the Assault effect at Level 2 and then have a Level 1 Assault Unit left over.

By default, all expended Conventional Forces are refreshed to their starting maximum in time for the next battle. When Nerv requires replacement Conventional Forces in mid-combat, they are forced to call upon the UN for additional support, thus bolstering their forces with reserve troops from outside the combat zone and Nerv jurisdiction. Reinforcing Conventional Forces may be done once per round as a Free Action, but has no effect until the beginning of the Operation Director's next turn, as the reinforcements require time to arrive in the combat zone and transfer to Nerv command before they can be put to work. In order to Reinforce, Nerv must also expend 5 Surplus, representing the preemptive expenditure required to have additional military forces stationed nearby. Once a Reinforcement has been successfully completed, the Operations Director may increase the Level of any Conventional Forces under their command by 3, up to their starting maximum. This increase may be split amongst different Units in any amount the Operations Director deems necessary, including Units with a current Level of 0.

Assault: Multiple squadrons of fast moving, hard hitting vehicles, such as battle tanks, attack helicopters, destroyers and armed VTOLs, simultaneously open fire on the Angel, drowning it in a withering hail of cannon, missile and rocket fire. The target is hit with a 1d10+2 X pen 0 attack with 0 Breach, assumed to be impossible to Dodge and to have succeeded its roll to hit by 0 Degrees of Success from sheer weight of fire. The target is hit with an additional attack for every Level the Assault Unit possesses above 1, which roll damage separately, but count as the same attack for the purposes of any talents that might affect it.

Interception: Long ranged, high firepower assets, such as fighter jets, cluster bombers, battleships and artillery guns, let loose a coordinated barrage of devastating explosive power from a distance so great as to be seemingly out of nowhere. A 1d10+4 X pen 0 Blast (1) attack with 0 Breach, assumed to have succeeded its roll to hit by 0 Degrees of Success from sheer weight of fire, occurs on top of the target. For every Level the interception Unit possesses above 1, increase the damage and Blast rating of the attack by 1 each.

Support: Dedicated transport vehicles, such as munitions trucks, cargo helicopters, carriers, and bumblebee VTOLs, are inbound with vital supplies to the frontlines meant for the Evangelions, working in teams to carry the enormous equipment and distribute it to its equally enormous wielders. Pick an Evangelion. In one turn, a single item of your choice is delivered to its current location, the size of which is determined by the Unit's Level. The minimum Level to carry the following equipment is:

Level 1: Clip of ammunition, Compact weapon, spare Battery for the appropriate Wing Loadout.
Level 2: Basic weapon, one-handed melee weapon, Umbilical Cable
Level 3: Heavy weapon, two-handed melee weapon.
Level 4: Barrier Plate, Umbilical Cable Generator
Level 5: The Evangelion itself may be picked up and carried at a speed of 60dam per Round with the Flyer trait for 3 Rounds.

Defeat and Ejection

When an Evangelion has taken sufficient damage to the head or body, it is defeated. While on rare occasions an Evangelion might continue fighting (such as the Berserker Talent 'From The Grave'), this usually means that the Evangelion can no longer continue fighting. The Pilot immediately gains 1d5 Insanity Points from experience, and must roll on the Trauma table. If the Pilot normally has a penalty to their Feedback Threshold, that same amount is instead added to this roll to determine the effects of the Trauma.

When the Evangelion is defeated, it is usually advisable to eject the pilot. When triggered, an armored plate on the back of the Evangelion is explosively released, the pilot's Entry Plug is ejected and the pilot lands safely away from harm's reach. At least, in theory. In reality, the Entry Plug ejection system is an engineering catastrophe, often failing to fire entirely and rarely safe even when it does. Roll on the following chart to determine the effect of the launch:

Ejection
1-10	The Entry Plug attempts to launch, but is jammed. The confined heat of the thrusters begins to boil the LCL in the plug, dealing 1d10 E damage to the pilot.
11-20	The Entry Plug attempts to launch, but is somehow jammed and suffers internal damage. The body of the Evangelion is treated as having taken one extra critical wound when determining repair cost.
21-40	The Entry Plug fails to register the launch command entirely. No effect.
41-60	The Entry Plug successfully launches, but doesn't have enough thrust to escape the battle. The Pilot takes 1d10 I damage as the entry plug falls to the ground 1d10 dam behind the Eva, and is at risk of being caught in area effects or simply being stepped on should anyone move through that space.
61-80	The Entry Plug successfully launches, but may not reach a safe distance. It lands 1d100 dam behind the Evangelion. Additionally, roll 1d10. On a roll of 9, the landing is rough and the pilot suffers 1d10 impact damage.
81-90	The Entry Plug successfully launches, but may not reach a safe distance. It lands 1d100+20 dam behind the Evangelion. Additionally, roll 1d10. On a roll of 9, the landing is jarring and the pilot suffers a level of fatigue.
91+	The Entry Plug launches and reaches a distance where it is safe from harm. Parachutes deploy without incident, and the pilot is unharmed.

Should the Entry Plug remain inside the Evangelion after being defeated, the pilot is at risk of further harm. Area attacks in which the Evangelion is caught, as well as attacks that strike the Evangelion's body, have a 50% chance of dealing 1d100 damage to the pilot as the entry plug is breached.

If for whatever reason, and Evangelion suffers damage that would catastrophically compromise its core, such as a self-destruct sequence, the resulting explosion that occurs is treated as a Yield 5 N2 Strike with a Breach Rating of 20.

Mines

The so-called N2 (or 'Non-Nuclear') mine is the de-facto Weapon of Mass Destruction of the post-Second Impact age. Based on the same science as positron technology, an N2 mine is in fact a crude Antimatter Weapon. By creating a relatively large matter-antimatter annihilation reaction on detonation, the blast yield of an N2 weapon easily surpasses that of a Pre-Second Impact Nuclear Weapon many times its size, and leaves next to nothing in the way of radioactive fallout. Luckily, as the UN seized control of the world's military assets, they currently monopolize all means of producing and deploying N2 mines, meaning that planet's arsenal remains ready for the appearance of the Angels rather than waiting for a DEFCON 1 holocaust.

  To simplify keeping track of hundreds upon hundreds of N2 bombs of various sizes, yields, and nations of origin, the UN's N2 arsenal is measured as a singular resource simply referred to as the N2 Stockpile. By default, the N2 Stockpile begins the game at a value equal to twice the number of Angels the party is expected to face, though, at the GM's discretion, the Stockpile may begin with only 5 points, and after the first Angel, increase at a pace of 2 points per Angel, spread across as many months as necessary.

  Deploying N2 mines in combat is called an N2 Strike, which converts a number of points from the N2 stockpile into an exceptionally devastating, one-shot explosive attack. The amount of N2 Stockpile consumed becomes the Yield of the N2 Strike.

  A Yield 1 N2 Strike has a blast radius of 250dam, inside of which all eligible targets, Angel or otherwise, are automatically hit with a 5d10 X Pen 5 Breach 5 attack to each and every hit location they possess. For each point the Yield of the N2 Strike is increased by, increase either the damage of the N2 Strike by 2d10, or the Breach of the N2 Strike by 3, in any combination. The blast radius of the N2 Strike automatically increases by 100dam for each additional point of Yield.

  Traditionally, N2 mines are detonated mid-air at an altitude precisely calculated to maximize damage to the target while minimizing damage to the surrounding area. Despite this however, the secondary shockwave of an N2 detonation may extend outward for dozens of kilometers, and so no matter where on earth an N2 Strike is used, Collateral Damage equal to 20 times the Yield of the N2 Strike results from the cost of cleanup. Sufficiently high altitudes are not considered to be "on earth" and thus are exempt. If an N2 Strike is actually deployed at ground level within a developed area, Collateral Damage for that battle is automatically maxed out, and the political fallout is absolutely tremendous.

  Any Angel that is dealt Critical Damage by an N2 Strike will always attempt to regenerate before pursuing combat. The Angel halts in place and will not move unless threatened or attacked until all Critical Damage is regenerated. Angels, however, are notoriously adaptable, and after having an N2 Strike used against them, an Angel will rebuild its ravaged body in such a way as to prevent the same thing from happening again, permanently halving the damage of all future N2 mine attacks used against it before their damage is reduced.

Collateral Damage

An Evangelion scale fight involves a level of firepower that is truly devastating. Even a conservative fight can lead to massive damage to the Evangelion's surroundings. By either the use of especially destructive attacks, reckless fighting, or simple bad luck, the battleground surrounding an Evangelion can quickly become a pile of burning rubble.

As the battle goes on, Collateral Damage will be incurred. As the fight progresses, consult the following list and keep a tally of how many collateral damage points are gained by the end of the battle. This total will be important during the Post-Combat Calculation stage.

The following situations incur collateral damage:

- **Running/Charging:** Though the Evangelions exhibit an incredible power-to-weight muscle ratio that allows them to walk without crushing and sinking into the ground under their own weight, especially vigorous or careless movement, pointedly that which insists that the Evangelion move in a straight line, is liable to cause damage to just about everything else as the Evangelion knocks over telephone lines, kicks up parked cars, and steps on small buildings. Every time an E scale combatant takes the Run or Charge actions, it deals 1 point of Collateral Damage.
- **Missed Shots:** Firing off guns in urban areas is already notoriously dangerous, as stray bullets are liable to pierce through thin walls and possibly kill innocent bystanders a surprising distance away. Firing off guns the size of buildings in an urban area is even moreso, as the stray bullet is now at least roughly half the size of a car. Every time an E scale combatant misses with a ranged attack that requires a Ballistic Skill roll to hit, either through failing their roll or the enemy avoiding the attack somehow, it deals 1 point of Collateral Damage. Weapons fired on Semiautomatic or Full Auto deal Collateral Damage equal to their full Rate of Fire, minus the number of hits it scored on target.
- **Melee Attacks:** Though often the best way to put down an Angel, melee combat is even worse than a firearm as far as municipal services is concerned. Whereas at least if a bullet hits, it doesn't cause damage to the surrounding environment, collateral is all but assured when two opponents the size of skyscrapers hack and slash at each other with equally enormous weapons, through stray swings, deflected blows, aggressive maneuvering, or even just over excited footwork. Every time an E scale combatant makes a Standard Attack, Guarded Attack, All-Out Attack, Stun, Grapple or Knock-Down Action with a melee weapon, including Natural Weapons and Unarmed Strikes, it deals 1 point of Collateral Damage. Multiple Attack Actions such Swift Attack, dual wielding, and Furious Assault deal 1 point of Collateral damage per total attacks made.
- **Area of Effect Attacks:** While individual bullets or slashes can add up over time, there is nothing quite like a massive explosion for wiping out entire manufacturing plants and residential districts at once. Predictably, the amount of things per square meter in a city that are expensive to replace when broken, and oftentimes insured by angry owners, is unfortunately high. Every time an E scale attack or damaging effect with the Blast quality or that covers an X by Y line goes off, it deals Collateral Damage equal to either its Blast rating or the width of the line in dam.
- **Impromptu Cover:** By default, an Evangelion within the Base of Operations may take cover behind just about anything. After all, there's no shortage of tall buildings to hide behind when the energy blasts start flying. The problem is, most of those buildings are important, and tend not to survive being hit by whatever attack was destined for the Evangelion. Every time an E scale combatant takes cover within the Base of Operations using the Fortress City rule, and that cover is hit by a damaging attack, it deals 2 points of Collateral Damage.
- **Cleanup:** Even after a battle is successful, there is the matter of cleaning up some very specific kinds of mess left behind. After all, even in the middle of nowhere, Nerv can't just leave dismebered Evangelion arms and lakes of Angel blood lying around. That kind of stuff is important to keep to themselves. Even more problematically, flying intestines and eyeballs are more than capable of causing damage on their own. Every time an E scale combatant takes Critical Damage that causes it to lose a limb or be defeated it deals 5 Collateral Damage. In the Case of Angels, an exploding Core negates the Collateral Damage caused by being defeated as the Angel's Cross vaporizes the remains.
- **Berserk:** When an Evangelion goes berserk, not only does it become considerably more destructive than normally in its bloodthirsty rampage, both to the enemy and to its surroundings, but there is no longer a human presence reflexively avoiding smashing up the environment controlling it. As a result, a single berserk Evangelion is more than happy to completely devestate an entire city if it lies in the way of its target; something that, if you need reminding, is very bad. Whenever an Evangelion enters a state of Berserk, all Collateral Damage it personally causes (e.g. Not from taking cover or losing a limb) while Berserk is doubled as it acts with complete disregard for the surrounding area.
- **Special Circumstances:** Special cases and situations should use common sense to determine whether or not they cause Collateral Damage. For instance, Blast weapons detonated against an airborne target are unlikely to cause any significant collateral to a city below, but an Angel that reflects shots that strike it, even though they hit, should cause Collateral Damage as Missed Shots.

Post-Combat

Surplus/Research

After the battle is over, there is still much to do for both the GM and the Players. First, the GM must determine the available funds for repairing the Evangelions and providing upgrades. Once these funds have been determined, they may be spent on preparing them for the next conflict and building additional support structures around the Base of Operations amongst other things. In addition to Surplus is Research, which is an abstraction of the funding being funneled into developing new Technologies to aid the Evangelions in their war against the Angels.

Take all of the Collateral Damage that was accrued during the battle and add it together. Then, consult the following chart. The less damage caused to the Evangelions and the area around them, the more Nerv can afford to spend on Research and new construction projects in the form of Surplus.

Total Collateral Damage	Effect
20 or less	Wildly successful battle! Nerv used almost none of its budget to accomplish this stunning victory, and the resulting surplus is staggering. Add 50 Surplus to the Surplus Pool.
21- 40	Very successful battle. Nerv has plenty of funding left over. Add 35 Surplus to the Surplus Pool.
41- 80	Successful battle. The Evangelions did their jobs well. Add 20 Surplus to the Surplus Pool.
81-120	Good battle. The Evangelions managed to hold their ground against the enemy. Add 15 Surplus to the Surplus Pool.
121-160	Costly Battle. The Evangelions won, but with little resources to spare. Add 10 surplus to the Surplus Pool.
161-200	Very Costly Battle. The Evangelions performed poorly, and Nerv is struggling to keep all projects running. Add 5 surplus is added to the Surplus Pool.
201	Overwhelmingly costly battle. Good God, if you sucked any more we would all be dead!. As it stands, millions worldwide suffer for the Evangelions to function. No Surplus gained.

Evangelion Repair

The Evangelions are the single most important component of Nerv, and much of their budget is devoted to their maintenance. After each battle, Nerv is supplied with all the surplus that the UN can afford to give. The first and, arguably, most important use of this surplus is repairing the Evangelions and making sure that they are fit for their next battle.

First and foremost, if an Evangelion has been defeated the United Nations will take special action to guarantee that Evangelion is properly restrained and at least the most primary of systems are functional. In game terms, this means that any Defeated Evangelion may make use of a single Rushed Advanced Repair option for a cost of 0 Surplus as UN scrapes the barrel and bankrupts another third world country. However, in all other respects the Evangelions, defeated or otherwise, must make use of the following repair scheme. Any number of Evangelions may be repaired at the same time, but you must wait for each repair option to complete before beginning another repair on the same Evangelion.

Evangelion Repair

Name	Time	Effect	Cost
Basic Repair	1 week	Heal all Wounds on a single location.*	1
Advanced Repair	2 weeks	Heal all Critical Damage on a single location.	2
Attach Limb	1 month	Restore a single lost limb to 0 Critical Damage, 0 wounds.	4
Modifiers			
Rush	n/a	Perform a single Repair in half the time.	+2

*Restoring all Wounds to a location that has taken Critical Damage does not heal the Critical Damage that location has suffered, it just means that those wounds must be dealt with as normal before more Critical Damage can be taken.

Evangelion Critical Effects

Critical effects are assumed to still be 9 separate results, with identical results merely being compressed to save space. If an Evangelion with 3 critical damage were to receive 1 more critical damage, it would be at 4 critical damage and suffer the same effect again. Identical penalties gathered in this way are not cumulative, however identical effects stretching over multiple turns do add their turn counts together. A result of 'single Half Actions' means that the target may not take two Half Actions or any Full Round Actions during their turn. They may still take Free Actions and stretch out Full Round Actions over multiple Half Actions as appropriate.

Energy Critical Effects

Energy Critical Effects – Evangelion Head	
1 2	The sudden surge of power penetrates deep enough to momentarily overload the Evangelion's visual processing software, blinding the pilot for 1 round before the feed can be restored.
3 4	The high energy attack burns out half the fuses in the Evangelion's optical hardware with a chain of crackling pops, blinding the pilot for 1d5 rounds until the signal can be rerouted.
5 6	The Evangelion's eyeballs boil under the intense heat until they rupture like overripe grapes, Stunning the pilot for 1 round, and blinding the Evangelion for 1d10 hours as it is forced to regenerate them naturally.
7 8	The Evangelion's skull cracks and then bursts open from the heat, releasing a gout of vaporized cranial fluids as its brains liquify. The Evangelion is defeated, and the Pilot gains 1d5 Insanity points.
9+	The Evangelion's head ignites into a wreath roiling of flame, charring the flesh away and glassing the bone beneath. The Evangelion is defeated, and the head catches fire for the next 2d10 turns. If the Entry Plug remains in the Evangelion, the pilot gains 1 insanity point per round from slowly feeling their head be burnt to a crisp.

Energy Critical Effects – Evangelion Arm	
1 2	The surface layers of the arm's protective armor are seared off, lowering its AP by 1 until it is repaired, and imposing a -20 penalty to all tests made using the arm until the pilot's next turn.
3 4	The attack manages to melt its way down through the armor and down to the flesh beneath, lowering its AP by 2 until it is repaired, and imposing a -20 penalty to all tests made using the arm for 1d5 rounds.
5 6	The sheer heat of the attack manages to fuse the shoulder pylon into a partially melted mass, destroying whatever Wing Loadout was equipped to the arm, and imposing a -20 penalty to all tests made using the arm until it is repaired.
7 8	The Evangelion's arm is blasted clean off of its body, leaving nothing but a blackened, cauterized stump. The arm is lost, and the Evangelion takes a -10 penalty to Toughness until it is repaired.
9+	The arm is completely obliterated as the attack sublimates flesh, bone and armor into a fine, scalding vapor. The arm is lost, the Evangelion takes a -10 penalty to Toughness until it is repaired, and pilot is Stunned for 1 round, gaining 1d5 insanity points from the pain.

Energy Critical Effects – Evangelion Body	
1 2	The energy of the blast is dissipated by the mass of the Evangelion's chest, but the heat is enough to melt the outer armor at the impact point, lowering the body location's AP by 2 until it is repaired.
3 4	The attack bores deep enough that the heat begins to radiate into the entry plug, lowering the body location's AP by 2 until it is repaired, and causing the pilot to take 1d10 E damage and a level of Fatigue as the LCL boils.
5 6	The attack blasts directly into the Evangelion's internals, reducing the body location's AP to 0 and Toughness by 10 until it is repaired, and causing the pilot to take 1d10+5 E damage and three levels of Fatigue as the LCL boils.
7 8	As above, except the heat is so intense that the Evangelion's combusts and catches fire, halves its Toughness until it is repaired, and must immediately Test Toughness or be defeated. The pilot gains 1d5 Insanity points from the pain.
9+	The Evangelion is unable to absorb the full energy of the attack, and as a result, it pierces through it and continues out the other side. The Evangelion is defeated, and the pilot gains 1d5 Insanity points from the pain. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 E damage as the Entry Plug is breached by the attack.

Energy Critical Effects – Evangelion Leg	
1 2	Burning heats blasts through the leg, doing little permanent damage, but causing the muscles to spasm and the hydraulics to malfunction. The Evangelion moves at half speed until the beginning of the pilot's next turn.
3 4	The armor heats up enough to begin fusing at the joints, temporarily impeding the Evangelion's ability to bend its legs, and halving its movement speed for 1d5 turns.
5 6	The armor is melted completely through, and the Evangelion's joints threaten to burst apart, lowering the leg's AP by 2 and halving the Evangelion's movement speed until it is repaired.
7 8	The blast burns completely through the leg, causing it to fall from the Evangelion's body like spent charcoal. The leg is lost, and the Evangelion is knocked Prone.
9+	As above, except the damage is so severe that the Evangelion takes a -10 penalty to Toughness until it is repaired. The lingering heat blistering under the Evangelion's skin also causes the pilot to be Stunned for 1 round, and gain 1d5 insanity points from the pain.

Impact Critical Effects

Impact Critical Effects – Evangelion Head	
1 2	The force of the blow jostles and disrupts the Evangelion's more delicate sensors, imposing a -10 penalty to Weapon Skill, Ballistic Skill, Perception and Agility until the beginning of the pilot's next turn.
3 4	The impact dents the Evangelion's armor and fractures the skull beneath, causing disorientation from the loss of cranial fluids until the hairline break heals over. The pilot may may make only single Half Actions for 1d5 turns.
5 6	The Evangelion's skull shatters into pieces just barely held in place by the armor crushed around it, allowing cranial fluids to pour through the web of cracks. The pilot may may make only single Half Actions until it is repaired.
7 8	The Evangelion's head, unable to stand the force of the attack, caves in completely, taking a good chunk of the brain with it. The Evangelion is defeated and the pilot gains 1d5 Insanity points.
9+	The Evangelion's head is pulped like a rotten apple as the shock wave bursts open blood vessels and shatters bones, and the swing itself rips the pulverized remains straight from its neck. The Evangelion is defeated, the pilot gains 1d5 Insanity points, and the spray of blood released forces everyone within 5dam to Test Agility or be Blinded for 1 round.

Impact Critical Effects – Evangelion Arm	
1 2	The arm momentarily goes numb and seizes up, responding poorly to the pilot's commands. The Evangelion must Test Toughness or the arm is rendered useless until the beginning of the pilot's next turn.
3 4	The arm's tendons snap as the blow stresses the bone beneath to the point where it only just barely avoids breaking, rendering the arm useless for 1d5-1 turns, to a minimum of 1 turn.
5 6	The force of the attack snaps the Evangelion's arm bones and bends its arm at an unnatural angle, rendering it useless until it is repaired, and forcing the pilot to Test Toughness or be Stunned for 1 round.
7 8	As above, but the arm is so thoroughly mangled that the shoulder pylon has become twisted and bent out of shape, rendering the Wing Loadout equipped to that arm useless until repaired.
9+	The arm is shattered so badly that jagged shards of bone jut through the broken skin, and with a sickening noise, the entire limb is pulled completely from its shoulder joint. The arm is lost, and the Evangelion now suffers from Blood Loss. In addition, the pilot is Stunned for 1 round, and gains 1d5 insanity points from the pain.

Impact Critical Effects – Evangelion Body	
1 2	The brunt of the attack is deflected by the Evangelion's rib cage, but in doing so, a couple of its ribs snap under the strain, imposing a -10 penalty to all tests from the pain of every movement until the Evangelion is repaired.
3 4	The attack smashes through the Evangelion's ribcage and ruptures some of the organs beyond with the shock wave, causing extreme shock which imposes a -20 penalty to all tests until the Evangelion is repaired.
5 6	The Evangelion's armor crumples inwards into its own chest cavity, crushing splintered bones and pulped organs together into a bleeding mass. The internal bleeding imposes a -30 penalty to all tests until the Evangelion is repaired.
7 8	As above, except the Evangelion's chest collapses almost completely, causing it to suffer from Blood Loss. The pilot is Stunned from being thrown around in the plug and gains 1d5 Insanity points from the pain.
9+	The Evangelion's front is blown right out its back, its spine snapping like wet tissue as its innards are explosively propelled outwards in a shower of gore. The Evangelion is defeated, and the pilot gains 1d5 Insanity points from the pain. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 I damage as the Entry Plug is breached by the attack.

Impact Critical Effects – Evangelion Leg	
1 2	The leg is hit hard enough for its joints to seize up and the knee to give out under the Evangelion's weight, forcing the Evangelion to Test Agility or be knocked Prone as it can no longer support itself and crumples to the ground.
3 4	The Evangelion's femur flexes and cracks with the excessive force of the blow, knocking it Prone and rendering the leg useless for 1d5-1 turns until the hairline fracture heals over, to a minimum of 1 turn.
5 6	The bones in the Evangelion's leg shatter as the limb is stressed beyond the its critical point. The leg hangs limply from its body, rendering it useless until it is repaired, and forcing the pilot to Test Toughness or be Stunned for 1 round.
7 8	The leg is messily blown completely in half by a combination of hydrostatic shock and massive structural fractures. The leg is lost, the Evangelion is knocked Prone, and the pilot is Stunned for 1 round.
9+	The attack not only pulls the leg free of the Evangelion's body, but the shock shatters its pelvic bones and lower vertebrae, almost completely crippling it. The leg is lost, the Evangelion is knocked Prone, the pilot may only take single Half Actions until it is repaired, and gains 1d5 insanity points from the pain.

Explosive Critical Effects

Explosive Critical Effects – Evangelion Head	
1 2	The blast wave slams into the head at a glancing angle, doing little damage to the Evangelion itself, but mildly concussing the pilot, forcing them to Test Toughness or be Stunned for 1 round until they can regain their senses.
3 4	The full shock of the blast is sent directly into the Evangelion's head, the whiplash violently twisting its neck. The Evangelion is Stunned for 1 round, and the pilot must Test Toughness or be Stunned for 1d5 rounds until the strain fades.
5 6	The detonation itself pierces the Evangelion's cranial armor, allowing the full energy of the explosion itself into the cavity beyond, severely damaging its brain and eyes. The both pilot and Evangelion are stunned for 1d5+1 rounds.
7 8	The explosion breaks through the Evangelion's head casing and breaches its skull, the bone shrapnel and hydrostatic shock reducing the brains inside to bleeding mush. The Evangelion is defeated and the pilot gains 1d5 Insanity points.
9+	The Evangelion's head is no match for the explosive power of the attack, busting apart like a melon and spraying gore and bone shrapnel in the direction of the blast. The Evangelion is defeated, the pilot gains 1d5 Insanity points, and everyone within 5dam is hit with a 1d10 I pen 0 attack from the showering armor and shell fragments

Explosive Critical Effects – Evangelion Arm	
1 2	The heat and shrapnel of the close detonation scour the Evangelion's outer arm, ripping off huge chunks of twisted armor and lacerating the flesh beneath, lowering the arm's AP by 2 until it is repaired.
3 4	As above, except the explosion rips deep into the arm, ripping free the Evangelion's skin and muscle to expose the gleaming bone beneath. Heavy bleeding imposes a -10 penalty to all tests made using the arm until it is repaired.
5 6	The flesh is blasted into red mist by the explosion, shattering the bone and leaving the arm dangling by a rope of seared tendon and muscle. The arm is rendered useless, and the Evangelion now suffers from Blood Loss.
7 8	The explosion completely consumes the entire arm, leaving nothing but fleshy tattered ribbons at the stump. The arm is lost as well as the Wing Loadout equipped to it, and the Evangelion now suffers from Blood Loss.
9+	The attack rips through the Evangelion's side, tearing the arm free and disintegrating it in a wave of fire, as well as deeply injuring the torso it was once attached to. The arm is lost, and the Evangelion now suffers from Blood Loss. In addition, the pilot is stunned for 1 Round, and gains1d5 insanity points from the pain.

