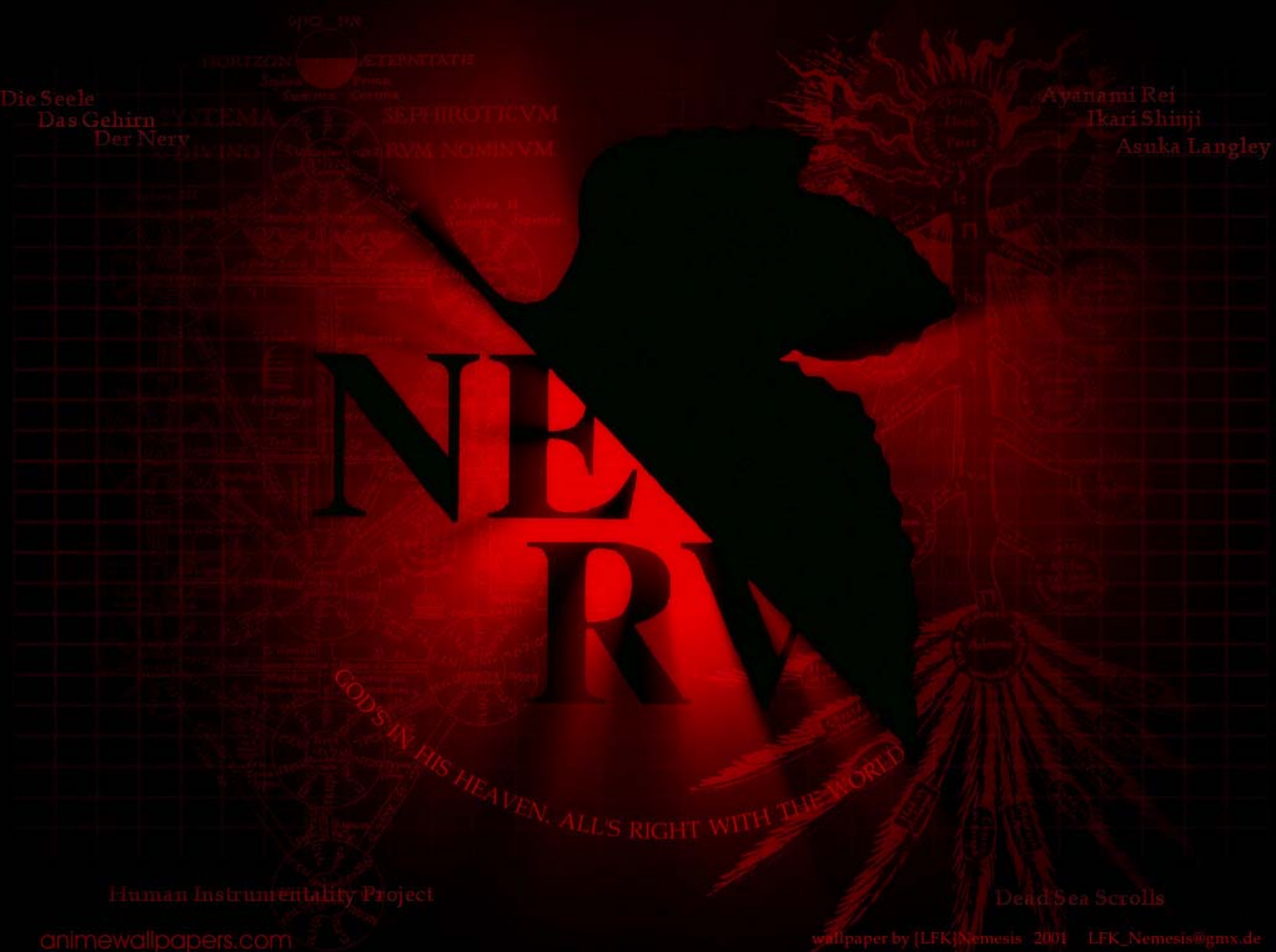


Adeptus Evangelion

A DARK HERESY Modification



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Enjoy.

-Team Adeptus Evangelion

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It has been 15 years since Second Impact.

An explosion in Antarctica, vaporizing the entire continent. The tidal waves killed billions worldwide and coastal regions of every continent were flooded. Worse yet, the very axis of the Earth was permanently changed, causing a global climate shift that devastated crops and added incredible stress to already decimated regions.

In the following devastation, many countries and governments collapsed entirely as the United Nations struggled to hold humanity together. Rioting and war became common as resources became both desperately needed and virtually impossible to acquire. The months following Second Impact were a time that no one escaped unscathed, and all told only half of the human race survived the disaster and our own frightened stupidity.

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

To this day, all but the most well informed of individuals believe this.

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

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

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

WHAT AM I LOOKING AT?

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

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

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

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

REBUILD OF EVANGELION

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

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



Character Creation

Backgrounds

■

Assets &
Drawbacks

■

Career Paths



In Adeptus Evangelion, you take the role of one of the few Pilots of the monstrous Evangelion war machines. Given the nature of the battle system later described, it is important for GMs and players alike to note that this system plays best with a number of pilots between 3-5.

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	
Neo-Spartan	Neo-Spartans have been trained in combat and piloting since a very young age, taking the time to learn to use a large number of weapons. They are defined by their roles as warriors and pilots. There is nothing else for them.
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.
Impact Survivor	You remember Second Impact. You have seen the world at its worst and survived. The resourcefulness and luck that got you through then is still on your side now.

Neo Spartan

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



Neo-Spartan Skills

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

Neo-Spartan traits

Trained for War

You have dedicated your life to combat, and extensively trained in the ways of war. Gain a +3 to Weapon Skill or Ballistic Skill.

There is only War

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

Know your Enemy

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

Skill at Arms:

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

Starting Wounds

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

Fate Points

Roll a 1d10 to determine your starting Fate Points. On a 1-6, you have 1 Fate Point. On a 7-9 you have 2 fate points. On a 10 you begin play with 3 fate points.

Prodigy

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

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



Prodigy Skills

As a member of the general populace, you remained blissfully unaware of the war to come for most of your life. Less sheltered than other pilots, you may treat any two Common Lore's of your choice as Basic Skills.

Prodigy traits

A10 Sensitive

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

Maternal Instinct

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

Slow Learner

Weapon proficiencies cost twice as much to buy.

Unreliable

You're not actually sure how you do what you do, and your Synch Ratio fluctuates wildly. Roll an extra D10 during synch disruption.

Starting Wounds

Prodigy characters start with 1d5+ 8 wounds.

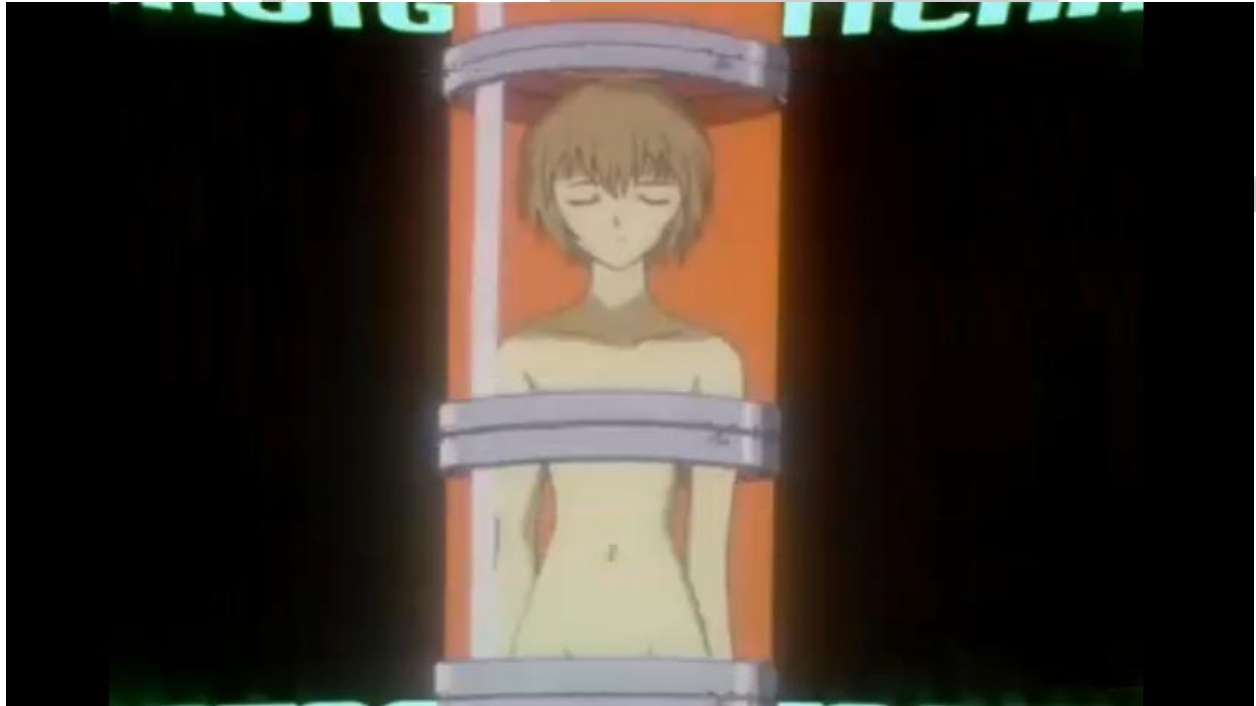
Fate Points

Roll a 1d10 to determine your starting Fate Points. On a 1-3, you have 1 Fate Point. On a 4-7 you have 2 fate points. On an 8-10 you begin play with 3 fate points.

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

Manufactured

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



Manufactured Skills

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

Manufactured Traits

Mental Conditioning

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

Flawed

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

Replaceable

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

Embraced Expendability

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

Starting Wounds

Manufactured characters start with 1d5+ 6 wounds.

Fate Points

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

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

Impact Survivor



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

This makes you, by implication, older than any pilot seen in the Evangelion series. How much older is very much variable, but depending on how strict the GM sets the age requirements, this background might not be available for pilots. It would, however, work for the non-recommended class of “Operations Director”.

Impact Survivor Skills

Impact survivors learned to make do with very little. They may treat Common Lore (Second Impact) and either Tech-use or Medicae as basic skills.

Impact Survivor Traits

Prepared for the Worst

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

Trauma

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

Resourceful

You have learned to do a lot with very little.

When spending a fate point to add 1 degree of success to a roll, you instead add 2 degrees of success instead.

Unsightly Scar

Somewhere on your body is a permanent reminder of the Second Impact. Decrease your fellowship by 3.

Starting Wounds

Manufactured characters start with 1d5+ 7 wounds.

Fate Points

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

ASSETS AND DRAWBACKS

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

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

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

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



ASSETS

Angel Hybrid

XP value: 300

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

Angel Hybrids gain the following:

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

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

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

Special: This Asset may only be taken by characters with the "Manufactured" Background.

Ambidextrous

XP value: 100

Effect: As the talent.

Common Sense

XP value: 200

Effect: You are capable of recognizing situations and moves that are likely to end very badly. You may spend a fate point, and no more than one per session, to consult your GM about a specific course of action. He is required to tell you whether this is an inherently flawed idea and why, but only in the context of information that the character can be expected to know.

Driven

XP value: 200

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

Efficient Metabolism

XP value: 100

Effect: Gain a Resistance(Poison).

Egghead

XP value: 100

Effect: Select one of the following Skills: Tech Use, Evaluate, Gamble, Logic, Common Lore (Any), Scholastic Lore (Any). You gain the Talented talent for this skill.

Fast

XP value: 200

Effect: Treat your character as if their Agility Bonus was 1 higher when determining speed.

Fearless

XP value: 200

Effect: Your character is undaunted in the face of danger and the unknown. Whenever

you spend a Fate Point in situations where you are outmatched or performing some dangerous feat of exceptional bravery, roll a d10. On a roll of 9, the fate point is not spent. This applies to conditional Fate Points as well.

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

High Endurance

XP value: 200

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

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

Innovative

XP value: 200

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

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

Quick Healer

XP value: 200

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

Sexy Voice

XP value: 100

Effect: Gain a permanent +10 to Fellowship based skills involving the opposite gender (or other individuals as appropriate).

Shrewd:

XP value: 200

Effect: Your character is a brilliant negotiator and master of the social arts. You gain 1 conditional fate point that may only be spent in critical negotiations of business or diplomatic nature. This conditional fate point may never be burnt, and you must announce its use specifically. Spending this conditional fate point for purposes other than “rerolling a failed Test” or “adding 1 degree of success” are highly questionable.

DRAWBACKS

Big Ego:

XP value: 200

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

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

Chronic Pain

XP value: 200

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

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

Compulsive Behavior

XP value: 100

Effect: Your character suffers from the psychological need to repeat some specific act, often to combat some anxiety or depression. This act need not be dangerous or especially time consuming, but must be a significant detour from a normal routine. Examples include washing hands or counting the number of outlets in a room. In every session, until this action can be

completed, the character takes a -10 penalty to all tests. Should the compulsive behavior be conditional (such as holding open doors for crowds) failure to do so when presented the opportunity triggers the -10 penalty for 1 hour.

Coward:

XP value: 100

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

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

Damaged Goods

XP value: 100

Effect: Your character has suffered some sort of massive trauma in the past and never fully recovered. Begin play with 1d10 insanity points.

Dark Secret

XP value: 100

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

Dependent

XP value: 200

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

Depressive

XP value: 200

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

Fanatical

XP value: 200

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

Overweight

XP value: 100

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

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

Foe

XP value: 200

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

Grating Voice

XP value: 100

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

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

Impetuous

XP value: 200

Effect: Your character prefers action, and not in a good way. At the beginning of ever combat, your character must pass a difficult(-10) Willpower test or charge directly into melee combat against the enemy, even if doing so forfeits your attack this round due to intervening distance. Only if it is physically impossible to enter melee range will you resort to ranged attacks.

Ineptitude:

XP value: 100

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

Low Pain Threshold

XP value: 300

Effect: Your toughness bonus is considered 1 lower than it actually is for all effects.
Special: This Drawback may not be taken with the “High Endurance” Asset.

Phobia

XP value: 100

Effect: Your character has an irrational fear of some specific thing. When confronted by their phobia, they must make a Fear(1) test.

Prejudice

XP value: 100

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

Repellent

XP value: 100

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

Sadistic

XP value: 100

Effect: You like causing others pain way more than you should. It’s even hard to resist doing so when presented the opportunity. Roll a d10 whenever you have someone at your mercy or are otherwise

presented the opportunity to cause someone harm. On a roll of 9 you have no choice but to cause them as much (preferably non-lethal) pain as possible.

Short Fuse

XP value: 100

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

Skinny:

XP value: 100

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

Slow Healing:

XP value: 200

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

Suicidal

XP value: 200

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

CAREER PATHS

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

Talents marked with a ^{DH} are to be found in the Dark Heresy Core Rulebook.

Scale

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

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

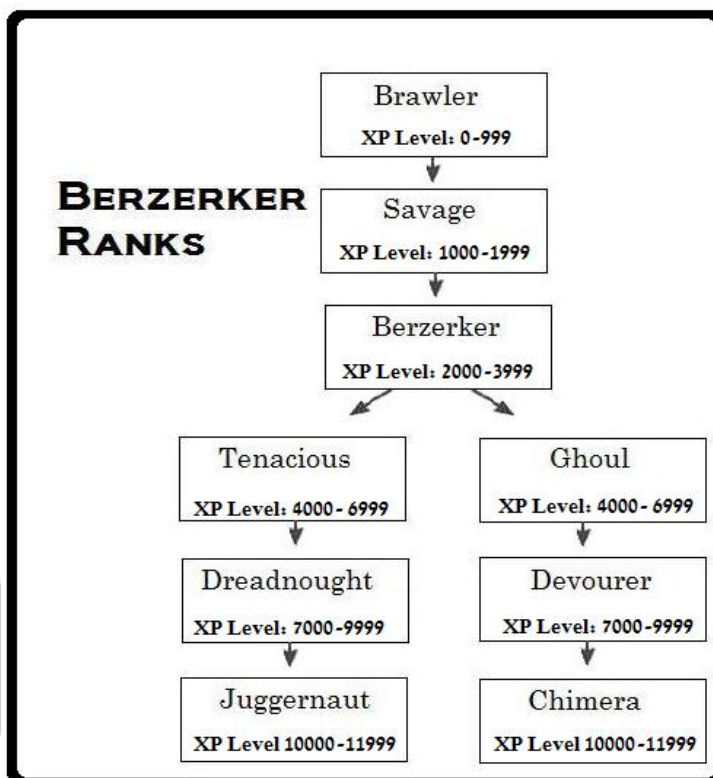
E: (Evangelion) This means that the listed Skill or Talent may only be used by the character when piloting an Evangelion. This is usually an ability that the Pilot is simply incapable of doing themselves.

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

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

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

BERSERKER



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

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

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

Starting Skills: Speak Language (English) (Int)

Starting Talents: Skill Proficiency (Twice), Melee Weapon Training (General), Biological Upgrade, Weapon Upgrade.

Starting Gear: Plugsuit, Nerv ID

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

Brawler

Advance	Scale	Cost	Type	Prerequisites
Awareness	E/P	100	S	---
Skill Proficiency†	E/P	100	T	---
A.T. Power (Spread)	E	200	T	---
A.T. Power (Neutralize)	E	200	T	A.T. Power (Spread)
Basic Weapon Training (General)	E/P	100	T	---
Melee Weapon Training (Progressive)	E	100	T	---
Bestial	E	100	T	---
Biological Upgrade*	--	100	T	---
Structural Upgrade	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution* ^{DH}	P	200	T	---

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

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

Savage

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

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

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

Berserker

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

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

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

Tenacious

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Acrobatics	E/P	100	S	---
A.T. Power (AT Wave)	E	200	T	A.T. Power (Push)
A.T. Power (Float)	E	200	T	A.T. Power (Push)
Dodge +10	E/P	100	S	Dodge
Skill Proficiency	E/P	100	T	---
Skill Training†	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Pistol Weapon Training (Maser)	E	200	T	---
Pistol Weapon Training (Bolt)	E	200	T	---
Beyond Your Means	E	100	T	Berserker, SR 70
Iron Jaw ^{DH}	E/P	100	T	---
Stirring Beast	E	300	T	Ghost in the Machine
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

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

Ghoul

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Acrobatics	E/P	100	S	---
A.T. Power (AT Wave)	E	200	T	A.T. Power (Push)
A.T. Power (Float)	E	200	T	A.T. Power (Push)
Dodge +10	E/P	100	S	Dodge
Skill Proficiency	E/P	100	T	---
Skill Training ‡	E/P	100	T	Skill Proficiency
Skill Mastery *	E/P	100	T	Skill Training
Heavy Weapon Training (Maser)	E	200	T	---
Pistol Weapon Training (Maser)	E	200	T	---
Pistol Weapon Training (Bolt)	E	200	T	---
Crushing Blow ^{DH}	E	100	T	S 40
Cannibalize	E	200	T	Berserker
Stirring Beast	E	300	T	Ghost in the Machine
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

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

Dreadnought

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Quick Spread	E	100	T	---
A.T. Power (Barrier)	E	200	T	A.T. Power (Spread)
A.T. Power (Haste)	E	200	T	A.T. Power (Spread)
I Cannot be Defeated	E/P	100	T	---
Indomitable	E/P	100	T	---
From the Grave	E	200	T	Berserker
True Grit ^{DH}	E/P	100	T	TB 40
Gravity Kick	E	200	T	Drop Trained
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Devourer

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Quick Spread	E	100	T	---
A.T. Power (Barrier)	E	200	T	A.T. Power (Spread)
A.T. Power (Haste)	E	200	T	A.T. Power (Spread)
Beyond Your Means	E	100	T	Berserker, SR 70
Rip and Tear	E	100	T	Berserker
Indomitable	E/P	100	T	---
Absorb	E	100	T	Cannibalize
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Juggernaut

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
A.T. Power (Angel Cross)	E	200	T	A.T. Power (Spread)
Allied Eva	E	200	T	Restraint
The Dead Walk	E	200	T	Berserker
Unstoppable	E	200	T	The Dead Walk
Lucid Eva	E	300	T	Stirring Beast
Cannibalize	E	300	T	Berserker
Biological Upgrade*	--	100	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Chimera

Advance	Scale	Cost	Type	Prerequisites
Skill Proficiency	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
Advanced Berserk	E	200	T	---
A.T. Power (Angel Cross)	E	200	T	A.T. Power (Spread)
Allied Eva	E	200	T	Berserker, Restraint
Gravity Kick	E	200	T	Drop Trained
Eat and Run	E	200	T	Rip and Tear
Feast	E	200	T	Cannibalize
Blademaster ^{DH}	E/P	200	T	WS 30
Lucid Eva	E	300	T	Stirring Beast
Biological Upgrade*	--	100	T	---
Structural Upgrade	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

A.T. TACTICIAN

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

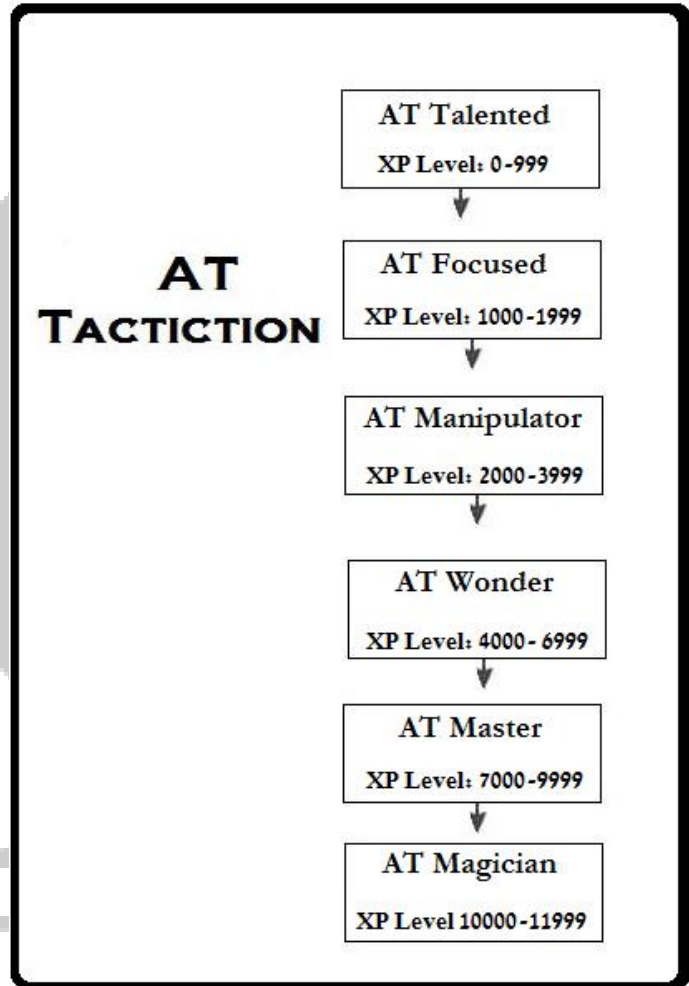
The reality warping properties of the A.T. Field are capable of performing actions that are blatantly impossible outside of them. A.T. Tacticians are capable of recognizing the awesome potential of this and exploiting it.