Explosive Critical Effects – Evangelion Body

1 2	The blast slams into the Evangelion's chest plate, momentarily compressing its organs under the extreme force. The Evangelion is Stunned for 1 round, and the pilot must Test Toughness or gain a level of Fatigue.
3 4	The force of the explosion slams full on against the Evangelion's entire body, sending it reeling backwards. The Evangelion is pushed 5dam back, and must Test Strength or be knocked Prone. The pilot is Stunned for 1d5 rounds.
5 6	The Evangelion's armor is ripped open like a tin can as a massive, heaving crater is blasted into its chest, knocking it back 5dam and Prone and forcing it to Test Toughness or suffer from Blood Loss. The pilot is Stunned for 1d5 rounds.
7 8	The attack blows the Evangelion's entire torso wide open, snapping its ribs and splaying them out to exhibit the gory mess inside. It suffers from Blood Loss and must Test Toughness or be defeated. The pilot gains 1d5 Insanity points.
9+	The Evangelion is blown to smithereens, its dismembered limbs and chunks of its flesh raining down over the surrounding area with wet crunching noises. The Evangelion is defeated, and the pilot gains 1d5 Insanity points from the pain. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 X damage as the Entry Plug is breached by the attack.

Explosive Critical Effects – Evangelion Leg

1 2	The explosion wrenches the armor plates free of the Evangelion's leg, ripping out some of the dermal tissue it had been grafted on to and lowering the leg's AP by 2 until it is repaired.
3 4	The Evangelion's hip joint snaps its rotators cuff with the violence of which it is hit, destabilizing the Evangelion's posture and causing extreme pain when used, imposing a -10 penalty to Agility until it is repaired.
5 6	The leg is ripped completely free of the pelvis by the the force of the explosion, snapping the bone and leaving it limply attached by the muscle, knocking the Evangelion Prone and imposing a -20 penalty to Agility until it is repaired.
7 8	The attack blasts through an entire section of the leg, sending out a wave of blood and tattered flesh and severing the limb with a wet ripping noise. The leg is lost, the Evangelion is knocked Prone, and now suffers from Blood Loss.
9+	The leg is shattered like glass against the explosive force, throwing chunks of torn flesh high into the air which are quickly reduced to burning blood vapor. The leg is lost, and the Evangelion now suffers from Blood Loss, as well as a -10 penalty to Toughness until it is repaired. In addition, the pilot gains 1d5 insanity points from the pain.

Rending Critical Effects

Rending Critical Effects – Evangelion Head	
1 2	The point just barely grazes across the Evangelions face, splitting the armor there from corner to corner until the two halves are left hanging on, lowering the head's AP by 2 until it is repaired.
3 4	The blow carves deep enough into the Evangelion's face that blood begins to gush from the open wound and into its eyes, imposing a -20 penalty to all tests that benefit from sight for 1d5 turns until the flow of blood stops.
5 6	The sharp edge is deflected along the front of the Evangelion's skull and manages to carve out one of its eyes instead, imposing a -20 penalty to all tests that benefit from sight for 1d10 hours as it is forced to regenerate it.
7 8	The attack splits the Evangelion's jaw from its skull, biting deep enough into the head that it hits the front of its neck vertebrae, almost severing them completely. The Evangelion is defeated and the pilot gains 1d5 Insanity points.
9+	The Evangelion is completely decapitated by the attack, its neck slashed through with a gushing fountain of blood, and its head sailing high into the air, spinning end over end until it lands with a crushing thud. The Evangelion is defeated, the pilot gains 1d5 Insanity points, and the spray of blood Blinds everyone within 5dam.

Rending Critical Effects – Evangelion Arm	
1 2	The attack splits the Evangelion's armor and sinew and bites all the way down to the bone marrow, rendering the arm useless for 1 round and causing it to drop any held items until hydraulic motor control can take over.
3 4	The blow hacks the Evangelion's hand straight off at the wrist with a wet snap and a gushing spurt of arterial spray, causing it to lose the ability to hold or use items with that arm and Test Toughness or suffer from Blood Loss.
5 6	The arm is slashed through completely above the elbow, chopped apart like so much meat as the severed limb thumps to the ground with any item it held. The arm is lost and the Evangelion now suffers from Blood Loss.
7 8	The blow separates the Evangelion's arm from its shoulder, splitting the joint and taking the shoulder pylon along with it. The arm is lost as well as the Wing Loadout equipped to it, and the Evangelion now suffers from Blood Loss.
9+	The attack brutally carves the Evangelion apart, slashing it limb from limb as it takes everything from the shoulder blade downwards with a spectacular explosion of blood. The arm is lost, and the Evangelion now suffers from Blood Loss, as well as a -10 penalty to Toughness until it is repaired. The pilot gains 1d5 insanity points from the pain.

Rending Critical Effects – Evangelion Body	
1 2	The slash scrapes across the front of the Evangelion's armor with a screech of steel and shower of white-hot sparks, lowering the body location's AP by 1 until it is repaired as the deep gouge compromises its structural integrity.
3 4	The blow manages to lop off a section of the armor's limiter system, weakening the pilot's control over the Evangelion as the restraints around the damages area begin to fail, imposing a -10 penalty to all tests until it is repaired.
5 6	The torso is split between the ribs with a horrific, sucking chest wound, partially collapsing the Evangelion's respiratory system, allowing it only to take single Half Actions each turn until it is repaired as it operates on one lung.
7 8	The Evangelion is totally eviscerated by the attack, slashed open so wide that its internal organs spill out of it like gushing water. It suffers from Blood Loss and must Test Toughness or be defeated. The pilot gains 1d5 Insanity points.
9+	The Evangelion is bisected completely by the attack, rent in two so that its only its legs stand in its place, geysering blood as its upper half falls to the ground. The Evangelion is defeated, and the pilot gains 1d5 Insanity points from the pain. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 X damage as the Entry Plug is breached by the attack.

Rending Critical Effects – Evangelion Leg	
1 2	The leg briefly refuses to respond to the pilot's commands as important electronic and hydraulic lines inside of it are severed by the attack, imposing a -10 penalty to Agility until the beginning of the pilot's next turn.
3 4	The Evangelion's shin splits and cracks as the sharp edge bites almost all the way through it, forcing it to Test Agility each round it moves at more than its Half Move Speed or else fall Prone as it risks losing the foot completely.
5 6	The blow severs the leg at the knee with a sickening crack, utterly destroying the joint and leaving the Evangelion unable to stand. The leg is rendered useless, and the Evangelion now suffers from Blood Loss.
7 8	The leg is hacked off at the thigh like a chunk of wet meat, the amputated limb crumpling to the ground uselessly with a shower of arterial spray. The leg is lost, the Evangelion is knocked Prone, and now suffers from Blood Loss.
9+	As above, except the Evangelion loses everything south of its hip bone, allowing its intestines to leak out through the gaping hole of a stump. The leg is lost, and the Evangelion now suffers from Blood Loss, and halves its Toughness until it is repaired. In addition, the pilot is stunned for 1 round and gains 1d5 insanity points from the pain.

Angel Critical Effects

Energy Critical Effects

Energy Critical Effects – Angel Head	
1 2	The Angel's defences are breached and a minor discharge of energy across whatever is considered their head distracts them momentarily. The Angel must Test Perception or take a -10 to all Tests for one turn as it relies on its Unnatural Senses.
3 4	The heat from the weapon begins to burn and crack the Angel's chitin or armour, and takes -2 AP to the Head region to a minimum of 0 until it can be regenerated. If this would take the AP below 0, the Angel must also test Toughness or be Stunned for one round.
5 6	The energy dissipates violently over the Angel's head, and it has difficulty coping. The Angel is stunned for one round, and must also test Toughness or have its Toughness Bonus halved.
7 8	The head is boiled and incinerated by the high-output attack, Blinding the Angel and stunning it for 1d5 rounds.
9+	As above, but the energy burst is enough that it totally obliterates the head, and bleeds off onto the other body parts. The Angel is Disabled, and the Body catches on fire.

Energy Critical Effects – Angel Arm	
1 2	The blast burns and chars the Angel's limb, scarring the muscle- or otherwise- inside. The Angel takes a -20 penalty to all actions with this arm for one Round as the finer portions regenerate, and must test Toughness or the arm is rendered useless for the same one round.
3 4	The attack strips the flesh and nerves from the limb, making many formerly simple actions difficult and unwieldy. The arm is useless for 1d5 Rounds.
5 6	The heat begins to affect the limb in a less visible way- the insides of the limb blistering and burning and creating a stench only an alien could muster, and being likewise just as painful. The limb is useless for 1d10 rounds, and must test Toughness or be stunned for one round.
7 8	The arm takes overly critical wounds, flesh peeling off and cracking away as the intense burning heat of powerful weaponry or otherwise cripples the limb. The Angel must test Toughness or lose the limb, and is also stunned for 1 round.
9+	The beam blows the arm clean off, or whatever remains of it, wet Angelness spraying all over. The limb is lost, its Toughness Bonus is halved, and the Angel is incapacitated.

Energy Critical Effects – Angel Body	
1 2	The energy splashes over the main mass of the Angel, burning it and destabilizing it. It must test Agility or be knocked backwards 1d5 dam and be Stunned for one Round.
3 4	The internal structure of the Angel begins to boil and heat up, intensely hurting and wounding the Angel as its burned from the inside out. The Angel catches fire, and takes a -10 to all tests for 1d5 rounds.
5 6	The heat begins to burn and scar the Angel at both surface and internal levels, cutting through chitin and muscle alike with fair indifference. The Angel takes -4 to its AP on the Body location, and must test Toughness or be Stunned for 1d5 rounds.
7 8	The damage from the fire and heat is sufficient to nearly fully cripple the Angel's internal organs. The Angel's Toughness Bonus is halved, AP to the Body location is considered 0, and it is incapacitated.
9+	The energy of the blast manages to actually physically enter and wound the internal organs of the Angel, and its S2 Organ is wounded and detonates. All targets within 10 dam take 1d10+6X damage. The Angel is unaffected by the blast, but is Disabled.

Energy Critical Effects – Angel Leg	
1 2	The Angel's limb is burned and wounded, and its Agility Bonus is treated as being 2 less for the purpose of movement for 1d5 rounds.
3 4	The Angel's limb is heated from the inside out, causing painful internal damage. The Angel cannot move for one turn.
5 6	The blast causes the limb to crack and blister, wounding it beyond repair, except through alien regeneration. The Angel is Stunned for one round, and must test Agility or fall prone.
7 8	The leg is nearly blasted off completely, and only through Angel strength could it be saved. The Angel must test Toughness or lose the leg, and in addition has its Toughness Bonus halved.
9+	The Angel loses the limb entirely, as it is blasted off without remorse, throwing Angel bits around the terrain. The limb is lost, the Angel falls prone and is Incapacitated.

Impact Critical Effects

Impact Critical Effects – Angel Head	
1 2	The strength of the attack startles the Angel. It takes a -10 to all tests for one Round.
3 4	The impact of the force is sufficient enough to create a physical dent in the Angel's head, and must Test Toughness or be Stunned for one round, and test Agility or be knocked Prone as it falls backwards from the impact.
5 6	The hit manages to crack something- on a human it would probably be considered the spine. The Angel must test Toughness or be stunned for 1d5 rounds, and is Blinded.
7 8	The head is practically ripped off from the attack, just shy of being severed entirely from the Angel. The Angel is Stunned for 1d5 rounds, and must also test Toughness or be Disabled.
9+	The head is absolutely obliterated by the force of impact, severing whatever nerves might exist and rendering the head completely useless. The Angel is disabled, its Toughness Bonus is halved, and if it was caused in melee, whoever caused the damage must test Agility or take a -10 to WS and BS tests for One Round as the gore splashes over their Eva.

Impact Critical Effects – Angel Arm	
1 2	The nerve lines are struck and stunned for just a moment. Any actions of the arm take a -10 penalty for one Round.
3 4	The limb is hit and the impact causes it to become useless for a fair amount of time. The arm is useless for 1d5 rounds, and the Angel must test Toughness or be stunned for one Round.
5 6	The strike is sufficient to tear through muscle and flesh, irrevocably wounding the limb. The Angel's WS is halved for actions with this limb, and the Angel is stunned for one round.
7 8	The limb takes very critical damage as it is nearly severed from the hit. The Angel is incapacitated, and must test Toughness or the limb is lost. In addition, the Angel is incapacitated.
9+	The limb is blown off entirely, and the limb is lost. The Angel is Incapacitated, its Toughness Bonus is halved, and stunned for 1d5 rounds.

Impact Critical Effects – Angel Body	
1 2	The impact imbalances the Angel, knocking off its centre of balance. It may only take half actions for one turn.
3 4	The Angel's internal parts are cracked and crushed from the attack, and the Angel is stunned for one Round. In addition, it must test Toughness or take only half actions for 1d5 Rounds.
5 6	The force of the blow combined with the internal wounds knock the Angel backwards 1d5 dam, must test Agility or fall prone, and is Stunned for 1d5 rounds.
7 8	The attack wounds the Angel sufficiently enough to damage most of its internal organs, and it must test Toughness or be Disabled. In addition, the Angel's Toughness Bonus is halved and it falls prone.
9+	The Angel's torso- or body, or otherwise- is cracked or smashed open, Angel internals bursting in all directions as it ruptures. The Angel is Disabled and everyone within 1d10dam must test Agility or be blinded for one round as the gore splashes across their HUD.

Impact Critical Effects – Angel Leg	
1 2	The leg stumbles under the force. The Angel's movement is halved for one Round.
3 4	The Angel's limb takes enough damage to wound the muscle and internals. The Angel is stunned for One round, and must test Agility or fall prone.
5 6	The internal support systems of the leg are cracked and crushed, and the Angel must test Toughness or lose the limb and be incapacitated, otherwise its movement is halved for 1d10 Rounds.
7 8	The leg is crushed and destroyed by the impact. The Angel loses the limb, is incapacitated, and must test Toughness or be stunned for 1d5 Rounds.
9+	The leg is completely smashed off of the Angel and practically nothing remains attached. The Angel is incapacitated, the Angel's Toughness Bonus is halved, the limb is lost, and it is stunned for 1d5 rounds.

Explosive Critical Effects

Explosive Critical Effects – Angel Head	
1 2	The blast causes the Angel to take a concussion, and it must test Toughness or be stunned for one round.
3 4	The concussion wounds deeper, and the Angel is knocked prone and Stunned for one round.
5 6	The explosion rends through armour and flesh alike, critically wounding it. The Angel's head is reduced to 0 AP, and the Angel is stunned for 1d5 Rounds.
7 8	The head is destroyed entirely, exploding. The head is lost, causing the Angel to be Blind and Disabled.
9+	As above, but the force is sufficient to cause the bits of Angel to explosively propel through the air, causing 1d10+1 I damage to everything within 1d10dam, including itself. The Angel's Toughness Bonus is halved.

Explosive Critical Effects – Angel Arm	
1 2	The arm is struck and stunned from the explosion. The limb is useless for one round.
3 4	The explosion manages to tear through flesh and chitin, causing whatever the Angel might consider blood to begin seeping out. The Angel takes a -20 to WS tests, and must test Toughness or be Stunned for one Round.
5 6	The arm is almost completely torn off from the explosion. The arm is rendered useless, and the Angel must test Toughness or be incapacitated.
7 8	The arm is completely blown off by the explosion, and the Angel is incapacitated, losing the limb. In addition, it is stunned for 1d5 Rounds.
9+	As above, but the explosion creates enough force that the chitin or armour from the limb slices through the air, causing 1d10+1 I damage to anyone within 1d10dam, including itself.

Explosive Critical Effects – Angel Body	
1 2	The explosion hits and startles the Angel, knocking it Prone.
3 4	The explosion pierces through armour and chitin, wounding the internals of the Angel and wrecking its defences. The Angel takes -5 AP to the Body, to a minimum of 0 AP. If this would take it below 0 AP, the Angel is also stunned for 1d5 rounds.
5 6	The blast blows through the internals of the Angel, wounding it badly. The Angel is stunned for 1d5 Rounds, and must test Agility or fall Prone.
7 8	The explosion not only hits the internals, but also begins to wreck the internal bone structure of the Angel. The Angel's Toughness Bonus is halved, may only take Half Actions for 1d10 Rounds, and must test Toughness or be Disabled.
9+	The Angel's body is completely devastated by the explosion, and you can almost make out the S2 Organ in the gashes. The Angel is disabled, and roll a 1d10. On a 1-3, the S2 Organ is ruptured, and everything within 10dam takes 1d10+6 X damage, not including itself.

Explosive Critical Effects – Angel Leg	
1 2	The leg takes the brunt of the explosion. The Angel must test Agility or be knocked prone.
3 4	The explosion is directed well enough to both disorient and damage the Angel's motor functions. Its movement is halved for 1d5 rounds, it is knocked Prone, and must test Toughness or be Stunned for one round.
5 6	The explosion begins to tear through flesh and bone, wounding the internals of the leg. The Angel must test toughness or the leg is lost, the Angel's Toughness Bonus is halved, and it is incapacitated. Otherwise, it is stunned for 1d5 rounds.
7 8	The leg is torn apart viciously, destroying the leg. The limb is lost, the Angel is incapacitated, and its Toughness Bonus is halved. In addition, it is knocked prone.
9+	As above, but the explosion causes the leg to shatter and litter the surrounding area in Angel bits and gore. Everything within 1d5dam must test Agility or fall prone if they take an action.

Rending Critical Effects

Rending Critical Effects – Angel Head	
1 2	The strike tears into the Angel's head. The Angel must test Perception or take a -10 to offensive actions for one Round.
3 4	The attack gouges into the Angel's head, stunning it for one Round. In addition, it must test Toughness or lose 2 AP as armour is torn off. If this would take it below 0 AP, it is also stunned for an additional Round.
5 6	One of the Angel's eyes is torn out, and is Blinded for one round. In addition, it must test Toughness or be Stunned for one round.
7 8	The head is slashed into, whatever armour sliced cleanly and the head rendered useless. The Angel is disabled and Blinded.
9+	As above, but the head is swiped clean off by the strike, and the Angel's Toughness Bonus is halved. The resulting bloodsplosion causes everyone within 1d5dam to Test Agility or be Blinded for one Round.

Rending Critical Effects – Angel Arm	
1 2	The arm is sliced open and wounded. It drops anything held, and the Angel takes a -10 to all actions with the limb for one Round.
3 4	The strike slashes important nerve functions of the arm, rendering it useless for one Round. In addition, the Angel must test Toughness or be Stunned for one round.
5 6	The arm is cut in an important location, rendering it useless for 1d5 Rounds. The Angel must also Test Toughness, or the Arm is lost and the Angel is incapacitated.
7 8	The arm is cleanly sliced off. The Limb is lost, the Angel halves its Toughness Bonus, and is incapacitated.
9+	The arm is violently cut off while in motion, and flies off in a random direction. As above, but roll a 1d10. On a 1-3, the arm hits the attacker, causing 1d10+1 I damage. The arm can be dodged or parried normally.

Rending Critical Effects – Angel Body	
1 2	The rend gashes deeply into the armour of the Angel, reducing the Body's AP by 2 to a minimum of 0. If this would take it below 0, the Angel must test Toughness or be Stunned.
3 4	The wound from the rend is deep, and the flesh layer of the Angel is pierced. The Angel is stunned for one Round, and anyone in Melee with it must Test Agility or be Blinded for one round as the Angel's insides splash around.
5 6	The wound pierces deep into the Angel's internals, causing great pain and damage as it continues to move around. The Angel is stunned for 1d5 Rounds, and must Test Toughness or only take half actions for the next 1d10 rounds.
7 8	The Angel splits open completely, gore and Angel insides exploding out in a fountain of blood. The Angel is disabled and halves its Toughness Bonus.
9+	As above, but in addition, roll a 1d10. On a 1-3, the S2 Organ is sliced open and explodes, causing 1d10+1 X damage to everything within 10dam, not including itself.

Rending Critical Effects – Angel Leg	
1 2	The wound tears into the leg, rending muscle and flesh. The Angel halves its movement for 1d5 rounds, and must Test Toughness or fall prone.
3 4	The limb is slashed into, cracking bone and destroying muscle. The Angel is stunned for one Round, and must Test Agility or fall prone.
5 6	The leg is torn apart violently. The Angel's movement is halved for 1d10 rounds, and must test Toughness or lose the leg and be incapacitated.
7 8	The limb is completely severed from the Angel in a violent slash. The limb is lost, the Angel falls prone, the Angel is incapacitated and its Toughness Bonus is halved
9+	As above, but the leg is so violently severed that it flies off in a random direction. Roll a 1d10, on a 1-3 it hits someone within 10dam, dealing 1d10+1 I damage. This attack can be dodged or parried as normal.

Angel Core Critical Effects

Energy Critical Effects – Angel Core	
1 2	The core begins to overheat from the sudden increase in temperature. The Angel must Test Toughness or lower its ATS by 1d5 for 1d5 Rounds.
3 4	The core begins to violently react to the heat, stunning the Angel for one Round and decreasing its ATS by 1d5 for 5 Rounds.
5 6	The core nearly erupts from the heat. The Angel must Test Toughness or die. If it dies, Roll a 1d10. On a 1-3, the body erupts into flames and smolders like coal for 1d10 hours.
7 8	The core overheats and fails violently, exploding.
9+	The core overheats spectacularly, exploding in an even larger radius.

Impact Critical Effects – Angel Core	
1 2	The core absorbs the hit, but not without effect. The Angel is stunned for one Turn.
3 4	The core begins to falter, and the Angel must test Willpower or be stunned for 1d5 rounds as it attempts to stabilize the core. If it succeeds, it takes a -10 to all tests for one Round.
5 6	The core is wounded greatly by the impact, stunning the Angel for 1d5 rounds.
7 8	The Angel panics as its core takes critical damage, wrapping itself around the nearest Eva and exploding, firing a cross of energy into the sky in an overly showy death.
9+	The core is cracked and explodes before the Angel can act.

Explosive Critical Effects – Angel Core

1 2	The explosion dazes the Angel. It can only take half actions and is blinded and deaf for one Turn.
3 4	The core is cracked by the blast, stunning the Angel for one round and lowering its ATS by 1d5 for one Turn.
5 6	The core cracks dangerously. The Angel must Test Toughness or the core is destroyed.
7 8	The core explodes in a wave of shrapnel, sending bits of sharp red shiny death everywhere. It deals 1d5+1 R damage to everything within 1d10dam.
9+	The explosion critically damages the core, causing it to explode spectacularly.

Rending Critical Effects – Angel Core

1 2	The attack bounces off but scrapes and scratches the surface, causing the Angel to take a -10 penalty to all tests for 1d5 Turns
3 4	The core is slashed up roughly, its protective layers swiped off. Its AP becomes 0, and the Angel is stunned for one Round.
5 6	The core is nearly split cleanly in half- the Angel must test Toughness or it will die as the core splits into two clean pieces.
7 8	The core shatters into a million bits. Roll a 1d10. On a 1-5, the core explodes.
9+	As above, but the core explodes spectacularly.

Chapter Seven: Absolute Territory

"I have spent fifteen years of my life trying to determine the mechanisms of the A.T. field - and failed. We know nearly everything about it. We know how to control it. We know what can make them and who can manipulate them. We know how strong they can be made, and every way in which they can notionally be applied. We know how they can be inverted to create the most dangerous weapon ever held by man, that the local changes in physical laws it engenders are permanent and irreversible, and that we cannot afford to use such a weapon again. We know everything there is to know about it – except what it is. The greatest scientists of our generation, unlimited funding, and fifteen years have produced not even one rational theory capable of explaining the most basic observable characteristics of the A.T. field. But we are scientists. We know to adapt and overcome, not to hold on to comfortable views that no longer apply. Even the scientific method, the basis of our craft, is not safe where it no longer applies. Rational thought has failed, and we must turn to the irrational."

-Foreword to "The New Science", by Dr. Sama Chandrahan.

Now, I know what you are thinking to yourself: Don't you mean Absolute Terror?

In short: No.

In the series, the commonly mentioned A.T. Fields are never actually explained, their full name only coming from a brief clip in the opening credits. These fields are the tangible, psychosomatic barriers that define and maintain individuality. With them, humanity knows loneliness and pain. Without them, humanity collapses into a single conglomerate entity of LCL.

While the definition of Absolute Terror Field might fit with this psychological aspect of the A.T. Fields in humans, it is poorly suited for describing its purpose for Angels. Angels (and to a lesser extent, Evangelions) use the A.T. Field as the ultimate, virtually impervious defense as well as a powerful tool and weapon. In the series, the Angel Tabbris describes the A.T. Field as the "Light of the Soul", a boundary which no other may enter.

As such, in Adeptus Evangelion the A.T. Fields are hereafter referred to as Absolute Territory Fields. These A.T. Fields are defined not just as the defense that the Angels project around them, but the area that the Angels create in which it is capable for the Angel to exist. Quite simply, the A.T. Field is a bubble of space where the Angel has a degree of control over how space and physics function, allowing the Angels incredible control and variability in their forms and powers.

Similarly, humanity's collection of weak Absolute Territory Fields define the areas where each individual can exist: the body required to hold our mind in place. Unlike the Angels, we lack the ability to use our A.T. Fields actively and alter space around us.

In the end, nothing is changed from the original material aside from the name. Should you find this irksome, there is nothing to prevent you from resurrecting the 'Absolute Terror Field' definition in your campaign. It is a matter of personal preference.

The Mechanics

In chapter 5, we introduce the new characteristic known as Synch Ratio, or SR for short. This new characteristic is used for determining Absolute Territory Field Strength (ATS). For the pilots of an Evangelion, their maximum ATS is equal to their Synch Ratio bonus. At the beginning of each battle, the Evangelion's ATS is usually zero - only by Spreading their A.T. Field can the Evangelion gain an ATS. In order for an A.T. Field to be spread, a Spread Pattern must be specified. Once a Spread Pattern is chosen, it may be spread as a Half Action at an ATS of half the Evangelion's Synch Ratio Bonus, or Fully Spread as a Full Action at an ATS equal to the Evangelion's Synch Ratio Bonus. A field that is already partially spread may be Fully Spread as a Half Action. Given any amount of time to prepare, an Evangelion is assumed to deploy to the field with its A.T. Field already Fully Spread.

Once an ATS is established, a corresponding pool of A.T. Field Points (ATP) is created. The number of A.T. Field Points is equal to the current A.T. Field Strength, and they may be spent to active powers. However, each time ATP are spent, the A.T. Field Strength decreases by a number equal to the ATP spent. At the beginning of each round, a pilot's available ATS replenishes itself, along with ATP. Using an A.T. Power does not require physical movement, and can thus be used even when grappled or otherwise immobilized.

Because pilots are merely using the A.T. Field of their Evangelions, for obvious reasons Pilot characters are treated as not having any ATS outside of the entry plug of their Evangelions, regardless of their Synch Ratios. In short: if you are not inside an Evangelion, you cannot use any A.T. Field based powers or abilities in any way.

Spread Patterns are the many forms a spread A.T field can take, each having their own unique properties and uses. Activating any Spread Pattern will provide you with ATS and thus ATP. A Spread Pattern gives you a passive benefit based on the ATS you have available, however as your ATS is lowered via Neutralization or by the use of Powers, this benefit is likewise lowered. Maintaining a Spread Pattern is done completely passively. The Evangelion's A.T. Field will remain spread using its last activated Pattern until it is actively brought down by the pilot, loss of power, or otherwise. An A.T. Field with 0 ATS, such as one that has used all its ATP or is under the effect of an Anti-A.T. Field, is still considered to have an A.T. Field.

Breach and the A.T. Field

As long as you have a Spread Pattern active, you gain a corresponding level of Deflection. Often, your Deflection is equal to your ATS, though certain Spread Patterns work differently. For as long as your Deflection is more than 0, you may only be harmed by attacks that have a Breach equal to or higher than your Deflection. It takes no effort on your part to deflect an attack – it either Breaches through or bounces off harmlessly.

When attacking an enemy with a Deflection rating, you determine the total Breach of your attack by adding your own ATS to the Breach Bonus of your weapon, along with half the number of Degrees of Success you scored on your roll to hit. If the resulting number is equal to or higher than the Deflection of your opponent, you overcome their defense and the attack resolves as normal. Otherwise, their A.T. Field deflects your attack entirely, regardless of damage rolled. ATS may normally only be applied to the Breach of attacks made within 20 dam of your target, though some exceptions exist.

Multiple A.T. Field powers may be activated in the same round, so long as actions and ATP allow, but no power may be activated twice in the same round. Similarly, no power may be activated while it is already in effect.

Example of ATS:

Unit 00's pilot has a SR of 53. He takes a full action on his first turn to fully spread his A.T. Field, giving him 5 ATS. On his next turn, he uses Neutralize on Sachiel, spending 5 ATP and thus decreasing his ATS by 5, leaving him with 0 ATS, but his field still spread. On the beginning of his third turn, his spent ATP, and thus ATS, refreshes to full and he may immediately choose whether or not to maintain the Neutralize power and for how much as a free action. For his next turn, he decides to only maintain it for 3, freeing up 2 ATS which he uses for other A.T. Powers. The turn following that, he maintains Neutralize for 5, again going to 0 ATS. When the battle ends, he stops maintaining neutralize, regaining all 5 ATS. If another target appeared, he would need to start up neutralize again, since he has stopped paying at least 1 ATP to maintain it.

A.T. Powers

Name	Manipulation	Type	Description
Accelerated Field	I	Spread	Your A.T. Field causes you to go faster
Anti A.T. Field	III	Spread	Negate others' own A.T. fields...at a cost
Area Field	III	General	Cover nearby structures with your A.T. Field
Barrier	II	General	Create a physical wall of A.T. energy
Bunker Field	I	Spread	Your A.T. Field resists explosions
Containment	II	General	Restrict enemy movement
Deflective Field	-	Spread	Your A.T. Field deflects incoming attacks
Dirac Cache	II	Enhancement	Store objects in a small Dirac Sea
Dirac Jaunt	III	General	Teleport via a short lived Dirac Sea
Entropy Flux	II	Enhancement	Make your melee attacks harder to resist
Flare	I	General	Draw attention to yourself
Float	II	Enhancement	Move about using your A.T. Field
Focal Thrust	I	Offensive	Use your A.T. Field as a ranged attack
Friction Flood	III	Offensive	Slow an enemy and damage them when they move
Inertia	I	General	Throw things with your A.T. Field
Kinetic Manipulation	II	General	Move things precisely with your A.T. Field
Krasnikov Tube	III	General	Create a small portal between two places
Layered Field	I	Spread	Your A.T. Field makes you resistant to harm
Neutralize	-	General	Reduce an opponent's Deflection
Phase Trap	II	General	Force yourself and your opponent into a Dirac Sea
Ping	I	General	Locate A.T. Fields
Refraction	I	General	Create a distortion that interferes with ranged attacks
Repulsion	III	Offensive	Knock away everything in a radius
Restrict Shot	I	Enhancement	Reduce collateral when you fire
Slashing Distortion	II	Offensive	Slash through enemies over a wide area with your A.T. field
Solenoid Bomb	III	Offensive	Rip out an organ that creates a large explosion
Spatial Funnel	II	Enhancement	Increase the range of your shots
Wrap Beam	III	General	Redirect energy attacks

Reading A.T. Field Powers

Each A.T. Field Power is presented in the following format:

The Name of the Power

Manipulation Rank: What rank of the Manipulation Talent you may take this power at. Some powers may not be taken through Manipulation, and are noted with 'none'

Prerequisites: Any requirements for taking the power.

ATP Cost: The number of A.T. Field Points required to activate the power. Spread Patterns do not have these.

Activation: How long it takes to activate a power (assuming you already have an A.T. Field Spread). Some powers also have a 'Maintain', which is the action required to keep a power active after the first round. If the Maintain is followed by 'free', it requires no time to Maintain. If a power has no Maintain time listed, it must be reactivated anew every round. Note that even if the Maintain action is free, every round you must still devote the minimum number of ATP required to activate the power or it fails. If the Power is a Spread Pattern, the activation cost is a Spread Action – usually a Full Round Action.

Range: How far away the power may take effect. A range of 'Personal' means the effects apply to your own Evangelion.

Effect: What the power does.

Special: A note of special situations in which the power behaves differently.

Augmentation: A note of how the effects of the power might be increased by devoting more A.T. Field Points than are required to activate it.

Power Types

Spread Pattern – A Spread Pattern A.T. Power is one that modifies your Evangelion's own A.T. Field.

Enhancement – An Enhancement A.T. Power is one that modifies some action or ability of the user.

Offensive – An Offensive A.T. Power is one that directly harms an opponent.

General – A General power is one that doesn't fit in any of the above categories

Spread Patterns

Accelerated Field
Manipulation I
Activation: Spread.
Effect: The field of your Evangelion manages, through a combination of minor time dilation and a reduction of friction inside a bubble around you, to move at previously unheard of speeds. You may increase your Agility Bonus by 1 for every two points of ATS while using this Spread Pattern. In addition, during a round where you move at least 10dam with a Move Action, attacks made against you take a -5 penalty for every two points of ATS to Weapon Skill and Ballistic Skill Tests until the start of your next turn.
An Accelerated Field has a Deflection equal to half your current ATS, rounded down.

Anti A.T. Field
Manipulation III
Activation: Spread.
Effect: Through carefully reversing your Evangelion's A.T. Field entirely, you can create a zone inimical to all forms of life – Angelic or otherwise. All other Evangelion-scale creatures within 20 dam of you reduce their ATS and ATP by an amount equal to your current ATS. Anything protected by an A.T. Field of any strength takes 1d5+5 Ego Damage at the beginning of each of their turns for as long as you keep this pattern spread, including yourself, and any creature not protected this way takes 1d10+15 Ego Damage. When you have an Anti A.T. Field spread, you may not Deflect attacks under any circumstance, and are always considered to have a Deflection of 0.

Bunker Field
Manipulation I
Activation: Spread.
Effect: You spread your A.T. Field as a bubble of ablative layers specifically designed to efficiently absorb damage from all sides at once, though it is hardly impervious. If your ATS is at least 4 you are immune to all area effects, cones and blasts. The only exception is the powerful N2 mine, in which case your Evangelion uses its full ATS for the purpose of damage reduction
A Bunker Field has a Deflection equal to half your current ATS, rounded down.

Deflective Field
None
Activation: Spread.
Effect: You activate your A.T. Field and keep it in passive mode. While not a complex use of it, when in this passive mode your A.T. Field is primed to respond to the quickest of thoughts.
A Deflective Field has a Deflection equal to your current ATS.

Layered Field
Manipulation I
Activation: Spread.
Effect: You spread your A.T. Field around yourself and condense it to increase the electromagnetic bonds holding the matter of your Evangelion's armor together, drastically increasing its hardness at the expense of preventing you from expending your A.T. Field quickly to deflect attacks. You may increase your Evangelion's Armor Points in all locations by 1 for every two points of ATS while using this Spread Pattern
A Layered Field has a Deflection equal to half your current ATS, rounded down.

Enhancement Powers

Dirac Cache
Manipulation II
ATP Cost: 2
Activation: Half Action. **Maintain**: Free Action.
Range: Personal.
Effect: You create a small Sea of Dirac capable of storing one object within reach that a Level 1 Support Unit could carry, such as a clip of ammunition, a Battery Wing Loadout, or a Compact weapon, and place that object inside. This object remains within the Sea of Dirac until it is opened again, which may be done as a Free Action whenever you choose, effectively allowing you to carry additional objects beyond what you could carry normally. This power may be maintained with ease for hours with no significant mental stress. If you stop Maintaining this power, any object stored within an unmaintained Sea of Dirac tumbles out in front of you 1d5 rounds later.
Special: You may choose to Maintain this power as a Half Action instead of a Free Action. If you do, you may store additional objects within reach in any empty Seas of Dirac capable of holding them.
Augmentation: For every 1 additional ATP spent on this power, you may choose one of the following effects: Open an additional Sea of Dirac with an effective Support Unit Level of 1 and may store an object in it; or increase the effective Support Unit Level of a Sea of Dirac by 1, letting you store larger objects. No Sea of Dirac may have a effective Support Unit Level greater than 4.

Entropy Flux
Manipulation II
ATP Cost: 5
Activation: Half Action.
Range: Personal.
Effect: You project a field of controlled entropy around a single melee weapon, taking direct control of its destructive interactions with the world around it. On all of your melee attacks until the beginning of your next turn, you gain +5 to Breach, and may choose between any of the Critical Damage charts for the location struck, regardless of the weapon's actual damage type.
Augmentation: For every 1 additional ATP spent on this power, the Breach of your melee attacks increases by 1. For every 2 additional ATP spent on this power, damage and Penetration and of your melee attacks each increase by 1.

Float
Manipulation II
Prerequisites: Inertia
ATP Cost: 4
Activation: Free Action. **Maintain**: Special.
Range: Personal.
Effect: You use your A.T. Field to lift yourself into the air. On the turn you use this power, you may use a Half Move, Full Move, Charge or Run Action to leap into the air and land anywhere within the normal distance you would be able to move with that action, or move that same distance straight up (falling at the end of your turn). This power does not provoke attacks when leaving a threatened area.
Special: As a Free Action, you may maintain this power until your next turn, ending your current turn suspended in the air rather than falling back down. If you activate this power on your next turn, you may either remain floating, or drop back down and gain the power's default effect as usual. Enemies take a -10 penalty to BS when attacking you while you are suspended in midair, but your Agility is reduced by 20 and your effective Agility Bonus is considered 0 while you do so.
Augmentation: For every 4 extra ATP spent on this power, you are treated as if your Agility Bonus was 1 higher for the duration of this power.

Restrict Shot

Manipulation I
ATP Cost: 2
Activation: Free Action.
Range: Personal.
Effect: By creating a loose "tunnel" with your A.T. Field around the path that you plan on your shot to take, you can prevent catastrophic misses.
You do not cause collateral damage as a result of miss with any ranged weapon this round. This power may not be used with a weapon with a Breach bonus higher than 2, as the shot passes through the field unimpeded.
Augmentation: For every 1 additional ATP spent on this power, you may increase the maximum Breach bonus this power may be used on. For every 1 additional ATP spent on this power, you may decrease the Blast rating of a weapon with the Blast quality by 1, with a Blast (0) weapon being treated as though it did not have the Blast quality.

Spatial Funnel

Manipulation II
ATP Cost: 5
Activation: Half Action
Range: Personal.
Effect: You use your A.T. Field to create a curvature in space time into a controlled funnel, not only focusing your fire into a more controlled path but inducing an effect similar to gravitational acceleration as well.
Until the beginning of your next turn, all ranged attacks you make are at +5 Breach. If you throw a weapon or fire a ranged weapon on single shot, the weapon's range is doubled. If you fire a weapon on Semi-Auto or Full Auto, you do not gain the bonus to your Ballistic Skill for using them, as the Funnel is too focused to properly allow 'spray and pray' tactics. As well, a full or semi-auto firing is focused onto a single point, and all fired shots will always hit the same body location, though if one shot is dodged, they all are. When this power is used with a weapon with the Longshot quality, that weapon may fire into orbit without penalty.
Augmentation: For every 1 additional ATP spent on this power, the Breach of your ranged attacks increases by 1. For every 2 additional ATP spent on this power, the base damage and Penetration of your ranged attacks fired on Single Shot increase by 1.

Offensive Powers

Focal Thrust
Manipulation I
ATP Cost: 6
Activation: Full Action.
Range: 40 dam.
Effect: You condense your A.T Field into a compact pane of energy in front of you, directing its release straight forward to crush whatever lies in its way. When you use this power, make an attack roll as if it were a ranged attack, using Synch Ratio instead of Ballistic Skill. It deals damage as a 1d10+4 Impact damage weapon with a Penetration of 0 and a Breach of 8.
Augmentation: For every 1 additional ATP spent on this power, its damage, Penetration and Breach increase by 1 and the range increases by 10 dam.

Friction Flood
Manipulation III
Prerequisites: Accelerated Field
ATP Cost: 4
Activation: Full Action. **Maintain**: Half Action.
Range: 40 dam.
Effect: You wrap your own field around an enemy, rapidly increasing friction forces in a violation of Amontons' 1st Law: "The force of friction is directly proportional to the applied load". The enemy's movement becomes difficult and painful as the world resists their motion tenfold.
The afflicted target's Movement is immediately halved. At the end of every Move Action while this power is active, the target must Test Tuning or take an amount of Energy damage to both its legs (or wings, fins, or whatever body part is appropriate) equal to half the distance moved in dam, ignoring Armor Points. This only affects normal modes of movement such as flying, walking, running, burrowing, or similar. Teleportation and more exotic, warp-based travel is unaffected. If this power is used mid-movement as a held action, all subsequent movement is halved.
Augment: For every 4 additional ATP spent on this power, the Energy damage inflicted by movement is increased by 1, and you may have the target takes a cumulative -10 penalty to Agility.
Special: If a target would be effected by multiple uses of this power at the same time, its speed is only reduced according to the use that would reduce it by the highest amount. It still must succeed a Tuning Test for each time it is affected by the power in the same turn, but may only take damage from failure once per Move Action.

Repulsion
Manipulation III
ATP Cost: 8
Activation: Full Action.
Range: 20 dam radius.
Effect: You solidify the event horizon of your A.T. Field and release it as an expanding sphere of force that pushes back everything within its range. Any Evangelion scale creature within range must Test Strength and Synch Ratio. If they succeed at both, they remain routed in place. If they fail one Test, they are forced back 1d10+10 dam and are knocked prone, taking falling damage as appropriate. If they fail both Tests, in addition to the knockback, they take 2d10 Impact damage from the blast. This inflicts collateral damage as a Blast (10) attack. Personal scale targets fail both Tests automatically.
Augmentation: For every 2 additional ATP spent on this power, you may impose a -10 penalty to both Tests.

Slashing Distortion

Manipulation II
ATP Cost: 5
Activation: Half Action.
Range: 20 dam line.
Effect: You focus your A.T. Field into an invisible plane of kinetic force that you send out at high speeds, tearing through opponents in an arc. When you use this power, Test Synch Ratio. If you pass the test, all creatures in a 20dam long line must Test Dodge as a Reaction or be hit with a 1d10+5 Rending damage attack, with a Penetration of 0 and a Breach of 7, using the SR Test to determine Hit Location.
Special: You may vary the width of the line from 0dm to 20dm when this power is used, counting as an Area of Effect.
Augmentation: For every 1 additional ATP spent on this power, its damage, Penetration and Breach increase by 1.

Solenoid Bomb

Manipulation III
ATP Cost: 2
Activation: Full Action.
Range: 10 dam.
Effect: You create a short lived solenoid organ from your Evangelion's own flesh, imbuing it with a measure of your A.T. Field. The organ then rapidly makes its way to its target as it burns itself out, causing a localized instability in the A.T. Fields of anything nearby before turning into a large, cross shaped explosion.
The process of growing, removing, and launching the organ causes 1d5 Rending damage to any location of the pilot's choice, ignoring Toughness Bonus and Armor Points, and then accelerates towards any position within its range. Once there, all creatures with active A.T. Fields have their Deflection lowered by 1, as if they were Neutralized. It then detonates, dealing damage as a 3d10+1 Explosive damage weapon with Penetration 0, Breach 2 and Blast (10).
Augmentation: For every 2 additional ATP spent on this power, its damage and Neutralization are increased by one each, its Breach is increased by 2, and the range increases by 10dam.

General Powers

Area Field
Manipulation III
ATP Cost: 5
Activation: Half Action. **Maintain**: Free Action.
Range: Personal
Effect: By spreading out your own field, you can confer some of its benefit to others. All nonliving objects within a 10 dam radius that are not already protected by an A.T. Field gain the benefits of the A.T. Field pattern you have spread at your current ATS. This power does not grant your ATS to anything within the area for the purposes of Breach or ATP.
Special: Unlike most powers, spending ATP on Area Field does not lower your ATS, though it reduces your available ATP for use with other powers as normal.
Augmentation: For every additional ATP spent on this power, increase the radius of the Area Field by 5 dam.

Barrier
Manipulation II
ATP Cost: 5
Activation: Half Action OR Reaction. **Maintain**: Reaction.
Range: 5 dam.
Effect: You direct your A.T. Field into a solid plane of force, an invisible field with a diameter of 10 dam directly in front of you (or above you if you wish to deflect an aerial attack.) This shield is treated as a separate A.T. Field of ATS 5 and subject to the same Deflection modifiers as the spread pattern as you have active, except that it only protects from attacks that would pass through the space it occupies. Similarly, no creature may walk through this space while this power is active, however the user may attack through their side of the shield normally. Attacks that strike the shield do not add the attacker's ATS to their Breach rating, however, the shield may be Neutralized as any other A.T. Field, and if Neutralized for an amount equal to the ATP spent on this power, it disappears completely and may not be recreated until your turn.
Special: If activated while it is not your turn, you lose a Half Action during your next turn.
Augmentation: For every 1 additional ATP spent on this power, the the ATS of the barrier increases by 1. For every 2 additional ATP spent on this power, the diameter increases by 10 dam.

Containment
Manipulation II
ATP Cost: 4
Activation: Half Action. **Maintain**: Free Action.
Range: 20 dam.
Effect: You expand your A.T. Field to encompass an enemy, and then contract it to pull them in. One enemy of your choice within range cannot move in any direction other than directly toward you so long as the power is maintained. In addition, any ranged or area attack that the enemy aims at someone else must Breach your A.T. Field before it may roll to hit or attempt to Breach any other A.T. Fields. Likewise, you may stop others from hurting the enemy if you so desire. This does not prevent it from attacking you in any way. As this power relies on the integrity of your field to restrain the enemy however, if you are neutralized for an amount equal to or greater than the ATP spent on this power, it automatically ends.
Augmentation: For every 2 additional ATP spent on this power, you may contain another enemy, but the ATS requirement to hold them likewise is increased by 1.

Dirac Jaunt

Manipulation III
Prerequisites: Dirac Cache, Krasnikov Tube
ATP Cost: 9
Activation: Full Action.
Range: Personal
Effect: Choose any location within 1600 dam that you can see from a monitor, your own line of sight, or a location you have precise coordinates for. You and everything within 5 dam of you momentarily slip into a Sea of Dirac, being ejected at the chosen location mere moments later. Treat this as a Blast (5) weapon for the purpose of Collateral Damage. Any Evangelion-scale creature within this area may Test Dodge to not be dragged along with the user. If anything would be ejected into a location that it cannot fit in, it is instead ejected back where it came from. You may, instead, choose to breach into a Dirac Sea that intersects physical space within this power's range, or escape one into reality to a location within range of where said Dirac Sea intersects physical space.
Augmentation: For every 2 additional ATP spent on this power, the maximum distance of the end location doubles.

Flare

Manipulation I
ATP Cost: 2
Activation: Free Action.
Range: 40 dam.
Effect: You spike your A.T. Field and spread it thin, making it less dense and more easily penetrated. However, it makes your A.T. Field very bright and noticeable to Angels, who are beings defined by their A.T. Fields.
Any Angel within range automatically knows your location, and must Test Intelligence. If they fail the Test, the Angel will consider the you a priority threat and target you specifically. An Angel who passes their Intelligence Test may still consider you a target, but is not required to. If the Angel in question is currently engaged in combat with an enemy that has a spread A.T. Field, or is currently Neutralizing the Angel's A.T. Field, the Intelligence Test automatically succeeds. This power's effect lasts until the beginning of your next turn.
Special: If there is an Evangelion in play with a Spread A.T. Field with an unmodified ATS higher than your unmodified ATS, the Angel gains a +20 bonus to its Intelligence Test. If an Angel is affected by multiple successful Flares, it may attack any of the users of this power.
Augmentation: For every 1 additional ATP spent on this power, the range increases by 10 dam. For every 2 additional ATP spent on this power, the Angel receives a -10 penalty to their Intelligence Test.

Inertia

Manipulation I
ATP Cost: 2
Activation: Half Action.
Range: 20 dam.
Effect: Designate one object within range. You may alter its inertia to send it rapidly flying in one direction until it hits something or leaves your range. When lifting and moving objects in this fashion, you are treated as having a Strength and Toughness of 10, making moving anything even half your size difficult but allowing you to toss smaller objects with ease. Any object you bring directly toward you may be caught effortlessly, and this power cannot be used to move anything capable of spreading an A.T. Field.
This power can only be used for the gross pushing and pulling of objects, as fine manipulation requires the use of the Kinetic Manipulation A.T. Power. If the item thrown is fragile, it will likely break in mid-air from the force involved. If used to make an attack with a weapon with the Throwing property, resolve the attack as normal using this power's Strength score, testing Ballistic Skill as normal. If used to make an attack with an object that does not have the Throwing property, treat it as though it were an improvised weapon instead. Any attacks made with this power gain a bonus to their Breach rating equal to the amount of ATP spent on it.
Augmentation: For every 1 additional ATP spent on this power, the range increases by 10 dam. For every 2 additional ATP spent on this power, the effective Strength and Toughness each increase by 10.

Kinetic Manipulation

Manipulation II
Prerequisites: Inertia
ATP Cost: 4
Activation: Half Action. **Maintain**: Free Action.
Range: 40 dam.
Effect: You may move one object within range as if you were lifting it with one hand with an effective Strength and Toughness of 20. You may move objects controlled this way to any point within range as a free action, but actually using them in any meaningful way such as pushing a button, using fallen equipment as cover or attacking with a weapon requires the same action you would use had you been holding them. Attacks made with melee weapons use your Weapon Skill as normal, and ranged weapons fired use your Ballistic Skill as normal. As with Inertia, this power may not be used on anything capable of spreading an A.T. Field, though unlike Inertia it may be used to move objects gently. Any attacks made with this power gain a bonus to their Breach rating equal to the amount of ATP spent on it.
Augmentation: For every 1 additional ATP spent on this power, increase the range by 10dam. For every 2 additional ATP spent on this power, increase the effective Strength and Toughness of the power by 10. For every 4 additional ATP spent on this power, you may manipulate an additional object, though the same action restrictions apply.

Krasnikov Tube

Manipulation III
ATP Cost: 10
Activation: Half Action. **Maintain:** Half Action.
Range: Sensory, 1000 dam.
Effect: A Krasnikov tube is a speculative mechanism for space travel, with the A.T. Field makes more than speculation, involving the warping of spacetime into superluminal tunnels. The resulting structure is analogous to a wormhole with the endpoints displaced in space. The ends of this wormhole can be anywhere you can see from a monitor, your own line of sight, or a location you have precise coordinates for so long as it is within 1000 dam of your position, though it only is ever large enough to fit a hand through. Unless you spend a half action to change it, both ends of the wormhole remain open and in place for as long as you maintain the power, even if you move away.
In addition to drastically changing the effective range (and possibly direction) of weapons fired through this rift, you may attempt to redirect an attack with this power. When this power is already active you may, as a reaction action, Test Agility with a -20 penalty to act in time to move one end of the rift in front of any ranged attack targeted at or fired from within 10 dam of you. If successful, you 'catch' the attack and it instead resolves itself as if fired in a straight line out of the other end of the rift (wherever that may be).
Augmentation: For every 1 additional ATP spent on this power, you increase the maximum range by 1000 dam. By increasing the range to 3000 dam or more, you may fire any weapon with the Longshot quality into orbit at no penalty. By increasing the range to 6000 dam or more, any ranged weapon may be used against an orbital enemy through the rift.

Neutralize

None
ATP Cost: 1
Activation: Half Action. **Maintain**: Free Action.
Range: 20 dam.
Effect: You use your own spread A.T. Field to absorb and negate power from an enemy A.T. Field. Reduce the Deflection of any one target's A.T. Field within range by 1 until the beginning of your next turn.
Special: You may choose to Maintain this power as a Half Action instead of a Free Action. If you do, you may add the amount of ATP spent on this power as a bonus to Breach against any target you are currently Neutralizing.
Augmentation: For every 1 additional ATP spent on this power, the enemy A.T. Field's Deflection is reduced by an additional 1.