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

Starting Skills: Speak Language (English) (Int)

Starting Talents: Skill Proficiency, Melee Weapon Training (General), A.T. Field Power (Spread), Structural Upgrade or Weapon Upgrade.

Starting Gear: Plugsuit, Nerv ID



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

A.T. Talented

Advance	Scale	Cost	Type	Prerequisites
Awareness	E/P	100	S	---
Skill Proficiency†	E/P	100	T	---
A.T. Power (Neutralize)	E	100	T	A.T. Power (Spread)
A.T. Power (Push)	E	100	T	A.T. Power (Spread)
A.T. Power (Pull)	E	100	T	A.T. Power (Spread)
A.T. Power (AT Wave)	E	100	T	A.T. Power (Push)
Basic Weapon Training (General)	E/P	200	T	---
Pistol Weapon Training (General)	E/P	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

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

A.T. Focused

Advance	Scale	Cost	Type	Prerequisites
Dodge	E/P	100	S	---
Skill Proficiency†	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (AT Ping)	E	200	T	A.T. Power (Spread)
A.T. Power (Float)	E	200	T	A.T. Power (Push)
A.T. Power (Layered Field)	E	200	T	A.T. Power (Spread)
A.T. Power (Kinetic Manipulation)	E	200	T	A.T. Power (Pull), A.T. Power (Push)
Melee Weapon Training (Progressive)	E	100	T	---
Blind Fighting ^{DH}	E/P	100	T	A.T. Power (Ping)
Street Fighting ^{DH}	E/P	100	T	---
Quick Spread	E	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

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

A.T. Manipulator

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Dodge +10	E/P	100	S	Dodge
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Bunker Field)	E	200	T	A.T. Power (Spread)
A.T. Power (Repulsion)	E	200	T	A.T. Power (Spread)
A.T. Power (AT Blast)	E	200	T	A.T. Power (Spread)
A.T. Power (Dirac Cache)	E	200	T	A.T. Power (Spread)
A.T. Power (Piercing Strike)	E	200	T	A.T. Power (Spread)
A.T. Power (Barrier)	E	200	T	A.T. Power (Spread)
Drop Trained	E	100	T	---
Scan Field	E	100	T	A.T. Tactician
Synchronize Group	E	100	T	A.T. Tactician
Foresight ^{DH}	E/P	100	T	INT 30
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

A.T. Wonder

Advance	Scale	Cost	Type	Prerequisites
Skill Training*	E/P	100	T	Skill Proficiency
Skill Mastery*	E/P	100	T	Skill Training
A.T. Power (Funnel Beam)	E	200	T	A.T. Power (Spread)
A.T. Power (Concussive Blow)	E	200	T	A.T. Power (Spread)
A.T. Power (Angel Cross)	E	200	T	A.T. Power (Spread)
A.T. Power (Haste)	E	200	T	A.T. Power (Spread)
A.T. Power (Destructive Interference)	E	200	T	A.T. Power (Neutralize)
A.T. Power (Enhanced Shot)	E	200	T	A.T. Power (Spread)
A.T. Power (Dirac Breach)	E	200	T	A.T. Power (Dirac Cache)
Pistol Weapon Training (Maser)	E	100	T	---
Pistol Weapon Training (Bolt)	E	100	T	---
Analyze Field	E	200	T	Scan Field
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

A.T. Master

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	---
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Wrap Beam)	E	200	T	A.T. Power (Spread)
A.T. Power (Phase Shift)	E	200	T	A.T. Power (Funnel Beam)
A.T. Power (AT Bomb)	E	200	T	A.T. Power (Repulsion)
A.T. Power (Dissonance Bomb)	E	200	T	A.T. Power (Destructive Interference)
A.T. Power (Dirac Jaunt)	E	200	T	A.T. Power (Phase Shift)
Resistance (A.T. Field Powers)	E	200	T	---
A.T. Reserve	E	200	T	
Reinforce Ego	E	200	T	A.T. Tactician
Hard Target ^{DH}	E/P	100	T	Ag 35
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

A.T. Magician

Advance	Scale	Cost	Type	Prerequisites
Dodge + 20	E/P	100	S	Dodge + 10
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Anti-A.T. Field)	E	200	T	A.T. Power (Spread)
A.T. Power (Neutralize)	E	200	T	A.T. Power (Anti-A.T. Field)
A.T. Power (Anti-AT Beam)	E	200	T	A.T. Power (Anti-A.T. Field)
Strong Mind(A.T. Field Powers)	E	200	T	Resistance (A.T. Field Powers)
Mimic Field	E	200	T	Analyze Field, SR 80
Fearless ^{DH}	E/P	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	200	T	---
Sound Constitution ^{DH}	P	200	T	---

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

SKIRMISHER



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

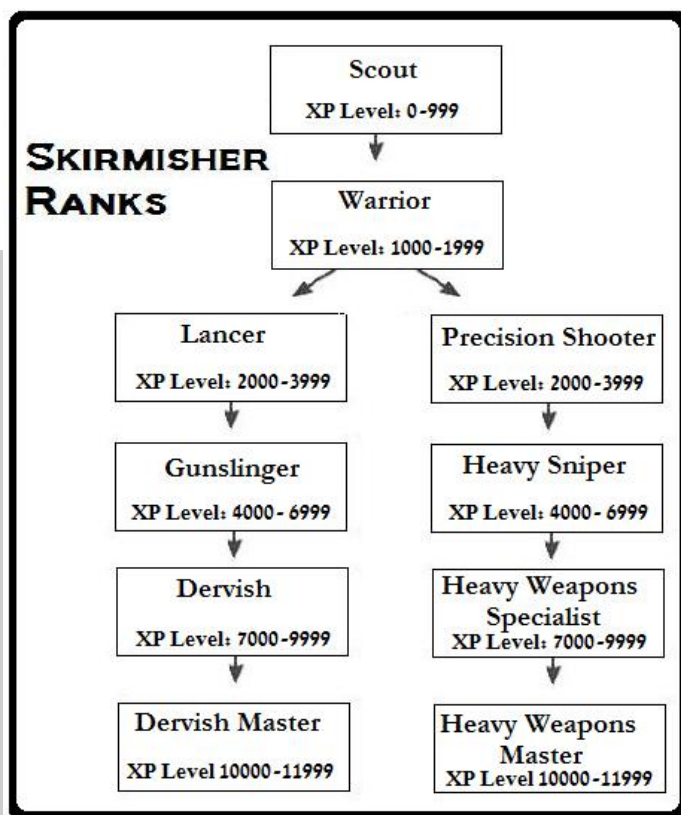
Skirmishes, rather than rely on Evangelion specific attributes such as A.T. Fields and Berserking, uses fighting styles and combat maneuvers that have been used by the best human fighters on the ground for generations.

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

Starting Skills: Speak Language (English) (Int)

Starting Talents: Skill Proficiency (Twice), Melee Weapon Training (General), Structural Upgrade or Weapon Upgrade, Pistol Weapon Training(General) or Basic Weapon Training(General).

Starting Gear: Plugsuit, Nerv ID



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

Scout

Advance	Scale	Cost	Type	Prerequisites
Awareness	E/P	100	S	---
Dodge	E/P	100	S	---
Skill Proficiency*	E/P	100	T	---
A.T. Power (Spread)	E	200	T	---
A.T. Power (Neutralize)	E	200	T	A.T. Power (Spread)
Melee Weapon Training (Progressive)	E	100	T	---
Basic Weapon Training (General)	E	200	T	---
Pistol Weapon Training (General)	E	100	T	---
Catfall ^{DH}	E/P	100	T	---
Master At Arms ^{DH}	E/P	100	T	BS 40
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Warrior

Advance	Scale	Cost	Type	Prerequisites
Acrobatics	E/P	100	S	---
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (AT Ping)	E	200	T	A.T. Power (Spread)
A.T. Power (Push)	E	200	T	A.T. Power (Spread)
A.T. Power (Pull)	E	200	T	A.T. Power (Spread)
A.T. Power (Float)	E	200	T	A.T. Power (Push)
A.T. Power (Wave)	E	200	T	A.T. Power (Push)
Sprint ^{DH}	E/P	100	T	---
Berserk Charge ^{DH}	E/P	100	T	---
Furious Assault ^{DH}	E/P	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Lancer

Advance	Scale	Cost	Type	Prerequisites
Dodge +10	E/P	100	S	Dodge
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
Jaded ^{DH}	E/P	100	T	---
Hotblooded	E/P	100	T	---
Swift Attack ^{DH}	E/P	100	T	---
A.T. Power (Haste)	E	200	T	---
A.T. Power (Piercing Strike)	E	200	T	---
Crack Shot ^{DH}	E/P	100	T	---
Two Weapon Wielder(Melee) ^{DH}	E/P	100	T	---
Two Weapon Wielder(Ballistic) ^{DH}	E/P	100	T	---
Drop Trained	E	100	T	---
Quick Spread	E	100	T	---
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Precision Shooter

Advance	Scale	Cost	Type	Prerequisites
Awareness +10	E/P	100	S	Awareness
Skill Proficiency*	E/P	100	T	---
Skill Training*	E/P	100	T	Skill Proficiency
A.T. Power (Piercing Strike)	E	200	T	A.T. Power (Spread)
A.T. Power (Barrier)	E	200	T	A.T. Power (Spread)
Drop Trained	E	100	T	---
Quick Spread	E	100	T	---
Deadeye Shot ^{DH}	E/P	100	T	BS 30
Basic Weapon Training (Maser)	E	100	T	---
Basic Weapon Training (HE Bolt)	E	100	T	---
Basic Weapon Training (Positron)	E	100	T	---
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	200	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution ^{DH}	P	200	T	---

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

Gunslinger

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

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

Heavy Sniper

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

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

Dervish

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

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

Heavy Weapon Specialist

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

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

Dervish Master

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

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

Heavy Weapon Master

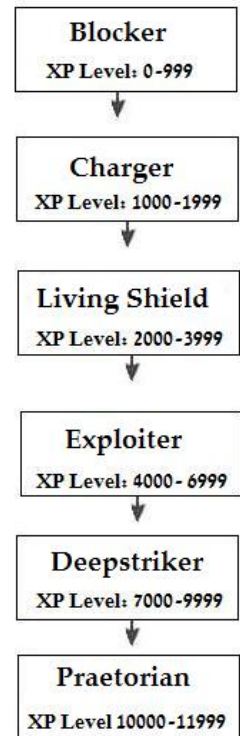
Advance	Scale	Cost	Type	Prerequisites
Dodge + 20	E/P	100	S	Dodge + 10
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
Sharpshooter ^{DH}	E/P	100	T	Deadeye Shot
True Grit ^{DH}	E/P	100	T	T 40
I Cannot be Defeated	E/P	100	T	---
A.T. Power (Angel Cross)	E	200	T	A.T. Power (AT Blast)
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution ^{DH}	P	200	T	---

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



POINTMAN

POINTMAN



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

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

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

Starting Skills: Speak Language (English) (Int)

Starting Talents: Speak Language, Skill Proficiency (Twice), Melee Weapon Training (General), Structural Upgrade or Weapon Upgrade, Basic Weapon Training(General).

Starting Gear: Plugsuit, Nerv ID

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

Blocker

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

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

Charger

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

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

Living Shield

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

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

Exploiter

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

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

Deepstriker

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

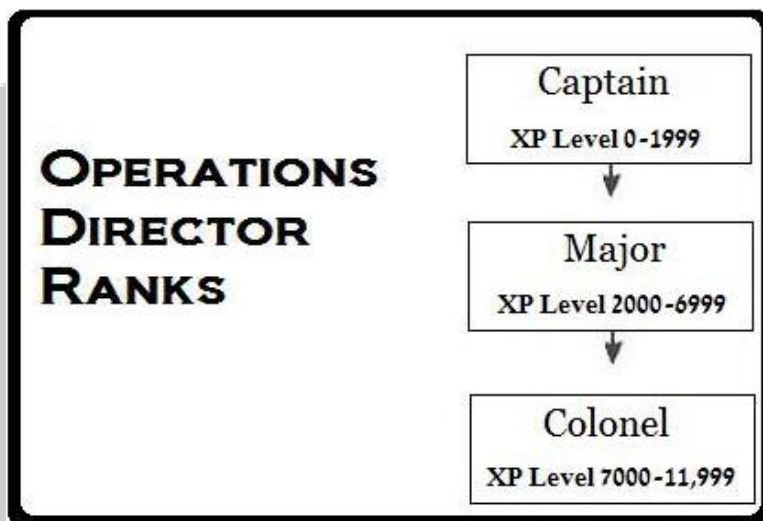
* This Talent may be taken up to two times at this Rank

Praetorian

Advance	Scale	Cost	Type	Prerequisites
Awareness +20	E/P	100	S	Awareness +10
Skill Proficiency	E/P	100	T	---
Skill Training	E/P	100	T	Skill Proficiency
Skill Mastery	E/P	100	T	Skill Training
A.T. Power (Containment)	E	200	T	A.T. Power (Barrier)
A.T. Power (Phase Trap)	E	200	T	A.T. Power (Phase Shift)
Lightning Attack	E/P	100	T	Swift Attack
Counter Attack	E/P	100	T	WS 40
Wall of Steel	E/P	200	T	WS 40
Advanced Berserk	E	200	T	SR 90
Nerves of Steel	E/P	100	T	WP 30
Biological Upgrade	--	200	T	---
Structural Upgrade*	--	100	T	---
Weapon Upgrade*	--	100	T	---
Sound Constitution	P	200	T	---

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

OPERATIONS DIRECTOR



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

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

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

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

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

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

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

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

Captain

Advance	Cost	Type	Prerequisites
Awareness	100	S	---
Talented(Charm) ^{DH}	200	S	Charm
Skill Proficiency†	100	T	---
Basic Weapon Training(General)	200	T	---
Foresight ^{DH}	200	T	Int 35
Jaded ^{DH}	200	T	WP 30
Precision Targeting	200	T	Operations Director
Nerves of Steel ^{DH}	200	T	WP 30
Decadence ^{DH}	200	T	Carouse
Tactical Genius	300	T	Operations Director
Remote Care	300	T	Operations Director
Absolute Order	300	T	Operations Director
Peer (Nerv) ^{DH}	100	T	---
Sound Constitution* ^{DH}	100	T	---

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

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

Major

Advance	Cost	Type	Prerequisites
Awareness +10	100	S	Awareness
Command +10	100	S	Command
Dodge	100	S	---
Skill Proficiency†	100	T	---
Skill Training‡	200	T	Skill Proficiency
Skill Mastery	200	T	Skill Training
Talented (Logic) ^{DH}	200	T	Logic
Iron Discipline ^{DH}	400	T	Command +10
Air of Authority ^{DH}	200	T	Command +10
Fearless ^{DH}	200	T	---
Quick Draw ^{DH}	100	T	---
N2 Strike	1000	T	Operations Director
Insanely Faithful ^{DH}	200	T	---
Inspiring Voice	750	T	Operations Director
Requisition Airstrike	1000	T	Operations Director
Sound Constitution* ^{DH}	100	T	---

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

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

Colonel

Advance	Cost	Type	Prerequisites
Awareness +20	200	S	Awareness +10
Command +20	200	S	Command +10
Into the Jaws of Hell ^{DH}	400	T	Iron Discipline
Rapid Reload ^{DH}	100	T	---
Skill Proficiency†	100	T	---
Skill Training‡	200	T	Skill Proficiency
Skill Mastery‡	200	T	Skill Training
Talented (Inquiry) ^{DH}	200	T	Inquiry
Talented (Decieve) ^{DH}	200	T	Deceive
Surefire Ejection	1000	T	Operations Director
Master Orator ^{DH}	400	T	Fel 40
Battlefield Commander	1000	T	Operations Director
Combat Master ^{DH}	200	T	---
Talented (Carouse) ^{DH}	200	T	Carouse
Talented (Command) ^{DH}	200	T	Command
Total Recall ^{DH}	100	T	Int 35
True Grit ^{DH}	100	T	---
Sound Constitution* ^{DH}	100	T	---

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

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



EVANGELIONS

Creating your
Evangelions



Customizing your
Evangelions



Upgrades



Weapons

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

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

Piloting Your Evangelion

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

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



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

Know your Evangelion

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

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

Entry Plug

The entry plugs are long, cylindrical structures with rounded ends which contain the cockpits for the Evangelions. A pilot enters a plug through a hatch in its center; once the hatch is sealed, the plug is filled with LCL (a yellow-tinted, translucent liquid used to mentally link a pilot with the Evangelion and supply oxygen directly to the lungs when breathed). Each Eva has a socket in a cervical vertebra in its upper spine, covered by a retractable plate; the entry plug is inserted into this socket, the hatch closes, and pilot control of the Eva is established. The plugs are heavily armored and equipped with parachutes and rockets to aid in escape from a badly damaged Evangelion (see “Defeat” in Chapter 5).



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

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

Umbilical Cable

Evangelions have a massive energy requirement, so much so that for functions beyond pilot life support, their internal batteries' charge only lasts for a maximum of 5 rounds. To deploy Evas for longer periods of time, power cables referred to as "umbilical cables" are inserted into the Evas' backs. Spools containing umbilical cables are located throughout The Base of Operations, so if an Eva exceeds its maximum length, it can switch to a spare. Evas are capable of reaching behind themselves to attach a new umbilical cable without external help. When Evas are deployed to areas other than the Base of Operations, portable sets of umbilical cables are brought along to connect them to external power. Evas can be voluntarily disconnected from their umbilical cables to provide greater mobility, albeit knowing that they will only have 5 rounds of power. If an umbilical cable is severed during battle, the end plugged into the Eva's back will automatically eject from the Eva so as not to hinder its movements. The plugs located at the tips of umbilical cables contain small thruster rockets; when ejected, the thruster rockets fire just before hitting the ground, to lessen the damage both to the plug itself as well as to whatever is on the ground when the plug hits.