Phase Trap

Manipulation II
ATP Cost: 6
Activation: Reaction
Range: One enemy within melee range.
Effect: When you use this power, make a Maneuver action as a Free Action. If you succeed, you and the maneuvered enemy are forced into a small Sea of Dirac. Neither you nor the enemy may be targeted or harmed by any force outside the Sea of Dirac, but you have just confined yourself to a small space with a hostile Angel, with all the danger that implies. If the Angel defeats your Evangelion, or your Evangelion is otherwise incapacitated, the power ends and the contents of the Sea of Dirac reappear, the in the same place they originally left from.
The Dirac Sea is entirely created in the instant that the power is used, meaning that it does not require concentrated effort to continue existing, but is highly unstable from its hurried construction and will begin collapsing at the end of your turn, taking exactly one round to fold in on itself completely, at which point both occupants are shunted back out and you are rendered Prone.
Augmentation: For every 2 additional ATP spent on this power, increase the number of rounds the Sea of Dirac takes to fully collapse by 1. The Sea of Dirac is merely larger, not more stable, and so still begins collapsing at the end of your turn.
Special: The Sea of Dirac may be Neutralized as an A.T. Field, accelerating its collapse by 1 round per 5 points of Deflection it would lose. If the number of rounds remaining reaches 0, the Sea of Dirac collapses immediately and expels both occupants as normal.

Ping

Manipulation I
ATP Cost: 1
Activation: Free Action.
Range: 100 dam radius.
Effect: You very briefly expand your A.T. Field in a weakened state to feel the resistance of other A.T. Fields. This allows you to detect any active A.T. Field within range. You know the presence and location of any Active A.T. Field, even if the being generating it is somehow hidden from sight.
Special: Whenever you use this power, you gain the Unnatural Senses Trait until the beginning of your next turn, with a range equal to the radius of this power.
Augmentation: If you spend an additional 3 ATP on this power, you may detect the A.T. Fields generated by living humans, though when in large groups it becomes difficult to know the exact number of humans there. For every 2 additional ATP spent on this power, its range doubles.

Refraction

Manipulation I
ATP Cost: 3
Activation: Half Action. **Maintain**: Half Action.
Range: 50 dam.
Effect: By shifting your field about, spreading it thin and concentrating it elsewhere, you are able to create a 10 dam wide distortion, interfering with the perception of anyone on either side. Any ranged attacks made through this distortion take a -20 penalty to their Ballistic Skill Test to hit, as well as losing the benefit of any Aim action the firer may have taken.
Augmentation: For every 1 additional ATP spent on this power, increase the size of the distortion by 5 dam. If you spend at an additional 3 ATP on this power, the penalty to Ballistic Skill Tests is -30 instead of -20.

Wrap Beam

Manipulation III
ATP Cost: 4
Activation: Reaction.
Range: Line of Sight.
Effect: You can bend the path of light or other forms of energy by manipulating space in much the same way as you create a Dirac Sea. Using this ability, you can cause a single beam to bend into an impossible path to redirect its course.
Whenever a ranged attack that deals Energy damage is made, you may Test Ballistic Skill. If you pass this Test, you may redirect the attack at another target entirely. Attempting to redirect the attack back at the firer imposes a -20 penalty to this Test. If you fail the Test, the attack behaves as normal, as though you had not activated this power at all. You automatically fail the Ballistic Skill Test if the attack has a Breach of 4 or more, not including Breach from ATS.
Augmentation: For every 1 additional ATP spent on this power, the maximum Breach the attack may have and still be affected by this power increases by 1.

Chapter Eight: Operations Director's Handbook

Operations Director is the special career path of AdeptusEvangelion. An Operations Director does not pilot an Evangelion, or indeed, even synchronize with one. Because of this, Operations Directors only operate in personal Scale, and none of their Talents could ever be applied to an Evangelion Scale encounter as if they were a pilot. As such, the scale column has been removed from all Operations Director Rank Charts. Despite this however, a sharp Operations Director is as valuable to the player's success as their Evangelions are, and an integral part of Nerv as a whole. No Nerv is complete without one, and so in the event that there are not enough players to have an Operations Director as well as a satisfactory number of pilots, it is highly recommend to give an NPC ranks in this Career, or to purchase talents from it representing Nerv command as a whole.

During combat, it is the Operations Director's duty to guide, direct and assist Nerv's forces from their center of command. While they boast a small army and an entire fortress base at their beck and call, they carry the weighty responsibility of the lives of the pilots and everyone at Nerv on their backs. Using their assets cleverly, an Operations Director can make ensure victory against impossible odds. Used poorly however, the pilots may quickly find themselves fighting a losing battle. Out of combat the Operations Director is unique in that they outrank the pilots by an enormous margin; something that should be played to the fullest. As one of the highest level staff members on base, they have information, access, and privileges the pilots do not, as well as ranking authority over most other organizations during Angel attacks by representing Nerv as a whole. They are also responsible for the pilots training, and may also be called on to interact or delegate with high ranking officials, including the Commander himself.

As Operations Directors are, without exception, adults, their chosen Background will likely take a different shape. For instance, a NeoSpartan Operations Director could be a former soldier who worked their way up to command, or a Survivor Operations Director could be someone who lived through the Second Impact itself.

As some Traits may not fit the player's chosen interpretation of their character's background, they may trade up to two Traits for Depth. They gain 5 free Depth for each positive Trait traded in this way, and must take an additional 5 Depth of Drawbacks for each negative Trait traded in this way. An Operations Director may not take any Trait, Asset, or Drawback that only applies to piloting Evangelions.

Operations Directors begin play with a Synch Ratio of 0. An Operations Director may not raise their Sync Ratio by any means. Under no circumstances may there be multiple Operations Directors in play at the same time.

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	100	200	300	400
Toughness	100	200	300	400
Agility	100	250	500	750
Intelligence	100	200	300	400
Perception	100	200	300	400
Willpower	100	250	500	750
Fellowship	100	200	300	400

Starting Skills: Command (Fel), Scrutiny (Per), Scholastic Lore (Evangelions) or (Tactics), Literacy (Int), Speak Language [English] (Int), either Speak Language [Any] (Int) OR Common Lore [Any] (Int).

Starting Talents: Skill Proficiency x 4, Basic Weapon Training (All), Heavy Weapon Training (All), Melee Weapon Training (All), Pistol Weapon Training (All)

Gear: Nerv ID, Nerv officer's uniform, sidearm

CAPTAIN (0-999)

Advance	Freq	Cost	Prerequisites
Awareness Proficiency	1	100	---
Computer Use Proficiency	1	100	---
Tech Use Proficiency	1	100	---
Skill Proficiency	5	100	---
Absolute Order	1	100	Fel 35
Command and Conquer	1	100	---
Cut Synch	1	50	---
Foresight ^{DH}	1	50	Int 35
Impregnable Fortress	1	100	---
Jaded ^{DH}	1	50	---
Moral Support	1	100	Fel 30
Precision Targeting	1	200	---
Remote Care	1	200	---
Requisition Support	2	100	---
Self Defense	1	100	---
Tactical Genius	1	200	Int 35
Peer(Nerv)	1	100	---
Sound Constitution ^{DH}	1	50	---

MAJOR   (1000-1999)

Advance	Freq	Cost	Prerequisites
Command Training	1	100	Command Proficiency
Dodge Proficiency	1	100	---
Skill Proficiency	4	100	---
Skill Training	2	100	Skill Proficiency
Talented (Common Lore)	1	100	---
IOU (R&D)	1	100	---
IOU (Military)	1	100	---
IOU (Political)	1	100	---
Battlefield Control	1	100	---
Brilliance	1	100	Int 40
Combat Training	1	200	Self Defense
Command and Conquer	1	100	---
Contact	1	200	Fel 35
Death Before Dishonor	1	100	---
Dynamic Umbilical	1	100	---
Fearless [DH]	1	100	WP 40
Feedback Tampering	1	100	---
Impregnable Fortress	1	100	---
Lightning Reflexes [DH]	1	200	---
MAGI Advance I	1	100	---
Military Investment	1	50	---
N2 Barrage	1	200	---
Paranoia [DH]	1	100	---
Peer (UN) [DH]	1	100	Fel 30
Popular	1	100	Int 35
Research Investment	1	50	---
Requisition Support	1	100	---
Tactical Legend	1	100	Tactical Genius
Vigilance	1	100	---
Sound Constitution [DH]	1	50	---

LIEUTENANT COLONEL   (2000-3999)

Advance	Freq	Cost	Prerequisites
Computer Use Training	1	100	Comp Use Proficiency
Tech Use Training	1	100	Tech Use Proficiency
Skill Proficiency	4	100	---
Skill Training	5	100	Skill Proficiency
Skill Mastery	5	100	Skill Training
Talented (Computer Use)	1	100	Computer Use Proficiency
Talented (Deceive)	1	100	---
Talented (Inquiry)	1	100	---
Talented (Scholastic Lore)	1	100	---
Talented (Tech Use)	1	100	Tech Use Proficiency
Advanced Analysis	1	100	---
Command and Conquer	1	100	---
Contact	1	200	Fel 35
Delegate	1	200	Fel or Int 40
Dummy Plug Mark I	1	200	---
Favored Tactics	1	100	---
Foster Teamwork	1	100	---
Good Reputation DH	1	100	Peer, Fel 50
Impregnable Fortress	1	100	---
Intimidating Pose	1	100	---
IOU (R&D)	1	100	---
IOU (Military)	1	100	---
IOU (Political)	1	100	---
Iron Discipline DH	1	100	Fearless
MAGI Advance I	1	100	---
Master Orator DH	1	100	---
Master of Monsters	1	200	Int 45, S Lore [Evas]
Military Investment	1	50	---
N2 Barrage	1	200	---
Pilot Surveillance	1	200	---
Requisition Support	1	100	---
Research Investment	1	50	---
Surefire Ejection	1	100	---
Supreme Commander	1	100	Command and Conquer
Technobabble	1	100	---
Total Recall DH	1	100	---
Sound Constitution DH	1	50	---

COLONEL (4000-6999)

Advance	Freq	Cost	Prerequisites
Dodge Training	1	100	Dodge Proficiency
Command Mastery	1	100	Command Training
Computer Use Mastery	1	100	Computer Use Training
Tech Use Mastery	1	100	Tech Use Training
Skill Proficiency	1	100	---
Skill Training	5	100	Skill Proficiency
Skill Mastery	5	100	Skill Training
Talented (Shadowing)	1	100	---
Talented (Common Lore)	2	100	---
Talented (Scholastic Lore)	2	100	---
As Foretold	1	200	Skill Proficiency (Scholastic Lore [Angels])
Command and Conquer	1	100	---
Contact	1	200	Fel 35
Double Agent	1	200	Elite Agent
Elite Agent	1	200	---
Impregnable Fortress	1	100	---
Inspiring Voice	1	100	Command Training
Into the Jaws of Hell DH	1	100	Iron Discipline
Just As Planned	1	200	---
MAGI Advance I	1	100	---
MAGI Advance II	1	100	MAGI Advance 1
Master of Monsters	1	200	Int 45, Scholastic Lore [Evas]
Military Investment	1	50	---
N2 Barrage	1	200	---
Requisition Support	2	100	---
Rescue Charges	1	100	---
Research Investment	1	50	---
Stratagem	1	200	---
Technobabble Solution	1	200	Technobabble
Well Informed	1	100	---
When Suddenly…	1	200	---
You Owe Me	1	100	---
Sound Constitution DH	1	50	---

BRIGADIER (7000-9999)

Advance	Freq	Cost	Prerequisites
Skill Training	3	100	Skill Proficiency
Skill Mastery	5	100	Skill Training
Talented (Command)	1	200	Command Proficiency
Talented (Scholastic Lore)	1	100	---
Bane	1	200	As Foretold
Command and Conquer	1	100	---
Contact	1	100	Fel 35
Dummy Plug Mark II	1	200	Dummy Plug MK I
Favored Tactics	1	100	---
Impregnable Fortress	1	100	---
Imprint	2	100	Dummy Plug Mk II
Key to Victory	1	200	---
MAGI Advance I	1	100	---
MAGI Advance II	1	100	MAGI Advance 1
Master of Monsters	1	200	Int 45, Scholastic Lore [Evas]
Military Investment	1	50	---
N2 Barrage	1	200	---
Promote Assistant	1	200	---
Research Investment	1	50	---
Requisition Support	1	100	---
Stratagem	1	200	---
The Plan	1	200	Tactical Legend
Value of a Miracle	1	200	---
You Owe Me	2	100	---
Sound Constitution [DH]	1	50	---

GENERAL (10000+)

Advance	Freq	Cost	Prerequisites
Skill Proficiency	∞	200	---
Skill Training	∞	200	Skill Proficiency
Skill Mastery	∞	200	Skill Training
Command and Conquer	1	200	---
Contact	∞	200	Fel 35
Impregnable Fortress	1	200	---
Imprint	∞	200	Dummy Plug Mk II
MAGI Advance I	1	200	---
Military Investment	∞	200	---
N2 Barrage	∞	400	---
Research Investment	∞	200	---
Requisition Support	∞	400	---
Sound Constitution [DH]	∞	100	---

Operations Director Talents

Absolute Order
Prerequisite: Fellowship 35, Operations Director
　　　You pull rank on a subordinate, making things quite clear how important your order is. By spending a Fate Point before you roll, you may be treated as if you had rolled a 01 on a Command Test against one valid target of Command of your choice. In a similar move, you may choose to Burn a Fate Point to give a command to a subordinate who must then comply as competently as possible. If, for whatever reason, the target refuses to comply, you regain the Burnt Fate Point.

Advanced Analysis
　　　Whenever you would roll on the MAGI Supercomputer System Analysis Chart during battles in the Base of Operations, you may roll an Intelligence Test. On a success, you gain 1 additional point of Research plus 1 more for every Degree of Success.

As Foretold
Prerequisite: Skill Proficiency (Scholastic Lore [Angels])
　　　Using access to files and manuscripts that are more mad ravings than science, you have managed to glean something useful about your foes. You may make a Hard (-20) Scholastic Lore [Angels] Test at any point after the first round of combat with a given Angel. If successful, you gain a useful hint about the Angel. Even though the information is already available to you, virtually all of it is useless without context, and only makes sense when the Angel is encountered.

Bane
Prerequisite: As Foretold
　　　After a successful use of the As Foretold Talent, you may exploit the circumstances laid out in those mad scribblings to push the battle in your favor. When using Precision Targeting, you may spend a Fate Point. Until your next turn, any attack enhanced by Precision Targeting deals an additional 1d10 damage, but may not score a Righteous Fury.

Battlefield Control
Prerequisite: Operations Director
　　　After a few battles, it becomes easy to see what can be done to improve the layout of Nerv's supply and support lines. Areas that seemed especially vulnerable may turn out to be more than adequately defended. Places that appeared well stocked may, in practice, be under-supplied for how hot they get during combat. With a little elbow grease and a smidge of predictive brilliance, it's a relatively simple matter to have the right gear in the right place at the right time. When rolling to generate a Rail Port during battle, you may subtract 10 dam from the distance the Rail Port is generated at, to a minimum of 1.

Brilliance
Prerequisite: Intelligence 40
　　　One can solve just about any problem if you put your mind to it. Once per session, you may use Intelligence instead of any other Characteristic for a Test of your choosing.

Command and Conquer
Prerequisite: Operations Director
　　　Being an Operations Director is about more than just the Evangelions and their pilots. There are also hundreds of others on the battlefield during any given fight, bravely risking their lives for the cause without a prayer in the world that something so flimsy as the armor of a tank will save them from an Angel's ire. High level education in military tactics and command, and the wits and creativity to make use of it, are undeniable advantages to any commanding officer, and you just so happen to be one of those. Whenever you purchase this Talent, choose one of the following options:
- *Blockade* – As a Half Action, you may marshal a single Assault Unit into a crowd of vehicles capable of hindering an Angel's progress, reducing the Angel's Agility Bonus by an amount equal to the Assault Unit's Level times two. This lowers the Unit's Level by 1 each time it is used as the Angel inevitably plows through part of the blockading force.
- *Harassment Fire* – As a Full Round Action, you may direct a single Assault Unit to buy some time by closing in with the enemy and distracting it with methodical and relentless attacks, at which point the Angel is treated for all intents and purposes as though it were engaged in melee combat with a single opponent until it spends a Half Action to obliterate the annoying nuisance. If the Unit's Level is 6 or higher, the Angel is also treated as being Unaware. This expends the Unit for obvious reasons.
- *Smoke Screen* – As a Full Round Action, you may coordinate a creeping barrage of high explosives and smoke grenades from a single Intervention Unit into an obscuring cloud of smoke and debris, providing the effects of a Blind Grenade from Dark Heresy with a radius in dam equal to the Unit's Level. This expends the Unit due to the amount of ammunition used in such a maneuver.
- *Interdiction* – As a Half Action, you may command a single Intervention Unit to completely contradict common sense and draw the enemy's attention away with a heavy barrage, forcing the Angel to succeed on a Easy (+30) Intelligence Test or be

force to take a Half Action returning fire on the attacking forces. If the Angel fails the Test with a number of Degrees of Failure greater than its Intelligence Bonus, it must instead take a Full Action to ensure the Unit's annihilation. The Angel takes a cumulative -10 penalty to this Test for each Level the Intervention Unit possesses above one. This expends the Unit as it is forced to retreat or crushed in retaliation.

- *Target Lazed* – As a Full Round Action, you may use a single Support Unit's target acquisition equipment to provide rangefinding data on the enemy to allied forces, as if the target had been hit by a single Markerlight per two levels the Unit possesses. This does not normally expend the Unit, but the Support Unit is very vulnerable while doing this, and liable to attract the Angel's attention with its various laser and scanning devices. Each time this action is used, roll a d10. On a 1,2 or 3, the Support Unit can no longer keep up its observation and is expended.

- *Battery Pack* – As a Free Action, you may have a single Support Unit tail an Evangelion with a portable generator, providing a mobile power source lasting 10 turns with an umbilical cable 60dam in length. This generator must still be picked up from a Rail Port and plugged in as though it were an Umbilical Cable, and requires at least a Level 2 Support Unit to carry. You may only direct a number of Support Units in this maneuver up to your Intelligence Bonus at any one turn, and the Support Units may still only move 120dam a round. The Unit is expended when the generator runs out of power or the umbilical cable is destroyed.

Combat Training
Prerequisite: Operations Director

Just because you aren't out on the field doesn't mean you never were. Although maybe you don't look it, you have a history of combat experience that would get you into just about any special forces on the planet. Those kids can mix it up with the Angels, but down on the ground, nobody messes with you. You gain the Rapid Reload, Disarm, Crack Shot, and Combat Master Talents from Dark Heresy.

Contact
Prerequisite: Operations Director

A friend in the right place can make all the difference, and for this reason a clever man makes such friends wherever he can. Upon purchasing this Talent, the GM and the player should work together to create an NPC as an ally to the Operations Director. This NPC could be a humble janitor, a member of the research team or local IT department, a secretary for an important official or even a fellow member of Nerv. Any position that can be imagined, and which the GM will allow, is possible. Similarly, what ties the Operations Director has to this character are similarly mutable. They could be someone who owes him a favor, an old friend, someone they are blackmailing, their brother-in-law's old college roomie or simply someone that they go out for drinks with every Saturday. Regardless of their position and background, each contact created in this fashion has the following statistics:

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

Wounds: 9
Skills: Any four of your choice
Talents: One of your choice that they meet the prerequisites of, as well as the Peer Talent for whatever group that they belong to.

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

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

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

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

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

Cut Synch

Prerequisite: Operations Director

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

You may, as a Reaction, order the Synch Ratio of a single pilot cut, rolling a number of 1d10s of your choice, to a maximum of 5. This immediately reduces that pilot's Synch Ratio by the amount rolled. While the restriction might be removed in future rounds, the Synch Ratio will not immediately bounce back in that encounter. Synch Disruption can raise or lower it as normal, but only a complete reboot of the Entry Plug can restore the pilot's Synch Ratio to normal. This Talent may not be used on a Berserking Evangelion.

Death Before Dishonor

As a Half Action, you make choose one pilot that has failed a Willpower Test to resist Fear and Test Command, taking all the penalties of the pilot's original Willpower Test. On a success, you manage to coerce the pilot into fighting through his fear, and at the start of their next turn the pilot is treated as having Snapped Out of his fear, but effects that cannot be overcome this way remain. This Talent does not work on any pilot that is unconscious.

Delegate

Prerequisite: Fellowship or Intelligence 40

Proper leadership requires the use of all available resources. By proper delegation of crucial activities to the rest of you command staff, you can become much more efficient. Once per round, when you would use an Operations Director talent that normally requires the expenditure of a Fate Point, Test either Fellowship or Intelligence. On a success, the Fate Point is not spent. Note that this is for Talents that require the spending of a Fate Point only, not the burning of one.

Double Agent

Prerequisite: Elite Agent, Fellowship 40

You've got friends in high places. Low places, too. All kinds of places, really. At any point, you may choose any one NPC in the same room as you and Burn a Fate Point. That NPC, despite all evidence, has actually been working for your as a double agent the entire time. The GM may feel free to veto the use of this ability on any NPC of his choice for campaign reasons, though in any such case the Fate Point is not Burnt.

Dummy Plug Mark I

Prerequisite: Operations Director

The Evangelions represent one of the most powerful weapons ever conceived by man. As such, it is understandable that many are less than happy about putting its control in the hands of inexperienced children or, worse yet, older pilots capable of realizing exactly how much power they have.

The Dummy Plug is the much anticipated, and greatly disappointing, solution to this problem: an artificial Synchronization signal that allows the Evangelion to function under remote control. However, despite thorough testing, it is still unpredictable and dangerous, often much more careless and destructive than the pilot it was meant to replace. While an Operations Director can order the activation of a Dummy Plug at any time, it is only recommended for use in an Evangelion whose pilot has become incapacitated while the Evangelion remains functional. While it is possible for the Evangelion to Berserk in this time, it is by no means guaranteed, and the Dummy Plug represents a surefire way to get that Evangelion back in the fight.

Once the Dummy Plug has been activated, taking a full round to do so, the pilot loses control of the Evangelion and instead the dummy plug is in control, using the characteristics provided below. The Evangelion immediately enters a state of Frenzy (though not Berserk, meaning it still needs power) and adds 1 extra Collateral Damage to the pool every round it is active. If it would gain five or more Insanity Points or take five or more Ego Damage in a single turn, it shuts down for its next turn, without giving control to the pilot back, rebooting on the round after. Any Contamination Angel ability that might permanently corrupt an Evangelion indefinitely prevents the Dummy Plug from rebooting, and now must attack the pilot as normal inside the immobile Evangelion in order to take control of the Evangelion. Once this talent is taken, Dummy Plugs may be purchased at 10 Surplus each.

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

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	40	0	20	40	30	30	30	30	50

Talents: Deflective Field, Neutralize, Weapon Proficiency (Basic, Heavy, Melee, Pistol)

Dummy Plug Mark II

Prerequisite: Dummy Plug Mark I

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

The Dummy Plug Mark II follows the same rules as the Mark I, but with the following exceptions. While the Dummy Plug is active, the Evangelion may not ignore a direct order from its remote controllers (usually the Operation's Director). Once this talent is taken, Dummy Plugs may be upgraded from their Mark I versions to Mark II for 10 Surplus each.

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

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	50	0	20	40	40	30	30	30	60

Skills: Awareness, Dodge, Tuning
Talents: Deflective Field, Neutralize, Barrier, Weapon Proficiency (Basic, Heavy, Melee, Pistol), Double Team, Leap Up, Quick Draw, Swift Attack

Dynamic Umbilical

Prerequisite: Operations Director

Each Umbilical Plug carries on board thrusters designed to fire for split second after being dropped, causing it to land safely. While technically against regulations, these thrusters can be modified for a much more volatile rocket-fuel, sending the Umbilical flying. As a Reaction, you may choose any Umbilical Cable not currently in use in any Rail Port or Launch Point and deploy it to any space within 60 dam of that cable's point of origin, rolling for scatter as though it were a missed thrown weapon.

Elite Agent

Prerequisite: Contact

As Contact, but the Operations Director acquires the services of a very skilled individual with combat and investigation training. This individual uses the Section-2 Special Agent stat line, except that it has +20 Inquiry and Computer Use.
In addition to its normal uses as a Contact, the Elite Agent may be put 'on assignment'. When put on assignment, the Elite Agent deploys to investigate a single individual, group or matter. The Elite Agent then drops off the radar for a period between one week and one month, as determined by the GM and depending on the task at hand. At the end of this time, the Elite Agent tests Inquiry. On a success, the Elite Agent comes back with useful information on the subject, with additional information based on degrees of success. Should they achieve three or more degrees of success, they come back with secret of some note. On a failure, they acquire either no information, or worthless information. On a failure of two or more degrees of success, the Elite Agent attracted the wrong kind of attention and has been… removed. The Elite Agent is lost forever and may not be replaced. On three or more degrees of failure, the Elite Agent is lost and the OD has been implicated in the process. What happens next is up to the GM, but whoever or whatever was being investigated now knows that the OD was investigating them.

Favored Tactics

You are already well versed in military strategies, but there are some that they just might find more appealing than others. Perhaps they were impressed upon you during your training by some mentor. Perhaps said tactics have ensured some great victory in the past. Perhaps you simply saw it in a movie once and thought it looked cool. Whatever the reason, you have gone out of your way to specifically alter the pilot's training so that they might better enact this tactic. Whenever you purchase this Talent, choose one effect from the follow list. You may not take the same effect more than once.

- *Focused Charge* – Whenever a pilot misses when taking a Charge Action, they may reroll their Weapon Skill Test with a -30 penalty. This may not be used if a Fate Point has already been spent to reroll the Weapon Skill Test in question and failed.
- *Evasive Stance* – Whenever a pilot takes the Defensive Stance action, all enemies take a -20 penalty to Ballistic Skill Tests to hit that pilot.
- *Lightning Feint* – The pilots may use the Feint action as a Reaction at a -10 penalty.
- *Leapfrog* – All pilots may, as part of any movement action capable of crossing the sufficient distance, choose to end their movement by replacing an ally. On a successful Acrobatics Test at the end of their movement, they take the position of a single willing ally and that ally is moved their Agility Bonus in decameters back the way the other pilot came. On a failure, the pilot stops next to the ally, who is not moved.
- *Flyswatter* – The penalty for attacking a target smaller than Average size is reduced by 10.
- *Dropkick* – When attacking an opponent from above (such as at the end of a use of Float or use of A-Type Equipment), the pilots gain a +20 bonus to Knockdown attempts.
- *Dynamic Aiming* – The pilots may take a Half Move action after taking a Half Aim or Full Aim action without losing the

benefits of the Aim, as long as the next action after the Half Move is an attack.

Feedback Tampering

The Evangelion pilots face many horrors in their line of work, some worse than others. It is the Operations Director's job to see them through this by any means necessary. Even when it means doing something unpleasant. Should a pilot gain Insanity Points or take Ego Damage, the Operations Director may spend a Fate Point and, as a Reaction, intentionally trigger a truly excruciating feedback spike to traumatize the pilot and send them into shock, causing them to black out for a moment and avoid the worst of what they were facing. The pilot is Stunned for 1 round, but the amount of Insanity Points gained or Ego Damage taken is halved. While often a necessary measure, Operations Directors should not expect the pilots to appreciate the use of this Talent.

Foster Teamwork
Prerequisite: Intelligence 40

Choose two pilots. These two pilots spend the next week in synchronized training, preparing to pull off a specific maneuver. At the beginning of your next battle, you may immediately spend a Fate Point to enact this training's effect. Each pilot is treated as possessing one Talent already known to the other pilot as if they knew it until the battle ends. No talent that may only be used a limited number of times, or has a prerequisite of a career itself, may be chosen for this ability. The intent to use this talent must be declared at least one full session in advance of the battle for it to be effective.

Impregnable Fortress
Prerequisite: Operations Director

Being an Operations Director is about more than just the Evangelions and their pilots. There is an entire fortress to run at the same time, providing the specialized defense and logistical support that the Evangelions so sorely need. Despite being far from an architect, yours is the word of God when it comes to what the Evangelion needs built, and nobody but the Commander has the authority to second guess you on it. For obvious reasons, this Talent only applies within the Base of Operations. Whenever you purchase this Talent, choose one effect from the follow list. You may not take the same effect more than once.

- *Emergency Deployment* – You modify the Lorentz Force Linear Rail System so that you, if you feel inclined to handle the paperwork afterward, are able to disengage equipment from it at any point along its surface route and smash the container through the concrete at high speed to deploy its payload outside of a designated Rail Port. At any time you would generate a Rail Port, you may instead choose to deploy the equipment in question to any space on the battlefield at least 5 dam away from any Evangelions or Angels. This causes Collateral Damage as a Blast (3) attack.
- *Just in Case* – Even when the Evangelions are fully equipped, you insist on keeping a couple of spares hot on the rails behind them, just in case. If any weapon currently carried by an Evangelion is destroyed or otherwise rendered inoperable, you may send up a duplicate weapon in the same way as an Umbilical Cable. Each time you attempt to use this effect, you must first pay an amount of Surplus equal to half the Requisition the weapon is worth, rounded down.
- *Fire for Effect* – If you're going to waste taxpayer money on conventional attacks against the Angels, you might as well waste it in style. At any time you would order a Turret Unit to attack, you may spend an amount of Surplus up to the Turret Unit's Level, and add an equal amount of damage to the Unit's attack for that turn.
- *Barrier Interception* – Clever planning and quick reflexes can mean the difference between life and death when fighting the Angels, and to that end, you've taken care to install retractable plates of fortified armor all around the Base of Operations which can be deployed at the flick of a switch. As a Reaction, you may deploy a stockpiled Barrier Plate in the path of an attack aimed at a target within the Base of Operations. This provides the Plate's full cover bonus, but the Barrier Plate loses 4 AP after the attack is resolved.
- *Shortcut* – Damn the zoning restrictions, sometimes you need to get one of your pilots somewhere fast, and if half the terrain in the base moves, you're going to move it. As a Half Action, you may increase the effective Agility Bonus of a single Evangelion by an amount equal to your Intelligence Bonus until the end of the round. If your base lacks the Retractable Buildings or Variable Terrain upgrades, this causes a single point of Collateral Damage per 10 dam the Evangelion moves as you are forced to resort to less elegant means.
- *Gotcha Bitch!* – They told you it would never work. That the chances of an Angel blundering into that stupid thing were one in a million. Well guess who's laughing now! As a Reaction, you may activate a stockpiled trap directly underneath the Angel, as though it has been placed prior and walked into. Use of this Talent requires you to spend a point of Surplus however, as there are extra costs with constructing traps in such . . . unusual locations.

Imprint
Prerequisite: Dummy Plug Mark II

Using the same memory imprint technology used to bring new manufactured clones up to speed, new skills may be granted to the Dummy Plug Mark II. While the previous Dummy Plugs were too unstable to accept such programming, the second generation can retain this information easily. However, the memories may not be created from scratch. They must have a source. Choose a single Talent known by another pilot already in play. This Talent may not cost more than 200 xp. The Dummy Plugs are imprinted with the knowledge of this ability, so long as they already know all prerequisite Talents or A.T. Field Powers. The imprinted Talent is granted to all Mark II Dummy Plugs upon purchase of this Talent by the Operations Direction. While the Imprint Talent may be purchase

multiple times, each purchase grants the Dummy Plugs one Talent and one Talent only.

Inspiring Voice
Prerequisite: Command Training
Even when limited to solely speaking, you can lead and inspire. Once per round, you may treat one person who can only hear your voice as being able to see them for the use of appropriate Talents such as Iron Disciple and Into the Jaws of Hell.
Since Operations Directors command their troops from the safety of HQ and aren't in the field to keep their soldiers in check when their morale falters, Inspiring Voice allows the use of Iron Discipline and Into the Jaws of Hell verbally. These talents can still be used by opening a direct line between one pilot and the OD using a monitor window as a Half Action to allow for the required visual component otherwise.

Intimidating Pose
Prerequisite: Absolute Order
You've managed to cultivate an air of malice that, with the proper body language, you can convey all too well. You may assume this pose and spend a Fate Point. On a successful Command Test, any Scrutiny Test rolled against you automatically fails until the end of the session.

IOU: Military
There is someone who owes the Operations Director a favor. Someone who can get things done. In this case, it is an important general or similarly powerful military official. Through this favor and a compelling argument about the strategic necessity of the task, the OD may requisition one of a number of effects. Examples of such effects include:
- The deployment of significant extra military forces for a coordinated plan of attack.
- The deployment of an N2 Weapon against an enemy, though never in a populated or heavily developed area. This use of an N2 weapon is separate from the N2 Barrage Talent, and does not require the burning of a Fate Point. However, all damage resulting from it is still counted as collateral damage as normal.
- The deployment of a prototype non-Evangelion anti-Angel weapon, such as the Jet Alone.
- Additional resources to repair an Evangelion for free, in less time, or both.
- Using military resources to get an Evangelion into space.

Other, more imaginative favors from the Military may also be called in by the Operations Director at the GM's discretion.
This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

IOU: Political Official
There is someone who owes the Operations Director a favor. Someone who can get things done. In this case, it is an important Political Official or other person of influence. When in dire straits, the OD can call upon this contact to help procure one of a number of effects. Examples of such effects include:
- A one-time influx 1d5 + 10 surplus.
- Removal (or worse, depending on how willing you are to get your hands dirty) for a troublesome NPC.
- Aid in a major legal action.
- Using national or corporate resources to get an Evangelion into space.

Other, more imaginative favors from the Politician in question may also be called in by the Operations Director at the GM's discretion. This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

IOU: R&D
There is someone who owes the Operations Director a favor. Someone who can get things done. In this case, it is an important member of some Research and Development department or team (either for Nerv itself or another corporation or organization of some kind). While this past relation should be roleplayed accordingly, what is important here is that between their favor and the OD's own Nerv special clearance, they are capable of requisitioning special prototype equipment in a matter of hours.
Such prototype equipment need not be a weapon, though it must fulfill the following requirements: it may not be a piece of equipment that has already been fully researched and is currently available to the players. It may only be unfulfilled by normal research requirements in one field and one field only (e.g. at Tier 1 with no other research performed, a general Tier 2 weapon could be requisitioned much like a Tier 1 Maser or Positron weapon. A Tier 2 or 3 Positron or Maser weapon, however, would be beyond the reach of this talent at that time.). Finally, the prototype equipment cannot be upgraded through the use of Weapon Upgrade Points in the case of a weapon, and must contain at least one significant drawback not present in the fully researched version. Such a drawback could be the Inaccurate or Overheats weapon traits, or significantly reduced damage, range or ammo capacity. Whatever the drawback, it should not be so minor as to be easily dismissed.
Other examples of effects that this IOU may be used for include:
- The deployment of a prototype non-Evangelion anti-Angel weapon, such as the Jet Alone.

- Additional resources to repair an Evangelion for free, in less time, or both.
- A one time influx of 1d5+5 Research.
- Requisition a piece of special equipment suited for a specific, one-time task such as containing a weak angel or otherwise performing a key role in a unique plan.
- Using an experimental method to get an Evangelion into space (may have unintended side effects).

Other, more imaginative favors from the R&D Team may also be called in by the Operations Director at the GM's discretion. This IOU may be utilized once and once only in a campaign before being permanently spent. The IOU may not be purchased again for use a second time. The only exception is through use of the "You Owe Me" Talent.

Just as Planned
Prerequisite: Int 40, Foresight

You may gain the benefit of the Foresight Talent after 1 minute of thought rather than 10 minutes. In addition, you may spend a Fate Point to have retroactively prepared or taken any action within the last 10 minutes that would just now come into play, such as making a discrete phone call for assistance or turning on a small recording device. Note that retroactively taking this action cannot change anything else that has already happened, though it may be addressed as normal now.

Key to Victory

There are a handful of possible alternatives to the Evangelions for defeating the Angels. However, each is more terrible, risky and costly than the last. More than a few of them involve breaking several international treaties, crossing an organization that doesn't even publicly exist, or using artifacts only barely understood.

At the time that this talent is taken, the GM and player must decide on a single item or plan to defeat a single Angel automatically (or cause it to default to 0 wounds on all body parts and burn all of its Fate Points if it still possesses them). However, this plan is far from perfect. It takes considerable preparation time, and takes no less than three rounds to deploy (often deploying from the Embarkation Point). While you are encouraged to use whatever makes your Base of Operations special (such as its Buried Treasure or something of similar plot importance) you cannot make use of anything that has not yet been discovered in character. What's more, the GM gets to decide the downsides of using the Macguffin (and using the
Macguffin MUST have a considerable drawback that explains why it is to be used so sparingly. This plan may only be used once. Come up with a convincing deterrent to explain why.). Such downsides might include burning Fate, massive Insanity or Ego Barrier degradation, massive collateral damage, loss of a plot-important item, or some combination of the above.

MAGI Advance I

Whenever you purchase this Talent, choose one effect from the follow list. You may not take the same effect more than once.
- *Lockdown* – You may, in a crisis, force the MAGI to seal all hallways in the facility, preventing the expansion of Personal Scale opponents that have infiltrated the Base of Operations. Every hallway becomes capped at each end with a Blast Door that has 20 Wounds, 8 AP, and is immune to anything that isn't an explosive, being breached when it reaches 0 Wounds. These Blast Doors remain in place until the Lockdown is revoked. In addition, all elevators shut down automatically, though you may choose to reactive specific elevators or raise specific Blast Doors from their access point to the MAGI.
- *Remote Access* – Given 5 minutes, you may connect to the MAGI and give it orders from any computer inside the Base of Operations. Others without your passwords and clearance level do not have this ability.
- *Breach Security* – You gain a +30 bonus to your Computer Use Test to hack any computer with access to the Internet, or a direct connection to the Base of Operation's mainframe. Note that using this ability on anyone employed by Nerv automatically alerts the Nerv Commander, via safety protocol #08.
- *Type-666 Firewall* – You may spend a Fate Point to make Hacking (see the Computer Use skill) of the MAGI and all computers connected to the MAGI impossible, even by other MAGI.
- *Smartaim.exe* – You may spend a Reaction to have Precision Targeting effect a second pilot.
- *Active Response* – By automatically shutting down power or gas, activating remote fire control systems, or other damage-minimizing measures, the MAGI can keep a bad situation from becoming worse. In any battle in the Base of Operations where Area of Effect attacks or Missed Shots caused Collateral Damage, reduce collateral damage by 10.
- *Electronic Tag* – Using the MAGI, you can search input from thousands of feeds from across the base of operations to find a specific individual and track their movements. Every security or traffic camera is the MAGI's eyes; every phone off of the hook is its ears. Using this, you may Test Inquiry to investigate an individual by asking the MAGI itself, gaining a +20 bonus to the Test. Note that this process will take several hours for the MAGI to compile the necessary information and takes up a noticeable chunk of the MAGI's processing power. Not to be used by anyone trying to be subtle.
- *Advance Warning* – All Angels receive a -10 to their roll on the interception chart. This stacks with Vigilance.

MAGI Advance II
Prerequisite: MAGI Advance I

Whenever you purchase this Talent, choose one effect from the follow list. You may not take the same effect more than once.
- *Incredible Analysis* – Whenever you roll a result on the MAGI Analysis chart that would grant you knowledge of a single AT

Power, Weapon, or Unique Trait, you may Test Intelligence. On a success, you are informed of a second AT Power, Weapon, or Unique Trait, as though you had rolled the result twice.

- *Refined Analysis* – When rolling on the MAGI Analysis chart, you may spend a Fate Point to choose the outcome of the roll.
- *Bakelite Flooding* – In a crisis, sometimes blast doors are not enough. You may flood up to three hallways with quick-hardening Bakelite, making them impassable. Be forewarned: it will take over a week to make a single hallway passable, and it can be easy to trap personnel or important equipment behind a wall of Bakelite.
- *Remote Bypass* – The MAGI, having run a truly incredible series of models, taught themselves several fine-tuned tricks for maximizing Evangelion performance under extreme circumstances. Once per session, you may allow a single Evangelion to ignore any single Critical Damage effect that does not result in limb loss, defeat or death for one round.
- *Rapid Consultation* – You gain a +10 bonus to all Intelligence based Tests during battles or when otherwise in contact with the MAGI.

Master of Monsters
Prerequisite: Int 45, Scholastic Lore (Evangelions)

Some people are content to leave the lobotomized cyborgs alone when not directly dealing with the Angels. You, on the other hand, think there can be so much more. Whenever you take this Talent, choose one of the following options.

- *Xenobiology* - Each of the pilots' Evangelions gains 1 BUP.
- *Mechanization* - Each of the pilots' Evangelions gains 1 SUP.
- *Arms Dealer* - Each of the pilots' Evangelions gains 1 WUP.
- *Weapons Cache* - You gain an amount of Requisition equal to 2 plus your Intelligence Bonus. While you cannot utilize weapons purchased with this Requisition yourself, they can be delivered to the pilots as normal.

Military Investment

For whatever reason, the people investing in Nerv seem to think bigger and nastier gun emplacements might somehow do something to the Angels. If that's how people want to waste their money, so be it. You may add 5 Surplus to the Surplus Pool, but this Surplus may only be spent on Turrets.

Moral Support
Prerequisite: Fellowship 30

Even if you can't be out there in person, and even though they may not trust you, or even like you, children tend to respond to a calm adult presence during periods of stress or outright panic. As long as you are able to maintain verbal communication with the pilots, they may Test to Snap Out of any Shock effect they suffer as a result of Fear, even if the result would normally not allow them to.

N2 Barrage

Antimatter is difficult to procure in large enough quantities to use in N2 warheads, and even for the UN, the assembly of N2 mines is slow going. With some truly legendary backroom dealing, it is possible for a NERV facility to gain legal exception to various WMD regulation treaties and compile some of their existing resources into a privately owned arsenal.

Each time you take this Talent, you gain the use of a single N2 Strike which is stored for later use. You may fire it as a Half Action at the precise location of your choice, with the Strike detonating at the beginning of your next turn. The N2 Strike that occurs is of a Yield equal to your Fellowship Bonus. This N2 Strike may not be used to increase the Yield of any other N2 Strike, but multiple instances of this Talent may be expended simultaneously to combine their Yields into a single Strike. Once this Talent is used, it is permanently expended, and must be purchased again if it is to be used further.

Pilot Surveillance
Prerequisite: Fellowship 40

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

Popular

Some people just like you. Maybe even for who you are. You gain a unique Peer talent with the focus of any single group or demographic of your choice that you are aware off and that is not hostile to you.

Precision Targeting

As a half action, you may choose one Evangelion to feed carefully plotted targeting data designed to take advantage of a weak point in the enemies armor. You may choose to have that Evangelion either gain +2 penetration with any weapon on the next attack against the target, or halve the target's Armor Points for the next attack that Evangelion makes.

Promote Assistant

There is no reason why everything must rest on your shoulders and your shoulders alone, so long as you're the one in charge in the end. Choose a member of the bridge crew and promote them to the rank of Captain. A number of times per combat equal to your Fellowship Bonus, the new Captain may use the Remote Care, Precision Targeting , or Surefire Ejection Talents in your stead, requiring no Fate Points or actions on your part.

Remote Care

The pilot's plug suit is much more than a simply interface unit for the Evangelion - it also provides the wearer some protection and allows monitoring of the pilot's health while in the entry plug. In case of emergency, the plug suit may also be used to apply basic medical services via remote, such as tightening a tourniquet or applying electric shocks. By spending a Fate Point as a Half Action, you may remotely activate such systems as long as said pilot is still within the entry plug. This Talent may be used to stop Blood Loss, remove the Stunned condition, or remove a single level of Fatigue from a pilot.

Rescue Charges

As a redundant safety measure, standard Evangelion templates are built to include a number of ironically-named devices intended to protect the pilot from contamination by the practical expedient of blowing the affected limb off with high explosives. Though maiming an Evangelion is only useful in a handful of circumstances, you do happen to have the access codes for doing so should it become necessary. As a Half Action, you may designate a single Arm or Leg location of a single Evangelion, and automatically deal 6 Rending Critical Damage to it that may not be reduced in any way. In doing so, any Ego Damage or Insanity Point gain caused through the limb is negated for the turn, and the Evangelion automatically escapes any Grapple it may have been in. The Evangelion also does not suffer Blood Loss from the loss of the limb, but may not trigger the Self Preservation talent as a result of the Critical Damage sustained. This Talent may not be used on a Berserking Evangelion.

Research Investment

Progress doesn't make itself. Sometimes, you need to get in there and take care of things yourself. Add 5 Research to the Research Pool.

Requisition Support

By employing a combination of tactical astuteness, rapid micromanagement, preemptive funding, careful planning, and connections in the right places, the Operations Director is able to quickly mobilize military forces large enough as to be too unwieldy for most Generals to bring to bear on a moment's notice. Whenever the Operations Director succeeds a Reinforce action, the total Level they may add to their Conventional Forces is increased by 1.

Self Defense

Prerequisite: Operations Director

All of Nerv's military personnel are trained in basic combatives in case of attack from a more human enemy. As an Operations Director, that goes double for you. It's nothing fancy, but provided you paid attention during your training, it should be more than enough to protect that clever head of yours. You gain the Nerves of Steel, Quick Draw, and Takedown Talents from Dark Heresy, and your Unarmed Attacks deal 1d5+Strength Bonus damage.

Stratagem

While teaching pilot's specific solitary moves increases their own options, it takes another level of skill to teach them the proper coordination to pull off more advanced, team-based tactics. The OD instructs their pilots to carry out precision maneuvers so that they might achieve victory through teamwork. Choose one option from the following list:

- *Dynamic Break* – Pilots may end a Grapple already in progress by successfully using the Knockdown action on the enemy. Even if the Knockdown action fails, the pilot gains a +20 bonus to their Strength Test as they take advantage of their opponent's weakened grip and distracted state.
- *Mutual Defense* – By standing back-to-back, two Evangelions can guard each other's blind spots. Neither Evangelion may move more than 2 dam away from the other, face the same direction or attack the same opponent without ending the effect, but so long as the stance is maintained both Evangelions gain a +20 bonus to Parry and Dodge, and either Evangelion may sacrifice their Reaction to cause the other Evangelion to automatically succeed on a Dodge as they pull or kick them out of the way, though doing so ends the stance. Refreshing the stance requires a Half Action from either Evangelion.
- *Wolfpack* – The problem of taking down large animals using group tactics is one nature has already solved. The trick is to keep on the move and work as a team. You may choose one pilot at the start of the battle. This pilot must move as a Half Action, and choose another pilot. Next round, the new chosen pilot may reroll one roll of their choice, but must move as at least a Half Action and designate a new pilot at the end of their turn to pass the bonus onto. Through this system, the reroll is passed between constantly moving pilots. No two pilots may benefit from the reroll in the same round, and if a pilot who is 'holding' the reroll fails to use it or move for any reason, it is not passed on and no longer comes into play this battle.
- *Tri-Star Attack* – Once per battle you may have three pilots hold their turns until the end of the initiative order that round. Each then makes a Half Action attack at a +20 bonus against the same target at the same time. If all three attacks hit, this

target may not dodge or parry (but can deflect). They only take damage from one attack of your choice, but this attack is considered to have rolled a 10 on all relevant damage dice (without a Righteous Fury). The other attacks are ineffective.

Supreme Commander
Prerequisite: Command and Conquer
Whenever you would activate a Unit of Conventional Forces, you may make a Very Hard (-20) Scholastic Lore (Tactics) Test. On a success, increase the Level of the Unit by 1 plus an additional 1 for every 2 Degrees of Success for the all purposes of the activated effect. The amount of the Unit expended by the effect remains the same.

Surefire Ejection
By spending a Fate Point, you can force an entry plug to eject. This not only triggers an entry plug ejection attempt, but adds a +40 bonus to the roll on the entry plug ejection chart.

Tactical Genius
Prerequisite: Operations Director
Through the use of well planned tactical advice, you may guide the pilots under your command to victory. By spending a Fate Point, you may either add one Degree of Success to a pilot's roll, or cause them to reroll a failed Test. However, in the event of a reroll the pilot must accept the result of the new roll, even if it is worse than the first.

Tactical Legend
Prerequisite: Tactical Genius
When you use the Tactical Genius Talent to cause a pilot to reroll a failed Test, you may Test Scholastic Lore (Tactics). On a success, the pilot may choose whether to accept the result of the reroll, or discard it entirely, in which case you immediately regain the Fate Point spent. When you use the Tactical Genius Talent to add a Degree of Success to a pilot's roll, you may Test Scholastic Lore (Tactics). On a success, you may add an additional Degree of Success to that pilot's roll for every 3 Degrees of Success you obtain on this Test.

Technobabble
You may Test Tech Use, Computer Use or a Scholastic Lore instead of Blather, gaining a +20 bonus against anyone who is not trained in that skill.

Technobabble Solution
Prerequisite: Technobabble
Once per session, you may Test Tech Use or Computer Use instead of any other, non-Fellowship based skill.

The Plan
Prerequisite: Tactical Legend
You are more than just a glorified babysitter. You are a brilliant tactician, even if you rarely have a chance to show it. Given one hour, you can concoct a plan of attack. You may give each pilot a +20 bonus to a single roll for a specified action (such as standard attack, Full Auto, Dodge, Grapple or a Skill) each round. No two pilots may have their bonus be to the same type of action in a round. This is you guiding their plan in action.
However, no plan survives contact with the enemy. After a number of rounds equal to half your Intelligence Bonus (minimum 1), you must Test Intelligence at the beginning of each turn or the plan falters, and the mechanical effects of this talent are lost for the remainder of the encounter.

The Value of a Miracle
Once per session, you may spend a Reaction to choose a single roll made by any ally. All penalties taken by the ally to this roll are instead added as a bonus that stack with all other bonuses.

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

Well Informed
You have many resources at your command. Whether it being via personal investigation, computer hacking, a friend on the inside or some unknown benefactor, you've come into possession of something others would wish to keep secret. Once per session, you may spend a Fate Point to ask the GM a single Yes or No question. The GM must answer this question to the best of their ability. However, the information that reaches you is not always perfect. Any question that asks about the future in any way receives a response of Maybe, and you may not use this to learn about Angels that have yet to appear.

When Suddenly…

Prerequisite: Agility 35, Skill Mastery (Shadowing)

In any situation in which your position has not been openly stated within the last ten minutes in game, you may spend a Fate Point to make a Hard (-20) Shadowing Test. If you succeed, you may instantaneously appear in the same room as one of the pilots, or in the case that one of them is in danger, appear within five meters of that pilot. It is assumed that you have been in the area for at least the last minute, and are now just revealing yourself.   If a pilot is in danger, you may automatically succeed on the Shadowing test.

You Owe Me

Sometimes a little guilt can go a long way. With some subtle reminders, you can milk that guilt for even more than it is worth. You may choose a single IOU that has already been spent and regain it. This is the only way that an IOU may be used more than once.

Spending Surplus

As briefly touched on earlier in the book, Surplus has a myriad of uses other than simply repairing the Evangelions. Representing billions of dollars in liquid funding, for an organization such as Nerv, there is little that money can't buy. For things that an Adeptus Evangelion group will want to concern themselves with however, consult the following list.

By default, Nerv begins the game with 2 Launch Elevators per Evangelion, 1 Umbilical Cable per Evangelion, 1 copy of each Letter-Type equipment, and 30 Surplus, which must be spent on Constructions or else it is lost. Passive upgrades to the Base of Operations (such as a Package upgrade, Clone Farm, and Recessive Buildings) may only be purchased once except where noted.

Letter-Type Equipment		
Name	**Effect**	**Cost**
A - Type Equipment	Equip an Evangelion for flight.	10 Surplus
C - Type Equipment	Equip an Evangelion for deployment underwater.	5 Surplus
D - Type Equipment	Equip an Evangelion for deployment in hazardous environments.	5 Surplus
E – Type Equipment	Equip an Evangelion for deployment in space.	10 Surplus

Letter-Type Equipment represents advanced loadouts for the Evangelions designed to prepare them for drastically different deployment environments. The Evangelions are equipped with B-Type Equipment by default, and within a matter of hours may be outfitted with any other set of Letter-Type Equipment currently in stock.

Each purchase of a set of Letter-Type Equipment purchases a single set of this equipment only, which may be used by any of the Evangelions. In order to field all available Evangelions into nonstandard-environments, multiple sets of each equipment type must be purchased.

The available Letter-Type Equipment loadouts are described below:

A-Type

The A-Type Equipment represents a dead end in the development of the early Evangelions. With time to spare before the arrival of the Angels, optimistic science and engineering teams were convinced that the S2 Engine would be safely developed, tested and installed by the time of the first Angel attack. With this assumption about the Evangelion's operating time, original Evangelion designs were based around extended long distance self deployment to engage and destroy the Angels wherever they chose to appear. To this end, the original Evangelion armor prototypes were outfitted with removable thrusters and jump jets for the purpose of long distance travel. Obvious power supply issues forced this branch of development to be scrapped. However, for shorter distance trips the technology still works.

Unlike most other types of equipment which are designed to be an extension of the Evangelion's armor, the A-Type Equipment is designed to be a replacement, specifically one with significantly lighter armor. While the A-Type equipment is in use, armor for all areas is treated as 2 lower. You may take off as a Half Action by spending a round of power, moving a distance equal to your Run speed in a direction of your choice.