CREATING YOUR EVANGELION

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

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

Characteristics

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

WS	BS	S	T	Ag
30	30	30	30	30

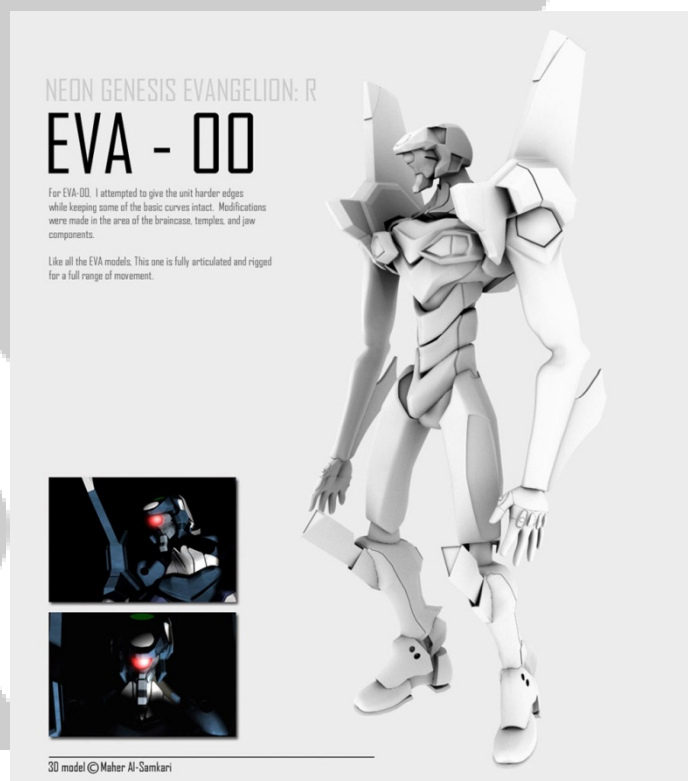
Note the complete omission of the Intelligence, Perception, Willpower, Fellowship and Synch Ratio scores. These scores remain unchanged from your character. Excluding certain mental disabilities, being inside an Evangelion does not impact you mentally.

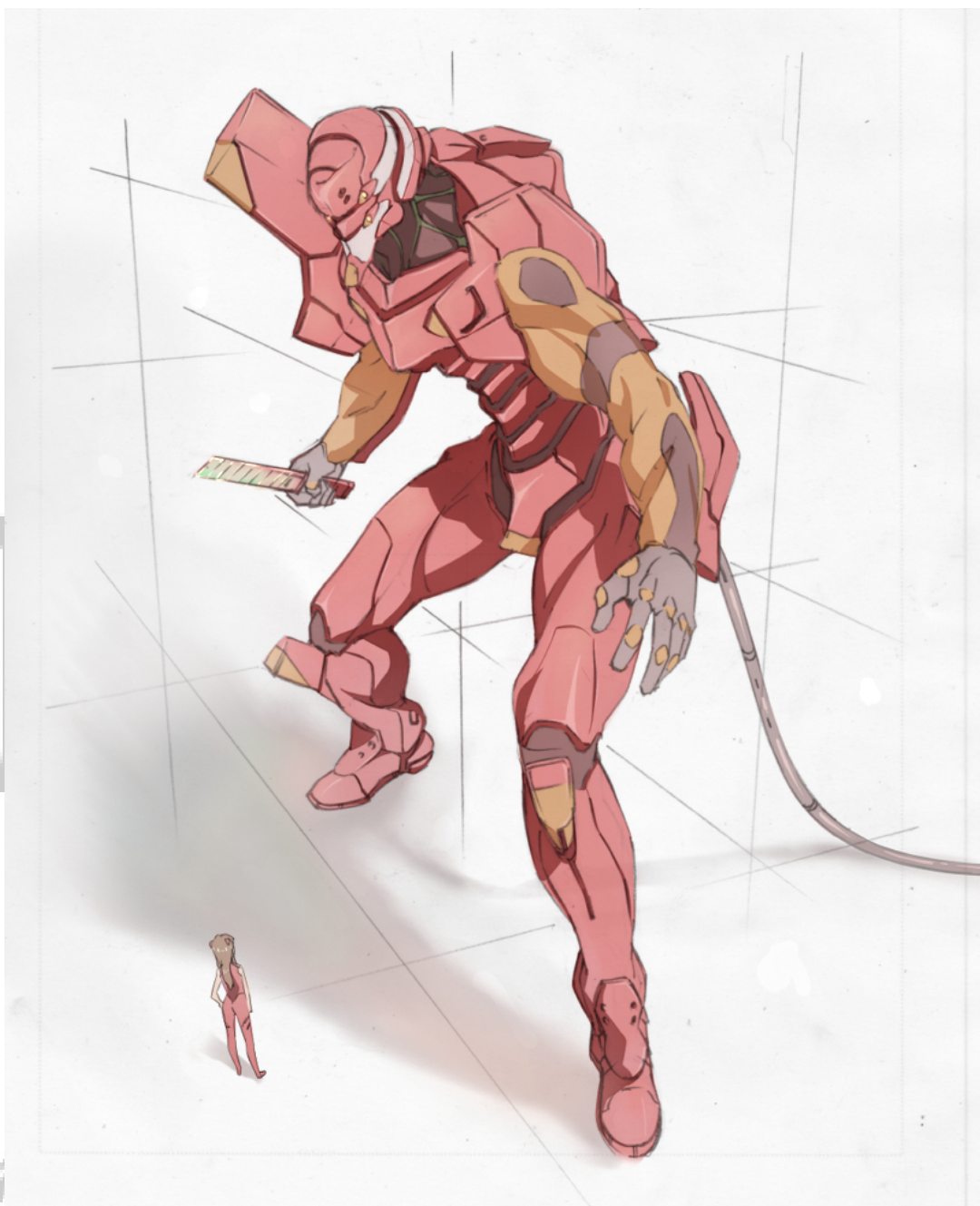
When your Evangelion is created, you have 3d5 points. You may invest these as an addition to any Characteristic on the Evangelion statline, divided up as you choose. This represents slight modifications to the initial design to specialize in certain areas.

Evangelions also start with the following armor and wound placement:

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

Unlike characters, Evangelions do not have a single pool of wounds. Instead, each section of the body has its own pool of wounds in addition to its own armor rating. This allows the Evangelion to take massive damage to a limb and lose it without risk of instant death (such as the normal Dark Heresy rules would have it). However, if either the body or head are destroyed through critical damage, the Evangelion is 'killed'. Much like an Angel, as long as the Evangelion's core is intact the Evangelion can be repaired back to full operating efficiency. The Pilot is often not so lucky.





Distinguishing Features

Evangelions are grown more than built, and can vary wildly even when based on the same basic design. Additionally, many Eva's are built with entirely new implementations of systems, making the creation of any two Evangelions with more than a passing resemblance unlikely. Even if an Evangelion seems physically according to plan, any number of imperfections in the core or synchronization systems can lead to psychological instability on the part of the Eva. When a new Evangelion is being created, roll 1d100 on the following chart.

Distinguishing Features		
Roll result	Name	Effect
1-9	Dormant Eva	Your Evangelion is extremely difficult to rouse, and will never Berserk if the pilots Synch Ratio is below 50.
10-18	Single Winged	The Evangelion lacks a wing on 1 arm.
19-27	Fractured Mind	Whenever the pilot rolls initiative, also roll a Synch Ratio Test. On a failure, the Eva becomes Frenzied. It spends 1 round flailing around and attacking the environment before engaging the enemy.
28-36	Optical Array	The Eva's head is dominated by a complex optical array that has replaced its eyes. When in the Evangelion the pilot may reroll 1 failed awareness test per round. However, the Eva's head has 1 less wound.
37-45	Cranial Horn	The Evangelion has a large horn on its head that may be used for a mediocre gore attack, dealing 1d5-2 rending damage.
46-54	Advanced Battery	The Eva's body contains a larger than normal battery, allowing it to continue operating for 6 rounds after being severed from an umbilical rather than 5.
55-63	Lightweight Chassis	The Eva's armor is especially light, imposing a -1 armor penalty on all areas. However, the resulting freedom of movement has increased the Eva's Agility by 10.
64-72	Heavy Armor	The Eva's Armor is especially dense, and grants a +1 armor bonus to all areas. However, the weight of it slows the Eva, reducing its agility by 10.
73-81	Hulking Frame	The Evangelion beneath the armor is a powerful beast, noticeably stockier than a normal Eva. The Eva has its Strength and Toughness increased by 3, but suffers a -3 Agility.
82-89	Unrestrained Jaw	The Evangelion begins play capable of performing a 1d5+1+S R bite attack.
90-95	Predatory	As Unrestrained Jaw, but the Eva gains a +3 to Weapon Skill and a +3 to Strength as well.
95-99	Extra Eyes	The Evangelion has an extra set of eyes, usually totaling 4 or 6 eyes. It's increases sense of sight grants it a +3 to Ballistic Skill, and once per round the pilot may reroll a failed Awareness Test.
100		Roll Again Twice

Color Scheme

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

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

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

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

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 pilots own pocketbook or can do themselves.

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

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

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

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

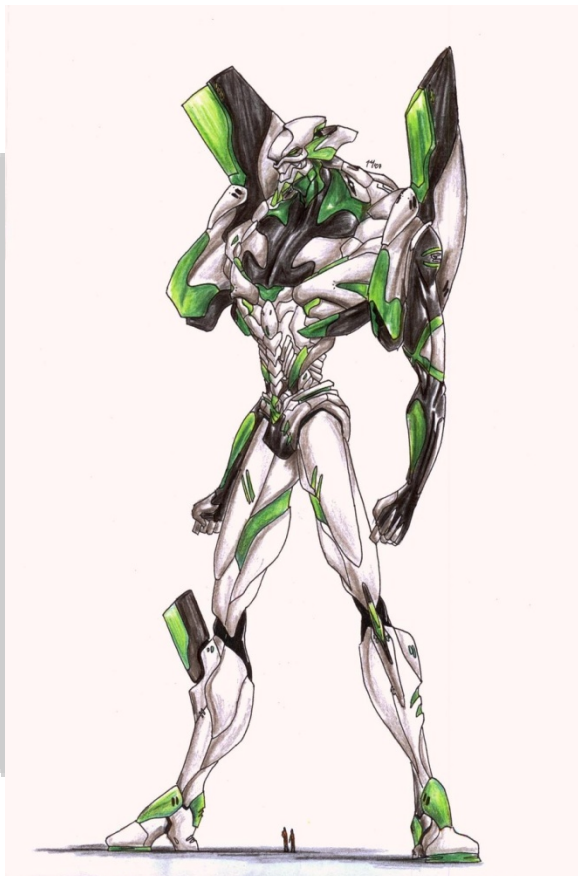
Weapon Upgrade Points (WUP) may be used to purchase and modify weapons that your Evangelion can wield in battle.

With the exception of certain Biological Upgrades only available to the Berserker career in the later stages, all Biological Upgrades are made available to the pilots from the very

beginning. These Biological Upgrades operate in the same way as characteristic upgrades work for characters. Each upgrade bought for an Evangelion's characteristic increases it by 5, and then the next upgrade for that characteristic becomes unlocked.

Structural and Weapon Upgrades are not so simple. There are three Research Tiers, which represent the resources and technology available to your organization. At the beginning of the campaign, your organization is at research Tier 1. The research required to reach Tiers 2 and 3 must be paid for using the surplus funds acquired at the ends of battles (presuming that collateral damage was sufficiently avoided and such a surplus exists). More information on the process of researching can be found in the Post Battle section of Chapter 5.

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



BIOLOGICAL UPGRADES

Characteristic Upgrades (Tier 1)				
Characteristic	Level 1	Level 2	Level 3	Level 4
Weapon Skill	1 BUP	2 BUP	3 BUP	4 BUP
Ballistic Skill	1 BUP	2 BUP	3 BUP	4 BUP
Strength	1 BUP	2 BUP	3 BUP	4 BUP
Toughness	1 BUP	2 BUP	3 BUP	4 BUP
Agility	1 BUP	2 BUP	3 BUP	4 BUP

Biological Upgrades: Other (Tier 1)			
Upgrade	Prerequisite	Effect	BUP Cost
Natural Weapon	---	Acquire a natural weapon for your Evangelion.	1
Bulging Biceps	---	As the Talent in Dark Heresy	1
Biological Upgrades: Other (Tier 2)			
Regenerative Flesh	Berserker	Your Evangelion costs less to repair.	1
Biological Upgrades: Other (Tier 3)			
S2 Organ	Berserker	Acquire unlimited power.	4
Winged Form	Berserker, S2 Organ, SR 70	Master your A.T. Field.	2
Advanced Biology	Berserker, S2 Organ	As the Unnatural Characteristic Trait, for Dark Heresy	2

Natural Weapon

Prerequisites: None

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

Effect: You implant an experimental S2 organ into your Evangelion. This makes your Evangelion's biological structure more malleable, and provides unlimited operational power. Evangelions with S2 Organs never run out of power, even when severed from an Umbilical Cable.

Bulging Biceps

Prerequisites: None

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

Winged Form

Prerequisites: Berserker, Research Tier 3, S2 Organ

Effect: Your Evangelion can sprout four glowing, insectile, translucent wings. This, in addition to allowing the Eva to fly at a speed equal to their land speed, also acts as a powerful A.T. Field extending array. All ranges for AT Powers known are increased by 20 dm, and by spending a Fate Point the Pilot can increase his Evangelions ATS by 4 for 1 round.

Regenerative Flesh

Prerequisites: Berserker, Research Tier 2

Effect: When repairing your Evangelion in the Post Battle phase, all of your Evangelion's Critical Damage is treated as normal wounds for repair costs.

Advanced Biology

Prerequisites: Berserker, Research Tier 3, S2 Organ

Effect: As the Unnatural Characteristic Trait from Dark Heresy.

S2 Organ

Prerequisites: Berserker, Research Tier 3

STRUCTURAL UPGRADES

Structural Upgrades: General (Tier 1)			
Upgrade	Prerequisite	Effect	SUP Cost
Armor Enhancement I (Head)	--	Increase head armor by 1	1
Armor Enhancement I (Body)	--	Increase body armor by 1	1
Armor Enhancement I (Arms)	--	Increase armor on both arms by 1	1
Armor Enhancement I (Legs)	--	Increase armor on both legs by 1	1
Wing Loadout (Knife Dock)	--	Store a knife in one wing	1
Wing Loadout (Pistol Dock)	--	Store a pistol in one wing	1
Wing Loadout (Ammo Dock)	--	Store extra ammo in one wing	1
Structural Upgrades: General (Tier 2)			
Armor Enhancement II (Head)	Armor Enhancement I (Head)	Increase head armor by an additional 1	1
Armor Enhancement II (Body)	Armor Enhancement I (Body)	Increase body armor by an additional 1	1
Armor Enhancement II (Arms)	Armor Enhancement I (Arms)	Increase armor on both arms by an additional 1	1
Armor Enhancement II (Legs)	Armor Enhancement I (Legs)	Increase armor on both legs by an additional 1	1
White Noise Generators	--	+10 to Evangelions Silent moves	1
Active Camouflage	--	+10 to Evangelions Concealment	1
Wing Loadout (Mark 1 Battery)	--	Gain an extra round of activity without the umbilical	1
Jump Jet	Heavy Chassis	Fly at twice your speed for one round	2
Wing Loadout (Launcher)	--	Store a small missile launcher in one wing	2
Heavy Chassis	Armor Enhancement I (Body)	Create a support for bulkier equipment.	1
Structural Upgrades: General (Tier 3)			
Armor Enhancement III (Body)	Armor Enhancement II (Body)	Increase body armor by an additional 1	1
Armor Enhancement III (Arms)	Armor Enhancement II (Arms)	Increase armor on both arms by an additional 1	1
Armor Enhancement III (Legs)	Armor Enhancement II (Legs)	Increase armor on both legs by an additional 1	1
Wing Loadout (Mark 2 Battery)	--	Gain two extra rounds of activity without the umbilical	2

General Structural Upgrade Descriptions

Active Camouflage

Prerequisites: Research Tier 2

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

Armor Enhancement I

Prerequisites: None

Effect: Increases the Armor at the designated area by 1 point. Head affects the head, Body affects the Body, Arms affects both arms equally, and Legs affects both legs equally.

Armor Enhancement II

Prerequisites: Armor Enhancement I, Research Tier 2

Effect: Increases the Armor at the designated area by 1 point which stacks with the bonus from Armor Enhancement I. Head affects the head, Body affects the Body, Arms effects both arms equally, and Legs effects both legs equally. If you do not have Armor Enhancement I on the area or limb specifically, you can not apply Armor Enhancement II.

Armor Enhancement III

Prerequisites: Armor Enhancement II, Research Tier 3

Effect: Increases the Armor at the designated area by 1 point which stacks with the bonus from Armor Enhancement II. Head affects the head, Body affects the

Body, Arms affects both arms equally, and Legs affects both legs equally. If you do not have Armor Enhancement II on the area or limb specifically, you can not apply Armor Enhancement III.

Heavy Chassis

Prerequisites: Armor Enhancement I (Body), Research Tier 2

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

If the Evangelion takes any critical damage to the body, the structure supports provided by Heavy Chassis are ruined and any upgrades dependant on Heavy Chassis that may be equipped cannot be used until the Evangelion has been repaired.

Jump Jets

Prerequisites: Heavy Chassis, Research Tier 2

Effect: You outfit your Evangelion with a system of rockets and maneuvering thrusters. The weight and shape of the Evangelion makes fuel storage problematic, allowing only for limited flight. For one round the Evangelion may fly through the air at a speed equal to double its normal speed. Should the Evangelion fail to end this turn on the ground, they will take falling damage as appropriately determined in decameters.

However, even after that round, enough fuel remains for sudden speed changes using the maneuvering thrusters. This manifests as a +10 modifier to Acrobatics rolls, as well as the ability to reroll one dodge per battle as your

Evangelion unexpectedly flies out of the way of an attack.
Only one Heavy Chassis-dependent Upgrade or Weapon may be equipped at a time.

White Noise Generators

Prerequisites: Research Tier 2

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

Wing Loadout (Ammo Dock)

Prerequisites: None

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

Wing Loadout (Battery Mk 1)

Prerequisites: Research Tier 2

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

Wing Loadout (Battery Mk 2)

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

Effect: Choose one Wing of your Evangelion (left or right). You install an advanced battery system that allows your Evangelion to operate longer when separated from its umbilical. Your

Evangelion may operate for 2 additional rounds when disconnected from a power source.

Each Wing may only have one Loadout at a time.

Wing Loadout (Knife Dock)

Prerequisites: None

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

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

Wing Loadout (Launcher)

Prerequisites: None

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

Any missile that strikes an area unprotected by armor (before Penetration is applied) deals an extra 4 damage.
This weapon may only be used once per battle.

Each Wing may only have one Loadout at a time.

Wing Loadout (Pistol Dock)

Prerequisites: None

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

Structural Upgrades: Ablative (Tier 1)			
Upgrade	Prerequisite	Effect	SUP Cost
Ablative Shield	Ablative Technology, Armor Enhancement I (Arms)	Negate one hit to one arm	1
Structural Upgrades: Ablative (Tier 2)			
Ablative Carapace	Ablative Technology, Armor Enhancement II (Body)	Negate one hit to the body	1
Ablative Absorbers	Ablative Technology, Heavy Chassis	Ignore the effects of one area effect or falling damage.	2

Ablative Structural Upgrade Descriptions

Ablative Absorbers

Prerequisites: Ablative Technology, Heavy Chassis, Research Tier 2

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

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

Ablative Carapace

Prerequisites: Ablative Technology, Research Tier 2

Effect: You outfit your Evangelion with an ablative shell of advanced armored plates around the body. This shell may absorb and negate the damage from any one attack to the body, no matter how much damage that attack would have done. It always absorbs the first possible attack (any attack that hits the body, is neither dodged or parried, and would deal damage after armor and toughness have been taken into account), and afterwards is rendered useless until it can be repaired and vital parts replaced.

Ablative Shield

Prerequisites: Ablative Technology, Research Tier 1

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

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

WEAPONS

New Weapon Special Qualities

Progressive

Progressive weapons are built to vibrate at super-high speeds. With a vibrating weapon, the constant oscillating motion of the blade results in multiple impacts per second to create a shredding effect more like a jackhammer than a knife. Progressive Weapons take this one step further by oscillating at such high speeds that the friction causes the blade of the weapon to become white hot.

The Progressive special quality can only be applied to rending weapons, and results in the exact same effect as the Tearing special quality from Dark Heresy, as well as increasing the penetration of the weapon by 1.

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

Positron

Positron weaponry fires a dense and powerful beam of positrons, the antimatter equivalent of electrons. At sufficiently high outputs, Positron Weaponry has the unique destructive power to penetrate an active A.T. Field.

Whenever a Positron weapon is fired, roll 1d10 and add the positron weapon's Penetration. If the resulting number is greater than or equal to the current A.T. Field strength of the target, the shot fired ignores the target's A.T. Field defenses.



AVAILABLE WEAPONS

Melee Weapons: General (Tier 1)						
Name	Class	Range	Dam	Pen	Special	Cost
Progressive Knife	Melee	--	1d5+1 R	3	Progressive	1 WUP
Spear	Melee, Thrown	10dm	1d10 R	0		1 WUP
Shield	Melee	--	1d5 I	0	Defensive, Primitive	1 WUP
Axe	Melee	--	1d10+1 R	1		1 WUP
Hammer	Melee	--	1d10 +4 I	0		1 WUP
Melee Weapons: General (Tier 2)						
Chainsword	Melee	--	1d10+3 R	1	Progressive	1 WUP
Great Weapon	Melee	--	2d10 R	2	Unbalanced	1 WUP

Progressive Knife



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

Each Evangelion begins play with a Progressive Knife.