While the A-Type Equipment is poorly suited for long term propelled flight, it is well built for gliding. If deployed in the air from a Nerv Evangelion Carrier plane (or otherwise is at least 50 dam in the air), the Evangelion may activate the A-Type equipment and sustain flight for an extended period of time. In order to sustain this flight, they must expend a single round's worth of power for every 10 kilometers traveled. After all power has been expended, they glide an additional 1d5+5 kilometers and then crash, taking falling damage as appropriate.

If an Evangelion is equipped with an S2 Engine, the Evangelion has effectively unlimited flight time.

B-Type

The B-Type equipment is the second generation of intended Evangelion restraining armor, and is the Type most commonly associated with the Evangelion. Designed to act as both protection for the Evangelion and its pilot, as well as proper restraint so that the Evangelion can be piloted at all, the B-Type equipment is reasonably functional in terms of mobility as well as ability to protect the user in both ranged and close quarters combat. Simply put, this is the standard, unmodified Evangelion equipment.

C-Type

The C-Type Equipment represents the first example of Nerv's intention to engage and destroy the Angels wherever they might appear. While the standard B-Type equipment is capable of supporting the life of the Evangelion when completely submerged in water, it is not designed for underwater movement, much less combat.

The C-Type equipment fits as a cover for the rest of the Evangelion, adding to its armor in most places and increasing its Armor Points by 1 for all body locations. However, this is not to be taken as a free protective upgrade. If used on land, the Evangelion suffers a -20 penalty to Weapon Skill, Ballistic Skill and Agility. However, it is designed to work well in water, and the Evangelion suffers no penalties from moving underwater.

The C-type equipment, in addition to the turbines and pressure suit that allow the Evangelion to operate when submerged, also contains buoyancy tanks capable of halving the rate at which the Evangelion sinks per round. In case of emergency, any Evangelion wearing C-Type equipment no deeper than 100 dam may activate an emergency flotation device that immediately causes the Evangelion to rise 10 dam per round until they reach the surface.

Each section of the C-Type Equipment is sealed off from the rest of the suit and independently pressurized, to prevent truly catastrophic decompression. This pressurization system as a whole allows the Evangelion to be affected by the pressure as if they were 100 dam higher than they actually are. Should an Evangelion take Critical Damage to a body location, that location now suffers from all of the effects of pressure as normal for the depth that the Evangelion is at.

D-Type

The D-Type Equipment is supplementary hazardous environment gear. Originally designed and tested for extremes of pressure, temperature and radiation, the D-Type Equipment can keep the Evangelion safe in all but the most extreme of situations at the cost of virtually all mobility.

Regardless of where the Evangelion is deployed, the D-Type Equipment imposes a -10 penalty to Weapon Skill and Perception, along with a -20 penalty to Ballistic Skill and Agility from its cumbersome design and vision-constraining helmet. However, it is heavily reinforced, increasing its Armor Points by 4 in all locations, making the wearing immune to fire and flame based weaponry, and halving the damage from any attack that deals Energy Damage due to its energy-reflective outer shell. While the D-Type Equipment is in place, the Entry Plug may not be ejected for any reason.

If used in the ocean, the D-Type equipment increases the penalty to Agility to -30 whenever not standing on a solid surface, and may treat the ocean pressure around it as if it were 800 dam higher than it actually is. If used in molten rock, the D-Type equipment keeps the pilot safe until they reach a depth of 110 dam. If used in space, the Evangelion is protected from the hazards of space, but lacks any means to making itself move.

While normally supplied by a reinforced Umbilical Cable, should this cord ever be cut the Evangelion lacks the mobility required to replace it without assistance. Only a Mobile Support Platform or a fellow Evangelion may manually replace the plug with a new one.

E-Type

The E-Type equipment is, quite simply, little more than am Evangelion sized, back mounted harness of equipment meant for maneuvering in zero gravity. Since an Evangelion is already protected from the various hazards that humans normally face in space travel due to its A.T. Field and literally feet thick armour plating, and furthermore, doesn't require oxygen, almost all of the space on board is taken up by vast reserves of electrical power and fuel for its on-board thrusters. The E-Type equipment is far too heavy to be worn into combat outside of a Zero-G environment, imposing a -40 penalty to Agility, Weapon Skill, and Strength on the ground as the Evangelion is rendered nearly immobile by the sheer effort of moving under the thousands of tons of weight on its back. Additionally, the mass of equipment prevents the Entry Plug from being ejected under any circumstances. Since this is an extremely bad idea in space in the first place, this particular design "flaw" was overlooked.

The power supply mounted on the E-Type equipment frame is not much more than a stripped down pair of Nerv's standard Umbilical generators, providing the Evangelion an additional 12 rounds of power while worn. For movement in space, the E-Type equipment is outfitted with a system of thrusters, along with enough fuel to make 20 separate move actions, with Full Round movement actions, such as the Run or Charge actions, consuming double fuel. Once this movement change is made, the Evangelion's last trajectory change becomes constant until stopped. This constant motion is not under the Evangelion's control, and does not require any further actions on the Evangelion's part to maintain, meaning that multiple movement actions made by the Evangelion can and will stack. For example, an Evangelion moving 20 dam in one direction will continue to do so each turn after automatically, meaning that if it were to use an action to move another 20 dam in the same direction, it would then be moving 40 dam per turn in said direction. In order to slow or stop this movement, the Evangelion must expend fuel and actions to move in the opposite direction, which lowers its speed equal to the amount it would normally move. All movement done by the E-Type equipment is done at an effective Agility Bonus of 3, with use of the Sprint Talent prohibited, though the Accelerated Field Spread Pattern increases movement speed as normal. The Winged Spine Biological Upgrade allows the Evangelion to move under its own power with the speed given by the Flyer Trait, with or without E-Type equipment, but the Evangelion is not considered to be actually flying and its movement observes all other rules of E-Type movement.

Construction			
Name	**Prerequisite**	**Effect**	**Cost**
Ablative Cable	Ablative Tech	Protect an Umbilical Cable with an Ablative coating.	5 Surplus
Bakelite Pod	---	Place a Bakelite Trap in the Base of Operations.	15 Surplus
Barrier Plate	---	Place a fortified plate of retractable cover in the Base of Operations.	10 Surplus
Clone Farm	S2 Tech	Produce spare Evangelion parts faster and more cheaply.	30 Surplus
Dedicated Battalion	Standing Army	Increase the starting maximum of Nerv's Conventional Forces	10 Surplus
Entrapment System	---	Place an Entanglement Trap in the Base of Operations.	10 Surplus
Flash Chamber	Positron Tech	Place a Positron Trap in the base of Operations.	15 Surplus
Launch Elevator	---	Place a new Launch Elevator in the Base of Operations.	10 Surplus
MAGI Database	---	Link the MAGI to the worldwide library of other MAGI.	30 Surplus
Maser Package	Maser Tech	Add Maser capability to your base turrets.	10 Surplus
N2 Missile Package	Antimatter Tech	Add N2 Missile capability to your base turrets.	10 Surplus
Positron Package	Positron Tech	Add Positron capability to your base turrets.	10 Surplus
Rail Package	---	Replace your base turrets conventional ballistics with railguns.	10 Surplus
Recessive Buildings	---	Reduce the risk of Collateral Damage in the Base of Operations.	25 Surplus
Refit	---	Reconfigure an Evangelion's Structural Upgrades.	10 Surplus
Repair Bay Expansion	---	Increase the speed at which you can repair multiple Evangelions.	20 Surplus
Sonic Resonator	Hyper Progressive Tech	Place a Resonator Trap in the Base of Operations.	15 Surplus
Standing Army	---	House Conventional Forces on site to deploy quickly in battle.	20 Surplus
Teleforce Package	Particle Tech	Add Particle capability to your base turrets.	10 Surplus
Turret Battery	---	Build giant gun turrets to help defend the Base of Operations.	5 Surplus
Umbilical Cable	---	Increase the number of Umbilical Cables in the Base of Operations.	10 Surplus
Variable Terrain	Recessive Buildings	Modify the cityscape on the fly to provide new routes.	30 Surplus
Wideband Sensors	---	Improve your ability to detect Angels before they arrive.	25 Surplus

ABLATIVE CABLE

If the Evangelions are valuable enough to protect with Ablative technology, why not the all important Umbilical Cables they require to function? Though lacking the structural integrity required for true Ablative armor, a more lightweight, flexible solution can be used as a sort of insulated coating.

When this Construction is purchased, apply it to a single Umbilical Cable of your choice. The next time that Umbilical Cable would be hit by an Area of Effect attack, this Construction is expended, and the cable remains intact.

BAKELITE POD

A kind of cherry red, thermosetting phenolic resin, Nerv's special formula Bakelite amounts to a dense, plastic replacement for liquid concrete, with the hardness of glass and the useful property of hardening in mere seconds. Usually used in restraining Evangelions in test phase, with a little bit of work, standard Bakelite sprayers can be reworked to dispense their payload all at once in a burst large enough to impede even an Angel.

This Construction is a Trap, meaning it occupies a 10x10dam space and may be activated when an E scale enemy moves into its area. When activated, the target immediately stops any movement and may not make Move Actions or be subject to movement of any kind, including A.T. powers that would cause them to move, and take a -30 penalty to Agility until they escape. To escape, the Bakelite must be destroyed, requiring a Difficult (-10) Strength Test, or an attack dealing at least 5 points of damage against AP 2. Once activated, this Construction is expended.

BARRIER PLATE

Not exactly elegant it may be, but having a giant slab of reinforced armor plating covered in a reflective, heat dispersing compound is damn handy no matter which way you look at it. Usually kept retracted beneath an unassuming road or intersection, Barrier Plates can pop up at a moment's notice to provide a degree of safety where there was none before.

This Construction functions as a piece of cover 2 dam wide and tall enough for an Evangelion to stand behind, with an AP of 6. Though it may be moved between battles, during combat it is immobile and rooted to the ground. If the Barrier Plate sustains enough damage to lower its AP to 3 or less, it is scrapped entirely and the Construction is expended, otherwise it is repaired at the end of the battle.

CLONE FARM

The Evangelions are tough alright, but there is a disadvantage to being partly biological. Spare parts have to be grown rather than ordered in. Normally this is done from scratch, using the specific Evangelion's original blueprints, but with the construction of special facilities, it becomes much easier to simply clone one of these parts into several spares to have on hand.

This Construction lowers the cost of the 'Attach Limb' Evangelion repair option to 3 Surplus and the time it takes to 2 weeks. Rushing the repair further lowers this time to 1 week, as normal.

DEDICATED BATTALION

Once able to receive and station military forces directly within the Base of Operations, the natural course of action is to increase the size of Nerv operated assets as much and as quickly as possible. By requisitioning further long-term postings from the UN, or outright buying surplus military vehicles, the number of troops available to Nerv to combat the Angels at any time, swells dramatically beyond what the UN is normally able to lend out.

This Construction permanently increases the starting maximum of all Assault Units, Interception Units, and Support Units under Nerv Control by 2, whether Base of Operations rules are in effect or not. This upgrade may be purchased multiple times, each time increasing the Level of Nerv's Assault, Interception, and Support Units by 2, up to a total maximum of 15.

ENTRAPMENT SYSTEM

Sadly only really effective on the Angels with the weakest fields, the Entrapment System fires a coordinated salvo hundreds of pressurized harpoons trailing to high-tensile cable in an attempt to tether down an Angel and stop it from moving. While individually a trivial nuisance to an E scale foe, the sheer mass of these tethers makes them surprisingly difficult to break. The added benefit is that in a pinch, it can serve to restrain berserking Evangelions to prevent them from causing Collateral Damage.

This Construction is a Trap, meaning it occupies a 10x10dam space and may be activated when an E scale enemy moves into its area. When activated, the target is hit with a 1d5 R pen 0 Breach 1 Flexible, Snare attack, with the exception that a damaging E scale attack of any kind will break the cables. Once activated, this Construction is expended.

FLASH CHAMBER

A Flash Chamber is an ingenious system wherein a series of tiny Toroidal particle accelerators are loaded into a collapsible, pole shaped apparatus and added together with three other poles to form a precisely calculated perimeter within which is a deadly radiation zone. When activated, the poles spring from the ground and the accelerators flare to life, bombarding the inner region with a storm of free floating positrons in a wave pattern set to cause disruptive interference exactly at the edges of the system so as to entirely contain the dangerous particles. While it isn't quite enough to breach an active A.T. Field, it's more than enough to damage one.

This Construction is a Trap, meaning it occupies a 10x10dam space and may be activated when an E scale enemy moves into its area. When activated, the target immediately suffers from having its ATS (but not ATP) lowered by 1d10 until the end of its next turn. Once activated, this Construction is expended.

LAUNCH ELEVATOR

The Evangelions are not only enormous and extremely heavy, but usually kept hundreds of meters below the surface of the Earth. How Nerv has solved the engineering nightmare of actually getting them into combat before the world ends, is by designing a vast network of electromagnetic, Lorentz Force powered rails that spread beneath the Base of Operations. Some of these rails are especially powerful, and perfectly adapted to launching an Evangelion platform at high speeds out to any reachable point in the system, where it is abruptly stopped by magnetic locks. False buildings. Intersections. Lake bottoms. Nowhere is impossible to appear for an Evangelion on the rails.

This Construction may only be placed within the Base of Operations, and once done, is permanently fixed there. Evangelions may use the Launch Elevator as they are outlined in the relevant rules.

MAGI DATABASE

The MAGI are already brilliant, and not just in the computer sense of the word. Due to the use of human brains and personality duplicates in their construction, they are able to intelligently think to solve problems in the way any human being does, only much, much faster. Sometimes however, someone else has already come up with the solution, and why make the MAGI do it all over again when the MAGI at another Nerv base already did?

This Construction adds a permanent +10 bonus to all MAGI Analysis rolls as long as Base of Operation rules are in effect.

MASER PACKAGE

Originally, some of the more advanced plans for anti-Angel weapons called for massive, high powered laser stations to be used against long distance targets, though these were never built before the focus on conventional firepower was scrapped by Nerv. With the proven effectiveness of Maser weaponry on angels though, the old blueprints have been given new life.

This Construction may only be used when Base of Operations rules are in effect. All attacks made by Turret Units gain the ability to Righteous Fury from the well documented effects of Maser radiation on internal organs.

N2 MISSILE PACKAGE

As antimatter explosive weaponry originally started off in missile form, it is unsurprising that even as the first anti-Angel gun stations were developed, they were already being drafted to be fitted with a new wave of small scale N2 weaponry rather than the chemical rockets used as stopgap fillers. With the Angels now attacking Earth, the difficulty in acquiring N2 weaponry has greatly diminished as long as you can present Nerv credentials.

This Construction may only be used when Base of Operations rules are in effect. All attacks made by Turret Units gain the Tearing quality as existing missiles are retrofitted with much more powerful N2 warheads.

POSITRON PACKAGE

With Positron weaponry finally giving humanity a glimmer of hope for having an effective means to defeat the Angels without resorting to using their own, barely understood A.T. Fields, the immediate desire to put the technology to work in familiar, computer operated form instead of in the hand of an Evangelion is understandable. Funny enough, despite the fortress city initiative being scrapped due to the ineffectiveness of conventional firepower, stationary Positron turret emplacements drawing from a city power supply may be the first credible, non-Evangelion threat to the Angels.

This Construction may only be used when Base of Operations rules are in effect. All attacks made by Turret Units gain the Positron quality as high-energy Positron beams erode the A.T. Field of what they strike.

RAIL PACKAGE

The first turrets, just like the first Evangelion scale firearms, used conventional gunpowder explosives to propel their charge. As weapons technology went towards the way of electromagnetic acceleration once the Linear Rail system was devised however, so did the turrets still in production, replacing their traditional cannons with high velocity railguns.

This Construction may only be used when Base of Operations rules are in effect. All attacks made by Turret Units gain +2 pen from the high velocity slugs mixed in with regular cannon fire.

RECESSIVE BUILDINGS

Even if the Base of Operations is a fortress city, people do still live and work there, and there is still a vital infrastructure of manufacturing, trade, and business squeezed between all the barrier plates and gun batteries. Though a false skyscraper containing a spare rifle for an Evangelion might not be a big deal to lose to a wayward explosion, a real skyscraper where millions of dollars of income enters the city from, is. Since there is no protection on Earth that can stand against the fury of an Angel, the best method of protection is to cloister those important assets under the Earth when danger appears on the horizon, by designing entire blocks of the cityscape to use the Linear Rail system beneath so that they can be pulled underground and sent back up at will.

This Construction may only be used when Base of Operations rules are in effect. While fighting in a Developed area inside the Base of Operations, all sources of Collateral Damage count for 10% less total Collateral Damage during the Post-Combat Calculation phase.

REFIT

One of the biggest challenges of engineering for Project Evangelion is the fact that the shape, size and makeup of the Evangelions themselves can't be helped. All equipment must be designed to meet incredibly impractical standards, both from the Evangelion's humanoid shape and method of operation, and its bizarre biology and method of control. The benefit of these immutal requirements is that everything winds up standardizing itself. Though labour and cost intensive, it is relatively easy to uninstall just about anything attached to an Evangelion short of its Synchronization system, and no additional work is required to fit another system in its place.

When this Construction is purchased, apply it to a single Evangelion of your choice. All SUP currently spent on the Evangelion is refunded to its pilot after one week of unbroken maintenance, after which this Construction is expended. At the GM's discretion, this Construction may refund BUP instead, but the Evangelion is reduced to Critical Damage on every body location from the process, and must be repaired.

REPAIR BAY EXPANSION

To truly appreciate the absolutely titanic scale of not only the Evangelions physically, but of the manpower and maintenance that needs to go into something that big, there is nothing quite like trying to build a garage to repair them. Nerv's equipment may be top of the line, even if it makes the repair bay resemble more of a hospital than anything, but even in the Geofront, space is at a premium.

This Construction allows the Base of Operations to have two repair options going on at the same time on any Evangelion being repaired. This upgrade may be purchased multiple times, each time increasing the number of simultaneous repair options by one.

SONIC RESONATOR

Somewhat similar to the S.R.E.P Guillotine system, the Sonic Resonator trap system skips the difficult process of delivering the resonating diodes to either end of the Angel by manufacturing the appropriate setup ready to go over a much wider area and hidden in the environment, at the expense of some power.

This Construction is a Trap, meaning it occupies a 10x10dam space and may be activated when an E scale enemy moves into its area. When activated, the target immediately suffers the effects of 1d5-1 Critical Rending damage to the body, though no actual Critical Damage is dealt. Once activated, this Construction is expended.

STANDING ARMY

Even if the UN has a vested interest in supporting Nerv in military action against the Angels, as a global organization left to police the entire post-Second Impact world, their resources are stretched far and wide across the globe, and very limited numbers of military assets are both available and close enough to arrive on time for battle on any given day of the calendar. By constructing proper facilities for permanent military occupation, including vehicle storage, maintenance and deployment, and personnel accommodations, access and training, Nerv is able to bypass this problem by turning the Base of Operations into a fully fledged combat theater that the UN is able to properly post troops at.

This Construction may only be used when Base of Operations rules are in effect. Whenever the Operations Director would Reinforce Conventional Forces, rather than arriving on the beginning of their next turn, the reinforcements instead arrive after a single Half Action has passed, and increase the level of existing Units accordingly.

TELEFORCE PACKAGE

Particle weapons technology did originate from concepts drawn out by Nikola Tesla, but swords and spears were already one step removed from his ideas. The first true adaptation of his work was something much closer to what he had originally designed; a stationary weapons platform designed to fire high density streams of free particles instead of bullets.

This Construction may only be used when Base of Operations rules are in effect. All attacks made by Turret Units gain the Particle quality from the beams used by the Teleforce batteries.

TURRET BATTERY

Way back when during the early stages of Project Evangelion, before Nerv really knew what it was facing, massive numbers of heavy bore cannons and high yield missile batteries were commissioned and built by the UN to a size and specification befitting the scale of their foe. Though later, advanced understanding of A.T. Field mechanics rendered them obsolete, the designs, and even some of the originals are still there to be had.

This Construction may only be used when Base of Operations rules are in effect. In addition to the usual Conventional Forces, the Operations Director is also granted a Turret Unit of a Level and starting maximum equivalent to how many Turret Batteries they have. The effect of this Turret Unit when activated is a 1d10 X pen 2 attack, resolved in the same was as an Assault Unit, with +1 damage per Level of the Turret Unit. Though this Unit is expended as normal, it is refreshed at the next battle, though it may not receive the benefits of a Reinforce action.

UMBILICAL CABLE

With the enormous amount of power an Evangelion requires to operate, and its very limited internal battery, an Umbilical Cable is a pilot's lifeline. Without it, they go from an unstoppable, 40 meter tall steel behemoth, to a helpless, unarmed, teenage child in mere minutes. For this reason, Umbilical Cables are something Nerv always stocks up on, and any Operations Director can never have enough of.

This Construction includes both the cable itself, and the generator which provides power to it. Each cable functions as described in Chapter 6: Combat, and is 180dam long. When deployed from a Rail Port, 60dam of this cable is used going up the elevator shaft, and so only 120dam is available for use. Umbilical Cables have infinite power as long as Base of Operations rules are in effect, but when the generators have to be picked up and dropped elsewhere for the Evangelions to intercept the Angel, each one provides only 6 Rounds of power before running out. In either case, each Round an Evangelion is attached to a powered Umbilical Cable, its internal battery is replenished by 1 Round. The cables are inexpensive to replace, even if an Umbilical Cable would be destroyed, if the generator remains, this Construction is not expended.

VARIABLE TERRAIN

Even though the Fortress City is the single best place in the world for an Evangelion to be fighting, it is impossible to deny that the wealth of cover and support provided by its infrastructure is somewhat more difficult to navigate around than would be ideal in a combat situation. Luckily, the whole thing is already half built of rails, elevators and moveable blocks, so it isn't too difficult to wire the whole place up like a single, sprawlingly gargantuan machine; the press of a button on the Command Deck causing a street to go from uphill to downhill, an obstructing building to shrink into the earth, a city block to move out of the way, or a slope of barriers to appear on the spot for a quick change of direction.

This Construction may only be used when Base of Operations rules are in effect. The Operations Director permanently gains the ability to, as a Half Action, chart a route for a currently active Evangelion and give orders to configure the city itself to its advantage, in doing so, granting a single Evangelion of their choice an extra point of Agility Bonus until the end of their turn. This action may be used multiple times per round.

WIDEBAND SENSORS

Though Nerv maintains all manner of detection stations all over the continent as part of a massive early warning system, Angels have the unfortunate tendency of not following the easiest route like humans, and will even walk across the bottoms of entire oceans to get to their target. Predictably, this makes an Angel slipping through the net, alarmingly common. By refitting these stations with bigger, more powerful, more advanced sensor equipment, the probability of that happening decreases, if only by a small bit.

This Construction adds a permanent -10 bonus to all Interception rolls against Angels.

Research

The other currency Nerv uses to function is scientific research. Far more than a military organization, Nerv is a grand scientific endeavor, producing and advancing technology completely unimagined a mere 15 years ago from the incredible wealth of data gained from Project Evangelions, the Angels, and the MAGI supercomputers. This cutting edge, almost arcane 'dark' science is what originally gave birth to mankind's only hope against their Angelic enemies, and continues to be so, as the Angels only get stronger and stronger with each successive appearance.

Research is necessary in buying new Technologies to be used by the players. By default, Nerv begins play with 0 Research and the General and Ballistic Technologies, but this number may be increased through MAGI Analysis of Angels, Research Investments, and by spending Surplus on Nerv's science programs, generating 1 Research per 1 Surplus spent to a maximum of 10 Surplus per Angel combat. Once a Technology is bought, all upgrades and Constructions with it as a prerequisite are permanently unlocked for purchase. Nerv's overall level of advancement is measured in a continuum of three Tiers. The players begin the game at Tier 1, and as they buy Technologies, their Tier will increase up to 3. Note that the GM may wish to restrict the player's access to Super Solenoid Technology until a point in the campaign appropriate to the plot, and this is not at all an uncommon occurrence. The costs are as follows:

Tech	Cost
Ablative	30 Research
Chain	40 Research
H.E Antimatter	40 Research
Hyper-Progressive	50 Research
Maser	30 Research
Particle	30 Research
Positron	50 Research
Super Solenoid	50 Research
Tiers	
Tier 1	0 Research total spent
Tier 2	60 Research total spent
Tier 3	180 Research total spent

Chapter Nine: Angels

"The core is the one thing that matters in Angel combat. Every last one of them, no matter how perverse on the outside, can be killed by cracking the core. It doesn't take much, either. There were weapons already in our forces that could crack them open. Problem is, just because the outside's not important don't mean we don't have to spend three hundred billion a year to get through it."

-Sergeant Walters, 2Div Infantry.

What is an Angel?
<FLUFF AND PICTURES>

DEFEATING THE ANGELS

Their origins and motivations aside aside, the primary role of Angels in Adeptus Evangelion, as in the series, is that of adversaries. Opponents for the pilots to fight and overcome (or be killed by). As such, the GM's main concern with any given Angel is how it will perform in combat. Angels outside of combat sessions can easily be handled in any way a GM feels is appropriate to the plot, but when an entire group is expected to gather together and fight one every three or four sessions, some ground rules need to be laid. This chapter will deal with all special rules and abilities pertaining to the Angels, and how a GM can make their own. Obviously, Angels exist and operate entirely in E-Scale.

Regardless of the form and function they take on, what separates an Angel from everything else, is the Angel Trait. An Angel must possess the Trait to be an Angel, and anything without the Trait, isn't an Angel at all. All Angels come standard with the following Trait:

ANGEL (X)

An Angel is a near-perfect organism, designed by the hand of an advanced creator rather than happenstance and evolution. All Angels possess a Synch Ratio Characteristic and the ability to generate an A.T. Field. Angels do not suffer Synch Disruptions or any other effects that would change their Synch Ratio, and are not subject to the Synch Ratio Effects Chart. Their A.T. Field is considered always on, and they may freely expend ATP without lowering their ATS. In addition to their A.T. Potential, Angels are physiologically self sufficient and require no form of sustenance to survive. Any effect that would normally kill a living being only renders an Angel Incapacitated so long as its core remains intact. Angels naturally regenerate all locations at a rate of 1 Wound per hour, and 1 Critical Damage per day, and their advanced biology grants them an increase to their Toughness Bonus equal to the rating of their Angel Trait. Likewise, Angelic minds are beyond the petty frailties of human comprehension, and so all Angels are outright Immune to Fear, Pinning, Insanity Points and Ego Damage. An Angel is eligible to possess Fate Points and score Righteous Furies.

As a result, Angels make daunting opponents. Even the incredibly powerful Evangelions are no match for an Angel in a direct confrontation without careful planning, judicious support, and more than likely, numerical advantage. Though they may be harmed like any living thing, the only way to truly kill an Angel is to destroy its core. Anything else will merely delay it, after which it will renew its attack on humanity, both smarter and stronger than it was before. While going for the core from the get-go is sometimes possible, it is rarely advised, as Angels react very poorly to attempts to kill them. Incapacitating an Angel before attempting to deliver the finishing blow should be attempted whenever possible.

The Incapacitated status is Angel exclusive, representing such a level of physical damage that if the Angels possessed any such things as vital organs beyond the core, they would be dead many times over.

INCAPACITATED

Each round the Angel remains Incapacitated, it must Test Toughness to overcome its injuries long enough to take any action at all, otherwise remaining effectively Stunned for its entire turn, or reduced to a single Half Action and one Reaction only if it would normally be immune to Stunning or the effects of Critical Damage. In either case, even when it is able to act, the Angel takes a -20 penalty to all Tests from its wounds until the Incapacitated state is removed. The Incapacitated state is lifted when the Angel no longer has enough Critical Damage to sustain an Incapacitating Critical result.

While Incapacitated, the Angel will attempt to remain still and focus on healing its injuries, regenerating at the normal rate so long as it abstains from combat. If attacked, the Angel may attempt to defend itself, flee to seek a safer place to recover, or voluntarily self-destruct, which may be done as a Free Action and generates a Blast X, 3d10+X E, Breach +X pen 0 explosion on its current location where X is the Angel's ATS, and kills the Angel. After suffering Incapacitation, the Angel will not voluntarily resume its attack until it has recovered all Critical Damage, even after the Incapacitated state has been lifted.

While an Angel is most vulnerable while Incapacitated, the advantage should be pressed swiftly and ruthlessly as soon as it becomes possible. If an Angel is allowed to recover, it will not simply restore itself to its original shape, but subtly modify its operational functions to better combat the threat it has been faced with. The Angel's adaptive resistance to successive N2 mines is one such example of this ability, but an Angel may mutate even more dramatically when sufficiently wounded.

LIGHT OF THE SOUL (X)

As human are born with an instinctive grasp of acceleration, mass, velocity, gravity, and other classical physics, Angels come into the world with an even more developed understanding of the mind bending realm of A.T. Field Mechanics. The A.T. Field is such an integral part of any Angel's being that even the weakest and least developed of them command their fields with finesse beyond even the most expert pilot. Any A.T. Power that costs equal to or less than an Angel's Light Of the Soul rating, after augmentations, does not reduce the Angel's ATP – it is, essentially, free.

MUTATION

Whenever the Angel would bring itself out of Critical Damage to any body location through natural regeneration or burning a Fate Point, it gains an amount of free XP equal to 25% of its total XP which must be spent immediately to upgrade its abilities; preferably in a form that will help it resist, subvert, or eliminate the cause of the Critical Damage that crippled it in the first place. Any Wounds it gains from XP purchases are added to its current total as well as its maximum. i.e. An angel with 0/25 Wounds that gains 2 extra Wounds through a Toughness purchase would have 2/27 Wounds.

Lastly, as Angels are major characters, both in scale of power and in a narrative sense, they always possess at least one Fate Point, and may score Righteous Furies, even against Player Characters, though it is not required, or especially advised, that Angels resort to Burning Fate in every battle.

FATE

The Angel's Fate Points may be used in any way that Player would be able to use them, with one exception. When the Angel Burns Fate to survive a normally fatal situation, it automatically Burns all of its remaining Fate along with it as well, recovering all Critical Damage and 1d10+TB Wounds to each location per Fate Point Burnt. Additional Fate Points Burnt in this way contribute an extra 10% of the Angel's total XP to its mutations. After recovery and mutation has taken place, the Angel may be killed as normal, with no other special protection resulting from Fate Burn. If the Angel would be permanently neutralized without actually taking Critical Damage (such as being thrown into deep space, locked in a Sea of Dirac, etc.), it may Burn Fate and mutate as if it had taken Critical Damage.

ANGEL TYPES

Before anything can be done, the first and most important thing to decide about any prospective Angel is its Nerv classification. Nerv classifies Angels into one of three broad categories, as deciphered from the Dead Sea Scrolls. The three types of Angels serve as a way to easily label the Angel's probable and prophesized abilities and behaviours, and serve as an important distinction in how their encounter with humanity should play out. The types are:

DESTRUCTION TYPE: Destruction Type Angels are Angels primarily concerned with the elimination of Nerv itself. Though Angels ignore, or are perhaps not even aware of, individual human life, they are quite capable of recognizing threats and planning around them. While left unchecked, a Destruction type Angel can and will Initiate Third Impact, their main goal is to pave the way for it first. Anything a Destruction Type Angel regards as a possible impediment to its mission, it will aggressively eliminate from the equation, until nothing remains to stop it, and, unsurprisingly, the biggest impediment to an Angel is almost always the Evangelions.

Encounters with Destruction Type Angels are typified by intense fighting. They tend to have exceptional fighting prowess amongst Angels, and formidable offensive abilities. Coupled with the fact that they will usually attack Evangelions given any opportunity, Destruction Type Angels represent the most direct threats to the pilot's lives, and to the long-term well being as a whole; in the form of damage to the Evangelions, loss of Nerv equipment, and Collateral Damage to the Base of Operations, as well as the possibility of a plug breach and subsequent death of a pilot, and the cumulative effects of Feedback. Destruction Type Angels are also the most likely to defeat all the Evangelions and require the use of an N2 Mine, the Lance, or other costly equivalent.

The Destruction Type Angels of Neon Genesis Evangelion are Sachiel, Shamshel, Gaghiel, Israfael, and Sandalphon

REJECTION TYPE: Rejection Type Angels are Angels concerned only with their ultimate goal: the initiation of Third Impact, and the reclamation of Earth. As such, they are designed with but one purpose: to reach whatever destination they have in mind, rejecting

any and all attempts to affect otherwise. Rejection Type Angels are the least directly aggressive Angels, built as a living solution to the practical problem of getting to their target rather than confrontation and combat. Their behaviour is always essentially the same. To reach the Base of Operations, penetrate into the Geofront, and make contact with Adam (or the equivalent in the campaign). Pulling this off however, necessitates exceptionally potent or ingenious plans of attack to circumvent Nerv's defenses. Ones that generally render them the most difficult Angels to defeat.

Encounters with Rejection Type Angels are typified by combat as a problem solving exercise. As Angels with their eyes on the prize, Rejection Type Angels are seemingly designed as part of a well thought out plan of attack, covering all the bases so well that they may at first appear completely invincible. As such, it is of vital importance that the players figure out the Angel's methods and abilities, come up with some way to defeat its defensive abilities, and then enact it before it reaches its target. The only good news is that Rejection Type Angels are almost entirely reactionary. They will not attack unless provoked, and even then they won't pursue an enemy unless it presents itself as so severe of a threat that it must be neutralized before the Angel feels it is safe to proceed. Rejection Type Angels represent the most credible threat of the players "losing" the campaign. Though they might not dent the players coffers too hard, a single successful Rejection Type Angel could spell the end of the world, or at least the death of every human on Earth.

The Rejection Type Angels of Neon Genesis Evangelion are Ramiel, Matariel, Sahaquiel, Zeruel, and Tabbris

CONTAMINATION TYPE: Contamination Type Angels are Angels with strange, difficult to understand agendas. Their short term goals don't appear to actually include opposing Nerv. At least not directly anyways. Perhaps they want to propagate more of their kind. Perhaps they wish to "complete" themselves. Maybe they desire to process or understand the Evangelions. Maybe they even want to understand the humans inside them. What Contamination Type Angels want is debatable, but the end result is unfortunately the same. Though they employ many means of doing so, including biological, molecular, quantum, or even psychic methods, but the effect is always physical encroachment of the Evangelion, and/or psychological contamination of the pilot. It is in Nerv's best interest not to let this happen.

Encounters with Contamination Type angels are typified by (you guessed it) contamination of Nerv resources, usually being the Evangelions or pilots. Often the most bizarre and alien in form of all the Angels, Contamination Types have the troublesome habit of not appearing directly threatening until contamination has already begun. In a worst case scenario, the pilots may not even know they're dealing with an Angel until that stage. Contamination Type Angels are adept at catching the pilots by surprise, and represent the most insidious threat of all, specializing in Insanity and Ego Barrier Damage. Any singular blow to Nerv, however devastating, can eventually be recovered from. If a Contamination Type is allowed to have its way however, it may leave cause irreparable damage to Nerv's infrastructure, permanent loss of function in an Evangelion, or worst of all, deep psychological scars on a pilot.

The Contamination Type Angels of Neon Genesis Evangelion are Leliel, Iruel, Bardiel, Arael, and Armisael.

BASE CHARACTERISTIC SCORES

	WS	BS	S	T	Agi	Int	Per	WP	Fel	SR	Fate Points
Destruction Type:	WS-50	BS-50	S-40	T-40	Agi-30	Int-30	Per-30	WP-30	Fel-10	SR-60	Fate Points-1
Rejection Type:	WS-40	BS-40	S-40	T-50	Agi-00	Int-30	Per-30	WP-40	Fel-10	SR-70	Fate Points-1
Contamination Type:	WS-30	BS-30	S-30	T-40	Agi-30	Int-40	Per-40	WP-40	Fel-30	SR-80	Fate Points-1

Chapter Ten: Variant Rules

The book so far constitute the comprehensive "core" experience of Adeptus Evangelion vBorderline. The rules presented therein represent what reconstructs the setting of Neon Genesis Evangelion, using the rules of Dark Heresy, in the format of a balanced, engaging and creative game narrative, as best as we were able to create. Groups that have played many games of Adeptus Evangelion and would like a change of pace however, or are otherwise attracted to the notion of alternate mechanics that they feel better fit the unique vision of the game they want to play, will of course, modify those rules. In that spirit, presented here are a selection of alternate rules and mechanics fully designed for use in the existing vBorderline framework, made to be easily modular without compromising the spirit and design of the game. Players and GMs, peruse at leisure.

ALL-OUT ATTACK REBALANCE: *When making the All-Out Attack Action, the combatant does not lose the ability to Parry or Dodge for the rest of their turn as usual, instead merely taking a -20 penalty to Parry or Dodge tests until their next turn.*

Mathematically, All-Out Attacks are a great deal. In reality however, unless your GM is rolling randomly to determine who the Angel attacks, using an All-Out Attack is like lighting up a big neon sign over your head that says PLEASE ATTACK ME. As a result, many players are extremely reluctant to use them; something that significantly reduces the effectiveness of the Berserker and Skirmisher careers especially. Changing All-Out Attacks to be a numerical tradeoff closer to a guarded attack is often a good way of making it less of a "dead action". It is also worth noting that Angels also benefit greatly from not completely losing their Reactions when All-Out Attacking, which is an especially bad idea when confronted with three or more bloodthirsty pilots.

CONDENSED SKILLS: *The following skills are removed, instead replaced with the designated skill that is considered to perform the functions of all skills under it:*
Climb, Contortionist, Swim: Athletics (Ag or S) Basic
Awareness, Search: Senses (Per) Basic
Barter, Carouse, Charm: Social (Fel) Basic
Blather, Deceive, Disguise: Subterfuge (Fel) Basic
Computer Use, Tech Use: Technology (Int) Advanced
Conceal, Shadowing, Silent Moves: Stealth (Ag) Basic
Drive, Pilot: Vehicles (Ag) Advanced
Evaluate, Gamble: Appraisal (Int) Advanced
Interrogate, Intimidate: Coercion (S or Fel) Basic
Inquiry, Lip Reading, Scrutiny: Investigation (Per or Int) Basic
Security, Sleight of Hand: Theft (Ag) Advanced
Survival, Tracking, Wrangling: Wilderness (Int) Advanced
Note: References to gaining or improving a skill replaced by a new one instead gains or improves the new skill, the exceptions being that Senses may not be raised in any other way than how Awareness would be, and Resilient Metabolism gives its bonus to Social only when drinking is occurring.

Dark Heresy is a heavily intrigue and investigation based game, and so it fits that a good portion of the game's bulk comes in the form of a wide variety of special skills for acolytes to master and use together. Adeptus Evangelion however, in most cases, isn't. Pilots usually spend much more time worrying about their homework and Sync Ratio than who exactly is behind the IPEA's latest political move. Because of this, some GMs may find the skill lists unnecessarily bloated and difficult to keep track of. While they are of course free to prune skills as they like, the list presented here is one found to work well with existing talents and miscellanea that give skill bonuses.

CONVENTIONAL FORCES PACKAGES: *The Rail Package, Maser Package, N2 Missile Package, Positron Package and Teleforce Package Constructions may be purchased up to three times each. Each time one of them is purchased, permanently apply its effects to either all Turrets, all Assault Units, or all Intervention Units. In the case of Conventional Forces Units, the Construction provides its benefits to normal attack activations only.*

Conventional forces normally play a relatively minor role in combat, serving as temporary aid to the pilots themselves courtesy of the Operatons Director. It is rare that attacking with a Unit of Conventional Forces is an efficient way of spending it, and said attacks are rarely as effective as one from even a single Evangelion. This is normally as it should be. The focus of the game is on the Evangelions and their pilots, not tanks and planes. Not every game plays exactly like the series canon though. Groups playing a World War Eva scenario, an all Operations Director game, with few players, or a suitable homebrew setting, may wish for much more powerful military assets for Operations Directors to command. By upgrading them with these packages, even a squad of tanks can become a serious threat to a properly Neutralized Angel.

DEBT COLLECTION: *The Operations Director may at any time, "spend" more Surplus than the group actually has to purchase on credit. Their Surplus now enters a negative value, the total of which is kept track of separately. Once a Surplus cost has been solidified into a negative value, it is immediately multiplied by 1.5 and added to the total amount Nerv owes. As they gain more Surplus, a portion of it is automatically deducted to pay for these outstanding costs, on a per battle basis. During each Post-Battle phase, half of the total amount Nerv owes is immediately subtracted from the total Surplus gained, reducing the negative Surplus by that much (adding more back on if this exceeds the amount of Surplus Nerv actually gains of course). Nerv may not at any time owe more than 200 Surplus.*

It's a little complicated, but Debt Collection is a decent way of keeping players on their toes about staying in the black while also not penalizing them too harshly for overestimating their budget. Of course, normally it is exceptionally difficult to gut the bank hard enough that the Evas would actually go into battle without being repaired or that an Operations Director would find themselves without enough spare funding to boost their military assets, at least without other Variant rules, houserules, or a great number of highly destructive and careless players. More likely than not, you will only see Debt Collection being used in an emergency situation. Say, someone opening a Krasnikov Tube into the sun . . .

GRITTIER COMBAT: *Whenever a combatant would deal Critical Damage, instead of consulting the Critical Damage chart based on how much damage they dealt, roll 1d10-1. The Critical Result the target suffers is the one corresponding to the number rolled. For every 5 points of Critical Damage the struck location has in total, add +1 to the roll.*

Think some of the tension and suspense of good old bloody Dark Heresy combat is lost when none of the character's bodyparts are REALLY at stake? We have a rule for that. The Grittier Combat rule makes all Critical Damage potentially battle ending, and worse still, all Critical Damage to the body potentially life threatening. Gone is the player's ability to coolly judge exactly how much punishment they are able to thoughtlessly endure before pulling out just in time. Now they really have to wonder if that one extra turn is really worth the risk of losing their head. Sure the possibility is there for a player to survive based on a string of extremely lucky rolls, but so is the possibility of a particularly sadistic GM creating their own luck for the player's Angelic enemies.

GRITTIER COMBAT 2 – THE GRITTENING: *All combatants divide their total Wounds by 5. Whenever a combatant's Wounds are reduced to 0, they incur a result on the Critical Damage table, and their Wounds are immediately refreshed to their maximum value. The first time this occurs they incur the 1-2 Critical Result, the next time incurs the 3-4 result, and so on. Damage in excess of the target's current wounds carries over to their newly refreshed wounds as many times as necessary, until all damage has been dealt. i.e. A target with 4 Wounds taking 10 damage would take the 1-2 and 3-4 Critical Results and be left with 2 Wounds remaining. Any remainder of Wounds left after the initial division are added to the combatant's starting maximum, All modifiers to Critical Damage (Lightweight Chassis, Dermal Armor, Street Fighting, etc) instead add or subtract 3 points of damage for each point of Critical Damage they normally would. Effects that require Critical Damage to be taken treat the Evangelion as having taken Critical Damage equal to the amount of Critical Damage that would be required to cause its highest Critical Result normally. Basic and Advanced Evangelion Repair are consolidated into a single repair option, which undoes the effects of TBx4 damage per point of Surplus spent.*

Perhaps Grittier Combat wasn't enough for you. Perhaps you want to see limbs flying and blood spurting just like on the TV show. Perhaps you just *really* hate all forms of HP. Well look no further. With Grittier Combat 2 – The Grittening, literally every single injury worse than an E-scale papercut will have someone's intestines spilling out all over the street. This is as brutal, dirty and realistic as it gets while still maintaining any degree of balance. Battles will be decided quickly, and often within the first few strikes. Though the disability is shared between Evas and Angels, a higher TB is a MUCH more potent asset with this rule, and an individual combatant's fighting ability rapidly declines as they take damage (which might I remind you, Angels are much more easily able to recover, to say nothing of the Stuff of Nightmares). As a result, this rule should definitely be treated as something of a "Hard Mode". Players be warned.

KNIFE FIGHTING: *The damage of a currently wielded weapons with the Compact quality may be substituted for Unarmed damage when injuring an opponent in a Grapple.*

Grappling is often an ill-advised tactic in Adeptus Evangelion, due in no small part to the opponents the average pilot can expect to grapple. Angels are often much larger than them, stronger than them, have much more powerful A.T. Powers to use in a grapple, and have high soak values that will easily negate any damage an Eva can deal through grappling without Natural Weapons. For those looking to throw a bone to their players, or wanting to recreate scenes from the show such as Shinji's duel with Tabbris possessed Unit 02, this would be the rule to implement, as the Knight Fighting rule generally changes little in the way of balance or Angel design and is a quick and easy way to give Skirmishers and Pointmen more viable grappling potential.

MODULAR BACKGROUNDS: *All four pilot classes gain the ability to trade positive and negative traits for Depth and Drawbacks just as if they were an Operations director.*

The four presented backgrounds represent pretty much just about any walk of life a pilot character could feasibly come from. Their mechanics however, may not fit. Some traits may seem inappropriate for a specific character. Sometimes a specific Drawback may seem tempting but you don't want to gimp yourself with wasted Depth, or a specific Asset would be amazing characterization, but is too expensive to afford under the cap. If that appears to be the case, try discussing Modular Backgrounds. Used sparingly, the Modular Backgrounds rule can create some neat characters that weren't possible before. GMs should watch it carefully for possible abuse however, and think twice before approving specific characters modifying their background, even if the Modular Backgrounds rule is in blanket effect.

NEO V2 EGO BARRIER: *Ego Barrier does not regenerate monthly. Furthermore, uses of the Hobby Time Management option restore the character's Ego Barrier to the next multiple of 5, as Therapy. Rather than liquefying into LCL at 0 Ego, a character may Test Willpower. On a success, they are rendered unconscious for 1d10 hours, after which their Ego Barrier is restored to full. Each successive occurrence of the character hitting 0 Ego and surviving adds a -10 penalty to the Willpower Test, which does not reset. Furthermore, each time the character passes the Willpower Test, they gain a level 1 Coherency Disruption from the list below if they currently have none, a level 2 Coherency Disruption if they already have a level 1, etc. Coherency Disruptions and the Willpower Test Penalty do not reset even upon reconstitution, nor does the character roll for ideals or complications. Hitting 0 Ego with a level 5 Coherency Disruption causes the character to immediately dissolve into LCL.*
Physical:
1 – Wasted Frame: The character's body begins to suffer from the strain. Reduce Strength and Toughness by 1d5
2 – Disequilibrium: You become extremely sensitive to discomfort, any time the character takes a level of fatigue, you must Test Toughness or you feel nauseous and vomit for 1d5 rounds, taking another -10 penalty to all tests.
3 – Distorted Point of View: Your senses don't work like they should, becoming sensitive in ways you are uncomfortable with. Gain +10 Perception, but take a -10 penalty to Weapon Skill and Ballistic Skill.
4 – Twisted Form: Your body suffers from a degenerative disease. Gain the Physically Challenged drawback if you do not have it already. If you do, lower your Reduce Strength and Toughness by 1d5.
5 – Chronic Organ Failure: Your character's body has begun to shut down. Reduce Toughness by 1d5 and seek medical attention. Every month, you must go through a life-threatening surgery (Ordinary (+10) Toughness Test or die).
Mental:
1 – Stress: Gain 1d5 Insanity points.
2 – Eyes of the Soul: You begin to see others the way they see themselves, you may or may not be able to recognize them as some could have inaccurate or weird views of themselves. This could lead to some awkward situations. -1d5 Perception, -1d5 Fellowship.
3 – A.T. Field sensitivity: You can FEEL the presence of aggressive A.T. Fields, and it makes your heart race and your skin crawl. -10 Penalty to all tests when fighting an enemy with an active A.T. Field.
4 – Nervous Breakdown: Roll on the Trauma table, but the effect lasts for 1d5 weeks. In addition gain 2d10 insanity points.
5– Bleed Through: You begin to lose mental definition as you pick up stray feelings and impressions from those around you. Every week the character raises Per by 1 and gains 1 point of Insanity.
Emotional:
1 – Withdrawn: The character becomes less responsive and more awkward to be around. Reduce fellowship by 1d10.
2 – Insecurity: You feel vulnerable outside your Evangelion, and take a -10 penalty to all tests made outside an Entry Plug.
3 – Hesitant: The character becomes less willing to fight, taking a -2 penalty on initiative rolls and a -5 penalty on attack rolls.
4 – Fearful: The world becomes a more threatening place. You lose any immunity to Fear other than Insanity Points, take -10 to all Fear related Willpower Tests, and roll on the Shock table at +30.
5 – Evangelion Rejection: Whenever the character enters an Evangelion, they immediately roll on the Shock table.
Spiritual:
1 – Synch Drop: Your Synch ratio is permanently reduced by 1d5.
2 – Greater Synch Drop: Permanently reduce your Synch Ratio by 1d10+5.
3 – Oversynch: Incur Feedback whenever your Evangelion takes damage in excess of your Feedback Threshold in a single attack.
4 – Evangelion Rejection: Whenever the character enters an Evangelion, they immediately roll on the Shock table.
5 – Terminal Disruption: Slowly lose yourself to your Evangelion, two slowly becoming one. Every week the character raises SR by 1 and takes 1 Ego Damage. Left untended, this will result in your collapse into madness and death.

Some people hate them. Some people (apparently) love them. If you're one of the second camp, good new for you! We've ported Instabilities and Coherency Disruptions over to vBorderline! All your old favourites are back. The difference is that vBorderline is built for shallow pools of quickly regenerating Ego Barrier, and retooling the costs of everything would be a pain, so the unconsciousness is there to take you out of the fight when you should be. This also provides a bit of a safety net from being deformed by a single bad sync disruption, so particularly ruthless GMs may want to have any excess Ego damage past 0 carry over to the character's restored Ego later. They should also have the common decency to tell their players they are using this rule.

POWER CONSERVATION: *Normally, all Evangelions during combat are considering to be operating at the power consumption level of "Racing", giving them less than the full five minutes of internal battery time. As a Free Action once per turn, a pilot may alter the power consumption rate of their Evangelion, to either Normal, Slow, or back to Racing. At Normal power consumption, the Evangelion lowers its Weapon Skill, Ballistic Skill, Strength, Agility, and Synch Ratio by 10, but it consumes battery power at only half the normal rate, with half a round of battery counting as a Half Action. At Slow power consumption, the Evangelion lowers its Weapon Skill, Ballistic Skill, and Strength by 30, to a minimum of 10, and its Agility and Synch Ratio by 10, but consumes battery power at only one eight of the normal rate, meaning half a round of battery is consumed every 4 turns total the Evangelion operates at Slow.*

In the series we see it explicitly stated that the Evangelions have five minutes of battery, yet in most cases, the battery only actually lasts thirty seconds to a couple of minutes. Combat in Adeptus Evangelion by default is assumed to operate under this narrative time premise. Individual turns do not take a full minute on Evangelion scale to resolve, instead, assumed to be however much time is necessary to get the point across. GMs wanting more specific timekeeping however, can assume a turn to be 15 seconds, and then use the Power Conservation rule to model the Evangelion's battery more accurately. While useful for periods of Evangelion operation outside of combat where even 12 rounds might not be enough, be warned that Power Conservation will greatly marginalize the role of power supply if your group is prone to shorter battles, which may be problematic from a balance perspective.

PROTOTYPE WEAPONS: *When purchasing weapons, a character may purchase a weapon of a technology not yet researched, and of no Tier higher than the one currently available, as a "prototype". A prototype weapon is identical to the normal weapon in all respects save for the following: The prototype weapon loses the Reliable Quality if it had it, gains the Unreliable Quality if it didn't, the Overheats Quality if it already had Unreliable, or Overheats on a roll of 81-00 if it already had Overheats. The prototype weapon loses the Balanced Quality if it had it, gains the Unbalanced Quality if it didn't, the Unwieldy Quality if it already had Unbalanced, or incurs a -10 penalty to attack if it already had Unwieldy. The Prototype weapon may not be upgraded.*

While Adeptus Evangelion is a game that heavily encourages, and rewards, players utilizing all the resources available to them cleverly, creatively and efficiently to achieve their ends, everyone has encountered at least one situation where they think "gee this would be so much easier if only we had researched X instead of Y". Sometimes the group is at odds on what to research next, and a player in the minority desperately needs the use of a specific weapon, and the Operations Director has burned up all their IOUs. That's where Prototype Weapons come in. Note that this rule DOES assume that NERV begins the game already researching all six unlockable weapon technologies and has working prototypes of each, and so this rule may not be right for you if your campaign dictates otherwise. Players also worth note that any prototype weapons will be EXCEPTIONALLY weaker than a real version of the weapon, and so prototyping should only be used for a weapon's specific utility, not to gain access to a singular weapon which you wish you "build" your character around from session 1.