Spear

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

Shield

A reinforced armor plate held in one hand by the Evangelion, the shield can be used as a crude weapon. However, this is contrary to its original purpose as a superior parrying device, and attacking with a shield imposes a -20 penalty.

Shields cannot be upgraded as weapons.

Axe

A heavy sharp blade on a reinforced shaft, the axe is a powerful close combat weapon.

Hammer

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

Chainsword

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

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

Great Weapon

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

The Great Weapon is also designed to reflect the double headed heavy blades wielded by the Mass Produced Evangelions, although obviously lacking the ability to assume the form and properties of the Lance of Longinus.

Ranged Weapons: General (Tier 1)									
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Cost
Hand Cannon	Pistol	35 dm	S/-/-	1d10+2 I	2	5	2Full	--	1 WUP
Pallet Gun	Basic	30	S/-/3	1d10 I	0	6	1Full	Inaccurate Unreliable	1 WUP
Battle Rifle	Basic	30	S/2/6	1d10+2 I	0	18	1Full		2 WUP
Ranged Weapons: General (Tier 2)									
Rail Rifle Mk I	Basic	110	S/-/-	1d10+4 I	1	4	1Full	Unreliable	2 WUP
Heavy Railgun	Heavy	Special	S/-/-	3d10+3 I	4	12	2Full	Mounted, Recharge	4 WUP
Rocket Launcher	Heavy	100	S/-/-	2d10+2X	1	4	1Full	Blast (5)	2 WUP
Ranged Weapons: General (Tier 3)									
Rail Rifle Mk II	Basic	110	S/3/5	1d10+4 I	2	12	1Full		3 WUP



Pallet Gun

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

Each Evangelion begins play with one Pallet Gun.



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Battle Rifle

Better than the Pallet

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



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Hand Cannon

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

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

Heavy Railgun



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

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

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

Rail Rifle MK I

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

Rail Rifle MK II

A true engineering marvel, the Rail Rifle MK II has removed virtually every flaw in the mark I. Utilizing an alternating system of electromagnetic rails, the Mark II can fire several times in rapid succession without losing any of the firepower that the Mark I was known for. These advanced rails, in addition to their ability to handle the frequent firing, have been designed to operate correctly in the face of disruptions that would have caused major problems in earlier designs.

Rocket Launcher

Virtually identical in design to RPG Launchers available to infantry, this Rocket Launcher is simply a scaled up version of that tried and true design. While virtually useless against Angels with active A.T. Fields, this weapon can be devastating against targets lacking such protection.

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

Positron Rifle MK I

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

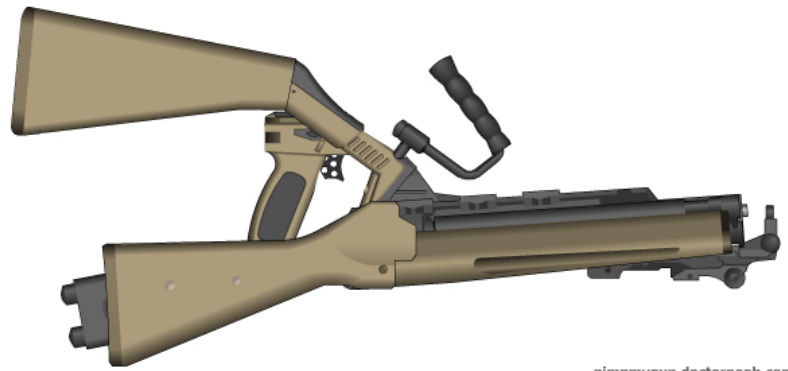
Despite these flaws, it retains the power of a positron weapon and, while less devastating than some other available weapons, is not to be overlooked when fighting Angels.



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Positron Rifle MK II

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



Positron Cannon

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



Great Positron Cannon

Undoubtedly the most powerful weapon an Evangelion can wield, the Great Positron Cannon stretches positron technology to its breaking point. With an unrivaled range and damage output, the Great Positron Cannon can punch through A.T. Fields and armor with ease, quickly severing limbs or flat out killing its target with a well aimed shot.



Unfortunately, its sheer size requires it to be mounted on an Evangelion with a Heavy Chassis, lowering that Evangelions Agility by 20 for as long as the Great Positron Cannon is attached. In addition, it has a tendency to overheat and has a long cool down time in between shots. This is due to the incredible amount of energy required to power it for a full shot, which is so high that the Great Positron Cannon must draw power directly from the Evangelions umbilical

cable rather than carry its own power supply. As such, should the umbilical be cut, the Great Positron Cannon is unable to be fired until the Evangelion is plugged back in.

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

Special: The Great Positron Cannon has an effectively unlimited range and can fire into orbit, though when firing into orbit the extreme range causes it to only do half damage and have a penetration of 4.

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



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Bolt Gun

A test type design, the Bolt Gun fires experimental high explosive armor piercing rounds. The size of the projectiles, and resulting recoil, creates an incredible amount of stress that prevents the Boltgun from firing repeatedly. However, the exploding shells themselves are very effective.

Bolt Pistol

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

Bolter

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



Heavy Bolter

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

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



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Ranged Weapons: Maser (Tier 1) (Requires Maser Technology)									
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Cost
Masgun	Basic	60 dm	S/2/-	1d10+2 E	0	40	Full	Reliable	1 WUP
Long Mas Mk I	Heavy	150 dm	S/-/-	1d10+3 E	1	40	Full	Accurate, Reliable	1 WUP
Ranged Weapons: Maser (Tier 2) (Requires Maser Technology)									
Mas Carbine	Basic	60 dm	-3/10	1d10+1 E	0	40	Full	Reliable	1 WUP
Mas Pistol	Pistol	30 dm	S/-/3	1d10+1 E	0	20	Full	Reliable	1 WUP
Long Mas Mk II	Heavy	250dm	S/2/-	1d10+4 E	2	10	Full	Accurate, Reliable	1 WUP

Masgun

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

Long Mas Mk I



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

Mas Carbine



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

Mas Pistol

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



Long Mas Mk II

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



AVAILABLE WEAPON UPGRADES

Melee Weapon Upgrades		
Name	Effect	Cost
Balanced	As in Dark Heresy	1 WUP
Increase Damage	Increase Damage by 2	1 WUP
Increase Penetration	Increase Penetration by 2	1 WUP
Progressive	Rending weapon becomes Progressive	2 WUP

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

Scale

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

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

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

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



Modified Rules

Synchronization Ratio

▪

Skills

▪

Talents

▪

Critical Damage

▪

Angel Critical Damage

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.

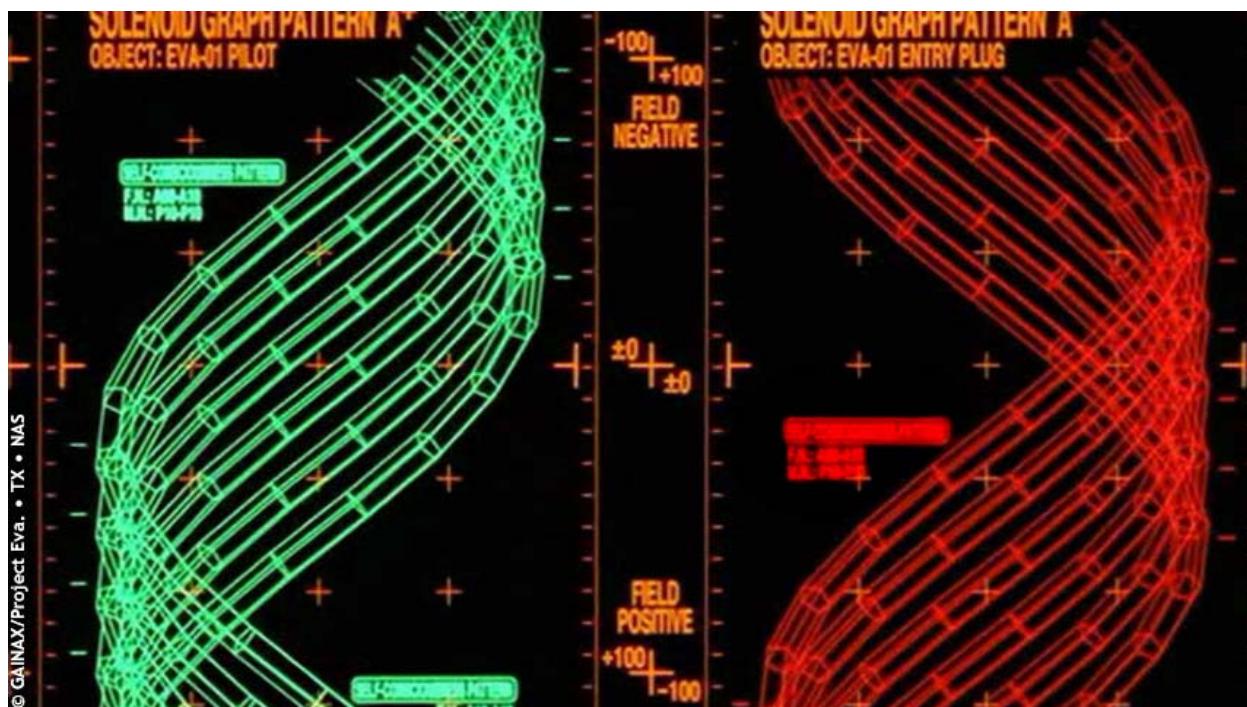
To determine your starting Synch Ratio, Roll 2d10. You add this number to your Willpower Characteristic, and then add an additional 10. Your Synch Ratio can then be increased as normal for a Characteristic, however there are certain drawbacks to having a Synch Ratio that is too high. Note that changes to the Pilot's Willpower similarly effect Synch Ratio.

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

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

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

Synch Ratio Effects	
Synch Ratio of 20 or less	You are unable to Pilot an Evangelion. If you are currently inside an Evangelion, you may take no actions as the Eva shuts down.
Synch Ratio of 21-30	You can maintain a Synch Ratio capable of moving an Evangelion, but just barely. Your Evangelion suffers a -10 to WS, BS, and AG Tests and may only take half actions. +20 on tests to resist Feedback.
Synch Ratio of 41-50.	Your Evangelion functions, but not at optimal efficiency. Your Evangelion suffers a -10 to WS, BS, and AG Tests. +10 on tests to resist Feedback.
Synch Ratio of 51-70	Evangelion operates normally.
Synch Ratio of 71-90	Your Evangelion operate in tune with your own abilities. Your Evangelion uses your WS, BS or AG if yours is higher. -10 on tests to resist Feedback.
Synch Ratio of 91-100	Your Evangelion operates better than it should, allowing you to reroll one failed WS or BS test per session for free. -20 on tests to resist Feedback.
Synch Ratio of 101+	Your Synch Ratio is dangerously high and deals 1d5 points of damage to your Ego Barrier each round it is above 100. If your Ego Barrier hits 0, your Synch Ratio spikes to 400% and you dissolve into LCL. -30 on tests to resist Feedback.



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 is not the core. 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.

Skills		
Name	Type	Status
Acrobatics	Advanced	As in Dark Heresy
Awareness	Basic	As in Dark Heresy
Barter	Basic	As in Dark Heresy
Blather	Advanced	As in Dark Heresy
Carouse	Basic	As in Dark Heresy
Charm	Basic	As in Dark Heresy
Chem-Use	--	Removed
Ciphers	--	Removed
Climb	Basic	As in Dark Heresy

Command	Advanced	As in Dark Heresy
Common Lore	Basic	Modified
Concealment	Basic	As in Dark Heresy
Contortionist	Basic	As in Dark Heresy
Deceive	Basic	As in Dark Heresy
Demolition	Advanced	As in Dark Heresy
Disguise	Basic	As in Dark Heresy
Dodge	Basic	As in Dark Heresy
Drive	Advanced	Modified
Evaluate	Basic	As in Dark Heresy
Forbidden lore	--	Removed
Gamble	Basic	As in Dark Heresy
Inquiry	Basic	As in Dark Heresy
Interrogation	Advanced	As in Dark Heresy
Intimidate	Basic	As in Dark Heresy
Invocation	--	Removed
Lip Reading	Advanced	As in Dark Heresy
Literacy	Advanced	As in Dark Heresy
Logic	Basic	As in Dark Heresy
Medicae	Advanced	As in Dark Heresy
Navigation	--	Removed
Performer	Advanced	As in Dark Heresy
Pilot	Advanced	As in Dark Heresy
Psynisience	--	Removed
Scholastic Lore	Advanced	Modified
Scrutiny	Basic	As in Dark Heresy
Search	Basic	As in Dark Heresy
Secret Tongue	--	Removed
Security	Advanced	As in Dark Heresy
Shadowing	Advanced	As in Dark Heresy
Silent Move	Basic	As in Dark Heresy
Sleight of Hand	Advanced	As in Dark Heresy
Speak Language	Advanced	Modified
Survival	Advanced	As in Dark Heresy
Swim	Basic	As in Dark Heresy
Tech-Use	Advanced	As in Dark Heresy
Tracking	Advanced	As in Dark Heresy
Trade	Advanced	As in Dark Heresy
Wrangling	Advanced	As in Dark Heresy

Skill Descriptions

Common Lore (Advanced) 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 his own area of specialization.

The areas of specialization in this skill include:

Second Impact: A knowledge of the historical events of Second Impact. This will be a combination of historical accounts and verifiable facts as well as rumors and stories from the time. As this is based on common knowledge, all of this information assumes that Second Impact was caused by a meteor strike.

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

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

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

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

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

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

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

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

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

Drive

(Basic)

Agility

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

Scholastic Lore

(Advanced)

Intelligence

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

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

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

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

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

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

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

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

Speak Language

(Advanced)

Intelligence

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

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. Also included are specifically mentioned Talents that are modified versions of Talents bearing the same name from Dark Heresy.

New Talents		
Name	Prerequisite	Effect
Absolute Order	Operations Director	Give an order that cannot be denied.
Absorb	Feast	Instead of regaining health, eat a fallen foe to gain a Biological Upgrade Point.
Advanced Berserk	--	Use certain A.T. Field Powers when Berserk
Allied Eva	Berserker, Restraint	Evangelion never attacks allies when Berserk.
Analyze Field	Scan Field	Determine the A.T. Field Powers of an Angel.
A.T. Power	--	Learn a specific A.T. Field Power
A.T. Reserve	A.T. Tactician	Maintain an A.T. Field even after spending all available ATP.
Battlefield Commander	Operations Director	Deploy additional units to help fight the Angel.
Bestial	Berserker	Gain Improved Natural Weapon when Berserk
Beyond Your Means	Berserker, SR 70	Call upon unknown power when Berserk.
Biological Upgrade	--	Gain 1 Biological Upgrade Point
Cannibalize	Berserker	Eat a fallen enemy to regain health.
Drop Trained	--	Use your A.T. Field to absorb falling damage.
Eat and Run	Berserker, Rip and Tear	After removing a limb, consume it.
Feast	Cannibalize	Gain more health from eating fallen foes.
Force Move	A.T. Power (Float), Maneuver Mastery	Sent a target flying through a combination of melee skill and your A.T. Field.
From the Grave	Berserker, Beyond your Means	Reactivate and Berserk after being defeated.
Guardian	Pointman	Parry attacks against adjacent allies.
Ghost in the Machine	Berserker	Reroll Berserk Chance
Gravity Kick	Drop Trained	Use gravity to your advantage when attacking from high places.
Halt Advance	---	Test WS to keep an enemy in place.
Hotblooded	--	+10 to resist Feedback
I Cannot be Defeated	--	Refuse to pass out from fatigue
Indomitable	--	Become resistant to Ego Barrier damage

Inspiring Voice	Operations Director	Inspire one person via audio.
Loose Control	Berserker, Ghost in the Machine	Roll to Berserk if stunned.
Lucid Eva	Berserker, Stirring Beast	Roll to Berserk whenever the fight goes against you.
Maneuver Mastery	---	Gain a +10 to WS when using Maneuver.
Mimic Field	Analyze Field, SR 80	Use an A.T. Field Power currently being used by someone else.
N2 Strike	Battlefield Commander	Deploy an N2 mine.
Obscuring Barrage	Pointman, BS 35	Disrupt an enemies vision with a hail of gunfire.
Positron Burrow	Pointman, BS 40	Use a Positron Weapon to open a gap in an enemy A.T. Field.
Precision Targeting	Operations Director	Increase the penetration of an Ally attack.
Quick Spread	---	Spread your A.T. Field with a single thought.
Reinforce Ego	A.T. Tactician	Ignore an attack to your Ego Barrier.
Remote Care	Operations Director	Provide emergency medical services remotely.
Restraint	Berserker, Ghost in the Machine	Reduce chance of attacking allies when Berserk.
Requisition Airstrike	Operations Director, Battlefield Commander	Bombard the Angel with additional air support.
Rip and Tear	Berserker	Rip off a limb that has taken critical damage.
Sacrifice	Pointman, Ag 35	Block an attack with your arm.
Scan Field	A.T. Tactician	Determine the strength of an enemy A.T. Field.
Shell Shock	Pointman, BS 35	Use precision HE Bolt Shell fire to soften up an enemy.
Skill Proficiency	---	Become trained in one skill
Skill Training	Skill Proficiency	Gain a +10 in one skill
Skill Mastery	Skill Training	Gain a +20 in one skill
Spotter	Pointman, Per 40	Feed targeting data to an ally.
Stirring Beast	Berserker, Ghost in the Machine	Berserk on a roll of 8, 9 or 0
Structural Upgrade	--	Gain 1 Structural Upgrade Point
Surefire Ejection	Operations Director	Force an Entry plug to Eject.
Synchronize Group	A.T. Tactician	Combine A.T. Fields for increased power.
Tactical Blow	Pointman, Maneuver Mastery	Use an impact weapon to push a foe.
Tactical Genius	Operations Director	Guide your pilot's actions to aid them to victory.
The Dead Walk	Berserker	Take less critical damage when Berserk
Unstoppable	Berserker, The Dead Walk	Become the Stuff of Nightmares
Weapon Upgrade	--	Gain 1 Weapon Upgrade Point

Absolute Order

Prerequisite: Operations Director

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

Absorb

Prerequisite: Feast

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

Advanced Berserk

Prerequisite: None

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

Allied Eva

Prerequisite: Berserker, Restraint

Effect: Your Evangelion, when Berserk, will never willingly attack another Evangelion.

Analyze Field

Prerequisite: A.T. Tactician, Scan Field

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

A.T. Power

Prerequisite: None

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

A.T. Reserve

Prerequisite: A.T. Tactician

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

Battlefield Commander

Prerequisite: Operations Director

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

Bestial

Prerequisite: Berserker

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

Beyond Your Means

Prerequisite: Berserker, SR 70

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

Biological Upgrade

Prerequisite: None

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

Cannibalize

Prerequisite: Berserker

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

Drop Trained

Prerequisite: None

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

Eat and Run

Prerequisite: Berserker, Rip and Tear, Cannibalize

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

Feast

Prerequisite: Berserker, Cannibalize

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

Force Move

Prerequisite: AT Power(Float), Maneuver Mastery

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

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

From the Grave

Prerequisite: Berserker, Beyond your Means

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

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

Guardian

Prerequisite: Pointman

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

Ghost in the Machine

Prerequisite: Berserker

Effect: Reroll one failed chance to Berserk per session.

Gravity Kick

Prerequisite: Drop Trained

Effect: When attacking from a high place (either high ground or the air) you may drop on the enemy and use the falling damage you would normally take as the damage for a melee impact weapon of your choice. You do not take any damage from falling from this attack, but for every 10 dm up you start falling from, you take a -10 penalty to your Weapon Skill test to hit.

Halt Advance

Prerequisite: None

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

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

Hotblooded

Prerequisite: None

Effect: Gain a +10 to willpower tests to resist feedback from your Evangelion.

I Cannot be Defeated

Prerequisite: None

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

Indomitable

Prerequisite: None

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

Inspiring Voice

Prerequisite: Operations Director

Effect: Even when you are limited to speaking, you can lead and inspire. Once per round you may make a fellowship test with a -10 penalty. If you succeed, you may treat one person that round as being able to see you for the use of appropriate talents such as “Iron Disciple” and “Into the Jaws of Hell”.

Loose Control

Prerequisite: Berserker, Ghost in the Machine

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

Lucid Eva

Prerequisite: Berserker, Stirring Beast

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

Maneuver Mastery

Prerequisite: None

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

Mimic Field

Prerequisite: AT Tactician, Analyze Field

Effect: If you know what A.T. Field powers another possesses, and they are using it this turn, you may attempt a Synch Ratio Test with a -20 penalty. If you succeed, you may use that A.T. Field Power as if you knew it, although using your own ATS wherever appropriate and reducing your ATP for the round as normal. If you are copying a unique Angel A.T. Field Power, the ATP cost is equal to $\frac{1}{2}$ the Angel's unmodified ATS.