REACTIVE DEFLECTION: *Basic Deflection is calculated at 4+ATS, modified as usual for Spread Pattern. i.e. An Evangelion of 6 ATS would have 10 Deflection using a Deflective Field and 5 Deflection using an Accelerated Field. Rather than passively negating all attacks of a Breach value lower than its Deflection, an A.T. Field must be used as a Reaction to deflect attacks. When doing so, Breach is subtracted from Deflection as normal, and the resulting number is what the deflecting combatant must roll equal to or below on 1d10. If successful, the attack is Deflected. Multiple Attack Actions of all kinds, Semi-Auto, and Full Auto Bursts are considered to be a single attack.*

Even if it caused a lot of problems, there is a certain charm to v2's percent based Deflection. For those of you who really miss it, try this rule on for size. With the advent of Breach since v2, 100% Deflection is much less common and much less difficult to deal with, presenting many viable alternatives to ganging up with as much Neutralize as possible. Reactive Deflection meets something of a midway point between the two editions; creating a combat environment more dependent on Neutralization than vBorderline core, but less than v2. The basic things to note are that while it requires much more Breach to fully negate an A.T. Field, it requires less to at least have a shot of penetrating it. Groups who routinely ignore Angel's Deflection will be seeing more of their attacks bounce, while those who have trouble with it will find more of their attacks getting through. Since Reactive Deflection requires a Reaction, Angels that normally depend on just their fields may need more Reactions to successfully wall out all attacks. The players themselves will also have a shot at using their A.T. Fields to defend themselves too.Take caution that this rule may make combat somewhat more random, though whether the unpredictability is a problem or an asset we leave to you to decide.

RETROACTIVE COLLATERAL DAMAGE: *Collateral Damage during Post Combat Calculation is instead tallied as thus:*

Length of Battle	Short (1-7 Rounds)	Medium (8-14 Rounds)	Long (15-21 Rounds)	Very Long (22+ Rounds)
Per participating E scale combatant	1 Collateral	2 Collateral	3 Collateral	4 Collateral
Per primarily melee attacker combatant***	2 Collateral	4 Collateral +2 Collateral*	6 Collateral +4 Collateral*	8 Collateral +6 Collateral*
Per primarily ranged attacker combatant***	(60-BS)/10 Collateral	(80-BS)/10 Collateral	(100-BS)/10 Collateral	(120-BS)/10 Collateral
Per separate weapon repeatedly used on Semi or Auto fire	RoF/4 Collateral	RoF/3 Collateral	RoF/2 Collateral	RoF Collateral
Per separate Area of Effect weapon/attack repeatedly used**	(Blast Rating or Line Width) Collateral	(Blast Rating or Line Width)*2 Collateral	(Blast Rating or Line Width)*3 Collateral	(Blast Rating or Line Width)*4 Collateral
Per combatant having lost a limb	2 Collateral	4 Collateral	6 Collateral	8 Collateral
Per combatant defeated/killed	2 Collateral	4 Collateral	6 Collateral	8 Collateral
Per instance of Evangelion Berserk	1 Collateral	3 Collateral	5 Collateral	7 Collateral

If melee combatant primarily used Multiple Attack Actions (Two Weapon Wielding, Swift Attack, Furious Assault, etc.)
**Area of Effects generated only once (such as an Angel's Core exploding) simply deals its Blast rating in Collateral Damage.*
***For mixed combatants, simply average these two numbers. Mixed implies less than a 2:1 favour of melee or ranged combat. For combatants who infrequently attacked, simply ignore.*

     Yeah, we know Collateral Damage isn't difficult to keep track of. You add a scratch to a notepad while you wait for your player to describe their action if they missed their shot, charged through a city block, fired a rocket or had their arm fall off. That probably kills time between turns too. However, almost every GM at least once in their career of running Adeptus Evangelion has suddenly paused in the middle of a fight and gone "I've been totally forgetting to keep track haven't I". Don't worry, we've all been there. Though it's a little more effort intensive than basic addition each turn, if you even vaguely remember the battle, or your players haven't wiped all their wounds off their sheets yet, using the Retroactive Collateral Damage rule should give you a similar result to what would have been. It isn't exact, and it leaves a lot up to GM judgment, but the table presented can be quickly gone through like a checklist at the end of a battle and, importantly, emphasizes all the same things that the core Collateral Damage rules do. In general, smart and efficient players will generate less Collateral and Angels on a nuking spree will generate lots. Note that if you really hate all forms of bookkeeping, you can feel free to use this rule as your default manner of Collateral Damage calculation. We ain't judging.

THAT DAMN POSITRON PISTOL:

Positron

Tier1										
Name	**Class**	**Range**	**RoF**	**Damage**	**Breach**	**Pen**	**Clip**	**Reload**	**Special**	**Cost**
Type-23c Positron Handgun	Pistol	10 dam	S/-/-	3d5 E	Special	6	4	--	Positron, Overheats, Scatter.	6 Req

Due to the surprising success of the Type-21c, along with the demands for bigger, more powerful and more reliable Positron weapons, the new wave of antiparticle accelerators was also met with significant call for an even smaller Positron weapon system. Despite being one of the single most difficult technologies to miniaturize, Nerv succeeded in creating a small scale Toroidal accelerator both compact enough to be classified as a handgun, and powerful enough to harm an Angel. Barely. Though the Type-23c bears all the requisite traits of a compact weapon, it is simply too large to be stored in a wing holster. In addition, Nerv was barely able to cram the accelerator itself into the maximum allowed system size, and so the Type-23c almost completely lacks any sort of guidance system for its Positron payload. Rather than emitting a cohesive bolt or beam like other Positron weapons, the Type-23c loses so much of its projected Positron density per meter that it fires essentially explosive jets of antiparticles that dissipate completely at a paltry 400 meters. Lastly, without a significant frame to prevent it, the weapon is prone to melting itself into useless slag when repeatedly fired, meaning that the fuses are almost never replaced before the entire system is.

Yes it's everyone's old friend. Due to the fact that opinion was so split over this baby, we decided to throw one in as a Variant Rule for you to use or ignore. On one hand, the Positron tech tree is the only one that lacks an option for dual pistol gunslingers, but on the other, the setting of Neon Genesis Evangelion really doesn't support the idea of compact Positron weapons to the pistol degree. As such, we've designed a pistol unique in its function for gunslingers, but respectfully left it out of our core rules for GMs to decide on.

TECHLESS ADEVA: *Begin the game with all technologies unlocked at Tier 3. All Research is converted to Surplus, two points of Surplus for each point of Research. Instead of paying Requisition for weapons, you pay that much Surplus, multiplied by its Tier. Weapon upgrades are paid for using Req as normal, however, double the cost of all upgrades and remove the 3 free Req all characters gain. Structural and Biological upgrades with a prerequisite technology require an additional cost in Surplus to be bought, equal to the amount of SUP/BUP they would normally cost, plus the cost of their prerequisite tech divided by 10, multiplied by their tier. Constructions and other forms of Surplus spending remain unchanged. Nerv's beginning Surplus may be spent freely.*

Technologies share a love/hate relationship with most players. On one hand, they give something the party to work towards and look forward to. On the other hand, unlocking them all can be something of a grind and not everyone likes playing X-COM for 6 sessions to get their next weapon. Tech trees aren't for everyone, and indeed, there is a lot to be said for having the full gamut of tools at your disposal from the first session. Lastly, Technology grinding is a mechanic mostly made up to provide replay value to the game, and not especially close to Evangelion canon where Positron rifles and Hyper Progressive blades pop up in the first few Angel battles. Techless Adeptus Evangelion our proposed solution to both those problems. It allows players to pick their tool for the job and have their WUP still retain value, but forces them to think of what level of firepower is really necessary for the upcoming operation, and rewards efficient combat strategies. With weapons and upgrades handled primarily with Nerv's private funds, Operations Directors may find significantly more importance placed on their choices and performance, as well as a lot more interest in Collateral Damage and MAGI upgrades. Beneficially, Technless AdEva allows groups that have been doing well to dip into their pockets and go all out for an especially difficult mission, recreating scenes like the battle against Ramiel using the 460mm Positron Cannon (which now costs a whopping 60 Surplus for those GMs that can't stand it), but fiscally irresponsible players may require use of the Debt Collection rule or else face going into battle with a beaten and bloodied Evangelion that hasn't yet seen the repair bay. Still, some groups may enjoy the extra challenge of keeping Nerv as an organization afloat, and and the tangible threat of attrition.

TERMINAL INSANITY BURN: *When your character reaches 100 Insanity Points, they may burn a Fate Point to avoid being rendered Terminally Insane just as though they were burning Fate to avoid death. Until the effects of burning Fate would normally expire, you are rendered immune to further Insanity, Ego Damage, and count as having burnt Fate to survive. Your Insanity Points are then reduced to 50. You may remove your Acute mental disorder, but your Minor and Severe disorders remain, and you may still gain additional disorders as normal.*

Since, in Adeptus Evangelion, all characters facing direct combat do so inside of gigantic, near invincible, eldritch war machines, character death is significantly less common than Dark Heresy. Since most characters can be expected to make it to near the end of the campaign, building up to 100 Insanity is a significantly more likely threat. Feedback, defeat, and Contamination type Angels are three very dangerous sources of Insanity to be repeatedly exposed to, and unlike death or Ego degradation, Terminal Insanity can't be postponed by burning Fate. That's it. End of character. Terminal Insanity Burn is an extremely popular way to prevent characters from suddenly being cut out of the game at an inconveniently late stage, and is highly recommended for GMs who plan to follow the spirit of the series by focusing on the downward psychological spiral of their characters.

VARIABLE CALLED SHOTS: *When making a Called Shot, you must choose a number between 1 and 60. This number is your penalty to hit rather than the default -20. Your attack does not automatically hit a selected location on a hit. Instead, you may treat the hit location of your attack as though it had rolled 1 higher or lower per point you voluntarily penalized yourself by. i.e. Taking a -30 penalty to hit and rolling a 55 for hit location would let you choose to place your hit anywhere from 25 to 85. The Expert Aim Talent increases this benefit to twice the amount you voluntarily penalized yourself for. The Deadeye Talent increases this to four times the amount you voluntarily penalized yourself for. Lastly, if your attack would hit a location divided up into a Left and a Right, the Left and Right locations are considered interchangeable.*

It is important to understand that Called Shots are a relatively minor thing in Dark Heresy. With no individual wound pools for various body locations, whether you hit an arm or a face is rarely important save in the case of partial armoring. In Adeptus Evangelion however, hit location is everything, especially as only a direct blow to the Core is capable of silencing an Angel once and for all. vBorderline has been designed around Dark Heresy's existing Called Shot mechanics as best as it can, but many GMs may find that a simple -20 just isn't enough of a deterrent to using Called Shots with every attack. Variable Called Shots makes the act of Using a Called shot an option requiring much more consideration and careful placement, both by giving the player more freedom over the degree of risk vs reward they wish to pursue, and making hit picking prohibitively expensive and unlikely to work. Variable Called Shots are also an excellent way of cementing class roles between Berserker, Pointman and Skirmisher, and all but indispensable to GMs who like to have Angels with Cores displayed on their bodies, or GMs who primarily run Eva on Eva combat. The main point of this rule is not so much to make Called Shotting less spammable, but that calling a shot against a large location such as a body, is relatively easy, while calling a shot against a small location at the end of a chart such as a Head or Core (since the chart doesn't wrap around) is exceedingly difficult, making it an effective counter against headshot-fests as well. Even if you find the core vBorderline experience perfectly to your taste, you may wish to experiment with this rule, as we find it almost always improves the general experience.

F.A.Q And Errata

- Q: *Does vBorderline use the official Dark Heresy errata/later reprints of the book, or is vBorderline is supposed to be played with the original, unmodified rules?*

   A: Great question! vBorderline was designed from the ground up around the errata integrated Dark Heresy system. That means it is 100% totally errata friendly, and in fact, probably shouldn't be played without it. Dark Heresy is a great game, but the initial version contained a lot of misprints that can be game breaking if played with instead of what the creators intended, and so making sure vBorderline meshed with the updated system was one of our first priorities. Make sure you're fully up to date on things like the Accurate quality, Fatigue, Two Weapon Fighting, and the existence of the Extreme Range category.

- Q: *In the Dark Heresy core rules, it states that Full Auto Bursts can gain a number of EXTRA hits up to their RoF, but only consume ammo equal to their RoF? What gives? Which one do we use when playing vBorderline?*

   A: Though the errata (to the best of our knowledge) hasn't clarified that little oddity, we advocate that groups simply assume the "extra" is simply a poor choice of wording, and that Semi and Full Auto weapons only score TOTAL hits up to their RoF. That's what we built the weapons around, and that's what they're balanced for. Otherwise you can shoot three bullets and score four hits. That's just silly.

- Q: *What about Test circumstances? vBorderline has a lot of special cases where the players can choose to apply variable penalties to their actions, but some of the guys I play with insist that they can take these penalties essentially for free by matching a +60 bonus with a -60 penalty, and that doesn't seem like something that should work.*

   A: Glad you asked. Once again, when making vBorderline we made certain assumptions based on how most groups interpret the rules. Though the wording is kind of vague and can be taken either way, we find that the majority consensus is that the bullet point in Test Circumstances that describes adding penalties and bonuses together is done first. That means that as long as you have both a bonus and a penalty, they should keep working against each other until you have only bonuses or penalties left, and that the final modifier to the test is what is restricted to a maximum of + or – 60. For example, If you had a total +70 bonus and total -140 penalty, the final modifier to the roll would be -60, not +0 (since 70-140=-70, but the maximum penalty is -60, not a maximum bonus of +60 and maximum penalty of -60 canceling out to +0). It's also worth noting that a stat increase, such as in the case of a plugsuit, entry plug, Berserk type, etc. isn't the same thing as a bonus, and so doesn't count against the cap. Hope that helps!.

- Q: *The Street Fighting talent specifies that the user deals extra Critical Damage with knives or unarmed attacks, but the definition of "knife" in Adeptus Evangelion seems a little bit difficult. Does it only work with Progressive Knives?*

   A: Another good question. We find that it's best if one interprets the spirit rather than the letter of hiccups in the change of setting like these. Our official ruling is that Street Fighter should apply to all Compact Melee weapons, Natural Weapons, and Unarmed Strikes, including Grapples. Likewise, since Unarmed Strikes are on the weapons table, there's no real reason why a player shouldn't be able to dual wield their fists with a knife. In the end, as always, it's up to the GM.

- Q: *I'm confused on how substituting one Characteristic for another works. If I re-rolled a WS test using SR because of a high Synch Ratio chart result, do I still get to add the +5 to my attack from my weapon upgrade even though it specifies "WS Tests to hit"? What about Technobabble? And for that matter, what about replacing Fate with, say, Tactical Genius?*

   A: Substituting Characteristics isn't something that really exists in much of any quantity in Dark Heresy, so understandably it may not be clear. Unless otherwise noted, the Test is made with all the same modifiers as before in the case of a reroll, or any modifiers it would normally gain otherwise. The only difference is that the character substitutes their base Characteristic Score with another, essentially raising your first Characteristic to the value of the second for the duration of the roll. Fate being used by another character, such as in the case of Tactical Genius, can be safely followed to the letter of its wording. Beginner's Luck for example, would not apply to a reroll granted to you by an Operations Director or likewise, since you aren't the one spending Fate. If the Operations Director had Beginner's Luck however, they would be able to trigger it since they ARE spending Fate to reroll a Test, even if it isn't theirs.

- Q: *Alright I get the reasoning behind Absolute Terror, but . . . Rejection Type? Magarok E(xterminate)? MM-99? Accelerated Mitosis? Enchanted Shield of Virtue? Linear Rail System? Seriously? What was the thought process behind all these weird names? Some of these sound totally batshit.*

  A: For that you'll have to ask Gainax. Whenever possible, we used the canon naming and designation of actual equipment and the like from the series, or as close to the series as we could get. Whether it be things that were actually said on screen, production notes, licensed spin-offs, interviews, or whatever else we could find, the vast majority of our naming convention is taken from somewhere already existing in Evangelion's canon or extended universe. You'll find reference to the Linear Rail System and a list of the Eva's organic parts in the series for instance. The Magarok was slated for it but never made it in and has appeared in almost every side material as well, especially the Super Robot Taisen games. You'll find the words Enchanted Shield of Virtue emblazoned on the front of the shield Rei uses in Rebuild 1.11. MM-99 AU is what the Pallet Rifle appears as on Shinji's HUD in the same movie. Reference to the types of Angels can be found sprinkled in Fuyutski's dialogue in the same canon. Sure we made some up, but we did our best to camouflage it. It's obscure, but it's there. We figure if you're going to confuse newbies to the setting by calling power lines "Umbilical Cables" for flavour's sake, then you might as well go the full nine yards.

- Q: *Why are all the Collateral Damage values so high?! It seems like you can't pick your nose without dealing Collateral Damage!*

  A: The values may look high at first glance, but it is worth noting that the amount of Collateral Damage that is acceptable in any given battle is much higher. To be specific, roughly five times higher. Collateral Damage simply operates at a larger numerical than v2. We found that Collateral Damage in v2 rarely happened outside of a few specific triggers, but when said triggers were present, the total quickly escalated to ridiculous levels. Blast was something of a four letter word, and players were generally penalized for no real reason other than the Angel spammed a lot of Cross Blasts. The perceived benefits of a much larger Collateral Scale are twofold. One, it allows greater granularity in causing damage and makes the amount of Collateral generated per battle less binary, meaning what was previously ridiculously punishing can be made much less so, and other, smaller causes can add up. Two, believe it or not, but most GMs find it easier to keep track of once they get the hang of it. The actual values of the damage are easy to memorize without consulting a table, since they are either 1 or an existing number (such as a Blast Rating), and usually adding Collateral every turn helps get the one keeping track of it into the habit so they don't forget when a trigger comes up. We wanted Collateral Damage to encourage efficient and creative strategies and discourage straight up, 20 turn dice flinging roll-a-thons, and we felt we couldn't do that if the lowest Collateral Damage you could deal was 1/50th of your budget.

- Q: *Where did Apostle, Champion and Customizer go? Weren't they scheduled for the next edition? And what about Personal scale enemies and equipment? How much allowance do I get?*

  A: The P scale opponents chapter was pretty much on the bottom of the to-do list since the get-go, and unfortunately weren't considered important enough to make it into the cut for this version. It is quite likely you will be seeing their inclusion in a v1.3 of sorts though. Allowance however, is something none of us really ever see AdEva groups actually using, and most GMs prefer to handle P scale equipment on a case by case basis. We suggest what v2 recommends. i.e. Using Dark Heresy as a baseline. The three careers mentioned were indeed slated for a new edition a long time ago, but were scrapped due to being variable combinations of imbalanced/broken/stupid and were not a priority when making vBorderline, as our main focus was on re-molding the four iconic careers to be as distinct and well-built as possible. If future supplements happen, giving the cut three the same kind of makeover would be one of the first things we would look at, but for now they'll stay in netherspace.

- Q: *One of my players just used Ping 8 times in the same Round and listed all of my Angel's powers! What gives?!*

  A: Dark Heresy states that "There is no formal limit to the number of Free Actions a character can make in a Round, but a GM should use common sense to set reasonable limits on what can be done in a few seconds." We STRONGLY encourage (to the point where we were tempted to make it an official rule) all GMs to use their common sense to restrict Free Actions in the same way as Half Actions are. Specifically that the same one may not be made twice a turn. Not only is it abuseable with things like Ping and Precise, it is exploitable even in Dark Heresy's core mechanics to allow someone to take the same Free Action over and over again. Specific exceptions like using Quick Draw twice to draw two weapons at once are a given, but using Quick Draw to pick up, and then drop, an Overheated weapon, taking damage over and over again until a Berserk triggers, is not.

- Q: *Should I use the Dark Heresy optional rule under Shooting Into Melee?*

  A: We really wish you wouldn't. It's your game in the end, but in our experience, it causes nothing but groans and eye rolling from players. Unless your party is all Berserkers or all of your Angels duplicate like Israfael or something, chances are most battles are going to involve the party focusing on a single target with multiple different kinds of attacks. Someone not being able to use an automatic weapon at the same time as someone else trying to use a melee weapon just gets ridiculous.

- Q: *How many times can I apply the Anti-Angel Upgrade to my gun?*

  A: Weapon upgrades function identically to Dark Heresy in this sense. Even though there isn't text explicitly detailing it, one can safely infer that all upgrades are a one time deal. Stacking multiple sights on your gun does not make it more accurate. Jamming pistol grips on every available surface does not make it easier to hold. Covering it in guard plates wont give you free parries. Officially, an individual weapon may not have multiple upgrades of the same name.

- Q: *What do I do when a player rolls a hit location that doesn't exist anymore? Like if they chop an arm off, and then someone else sprays full auto and one of the bullets lands on the arm location. What then?*

  A: Dark Heresy doesn't actually have an official ruling on that, since people losing limbs there tends to be fatal and thus the point is often moot. While it is entirely possible that the bullet would simply fly through empty air, it's also possible it could come from the side and hit the body with no arm in the way to block it. Since in Adeptus Evangelion, losing limbs before death is quite common however, consider this an official ruling. An attack that would hit a location that is already beyond maximum Critical Damage is instead relocated to the nearest intact location. We find this works the best both for and against Angels since damage is guaranteed to eventually defeat a target no matter how poorly they roll for hit locations.

- Q: *Cool edition, but honestly there are a few things I just like better about v2/vME/v2.5. How plausible would it be to use the parts of the other edition with vBorderline?*

  A: We're game designers, not cops. You can do whatever you like with your AdEva campaign! Obviously, due to the sheer number of combinations one can make between the various editions of Adeptus Evangelion floating around, we can't make official ways to do such a thing on a case by case basis, outside of Variant Rules. We will say however, that anything should be possible provided you put a little elbow grease into it. Combining v2 with vBorderline presents the biggest challenge, as the two are from entirely different "generations" so to speak, but the core mechanics remain mostly the same. vME and v2.5 are much easier, as vBorderline was built off of vME and v2.5 was built off of the alpha of vBorderline, so you can consider their parts mostly interchangeable. We can't guarantee you how balanced it will be (for example, we are pretty sure vME's custom guns wont play nice with our armoury), but there's no reason it can't be done! All we can really recommend is that you either simply add and remove individual pieces of content (such as Talents or Upgrades), or else simply replace the entire chapter, as we find that creates less "glitches" and less work overall. If it's more fun for you, go for it!

- Q: *Our group uses a houserule that I think would be an awesome Variant Rule! Is there a way I could get it in the book?*
  Q: *I think I might have found an error or exploit. How do I report it?*
  Q: *Are you guys accepting help or anything? Playtesters maybe? I'd love to help out.*
  Q: *I have a whole list of sweet suggestions for X. You wanna see 'em?*

  A: We'd love to hear from you! As always, we can be found on #AdEvaBorderline on irc.rizon.net. If IRC isn't your cup of tea, try submitting suggestions, error reports, or concerns to the documents on our resource portal, which we read through every so often. Errors tend to take precedence over suggestions for new content, and we get a LOT of suggestions, so fair warning! Other than that, we are looking for playtesters to run the grueling Angelgen gauntlet to refine it for a 1.3 edition, so if you have a strong grasp of the rules and feel up to the task, stick around for sign-ups.

- Q: *My GM is an incompetent asshole/likes one of the other players better/ruined my awesome character/doesn't want to use the Variant rules I like/has a stupid plot/rejected my character concept! What do I do?!*

  A: Remain calm, fill out the following document, and mail it in a sealed envelope to our headquarters in Tokyo-3. We will get back to you when we run out of more important things to do.

BUTTHURT REPORT FORM
(INTERNET VERSION)

PROVIDED AS A PUBLIC SERVICE BY SPUBBA.COM

DATE AND TIME THAT YOU EXPERIENCED BUTTHURT: _____

PLEASE DESCRIBE THE NATURE OF THE BUTTHURT.

☐ LiveJournal Post
☐ Message Board Post
☐ Comment Thread
☐ Chat Room
☐ Blog Post
☐ LOLCat
☐ Random Joke/Cartoon/News Item That You Found
☐ Other (Please specify) _____

PLEASE TELL US MORE ABOUT THE INCIDENT OF BUTTHURT.

☐ Someone made a blog post that I didn't agree with.
☐ Someone posted a cartoon or drawing that I didn't like.
☐ Someone wrote a story or anecdote that brought up Bad Memories and made me cry.
☐ Someone mucked up the storyline in my RP.
☐ I found out my internet-boyfriend/girlfriend is cheating on me using an alias.
☐ Someone posted pornography and sullied my innocent virgin eyes.
☐ Someone posted pornography and my boss saw it.
☐ I lost an argument in a chat room
☐ I asked for critique on my art/writing and got it
☐ Other (please describe. Use the back of this form and/or attach separate sheets as necessary.)

(Y) (N) Were there tears?
(Y) (N) Was there permanent mental scarring from the butthurt?
(Y) (N) Was there lost sleep from the butthurt?
(Y) (N) Did you miss work or arrive late to work because of the butthurt?
(Y) (N) Were you forced to employ a Coping Mechanism, such as switching off your computer and going outside for a while?
(Y) (N) Were there emergency phone calls or text messages that cost you minutes?
(Y) (N) Was there any incident of Carpal Tunnel Syndrome resulting from you typing up long-ass Butthurt Rebuttals?

PLEASE TELL US MORE ABOUT THE PERSON WHO CAUSED THE BUTTHURT.

☐ They are a big mean poopy pants who should be banned from the internet forever or at least until they learn that I am right and superior and they are wrong and should bow down and worship me now..
☐ They deserve to be hunted down like a dog and shot dead on their own front porch.
☐ They and their ilk deserve to be rounded up and herded into concentration camps.
☐ There should be laws to punish people like that.
☐ They should be kicked out of America, because we're the home of the free and we just don't DO shit like that here.
☐ They should be just as accountable for their actions online as they are in the real world, and also so I can have access to all their personal information so I can stalk them.
☐ All of the above.

DID YOU TAKE ANY ACTIONS YOURSELF REGARDING THE BUTTHURT?

☐ I wrote a six thousand word response detailing the extent of my butthurt and emailed it to them or posted it in their blog comments.
☐ I sent an incoherent flame to them from a dummy account.
☐ I used a spam program to send them multiple flame emails.
☐ I organized a DDoS attack on their server/website.
☐ I got all my bestest friends together and organized a flamewar.
☐ I created new emails/LJ accounts for the specific purpose of flaming this person.
☐ I posted this person's RL information everywhere I could think of; they'll get a Molotov cocktail through their bedroom window sooner or later, and that'll teach 'em to mess with me.
☐ I realized that arguing on the internet is usually pointless and found something else to do with my time.

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