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

Using a power is not the same thing as learning it. Any A.T. Field power you use with Mimic Field is only usable for that one round.

N2 Strike

Prerequisite: Operations Director

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

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

Obscuring Barrage

Prerequisite: Pointman, BS 35

Effect: When wielding a weapon with full-auto fire available, you may spend a full round to fire at an enemies head in specific (though this does not technically count as a called shot). You must

still roll to hit, as well as successfully breach the A.T. Field, but dealing damage is not your goal. Instead, the enemy is blinded for 1 round.

Positron Burrow

Prerequisite: Pointman, BS 40

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

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

Precision Targeting

Prerequisite: Operations Director

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

Quick Spread

Prerequisite: None

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

The activation times of all other powers remain unaffected.

Reinforce Ego

Prerequisite: AT Tactician

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

This talent may only be used once per session, regardless of how many Fate Points you have to spend.

Remote Care

Prerequisite: Operations Director

Effect: 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 a case of emergency, the plug suit may also be used to apply basic medical services via remote, such as tightening a tourniquet or applying electric shocks.

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

Requisition Airstrike

Prerequisite: Operations Director

Effect: As a full round action, the Operation's Director can call in an airstrike on a position on the map. At the beginning of the Operations Directors next turn, a 1d10+4 X; Pen 1; Blast radius 10 dm bomb drops on that location. Once these coordinates have been input, the explosion will occur at that position even if the target has moved out of that space.

Restraint

Prerequisite: Berserker

Effect: When your Evangelion is Berserk, it only has a 30% chance of attacking another Evangelion whenever appropriate.

Rip and Tear

Prerequisite: Berserker

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

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

Sacrifice

Prerequisite: Pointman, Ag 35

Effect: When attacked, you may declare that an attack has hit one of your arms rather than any other body part, whether that body part was hit randomly or as the result of a called shot. The arm takes damage from the attack as normal. If the arm is destroyed by this attack, there is a 50% chance that the originally hit location takes half damage as well.

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

Scan Field

Prerequisite: AT Tactician

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

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

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

Shell Shock

Prerequisite: Pointman, BS 35

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

Skill Proficiency

Prerequisite: None

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

Skill Training

Prerequisite: Skill Proficiency

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

Skill Mastery

Prerequisite: Skill Training

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

Spotter

Prerequisite: Pointman, Perception 40

Effect: As a full round action, you may designate a single ally and then roll a Perception Test with a -20 as you send that ally crucial targeting data to correct their aim. If your Perception Test succeeded, they modify their Ballistic Skill roll to hit any given target that round based off of your distance from their target instead of their distance from their target for the purposes of range.

This may not be used to allow a weapon to fire past it's maximum range.

Stirring Beast

Prerequisite: Berserker, Ghost in the Machine

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

Structural Upgrade

Prerequisite: None

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

Surefire Ejection

Prerequisite: Operations Director

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

Synchronize Group

Prerequisite: AT Tactician

Effect: As a full round action, you may attune and resonate your A.T. Field to merge with the A.T. Fields of friendly units within 30 dm of you. All pilots involved must make a Synch Ratio test, with the AT Tactician directing the group Synchronization taking a -10 penalty for each pilot other than him involved. If all pilots succeed, the Group Synchronization is achieved. Any pilot who fails is not included in the synchronization and must make a Willpower Test to resist

1d5 damage to his Ego Barrier from backlash. If the AT Tactician fails, then the entire synchronization fails regardless of any other successes.

If successful, all other Evangelions included in the group Synchronization temporarily lose their A.T. Field. The AT Tactician gains an A.T. Field with a Strength equal to the Strength of his own A.T. Field, plus one half of the total of all of other A.T. Fields involved. Every round that he maintains this group synchronization, he must make a Synch Ratio test at a -10 or it fails. If an Evangelion attempts to use its own A.T. Field while the group Synchronization is in effect, the AT Tactician must pass a Synch Ratio test at a -30 or the Synchronization fails and all involved must make a Willpower Test or be stunned for one round.

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

Tactical Blow

Prerequisite: Pointman, Maneuver Mastery

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

Tactical Genius

Prerequisite: Operations Director

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

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

The Dead Walk

Prerequisite: Berserker

Effect: When your Evangelion takes Critical Damage, it takes 2 fewer wounds.

Unstoppable

Prerequisite: Berserker, The Dead Walk

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

Weapon Upgrade

Prerequisite: None

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

THE NEW CORRUPTION



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

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

As such, Corruption has been replaced by an equally terrifying long term status effect: The degradation of your Ego Barrier.

In the series, we see that humans have their own personal A.T. Fields. Nothing like the powerful force fields that the Angels wield, the human A.T. Field is a psycho-somatic boundary that defines the edges of a person's mind and maintains their coherency of self. On the occasions where this personal A.T. Field collapses, the result is the person's complete dissolution into LCL, the blood of Lilith that served as the template for all life on Earth in the distant past.

Ego Barriers

Each character begins play with an Ego barrier of 100%. As they become exposed to hostile A.T. Fields and other, more insidious, forms of attack, characters will remove points off of their Ego Barrier. This effectively works just like the normal Insanity and Corruption systems, but in reverse. Rather that start at zero and be removed from play at 100, you begin at 100 and are removed from play at 0, when you dissolve into LCL and may not be reconstituted.

Threats to Your Ego

Thankfully, actually threats to your Ego Barrier are few and far between.

Errata: Any rules or events from Dark Heresy not specifically mentioned as being ignored in Adeptus Evangelion that deal corruption points instead remove a similar number of points from the character's Ego Barrier.

Disruptive Feedback: When you use your Evangelion's A.T. Field to neutralize an Angel's A.T. Field, you are indirectly touching an alien mind. Should you ever attempt to neutralize an A.T. Field and fail to neutralize it completely (either due to insufficient A.T. Field points dedicated or some other reason) you must make a willpower test at a -10 penalty or remove a number of points from your Ego Barrier equal to one half of the enemies remaining A.T. Field points.

Direct Contact: Should your entry plug ever be breached by an Angel's attack, you would be lucky to survive. Those that do find that direct close range expose to the overwhelming A.T. Field (even one neutralized to the point of providing no defense) of an Angel is harmful to them in ways they can scarcely understand. They remove a number of points from their Ego Barrier equal to the number of wounds they sustained in the process.

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 2d10 points off of their Ego Barrier until the mental contact ends. At the end of such mental contact, the trauma of it usually requires the character to roll on the Shock Table, adding a +10 to the roll for every round of mental contact they were forced to endure.

The Ego Barrier Track			
Ego Barrier Percent	Field Strength	Instability Test	Coherency Disruption
100-70	Strong	+0	--
69-40	Weak	-10	First Test
39-10	Failing	-20	Second Test
9-1	Collapsing	-30	Third Test
0	Character dissolves into LCL and is removed from play.		

The Instability Test

For every 10 points that a person's Ego Barrier has eroded, he must test Willpower to see if there are any mental or psychological manifestations of his damaged definition of self. This roll is modified based on the current strength of the Ego Barrier, as noted in the Ego Barrier Track chart above. If the test is failed, the character gains one randomly rolled Instability from the Instability chart. Should they acquire an Instability that they already possess, they must roll again.

Instabilities	
1-10	Palsy: The character suffers from minor tics and shakes with no medical cause. Reduce his agility by 1d10.
11-15	Withdrawn: The character becomes less responsive and more awkward to be around. Reduce fellowship by 1d10.
16-20	Hesitant: The character becomes less willing to fight, taking a -2 penalty on initiative rolls.
21-22	Stress: Gain 1d5 Insanity points.
23-25	Cognitive Impairment: Reduce Intelligence by 1d10.
26-30	Distrustful: The character cannot hide the abject fear and hatred inspired by others. Take a -10 fellowship when dealing with strangers.
31-33	Wasted Frame: The character's body begins to suffer from the strain. Reduce Strength and Toughness by 1d5.
34-45	Unnatural Bond: The character becomes overly attached to one person or object. Take a -10 to Intelligence, Perception and Willpower when separated from it.
46-50	Fearful: The world becomes a more threatening place; take a -10 on all Willpower tests to resist fear.
51-55	Synch Drop: Your Synch ratio is permanently reduced by 1d5.
56-60	Nightmares: After any stressful day, wake up the next morning with 1 level of fatigue.
61-63	Unreliable: Roll an extra 1d10 during Synch Disruption.
64-70	Distracted: Reduce Perception by 1d10.
71-75	Insecurity: You feel vulnerable outside your Evangelion, and take a -10 penalty to all tests made outside an Entry Plug.
76-80	Dependant: Choose one person. If their opinion of you is ever negative, roll on the Trauma table and choose a new person to become dependent on.
81-83	Depressive: As the Drawback.
84-90	Greater Synch Drop: Reduce your Synch Ration by 1d10+5.
91-93	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.
94-100	Oversynch: Incur Feedback whenever your Evangelion takes damage, not just Critical damage.

Coherency Disruptions

Mental and Psychosomatic ailments are by no means the worst possible side effect of your Ego Barrier weakening. As you enter the lower tiers of your Ego Barriers strength (and at no time other than entering these lower tiers) you must test your choice of Toughness, Willpower or Synch Ratio to resist some drastic side effect of your personal A.T. Field degradation. Each Characteristic may only be used once in this manner, so be sure to mark which ones you have already used on your sheet.

Coherency Disruptions	
01-20	Weakened Barrier: Whenever you removed points from your Ego Barrier, remove 1 extra.
21-30	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.
31-40	Weak Immune System: Take a -20 penalty to Toughness tests to resist illness or poison.
41-50	Evangelion Rejection: After every battle inside an Evangelion, roll on the Trauma table.
51-60	Recursive Insanity: Take double the number of Insanity Points from all sources.
61-70	Twisted Form: Your body suffers from a degenerative disease reducing your Strength and Agility by 1d10. A wheelchair is recommended.
71-80	Nervous Breakdown: Roll on the Trauma table, but the effect lasts for 1d5 weeks. In addition gain 2d10 insanity points.
81-85	Bleed Through: You begin to lose mental definition as you pick up stray feelings and impressions from those around you. Gain 1d10 Insanity points and auto-succeed on Scrutiny.
86-89	Chronic Organ Failure: Your character's body has begun to shut down. Reduce Toughness by 1d5 and seek medical attention. Every month, you must go through a life-threatening surgery (Toughness Test with a +10 or die).
90-99	Synch Explosion: During Synch Disruption, add 5d10 to your SR. If this puts your Synch Ratio higher than (total Toughness + total Willpower + 20) your character immediately dissolves into LCL. Reconstituting the character requires the burning of all remaining fate points as well as a total of 6 or more degrees of success out of 4 Willpower Tests. Treat the reconstituted character as having survived possession.
100	Terminal Disruption: Take 1 damage to your Ego Barrier every week. Left untended, this will result in your collapse into madness and death.

CRITICAL DAMAGE

While the Wound and Critical Damage systems from Dark Heresy are still used in Adeptus Evangelion, Evangelions and Angels can lose limbs and be inconvenienced rather than dead. Additionally, Angels have Cores, a body part not to be found in Dark Heresy at all.

As such, while the normal Dark Heresy Critical Damage charts may be used when humans take sufficient damage, Evangelions and Angels need a new set of Critical Damage Charts. While these charts allow for less Critical Damage per body part, remember that at Evangelion scale play each body part has its own separate wound total. A body part only takes critical damage if that specific body part has already lost all wounds.

In addition, remember to invoke Feedback (and possibly Synch Disruption) for the Pilot whenever an Evangelion takes Critical Damage.



Energy Critical Effects – Evangelion Head	
Critical Damage	Effect
1	A sharp pain distracts the pilot, incurring a -10 Penalty on all Tests (excluding Toughness and Strength) for 1 round.
2	A power surge disrupts the visual feed, blinding the pilot for 1 round.
3	A major power surge disrupts all systems, stunning the Eva for 1 round.
4	The attack overloads fuses in the entry plug with a series of audible pops. The Evangelion takes a -10 to WS, BS and AG, and is blinded for 1d5 rounds as vital systems are rebooting.
5	The Evangelion's eyes boil and pop, blinding it for 1d10 hours as it is forced to regenerate them.
6	The armor plates on the head boil and fizzle away, reducing the AP value of the head by 2. In addition, the Evangelion is stunned for 1d5 rounds. When this effect ends, roll for Berserk.
7	The Evangelion's head blisters and cracks open. The Evangelion is defeated. The Pilot gains 1d5 Insanity.
8+	The Eva's head catches on fire. The Evangelion is defeated and the Entry Plug takes a -10 penalty to the Entry Plug Launch Chart. If the Entry Plug remains in the Evangelion, the pilot gains 1d5 insanity points from spending a prolonged period of time slowly feeling their head be burnt to ashes.

Energy Critical Effects – Evangelion Arm	
Critical Damage	Effect
1	Electronic mechanisms in the arm overload and fire randomly. All tests made involving the arm are at a -20 for 1 round.
2	Electronic mechanisms in the arm short out, and the arm is useless for 1d5 rounds as it reboots.
3	A major power surge disrupts all systems, stunning the Eva for 1 round. In addition, the arm struck is useless for 1d5 rounds.
4	The attack burns off a large chunk of the arms restraining armor. The AP value of the arm is reduced by 1 for the remainder of the encounter, and all tests made using that are take a -20 penalty until it is repaired. For next 1d0 rounds the arm is useless.
5	The wing on that arm melts, and anything stored inside it is destroyed. The rest of the arm becomes burnt, halving WS and BS for 1 round.
6	The entire arm becomes wreathed in flame, and somewhere in the arm vital hydraulics boil and pop. The Evangelion is stunned for one round, and the arm is rendered useless until repairs can be made.
7	The Evangelion's arm is severed from the body, stunning the pilot for 1d5 rounds. The arm is lost, and the Evangelion must test toughness or take a -10 penalty to Toughness for the rest of the encounter.
8+	The arm is vaporized, sending both the Evangelion and its pilot reeling in shock. The pilot is stunned for one round, takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain.

Energy Critical Effects – Evangelion Body	
Critical Damage	Effect
1	The blast overloads key systems disrupting feed from the entry plug. The Evangelion may only take half actions for 1 round.
2	The Evangelion's chest takes the brunt of the blast, stunning the pilot for 1 round.
3	The blast shorts out systems in the entry plug. The Pilot may only take half actions for 1d5 rounds.
4	The Evangelion's systems become overloaded and it spasms, falling to the ground. The Pilot must test toughness or take 1d5 I damage inside the Entry Plug as he is jostled by the fall. The Evangelion needs to use a Stand Action to regain its feet.
5	The Evangelion is sent sprawling by the attack and must test toughness or be stunned for 1d10 rounds. Even on a success, The Eva's chest armor is reduced by 2 AP.
6	The Eva's internals begin to boil, and the Entry Plug along with them. The Pilot takes 1d5 E damage and a level of Fatigue.
7	The Evangelion is crippled by the attack as its restraints and flesh burn away. The Eva's Str, T and Ag are halved for the rest of the encounter and the Pilot takes 1d10 E damage inside of the Entry Plug. The Evangelion must then make a Toughness Test. On a failure, the Evangelion is defeated.
8+	A hole is burnt clean through the Evangelion's chest and the body catches on fire. The Evangelion is defeated. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 E damage as the Entry Plug is breached by the attack.

Energy Critical Effects – Evangelion Leg	
Critical Damage	Effect
1	The Leg spasms, and the Eva may not attempt to run or use the Acrobatics skill this round
2	The Leg is burnt and unresponsive. The Eva moves at half speed this round.
3	The Leg's circuits overload, stunning the pilot for 1 round and halving all movement for 1d5 rounds.
4	The armor overheats and begins to fuse with the muscle beneath it, halving all movement for 1d10 rounds.
5	The Eva's knee joint overheats and threatens to melt apart. The Eva must Test Toughness or be unable to bend the leg, moving at half speed for the rest of the encounter.
6	The leg becomes blacked and crisp, clearly unusable. The leg cannot be used until repaired, and the Pilot must make a Toughness Test or be stunned for 1 round.
7	The leg is severed by the blast, Stunning the pilot for 1 round and sending the Eva falling to the ground. The Pilot must Test Toughness or take 1d5 I from the fall.
8+	The Leg is vaporized, Stunning the pilot for one round, and incurring a -10 to resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Point from the pain.

Impact Critical Effects – Evangelion Head	
Critical Damage	Effect
1	Optical feeds becomes disrupted, the Evangelion takes a -10 to WS and BS for 1 round.
2	The Evangelion is dazed, taking a -1 penalty to all Tests except Toughness for 1 round.
3	The Eva's head armor cracks open, Stunning the Evangelion for 1 round. The Eva must Test Toughness or have its perception halved for 1d5 rounds.
4	The head armor splinters and blood sprays. The Eva is blinded for 1 round, and must Test Toughness or lose 1d10 Toughness.
5	The blow sends the Evangelion reeling. The Eva must Test Toughness or be Stunned for 1d5 rounds.
6	The Eva's internal gyroscopes are thrown out of alignment. The Eva must Test Agility at a -10 penalty ever round in which it attempts to move. On a failure, the Eva falls over. This effect lasts 1d10 rounds.
7	The Head is pulverized and splits open. The Evangelion is defeated.
8+	The head bursts open, spraying blood and armor fragments in all directions. Any adjacent Evangelion scale creature must test agility or have their vision obscured by the blood in their eyes, resulting in a -10 to WS and BS. The Evangelion is defeated, and the Pilot takes 1d5 insanity points.

Impact Critical Effects – Evangelion Arm	
Critical Damage	Effect
1	The impact causes the arm to spasm, dropping anything held in that hand.
2	The force of the blow sends the arm flailing. Whatever is held in the hand is knocked 1d10 dm away from the Eva, and the Eva must Test Toughness or take a -10 to WS and BS for 1 round.
3	The arm is temporarily crippled as the armor begins to crack. The Eva is stunned for 1 round and the arm is useless for 1d5 rounds.
4	The arm is wrenched horribly, almost dislodging it. The Eva's WS and BS are halved for 1d10 rounds, and the arm is useless for 1d5 rounds.
5	The attack breaks some of the Evangelion's fingers. The Eva must Test Toughness or lose use of the hand.
6	The armor on the arm crack and splinters, rendering it useless for 2d10 rounds. In addition, the wing becomes jammed and anything stored inside of it may not be retrieved, nor any missiles inside it fired.
7	The arm is twisted and shattered by the force of the blow, rendering it useless until repaired. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss. The Pilot gains 1 point of insanity from the pain.
8+	With a terribly wet ripping noise, the arm is explosively removed from the body. The Pilot takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss.

Impact Critical Effects – Evangelion Body	
Critical Damage	Effect
1	The blow shakes the Evangelion. The Eva takes a -10 Penalty to Agility for 1 round.
2	The Evangelion's armor crumples slightly under the strain. The Eva can only take a half action on its next turn.
3	Armor crumbles and support structures crack. The Evangelion is stunned for 1 round.
4	A solid blow to the chest Stuns the Eva for 1 round and jostles the Entry Plug. The Pilot must test Toughness or take 1d5-1 I damage.
5	The Eva is sent flying backwards by the attack and lands on its back. The Pilot must test Toughness or take 1d5-1 I damage from the fall, and the Eva is stunned for 1d5 rounds. The Eva needs to use a Stand Action to regain its feet.
6	Vital organs rupture beneath the armor, and the Evangelion is stunned for 2 rounds. In addition, the Eva takes a -20 to Toughness for the rest of the Encounter.
7	The Evangelion's chest ruptures open, and vital fluids begin to spray. The Eva suffers from Blood Loss, and on 'death' is defeated. The Pilot must Test Willpower or be stunned for 1d5 rounds and gain a point of insanity.
8+	The Eva's body is torn open by the force and stumbles 1d10 dm back before falling to the ground. The Evangelion is defeated. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 I damage as the Entry Plug is breached by the attack.

Impact Critical Effects – Evangelion Leg	
Critical Damage	Effect
1	The leg buckles slightly under the strain. The Eva takes a -10 to Agility for 1 round.
2	The leg begins to leak hydraulic fluid. The Eva's speed is halved for 1 round.
3	There is a resounding snap and the armor fractures. The Eva is stunned for 1 round and its speed is halved for 1d5 rounds.
4	The leg buckles, and all movement is halved for 1d5 rounds. In addition, the Eva must Test Agility or fall to the ground. The Eva needs to use a Stand Action to regain its feet.
5	The Eva's foot cracks open from the impact. The Eva must Test Toughness or lose the foot. On a success, the Eva is stunned for 1 round and its speed is halved for 1d5 rounds.
6	The Eva's leg shatters, and every time that the Eva moves it must Test Toughness or lose use of the leg entirely until it is repaired.
7	The leg is blown off by the blast, Stunning the pilot for 1 round and sending the Eva falling to the ground. It now only has one leg. The Pilot must Test Toughness or take 1d5 I from the fall.
8+	The leg is ripped apart by the force of the attack and its remains land some 1d5 dm away. The Pilot is Stunned for one round, and takes a -10 to Resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Points from the pain.

Explosive Critical Effects – Evangelion Head	
Critical Damage	Effect
1	The explosion leaves the Eva dazed. The Eva may only take a Half Action on its next turn.
2	The explosion rocks the Eva's senses. The Evangelion is blinded and deafened for 1 round.
3	The explosion sends the Evangelion to the ground, where it is stunned for 1 round. The Eva needs to use a Stand Action to regain its feet.
4	The Evangelion's head splits and cracks. The Eva is stunned for 1d5 rounds, is deafened until repaired, and loses any cranial horn attack it might have.
5	The Evangelion's head is in ruins, not only exposed but shredded as well. The Eva must Test Toughness or be defeated immediately. If successful, it is stunned for 1d10 rounds and is deaf, as well as losing any bite attack it might have until repaired.
6	The Evangelions head flies apart, and the Eva is defeated. The Pilot gains 1 point of Insanity from the pain.
7	The Evangelions head explodes, setting off a series of critical failures in other systems. The Evangelion is defeated and the Entry Plug is unable to fire. The Pilot gains 1 point of Insanity from the pain.
8+	As above, but the Evangelions head explodes with such force that it is treated as a 4 dm Blast that deals 1d10+1 I as chunks of the Eva's skull become deadly shrapnel.

Explosive Critical Effects – Evangelion Arm	
Critical Damage	Effect
1	The explosion sends the Eva's arm twisting backwards, knocking the Eva off balance. The Evangelion takes a -10 to Agility for 1 round.
2	The explosion cracks the Eva's armor. The Evangelion drops anything held in that hand.
3	The explosion hits and destroys the Eva's wing. Anything inside that wing is destroyed. If this was ammunition or missiles, it explodes for 1d10+2 X damage.
4	The explosion destroys some of the Evangelion's fingers. Anything held in that hand is dropped, and the Eva must Test Toughness or be stunned for 1 round.
5	The Evangelion's hand is destroyed, as well as whatever it might have been holding. The Eva must Test Toughness or be stunned for 1 round.
6	The Evangelions arm is ripped apart from the explosion. In addition to losing use of the arm, the Eva must Test Toughness or take a -10 Penalty to Toughness Tests for the rest of the encounter as it bleeds profusely.
7	The Evangelion's arm is turned into a cloud of gore. The Eva must immediately Test Toughness or be stunned for 1d10 rounds. Even on a success, the Eva takes a -10 Penalty to Toughness and WS until repaired.
8+	As above, but the Pilot takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss.

Explosive Critical Effects – Evangelion Body	
Critical Damage	Effect
1	The Evangelion is blown back 1d10 dm, and can only take a half action on its next turn. The Eva is Prone, and must use a Stand Action to regain its feet.
2	The Evangelion is thrown back 1d10 dm, and takes 1d5+2 I when it hits the ground. The Eva is Prone, and must use a Stand Action to regain its feet.
3	The Explosion sends the Eva reeling as shreds its armor. The Eva is stunned for 1 round, and the AP of its armor is reduced by 2 until repaired.
4	The Evangelion is blasted to the ground, and must Test Toughness or be stunned for 1d10 rounds. Even on a success, the Eva may only take half actions for 1d5 rounds.
5	The Explosion concusses the Eva and shreds its innards. The Eva is stunned for 1 round and takes a -20 Penalty to Toughness until repaired.
6	The Eva's torso rips to shreds, and it is stunned for 1d5 rounds. The Eva now suffers from Blood Loss.
7	The Eva's chest explodes, sending armor and organs in all directions. The Evangelion is defeated and the pilot gains 1d5 insanity points.
8+	As above. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 X damage as the Entry Plug is breached by the attack.

Explosive Critical Effects – Evangelion Leg	
Critical Damage	Effect
1	The force of the blast sends the Evangelion sliding backward 1 dm.
2	The blast throws the Evangelion's feet out from under it. The Evangelion is prone.
3	The leg is slammed by explosive force, Stunning the Evangelion for 1 round and halving its movement for 1d5 rounds.
4	The Evangelion is sent tumbling away from the explosion. The Evangelion lands 1d10 dm away, and all movement is halved for 1d10 rounds.
5	The Evangelion's foot is severely damaged by the explosion. The Eva must Test Toughness or lose the foot, and on a success still has its movement halved until it is repaired.
6	The Evangelion's leg shatters, and cannot be used to stand on. The Eva counts as having only one leg.
7	The leg is turned into a cloud of mist and chunks of armor by the explosion. The Evangelion only has one leg.
8+	As above, but the shards of armor fly out to deal 1d10+2 I in a 4 dm burst. The Pilot is Stunned for one round, and takes a -10 to Resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Points from the pain.

Rendering Critical Effects – Evangelion Head	
Critical Damage	Effect
1	The Evangelion's head rings with the blow, leaving deep gouges. The Pilot must Test Willpower or take a -10 to Perception for 1 round.
2	The attack slices through the outer layers of the Evangelions armor, damaging primary targeting systems. The Eva takes a -10 to WS and BS for 1d10 turns.
3	The Evangelion's head has a section of armor sheared off of it, reducing the AP of the head by 2.
4	The attack slices through one of the Evangelions eyes, stunning it for 1 round and halving all perception checks until repaired.
5	The attack slices open the Evangelions face, causing it to bleed profusely. Blood sprays and the Evangelion is stunned for 1d5 rounds.
6	The Evangelion's head is viciously ripped open. The Evangelion is blinded for 1d5 rounds, and must Test Toughness or suffer from Blood Loss.
7	The front half of the Evangelions face is reduced to pulp by the attack. The Evangelion is blinded until repaired and suffers from blood loss.
8+	The Evangelion's head is torn from its body. The Evangelion is defeated and the pilot must roll on the Shock Table, adding a +10 for every point of Critical Damage above 8 dealt.

Rendering Critical Effects – Evangelion Arm	
Critical Damage	Effect
1	The slash scrapes the arm and rips whatever the Evangelion was holding free of its grip.
2	A deep gouge forces the Evangelion to drop what it was holding, and incurs a -10 to weapon skill for 1 round.
3	The scraping attack decimates the Evangelion's armor and grinds against something sensitive. The Arm is rendered useless for 1 round.
4	The attack rends the arm apart, sending small chunks flying. The arm is rendered useless for 1d5 rounds, and the Evangelion must Test Agility or be knocked prone by the attack.
5	The Evangelion's arm is split open at the shoulder, and is now useless for 2d10 rounds. In addition, the wing is severed and falls to the ground. Retrieving an item from it is now a full round action, and the wing must be picked up first.
6	The Evangelion's hand is torn to shreds by the attack. The Evangelion must Test Toughness or lose use of the hand until repaired.
7	The Evangelions arm is in ruins. Until it is repaired, the Evangelion counts as only having 1 arm. The Evangelion is stunned for 1 round.
8+	The arm is torn from the body by the attack. The Pilot takes a -10 to resist feedback for 1d5 rounds, and gains 1d5 insanity points from the pain. The Eva must Test Toughness or reduce its Toughness by 1d10 from extreme blood loss.

Rendering Critical Effects – Evangelion Body	
Critical Damage	Effect
1	The Evangelion's armor is severely scraped, but is otherwise unaffected.
2	The Evangelion's armor is deeply gouged, reducing its AP by 2.
3	The Evangelion's armor is pierced by the attack, slicing the flesh beneath it. The Evangelion is stunned for 1 round.
4	The Evangelion is viciously sliced open and must Test Toughness or be stunned for 1d5 rounds. On a success, the Eva is still reduced to taking half actions for 1 round.
5	The Evangelion is torn open and stumbled back before falling to the ground. The Eva is stunned for 1d5 rounds and is prone.
6	The Evangelion's abdomen is torn open and exposed. The Evangelion suffers from Blood Loss, and may only take half actions for 1d5 rounds.
7	The Evangelion's entire chest plate is torn off by the attack. The Evangelion must Test Toughness or be defeated. On a success, the Evangelion suffers from Blood Loss and now has an AP of 0.
8+	The Evangelion is cut virtually in half and is defeated. In addition, roll a d10. On a 1-3, the Pilot takes 1d100 R damage as the Entry Plug is breached by the attack.

Rendering Critical Effects – Evangelion Leg	
Critical Damage	Effect
1	The attack painfully cuts the leg, and the Evangelion must Test Toughness or take a -10 to agility for 1 round.
2	The Evangelion's leg is cut open, and the Eva must Test Toughness or fall to the ground Prone.
3	The attack cuts through the armor and cripples the muscles inside. The Evangelion is stunned for 1 round and the Leg is useless for 1d5 rounds.
4	The Evangelion's knee is ripped open, and the Eva moves at half speed for 1d5 rounds.
5	The Evangelion's kneecap is split in half, and the Eva moves at half speed until repaired.
6	The Evangelion's foot is nearly cut off, and begins to leak hydraulic fluid. The Eva must Test Toughness or lose the foot, and moves at half speed until repaired.
7	With a wet tearing sound, the leg is severed just above the knee. The Evangelion only has 1 leg.
8+	As above, but the spray of hydraulic fluid makes the area slippery. Anyone attempting to move through a space within 1d10 dm of that area must Test agility or fall prone. In addition, the Pilot is stunned for one round, and takes a -10 to Resist Feedback for 1d5 rounds. The Pilot gains 1d5 Insanity Points from the pain.

ANGEL CRITICAL DAMAGE

The Evangelion Scale Critical Damage charts above work well for Eva's, but Angels are often much more organic in nature, as well as lacking pilots entirely.

As such, Angels would be better represented by using the original Dark Heresy Critical Damage charts, though with some important modifications:

- Angels are immune to Fatigue, and as such any mention of Fatigue on the Critical Damage charts may be safely ignored.
- Angels are only killed when their Core is destroyed, never before. As such, any effect of Critical Damage that would normally render an Angel “dead” (such as Blood Loss) is ignored. Instead, whenever an Angel would be killed by an effect, their Toughness is instead halved. If an Angel’s Toughness falls below their original Toughness Bonus, the Angel may no longer take actions and the Core may be attacked directly without impairment.

These modifications to Angel Critical Damage could be represented in an entirely new set of Critical Damage Charts, but that would involve considerable reprinting of charts taken directly from the Dark Heresy Core Rulebook, something Adeptus Evangelion attempts to avoid as much as possible.

The Core

The Core of an Angel is a reddish sphere that resides somewhere inside the Angel. It is considered to be the Angel’s only truly vital organ, and destroying it kills the Angel instantaneously. Normally, an Angel must first be incapacitated in order to attack the Core, though the Core may be targeted and destroyed without incapacitating the Angel if the attackers are lucky or skilled enough to get past the angel’s defenses.

While reduced to only a Core, Angels cannot move, though they may use any A.T. Field Powers they know. Angels with the Float power, or certain Dirac Sea powers, may attempt to flee. If they should escape, they will inevitably return more powerful than before.

Cores belong only to Angels and Evangelions, and in Evangelions they are not capable of being targeted directly (as that would allow for the permanent destruction of the Evangelion while letting the pilot survive, which is an effective dead end for that character).

Cores are heavy reinforced, and potentially volatile when destroyed. Proceed with caution.

Energy Critical Effects – Angel Core	
Critical Damage	Effect
1	The Core is shocked by the effect, and the Angel takes a -10 to all Tests for 1 round.
2	The Angel's Core begins to overheat. The Angel must Test Toughness or have its ATS decreased by 1 for 1d5 rounds.
3	The Core glows bright red as it overheats, stunning the Angel for 1 round and decreasing its ATS by 1d5 for 1d10 rounds.
4	The Core glows like a red hot coal, blistering the flesh clinging to it. The Angel must Test Toughness or become coherently unstable, effectively gaining the "Warp Instability" trait from Dark Heresy.
5	The Angels Core blackens and flickers. The Angel must Test Toughness or die.
6	The Angel's Core cracks and the Angel dies, collapsing to the ground. Roll 1d10. On a roll of 9, the body bursts into flames and smolders for 1d10+3 hours.
7	The Angel's Core turns bright white and explodes, dealing 1d5+5 E damage to everything within 1d100+20 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely.
8+	As above, but the explosion instead deals 1d10+5 E, and hits everything within 1d100+60 dm.

Impact Critical Effects – Angel Core	
Critical Damage	Effect
1	The Angel's Core is slammed and absorbs most of the impact, but the Angel may only take half actions on its next turn.
2	The Angel is dazed, taking a -10 penalty to all Tests for 1 round.
3	The Core begins to strain under the pressure, stunning the Angel for 1 round.
4	The Core itself begins to lose coherency as the Angel scrambles. The Angel must roll a Willpower Test. On a failure, the Angel is stunned for 1d5 rounds. On a success, it still takes a -10 to Toughness for 1d10 rounds.
5	The Core is severely shaken by the impact, stunning the Angel for 1d5 rounds.
6	The Core begins to crack under the strain and the Angel panics. If there is an Evangelion within 20 dm, it wraps around the Eva and self destructs, dealing 1d10+5 E damage to the Eva and firing an Angel's Cross into the sky. If there is no Eva in range, the Angel simply stumbles around and dies.
7	The Angel's Core cracks. There is a 50% chance that it explodes for 1d10+5 E damage to everything within 1d10+20 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely.
8+	As above, but the explosion instead deals 1d10+10 E, and hits everything within 1d10+40 dm.

Explosive Critical Effects – Angel Core	
Critical Damage	Effect
1	The explosion leaves the Angel dazed. The Angel may only take a Half Action on its next turn.
2	The explosion temporarily rocks the Angel's ability to perceive the world. The Angel is blind and deaf for 1 round.
3	The explosion sends the Angel reeling, Stunning it for 1 round.
4	Angels Core has tiny fragments blown off of it. The Angel must test Toughness or gain the "Warp Instability" trait from Dark Heresy. Regardless, the Angels A.T. Field Strength is reduced by 1.
5	The Angels Core cracks. The Angel must Test Toughness or the Core is destroyed.
6	The Angels core is destroyed, flying apart in a storm of shards that deals 1d5+1 I damage to everything within 1d10 dm.
7	The Angel's Core explodes, dealing 1d5+5 E damage to everything within 60 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely.
8+	As above, but the explosion instead deals 1d10+5 E, and hits everything within 3d10+60 dm.

Rending Critical Effects – Angel Core	
Critical Damage	Effect
1	The attack bounces off the core, not harming it but leaving the Angel in pain. The Angel takes a -10 to WS and BS for 1 round.
2	The Core's surface is scraped by the attack. The Angel takes a -10 to WS and BS for 1d10 turns.
3	The Core's protective layer is breached, and the Core loses all AP. The Angel must Test Toughness or take half actions for 1 round.
4	The Core is scraped and gouged, impairing the Angel's ability to function. The Angel may only take half actions.
5	The Core is struck a solid blow and threatens to crack under the pressure. The Angels must Test Toughness or have the Core split in half and die.
6	The Core cracks into 1d5+1 pieces and falls apart. The Angel is dead.
7	The Angel's Core shatters and has a 50% chance of exploding, dealing 1d5+5 E damage to everything within 1d10 dm. Anything with a spread A.T. Field only takes half damage, and the Bunker Field power may be used to ignore damage from this entirely.
8+	As above, but the explosion instead deals 1d10+5 E, and hits everything within 2d10+20 dm.



ABSOLUTE TERRITORY

Synch Ratios,
Field Strength,
& Field Points

■

Using AT Powers

■

AT Field Powers



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, humanities 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.

SYNCH RATIOS, FIELD STRENGTH, AND FIELD POINTS

In Chapter 3, we introduce the new Characteristic known as Synch Ratio, or SR for short. This new Characteristic is used for determining Absolute Territory Field Strength (ATS). For the pilots of an Evangelion, their maximum ATS is equal to their Synch Ratio bonus.

A.T. Field Strength (ATS) will fluctuate over the course of a battle. At the beginning of the battle, the ATS is usually zero. It is only by Spreading their A.T. Field (using the Spread A.T. Field Power) that the A.T. Field gains an ATS (up to a value equal to an Evangelion's max ATS, which is dependent on the pilot's Synch Ratio).

Once an ATS is established, a corresponding pool of A.T. Field Points (ATP) is created. The number of A.T. Field Points is equal to the current A.T. Field Strength, and they may be spent to active powers. However, each time ATP are spent, the A.T. Field Strength decreases by a number equal to the ATP spent. At the beginning of each round, a pilot's available ATP replenishes itself.

Because Pilots are merely using the A.T. Field of their Evangelions, for obvious reasons Pilot characters are treated as having an ATS of 0 outside of the entry plug of their Evangelions, regardless of their Synch Ratios. In short: if you are not inside an Evangelion, you cannot use any A.T. Field based powers or abilities in any way.

USING A.T. POWERS

Every time an A.T. Field Power is used, it requires the spending of A.T. Field Points (ATP). Your max number of A.T. Field Points available per round is equal to your A.T. Field Strength. Every time you spend A.T. Field Points to use an A.T. Power, your ATS is reset to the number of A.T. Field Points you have left.

In short, every time you active an A.T. Field Power you are 'spending' A.T. Field Strength. Your ATS returns to it full amount at the beginning of your turn, each turn. From there you may spend points again as you wish to activate new powers or maintain ones that you activated previously.

Absolute Territory Field Powers			
Name	Type	Effect	ATP Cost
Anti-A.T. Field	Anti-AT	Create a dangerous, unstable field that shreds other A.T. Fields with ease.	Variable
Anti-A.T. Blast	Anti-AT	Fire an AT piecing beam of energy.	2
Angel Cross	Offensive	A devastating area attack stolen from the Angels.	8
A.T. Blast	Offensive	Convert your A.T. Field into a ranged attack.	2
A.T. Bomb	Offensive	Launch a piece of yourself at the enemy for massive damage.	10
A.T. Flare	Special	Burn energy off of your A.T. Field to attract an enemy's attention.	2
A.T. Ping	Special	Feel out the exact location of an enemy.	1
A.T. Wave	Offensive	Slice through all targets in an area with your A.T. Field.	6
Barrier	Defensive	Create a solid wall with your A.T. Field.	4
Bunker Field	Defensive	Defend against Area Attacks and Blasts.	6
Concussive Blow	Offensive	Channel a powerful concussive wave through a melee attack.	4
Containment	Defensive	Draw an enemy toward you.	
Destructive Interference	Special	Disrupt an enemy's defenses and actions.	Variable
Dirac Cache	Special	Store an extra weapon in an extradimensional space.	2
Dirac Breach	Special	Shoot a projectile through an unstable wormhole.	8
Dirac Jaunt	Special	Teleport long distances.	16
Dissonance Bomb	Special	Attack an A.T. Field at long ranges.	8
Enhanced Shot	Offensive	Ranged attack gains bonuses to range and damage.	5
Float	Special	Suspend yourself in air or jump long distances.	4
Funnel Beam	Offensive	Increase the range and damage of an energy weapon.	5
Haste	Special	Move with preternatural speed.	4
Kinetic Manipulation	Special	Manipulate objects from afar.	3
Layered Field	Defensive	Turn your A.T. Field into Armor.	4
Negation	Anti-AT	Cancel out one enemy A.T. Field based Power	1
Neutralize	Special	Weaken an enemy A.T. Field.	Variable
Phase Shift	Special	Disappear into an extradimensional space	8
Phase Trap	Special	Maneuver an enemy into an extradimensional space.	9
Piercing Strike	Offensive	Melee attack gains extra Penetration.	2
Pull	Special	Draw an object toward you.	1
Push	Special	Fling an object away from you.	1
Repulsion	Offensive	An expanding globe of force slams all enemies away from you.	8
Spread	Defensive	Activate your A.T. Field.	Variable
Wrap Beam	Offensive	Bend the path of an energy weapon.	6

Reading A.T. Field Powers

Each A.T. Field Power is presented in the following format:

The Name of the Power

ATP Cost: The number of A.T. Field Points required to activate the power.

Activation: How long it takes to activate a power (assuming you already have an A.T. Field Spread). This is usually a Reaction Action, Half Action, or Full Round Action. Some powers also have a 'Maintain', which is the action required to keep a power active after the first round. If the Maintain is followed by 'free', it requires no time to Maintain. If a power has no Maintain time listed, it must be reactivated anew every round.

Note that even if the Maintain action is free, every round you must still devote the minimum number of ATP required to activate the power or it fails.

Effect: What the power does.

Special: A note of special situations in which the power behaves differently.

Augmentation: A note of how the effects of the power might be increased by devoting more A.T. Field Points than are required to activate it.

A.T. Field Power Descriptions

Anti-A.T. Field

ATP Cost: Variable (Minimum 4)

Activation: 1 Full Round Action, Maintain Free

Effect: The Anti-A.T. Field is one of the most powerful weapons a being can wield, and also the most unpredictable. Even the most basic Anti-A.T. Field defies the laws of motion, thermodynamics and quantum mechanics in ways unseen even in the reality bending properties of a normal A.T. Field.

Spreading an Anti-A.T. Field is accomplished in much the same way as a normal A.T. Field, but takes a full round action regardless of what Talents the character may have. In addition, it takes much more power to hold together and for every 4 ATP spent to spread it, the resulting field only has one ATS. Having an Anti-A.T. Field in place completely replaces the pilot's normal A.T. Field for as long as it is active, and no normal A.T. Field Powers may be used until the Anti-A.T. Field is collapsed and the normal A.T. Field is re-Spread. However, it does allow the character

to use certain Anti-A.T. Powers (such as Anti-AT Blast and Negation). Such powers use the ATP corresponding to the reduced ATS of your Anti-A.T. Field.

All beings within 30+10 per ATS dm of the Anti-A.T. Field lose the ability to spread their A.T. Field, and all numeric effects of an A.T. Field (such as damage from A.T. Field Attacks) are halved within that area. Also, any pilot whose Evangelion is within this range must make a Willpower Test or lose 1d5 points from their Ego Barrier in addition to losing their A.T. Field.

Unprotected (read: outside an Evangelion) exposure to an Anti-A.T. Field is extremely hazardous, and results in a number of Ego Barrier damage equal to (2d10*ATS) per round.

Special: Every round where you maintain an Anti-A.T. Field, roll a Willpower Test. On a success, you reduce your Ego barrier by 1d5 points. On a Failure, reduce your Ego Barrier by 2d10 points.

Augmentation: For every 4 ATP spent, the ATS of the Anti-A.T. Field increases by 1.

Anti -A.T. Blast

ATP Cost: 8

Activation: 1 Full Round Action

Effect: You channel your Anti-A.T. Field into a powerful blast of energy. To use this power, you must first have your Anti-A.T. Field Spread.

This blast deals 1d10 damage per ATS of your Anti-A.T. Field, and ignores all enemy A.T. Fields as well as armor. This piercing shot effects all enemies in a 30*ATS line. Should a an Evangelion be caught in this attack, in addition to the damage to the Eva the pilot automatically takes 1d10 damage to the Ego Barrier.

Special: Any round where you use this power, you are treated as having an active Anti A.T. Field. See the special rule for Anti-A.T. Field for more information.

Angel Cross

ATP Cost: 8

Activation: 1 Full Round Action

Effect: You may unleash a devastating blast of energy that forms a Christian cross on impact. This attack has a range of 40 dm and is 5 dm wide, dealing (1d10 + 6 E). In addition, it deals (1d10 E) to the 5 dm immediately behind the target as well as the 5 dm to the left and right of the target.

Augmentation: For every additional ATP spent on this power, the damage and the penetration increase by 1.

A.T. Blast

ATP Cost: 2

Activation: 1 half action

Effect: Unleash a searing blast of energy by throwing out an extension of your A.T. Field at such speed that the air itself ignites

around it. You must roll Ballistic Skill as normal to hit with this power, and on a hit it deals 1d10 + the ATP spent on it in Energy damage. However, this attack is easily deflected by an A.T. Field, and it deals only half damage to any foe with an ATS of 1 or higher, even if it managed to breach the A.T. Field somehow.

Augmentation: For every ATP spent, the damage increases by 1.

A.T. Bomb

ATP Cost: 10

Activation: 1 Full round action

Effect: You create a temporary organ out of your own Evangelions biomass that is capable of generating its own A.T. Field. You may then explosively launch this organ, which thereafter propels itself at the enemy using its A.T. Field. While it would normally have an unlimited range via this method, it can only fly for 3 rounds at a speed of 80 dm per round before becoming unstable and releasing all of its energy in a violent explosion.

On impact, the AT Bomb organ self-destructs in a violent explosion that combines kinetic energy with a rapidly expanding globe of force. This deals 1d10+ATS Explosion Damage with a blast range of ½ ATS dm.

Special: The biomass lost from the creation and launching of this organ deals 1d5 Rending damage that ignores Toughness and armor to one body part of the pilot's choice.

A.T. Flare

ATP Cost: 2

Activation: 1 half action

Effect:

You spike your A.T. Field and spread it thin, making it less dense and more easily penetrated. However, it makes your A.T. Field very bright and noticeable to Angels, who are beings defined by their A.T. Fields.

Any Angel within 40 dm of you automatically knows your location, and must roll an Intelligence Test. If this test is failed, the Angel will consider the activator of this power a priority threat and target them specifically. An Angel who has succeeded on their Intelligence Test may still consider the activator of this power a target, but is not required to.

If the Angel in question is currently engaged in combat with an enemy that has a spread A.T. Field, or is currently neutralizing the Angels A.T. Field, the Intelligence Test automatically succeeds.

Special: If there is an Evangelion in play with a Spread A.T. Field with an ATS higher than the ATS of the activator of this power, the Angel gets a +20 to its Intelligence Test.

Augmentation: For every additional ATP spent on this power, the range increases by 10 dm.

A.T. Ping

ATP Cost: 1

Activation: 1 Reaction Action

Effect: You very briefly expand your A.T. Field in a weakened state to feel the resistance of other A.T. Fields. This allows you to detect any active A.T. Field within 100*ATS dm. You know the presence and location of an Active A.T. Field, even if the being generating it is somehow hidden from sight.

Augmentation: By spending an extra 3 ATP, you even detect the A.T. Fields generated by living humans, though when in groups it becomes difficult to know the exact number of humans there.

A.T. Wave

ATP Cost: 6

Activation: 1 Half Action

Effect: You focus your A.T. Field to create a single plane of force that you send out to slice through all targets in an arc. Roll Ballistic Skill against all targets with a 20 dm cone, dealing a flat 10 rending damage with a penetration of 2 on all hits.

Special: This attack has the 'Scatter' Special Quality. In addition, on 4 or more degrees of success on the Ballistic Skill test, this attack incurs no Collateral Damage despite being an area effect.

Augmentation: For every extra ATP spent on this power, the damage increases by 1.

For every 2 extra ATP spent on this power, the penetration increase by 1.

Barrier

ATP Cost: 4

Activation: 1 Full Round Action, 1 Half Action to Maintain

Effect: You convert your A.T. Field into a solid plane of force. You may create an invisible shield that has a diameter of 10 dm per ATP spent on this power. This shield has the same defensive properties of a spread A.T. Field, with some exceptions. The first is that it only affects attacks coming from in front of the Evangelion (or possibly above the Evangelion should the pilot wish to block an aerial attack). The second is that as long as your ATS is 1 or higher, no creature approaching from that direction can come within 10 dm of you and may not attack you with a melee weapon (unless that attack has AT Penetration).

Anything close enough to the center of the shield to be behind it receives similar protection.

Bunker Field

ATP Cost: 6

Activation: 1 Half Action, Maintain Free

Effect: You condense your A.T. Field into a bubble of ablative layers specifically

designed to efficiently absorb damage from all sides at once, though it is hardly impervious.

For as long as you maintain this field (a half action each round) you are immune to all area effects, cones and blasts. The only exception is the powerful N2 mine, in which case your Evangelion treats its roll on the N2 Mine Effect Chart as if it had rolled 40 lower.

Concussive Blow

ATP Cost: 4

Activation: 1 Half Action

Effect: You channel your A.T. Field to increase the kinetic energy a single Impact weapon strike. On a hit, you deal an extra 4 damage.

Augmentation: For every 2 extra ATP spent, you deal 1 extra point of damage.

Containment

ATP Cost: 5

Activation: 1 Half Action, Maintain Free

Effect: You expand your A.T. Field to encompass an enemy, and then contract it to pull them in. One enemy of your choice within 20 dm cannot move in any direction other than directly toward you so long as your ATS is 2 or higher. In addition, any ranged 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.

This does not prevent it from attacking you in any way.

Destructive Interference

ATP Cost: Variable (min 1)

Activation: 1 Half Action, Maintain Free

Effect: As Neutralize, but in addition to neutralizing the enemies A.T. Field you trigger a painful psychosomatic feedback through your attack on their A.T. Field. When sufficient force is applied, this pain can be crippling.

If you neutralize 5 or more points of an Enemy A.T. Field with Destructive Interference, the enemy in question receives a -10 penalty to all tests rolled that round.

Special: Due to the aggravating nature of this attack, it is not uncommon for an enemy to attack the user of this power with extreme prejudice.

Augmentation: As with the Neutralization power, for every ATP spent on this power you cancel out one point of the enemy's ATS.

Dirac Cache

ATP Cost: 2

Activation: 1 Half Action, Maintain Free

Effect: Choose one weapon sized or smaller object. You create a small Dirac Sea and place the weapon inside. This weapon will remain there until the Sea of Dirac is opened again, which can be done as a free action whenever the pilot chooses or happens automatically 1d5 rounds after the pilot stops paying the 2 ATP every round to maintain it.

This effectively allows you to carry an extra weapon or similar object without using your hands.

Special: This power can be maintained with ease for hours at no significant mental stress. Also, after being brought back the stored item is usually freezing cold to the touch (not that this ever affects its ability to operate in any way).

Dirac Breach

ATP Cost: 8

Activation: 1 Full Round Action, 1 Half Action to Maintain

Effect: You use a Dirac Sea to bend space and create an unstable wormhole of sorts. The ends of this wormhole can be 1000 dm away from each other for each ATP spent on this power, though it only is ever large enough to fit a hand through.

Any projectile fired through this wormhole ignores the intervening space, and applies its normal range from the point of the wormholes exit.

While melee attacks are certainly possible using this power, the person

maintaining the power must test Synch Ratio with a -30 penalty. On a failure the Evangelion making the melee attack takes 2d10 damage to the arm that ignores armor and toughness, as well as losing the weapon used in the spaces in between.

Special: If used for special ranged weapons like the Great Positron Cannon or the heavy Railgun, this power can be used to put an orbital enemy within reach as well as treat it as a distance other than orbital.

With an ATP spent of 16 or more, normal ranged weapons may be used against orbital targets.

Dirac Jaunt

ATP Cost: 16

Activation: 2 Full Round Actions

Effect: You create a Dirac Sea around yourself, and then use it to breach another point in space as it collapses. This allows you to travel long distances almost instantaneously. However, it can be difficult to control and is both dangerous and complex.

When activating this power, make a Synch Ratio test with a -20 Penalty. If you succeed, you and everything within 10 dm of you is absorbed into a Dirac Sea with no harm. If you fail, everything within $(1d10 + 1 \text{ per degree of failure}) * 10 \text{ dm}$ is also absorbed into the Sea of Dirac, dealing 1d10 damage that ignores armor and Toughness to all body parts of all occupants as the Dirac Sea becomes unstable.

Everything absorbed into the Sea of Dirac is Teleported with a maximum range of roughly 1000 dm per ATP spent on this power, the point of exit being decided by the person who activated this power. Precisely choosing your point of exit is impossible, but some are better at it than others. Roll a Synch Ratio Test. On a success, you end up with 1d100 meters of your chosen destination. On a failure, you take 1 point of damage that ignores armor and Toughness to all body parts and the distance from your chosen point of exit is multiplied by 1d5.

Special: Should the Activator of this power's Evangelion be 'killed' by the damage from a poorly rolled SR Test as a part of this power, the power fails to deposit anything at the destination point and all matter occupying the Dirac Sea is lost forever.

Also, it should be noted that any Evangelion who is transported through this power will not have an Umbilical to draw power from on the other side unless one can be provided there.

Dissonance Bomb

ATP Cost: 8

Activation: 1 Full Round Action

Effect: You create a temporary organ out of your own Evangelion's biomass that is capable of generating its own A.T. Field, and using it to neutralize other nearby A.T. Fields. You may then explosively launch this organ, which thereafter propels itself at the enemy using its A.T. Field. While it

would normally have an unlimited range via this method, it can only fly for 3 rounds at a speed of 80 dm per round before becoming unstable and expending all of its energy in an attempt to neutralize any nearby A.T. Fields. This reduces the ATS of all A.T. Fields with 1d10+10 dm by a number equal to half the ATP spent on this power.

Special: The biomass lost from the creation and launching of this organ deals 1d5 Rending damage that ignores Toughness and armor to one body part of the pilot's choice.

Enhanced Shot

ATP Cost: 5

Activation: 1 Half Action

Effect: You wrap your A.T. Field around a single solid projectile and use it to launch the projectile with extra force. This doubles the range of a single shot and deals an extra 2 damage.

This power does not work on range attacks that deal Energy damage (such as Maser and Positron weaponry), and can only be used when firing a weapon on single shot.

Special: When this power is used to enhance the shot of a Heavy Railgun, the Heavy Railgun shot is capable of hitting targets in orbit around the Earth.

Augmentation: For every 2 additional ATP spent on this power, the damage increases by 1.

Float

ATP Cost: 4

Activation: 1 Half Action

Effect: You use your A.T. Field to lift yourself into the air. You can use this power to leap into the air and land anywhere of your choice with 30 dm, or rise 30 dm into the air. You may use this power to suspend yourself in mid air, however this is a full round action.

Funnel Beam

ATP Cost: 5

Activation: 1 Half Action

Effect: You create a tunnel through the air with your A.T. Field that slows the loss of energy from inside it, and then fire a weapon through that path. Any energy weapon fired in this way has its range doubled, and deals an extra 2 points of damage.

Special: This only power only has an effect on weapons that deal energy damage (such as Maser and Positron weaponry).

Augmentation: For every 2 additional ATP spent on this power, the ranged attack deals 1 extra point of damage.

Haste

ATP Cost: 6

Activation: 1 Half Action, Maintain Free

Effect: Through a combination of minor time dilation and a reduction of friction inside a bubble around you, your Evangelion can temporarily move at previously unheard of speeds. Your speed is treated as if your Agility Bonus was 2 higher, and you gain an extra +20 to Dodge.

Special: If the Evangelion using this power has its A.T. Field neutralized while this power is in effect, in addition to the power immediately failing the pilot must make a Willpower Test or take a -20 to all tests for one round as they become disoriented.

Kinetic Manipulation

ATP Cost: 3

Activation: 1 Half Action, Maintain Free

Effect: Manipulate objects from afar with all the precision of if you were physically interacting with them. However, you must succeed on a an easy (+10) Synch Ratio Test or accidentally exert too much pressure, dealing 1 point of damage + 1 for every degree of failure to whatever you were manipulating.

This power has a range of 30 dm, and you may lift objects from this distance as if your Strength was 30.

Augmentation: For every extra ATP spent on this power, increase the range by 10 dm and the effective Strength Characteristic by 10.

Layered Field

ATP Cost: 4

Activation: 1 Half Action, Maintain Free

Effect: You condense your A.T. Field around yourself and use it to increase the electromagnetic bonds holding the matter of your Evangelion's armor together, drastically increasing its hardness. This makes your Spread A.T. Field less likely to deflect an incoming attack, but makes your armor more capable of absorbing it. Your armor increases by 2 for all areas.

Augmentation: For every 2 extra ATP, your armor bonus increases by 1.

Negation

ATP Cost:

Activation: 1 Half Action, Special

Effect: By focusing an already spread Anti-A.T. Field, you cancel out one A.T. Field based power. You can use this to instantly cancel out one A.T. Field based power within 90 dm of you, such as an enhancement or A.T. Field based attack. If you are attempting to cancel an effect that covers an area, you only negate that part of the area which overlaps with your 30 dm of Negation. The exception is if the creature generating the A.T. Field is within 30 dm of you, in which case the entire A.T. Field based area effect is cancel out.

Special: Any round where you use this power, you are treated as having an active

Anti A.T. Field. See the special rule for Anti-A.T. Field for more information.

In addition, if you activate this power but do not specify an A.T. Field effect to cancel out, you may "store" it for later to use on an A.T. Field Power as a reaction action before your next turn starts and your ATP are replenished.

Neutralize

ATP Cost: Variable (Minimum 1)

Activation: 1 Half Action

Effect: You use your own Spread A.T. Field to absorb and negate power from an enemy A.T. Field. Choose one other A.T. Field within 20 dm of you. That A.T. Field is treated as having an ATS (and corresponding pool of ATP) of 1 less.

Special: Should you ever attempt to neutralize an A.T. Field and fail to neutralize it completely (either due to insufficient A.T. Field Points dedicated or some other reason) you must make a Willpower Test at a -10 penalty or remove a number of points from your Ego Barrier equal to one half of the enemies remaining A.T. Field points.

Augmentation: For every additional ATP spent on neutralization, the enemy A.T. Field's ATS is reduced by 1.

Phase Shift

ATP Cost: 8

Activation: 1 Half Action

Effect: You create and are absorbed into a Sea of Dirac. There is no sign of you other than a visual 'reflection' of the extradimensional space (which may be a black orb, a ripple in the air, a glowing cloud of light or some other anomaly). From your Sea of Dirac, you may not be harmed and may not affect anything on the outside, though your A.T. Field itself can still be affected and mental attacks may still affect you.

You may stay there for up to three rounds before the Sea of Dirac becomes unstable and you are shunted back into normal space. These rounds count against the number of rounds you may remain active without an umbilical.

Special: If your A.T. Field is completely neutralized, you are shunted back into normal space and are stunned for 1 round.

Phase Trap

ATP Cost: 8

Activation: 1 Full Round

Effect: Roll WS to maneuver an enemy normally. If you succeed, you and the maneuvered enemy are forced into a small Sea of Dirac much like the Phase Shift power. Neither you nor the enemy may be targeted or harmed by any force outside the Sea of Dirac, but you have just confined yourself to a small space with a hostile

Angel, with all the danger that implies. If the Angel defeats your Evangelion, or your Evangelion is otherwise incapacitated, the power ends and the contents of the Sea of Dirac reappear.

You and the Angel may stay there for up to three rounds before the Sea of Dirac becomes unstable and you are shunted back into normal space.

Special: If your A.T. Field is completely neutralized by the Angel, you both are shunted back into normal space and you are stunned for 1 round.

Piercing Strike

ATP Cost: 2

Activation: 1 Half Action

Effect: You wrap your A.T. Field around a weapon, making it extremely hard while weakening all other matter that it comes into contact with. Properly applied, even the strongest armor can be shredded.

A single melee attack gains +1 penetration.

Augmentation: For every 2 extra ATP spent on this power, the Penetration increases by 1.

Pull

ATP Cost: 1

Activation: 1 Half Action, Maintain Free

Effect: Designate one small object within 80 dm of you. That object flies toward you at a speed of 80 dm per round.

When pulling larger or especially heavy objects, treat your telekinetic strength as being equal to your current ATS. Any attempt to use this ability on an enemy with an active A.T. Field automatically fails.

Special: You may activate this power as a free action, but doing so deals 1d5 damage to the object being pulled.

Augmentation: For every ATP spent on this power, your maximum range increases by 10 dm.

Push

ATP Cost: 1

Activation: 1 Half Action

Effect: Designate one small object within 10 dm of you. That object flies away from you at a speed of 80 dm per round.

When pushing larger or especially heavy objects, treat your Strength Bonus as being equal to your current ATS. Any attempt to use this ability on an enemy with an active A.T. Field automatically fails, and any object thrown at an enemy with an active A.T. Field is easily deflected by any enemy with an ATS of 2 or higher.

Special: You may activate this power as a free action, but doing so deals 1d5 damage to the object being pushed.

Augmentation: For every ATP spent on this power, the speed of the thrown object increases by 10 dm.

Repulsion

ATP Cost: 8

Activation: 1 Half Action

Effect: You release your A.T. Field as an expanding sphere of force that pushes back everything around it. Any Evangelion scale creature must make a Strength Test. If they succeed, they remain routed in place. Any enemy that has a higher ATS than you gains a +30 to their Strength Test. If they fail, they are forced back 2d10 dm and take 1d10 impact damage.

The globe also does 1d10 impact damage to everything within 20 dm.

Spread

ATP Cost: Special

Activation: See Text

Effect: You activate your A.T. Field and keep it in passive mode. While not a complex use of it, while in this passive mode your A.T. Field is primed to respond to the quickest of thoughts and automatically has a 10% per available ATP chance to deflect an incoming attack. Deflecting an attack requires no action, and can be used multiple times a round.

You may Spread your A.T. Field as a half action, but this only grants you an ATS

equal to your Willpower Bonus (with a corresponding number of ATP). To fully Spread your A.T. Field you must spend a full round action, at which point you may use a number of ATP equal to your full ATS. In either case, once your A.T. Field is Spread it remains active until you dismiss it as a free action or it is neutralized.

The ATP that Spread gives you access to may be left in passive mode to deflect incoming attacks, or spent on other powers to activate them at the cost of reducing your remaining ATP (which is what determines the deflection chance of your A.T. Field).

Wrap Beam

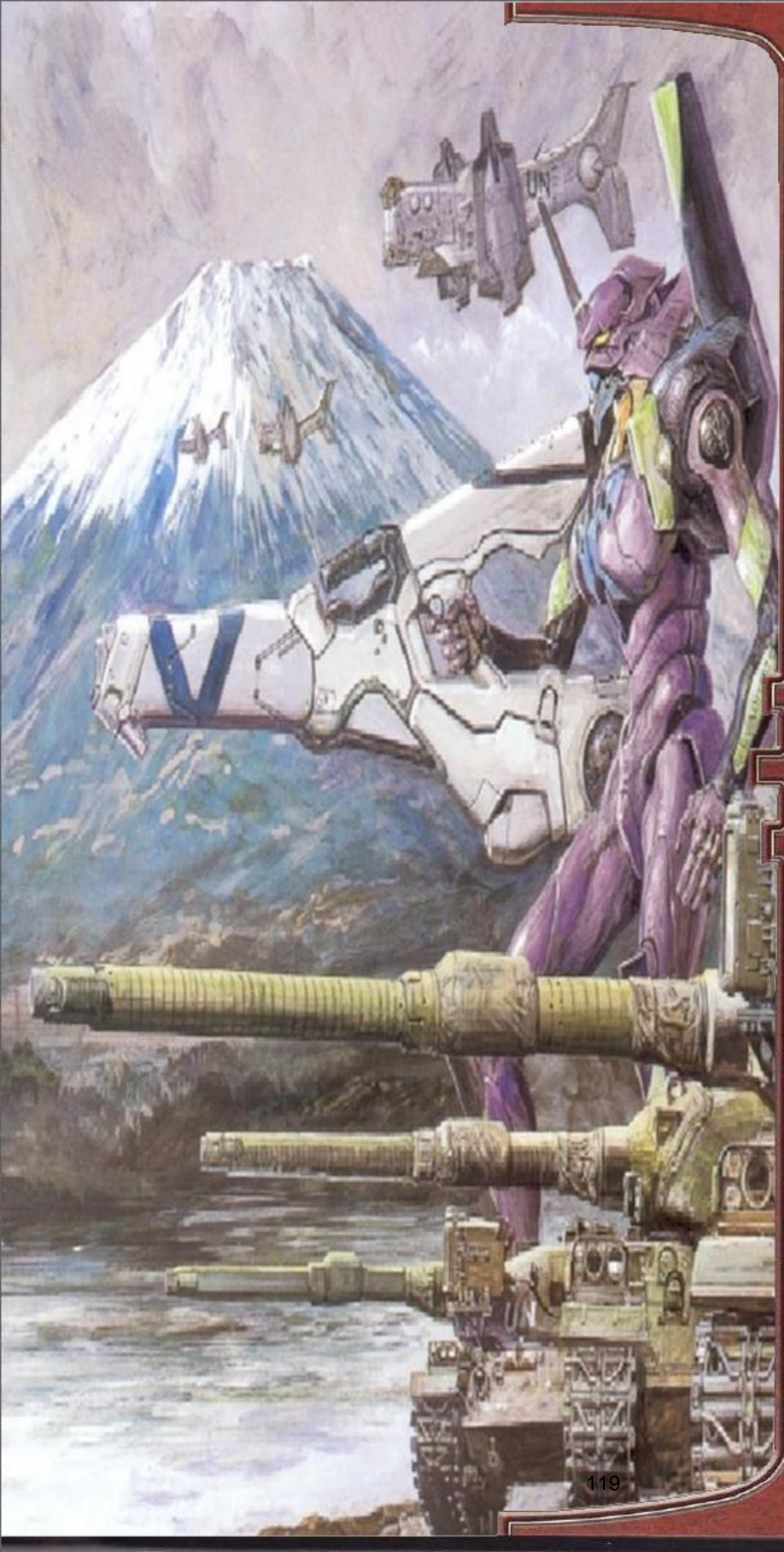
ATP Cost: 6

Activation: 1 Half Action

Effect: You can bend the path of light or other forms of energy by manipulating space in much the same way as you create a Dirac Sea. Using this ability, you can cause a single beam to bend into an impossible path to make it hit an unlikely target.

On a failure to hit with a Ballistic Skill test with a ranged weapon that deals Energy damage, roll a second time with a -20 penalty. This may also be used if the target successfully dodged an attack, but not if the attack is negated by an A.T. Field.

Special: Both the Positron Cannon and Great Positron Cannon are too powerful to bend in this manner, as they punch right through the A.T. Field that is trying to bend their path. Weaker Positron weapons are fine, though.



COMBAT

Static Defense

■

Combat

■

Damage Control

■

Post Battle

Adeptus Evangelion has two distinct forms of combat. The first form is personal combat, which involves your characters fighting other person-sized foes and which should be familiar to anyone who has played Dark Heresy.

The second form of combat is Evangelion combat. While this may progress in a number of different ways, Adeptus Evangelion is based around defending an area from Angels. Defending against Angels is resolved in three phases of Combat:

Stage 1) Static Defense: Pilots can not be in the Evangelion waiting to launch at all hours, especially when it can be weeks to months between attacks. They need time to be deployed. During this stage, your goal is to buy as much time as possible for the Evangelions to be deployed.

Stage 2) Combat: The Evangelions are deployed and fight the Angel. The goal of this stage is to defeat the Angel and survive.

Stage 3) Damage Control: An Angel attack can be devastating, and leave entire sections of your city in ruins even if successfully defeated. Damage Control teams are already in place to evacuate civilians, put out fires and otherwise keep the city intact during and after the battle. Your goal during this stage is to contain the damage inflicted by Stage 2 and save as many lives as possible. This Stage is far from necessary, but recommended when the situation allows.



PHASE 1: STATIC DEFENSE

Rounds: 3

Detection

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	
Roll Result	Detected
1-10	In the Ocean.
11-35	On Land.
36-60	Near the Base of Operations.
61-89	Just outside the Base of Operations.
90-99	Inside the Base of Operations.
100	Inside the Geofront.

In the Ocean

The Angel has been detected in the Ocean, and is approaching Nerv HQ. Nerv has enough time to deploy the Evangelions at the shoreline, and engage the Angel with the aid of Mobile Support Structures.

Except in rare instances where the Angel emerges from the sea in a City, such battles will be treated as an Undeveloped battleground.

On Land

The Angel has been detected somewhere on the continent already, and is proceeding toward Nerv HQ. Nerv has enough time to deploy the Evangelions to intercept it on land, with the aid of Mobil Support Structures.

There is a 50% chance that the Angel will storm through a populated city on its way to Nerv. In this case the Angel may be intercepted in one of the 3 following ways:

The Angel may be intercepted before it reaches the city in an undeveloped area, but without Mobil Support Structures.

The Angel may be intercepted in the City, with full use of Mobile Support Structures, but the battleground is treated as a Developed area.

The Angel may be intercepted after it has passed through the city in undeveloped Area, but with 20 Collateral Damage having already been inflicted by the Angel on the city it passed through.

Near the Base of Operations

The Angel has been detected approaching the Base of Operations. The pilots must scramble to get to their Evangelions, and Tanks and VTOL may deploy themselves knowing which direction the Angel is approaching from.

Base of Operations rules apply.

Just outside the Base of Operations

The Angel has been detected just outside the Base of Operations. The Pilots must scramble to get to their Evangelions, and Tanks must be deployed before the players know which direction the Angel is approaching from. VTOL do not enter the Static Defense phase until the second round.

Base of Operations rules apply.

Inside the Base of Operations

The Angel is already inside the Base of Operations. Tanks must be deployed before they know the location of the angel, and VTOL may not be deployed until the Evangelions themselves launch.

Base of Operations rules apply.

Inside the Geofront

The Angel somehow appears within the Geofront, skipping the rest of the Static Defense phase entirely. It is likely that the Angel will use this opportunity to attack Nerv HQ directly.

Base of Operations rules apply.

Defending Your Base

Once you have your base created and mapped (which you only need do once) it is ready for combat.

As an Angel approaches your Base of Operations, you must first defend with the conventional forces you have deployed. You have a set of 4 Tank squadrons and 2 wings of VTOL aircraft for this purpose.

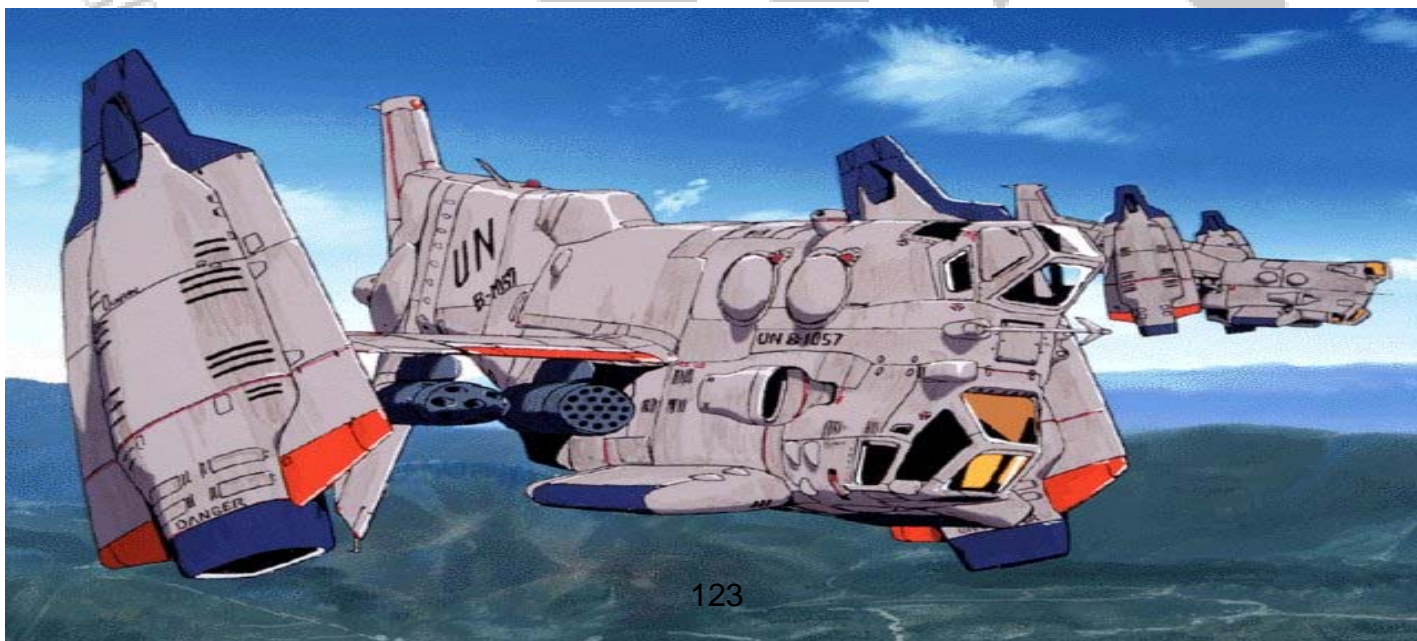
The Tank Squadrons are assigned locations before the appearance of the Angel, and have the following stats:

Tank Squadron Profile (Defense phase)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	50	0	0	10	30	20	20	20	0

Tank Squadron Body			
Location	% to Hit	AP	Wounds
Tank Squadron	01-00	2	5

Movement: 1/2/3/6
Skills: None
Talents: None
Traits: Vehicle*
***Vehicle:** The Tank Squadron is destroyed once it reaches 0 wounds.
Weapons: Main Cannon:(30 dm; S/-/-; 1d10+2; pen 0; Clip 8)

VTOL aircraft are much more mobile, and assuming any warning of the Angel's impending attack they may be placed at the beginning of the first round of defense, after the Angel has already been identified. A wing of VTOL aircraft has the following stats:



VTOL Wing Profile (Defense phase)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	40	0	0	30	30	20	20	20	0

VTOL Wing Body			
Location	% to Hit	AP	Wounds
VTOL Wing	01-00	1	3

Movement: 3/6/9/18
Skills: Awareness (Per)
Talents: None
Traits: Flyer (4), Vehicle*
***Vehicle:** The VTOL is destroyed once it reaches 0 wounds.
Weapons: Missile Launchers (10 dm; S/2/4; 1d10; pen 0; Clip 12)

With these forces, your goal is to engage and delay the Angel. If the Angel is still outside of the Base of Operations or any other densely developed area (such as a city or town) then the Angel may be fought in an environment where collateral damage is not a concern. These forces are controlled by the players during this time, and should they all be destroyed the Static Defense stage immediately ends, with the Angel moving as fast as it can to the Base of Operations in the remaining rounds. While dealing actual damage to the Angel during this phase is very much unlikely, any damage dealt carries over into the following stage of Combat.

This phase is also an important opportunity for the players to test out the Angel's defenses and abilities using units that are much more expendable than their Evangelions.

This phase of combat ends after 3 rounds (though it could conceivably be longer if the deployment of the Evangelion's is somehow delayed). At this time, the Evangelions emerge from appropriate deployment points and the next stage of combat begins. Any remaining Stage 1 forces are removed from play, or given over to the control of the Operations Director if the party contains one. If, for the sake of time, the players wish to skip this phase of combat, the Angel starts within the character's Base of Operations, and all rules concerning collateral damage apply.

PHASE 2: COMBAT

Rounds: Variable (Until Combat is resolved)

This is the stage of combat where Evangelions fight and kill an Angel. This is much the same as normal scale combat between individuals, but with the following additions of Collateral Damage, Feedback, Synch Disruption, Defeat, Berserk and the devastating N2 mine. Additionally, Combat can change drastically based simply on where the Evangelions are fighting.

GMs are encouraged to take proper notes during Combat in preparation for the third phase.

Battle Grounds

Battles against Angels can occur in any type of local. While most battles are defensive actions to protect your Base of Operations, where exactly the Angel is intercepted can vary wildly. Some Angels might be detected far away from the base of Operations and engaged as an offensive action, providing a new battlefield entirely.

In Battles taking place away from the Base of Operations where there is sufficient time, Mobile Support Centers may be deployed. These are deployable power stations with an Umbilical Cable Port for the Evangelion, with a cable length of 30 dm. While extending the operating time of the attached Evangelion, the Support Center only contains enough power for an extra 10 rounds of combat. However, should the Evangelion remain in standby mode it can keep an Evangelion ready for launch for several hours.

Base of Operations

Your Base of Operations is the fortified city from which the Evangelions are deployed, as well as the Geofront beneath it. In battles focused on the Base of Operations, the Evangelions have the benefit of the surrounding sensor arrays for early detection, and the locally stationed Tank Squadrons and VTOL Aircraft during the Static Defense phase. Additionally, specially designed defensive structures might also be in place to aid in this phase.

The Base of Operations is one of the few places on Earth where the terrain is designed to support the Evangelions. As such, it is littered with Embarkation Points and Umbilical Cable Ports which may be used to support the Evangelions in their fight.



If funding is directed accordingly, the Base of Operations might also be equipped with turrets of some kind, which would aid the Evangelion in its fight.

While at the Base of Operations, the Angel has the opportunity to breach the Geofront. This requires a considerable amount of firepower to do by force, Should the Geofront be breached, the cost to repair the defensive layers is counted as 20 Collateral Damage.

In all other ways, the Base of Operations is treated as a Developed Area.

Developed Areas

Developed Areas represent Cities, Suburbs, and anywhere else that there is a dense area that would be expensive to rebuild and replace. Unless this area is also a Nerv Installation, there will be no local Umbilical Ports, and the Pilots can expect of only have 5 rounds in which to complete combat after being deployed (often via an air drop).

If there is time for preparation, 1 Mobile Support Center per Evangelion might be deployed as well, often ahead of the Evangelion.

Battles in Developed Areas incur full Collateral Damage.

Undeveloped Area

Undeveloped Areas represent small towns and rural or forested areas. While these often still contain structures such as power lines and roads, Evangelions can afford to deal much more damage to the surrounding environment.

If there is time for preparation, 1 mobile support center per Evangelion might be deployed as well, often ahead of the Evangelion.

Battles in Undeveloped Areas incur only half of the normal Collateral Damage.

Space

There are some Angels that attack from the safety of orbit, the ultimate high ground. While there is any number of ways to address such an enemy, actually going into space to fight it is a possibility.

How the Evangelions are to reach orbit is certainly a difficult problem. Advanced groups with an A.T. Tactician might use the Dirac Jaunt A.T. Field Power for this purpose, though it is

far from safe. Additionally, the GM might arrange for the Evangelions to be launched into space via rocket, though they could be vulnerable to attack during the Launch.

It is highly recommended that any space faring Evangelions be equipped with A-Type equipment, or at the very least D- Type Equipment.

Words cannot describe how much you would need to screw up to incur Collateral Damage when fighting in Space. While not impossible, collateral damage will only be incurred in specific instances at the GMs discretion. Note that any damage that the Angel might have done to structures on Earth, however, might be counted as Collateral Damage.

The Sea

It is conceivable that you might wish to fight an aquatic Angel. Depending on the depth, D or C type equipment is recommended.

When fighting in the Sea, no Collateral Damage is incurred.

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. Add this damage to the Collateral Damage Pool for reference during the Post Battle stage.

The following situations incur collateral damage:

Deployment: The use of Evangelions causes cracks and fissures wherever they step simply from their sheer weight and size. For each Evangelion deployed in a battle, add 1 point Collateral damage to the Collateral Damage pool.

Friendly Fire: If a Ballistic Skill test is failed by 3 or more degrees, the shot fired accidentally hits surrounding buildings instead. Roll damage for the attack as normal, and then add half that amount to the Collateral Damage Pool. In the event of a weapon being used on semiautomatic or fully automatic, for every additional degree of failure another shot causes Collateral Damage.

Area Damage: In the event of an attack that damages an area rather than a single target (such as weapons with the Blast Special Quality and the Angel Cross A.T. Field Power) roll 1d10 and consult the following chart:

Area Damage Effect	
D10 result	Effect
1-2	Add half of the attack's normal damage to the Collateral Damage Pool.
3-7	Add the attack's normal damage to the Collateral Damage Pool.
8-10	Add double the attack's normal damage to the Collateral Damage Pool.

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.



Every time an Evangelion sustains Critical Damage, the pilot must test either Willpower or Toughness (their choice) or suffer a level of fatigue.

Certain effects of critical damage (noted on the new critical damage charts in Chapter 3) result in additional modifiers to Feedback.

Synch Disruption

The pilot's control of their Evangelion is based primarily on empathic control. While this might be done reliably and consistently through concentration in ideal conditions, in the stress of battle a pilot's Synchronization Ratio is likely to fluctuate wildly.

Every time that a Pilot is in an Evangelion and takes a level of fatigue, takes damage, gains insanity points or removes points from his Ego Barrier, that pilot's Synch Ratio changes.

First, roll 1d10. If the resulting number is odd, the pilot's Synch Ratio temporarily increases. If the Number is even, the pilot's Synch Ratio temporarily decreases.

Then, roll 2d10. This is the amount that the pilot's Synch Ratio has changed by. Changes to a Pilot's Synch Ratio last until the end of the encounter.

The Prodigy background's "Unreliable" trait adds 1d10 to the amount of points that the Synch Ratio is changed by. Other effects (such as Synch Explosion) work similarly.

Synch Disruption will affect a pilot only once per round, regardless of the number of potential triggers the pilot may experience over the course of that round.

Defeat

When an Evangelion has taken sufficient damage to the head or body, it is defeated. While on rare occasions an Evangelion might continue fighting (such as the Berserker Talent 'From The Grave'), this usually means that the Evangelion can no longer continue fighting.

The Pilot immediately gains 1d5 Insanity Points from the experience, and must roll on the Trauma table. If the Pilot normally has a penalty to resist Feedback, that same amount is instead added to this roll to determine the effects of the Trauma.

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

Roll on the following chart to determine the effect of the launch:

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

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

If the pilot is killed within the Evangelion, and the pilot has no more Fate Points to burn to survive, roll 1d10. On a roll of 8 or 9, the attack has missed the Entry Plug and instead hits the Eva's Core, causing it to explode. This permanently destroys the Evangelion and the pilot's body, as well as dealing 1d10+5 damage to everything within 1d100+20 dm. Beings with active A.T. Fields only take half damage, and the Bunker Field power may be used to ignore damage from this entirely.

If all Evangelions are defeated, an N2 mine is dropped on the Angel at the first opportunity in the hopes of incapacitating it for long enough to restore the Eva's to combat status. If only one Evangelion remains, and that Evangelion has sustained critical damage, that Evangelion may be pulled back and an N2 mine dropped for similar reasons.

Any other use of N2 mines requires use of the N2 Strike Talent.

Berserk

Appearances notwithstanding, the Evangelions are not machines. They are living creatures in mechanical shells meant to restrain and control them as they remain mostly dormant and lobotomized.

However, despite efforts to the contrary, sometimes the

Evangelion becomes aware of its surroundings and takes control should the pilot become incapacitated.



If the pilot is ever rendered unconscious, or the Evangelion takes damage after it has run out of power, roll 1d10. On a roll of 9 the Evangelion goes Berserk.

While Berserk, the Evangelion gains a +10 to Strength and Toughness, and a +2 to its A.T. Field Strength. Perception, Willpower, and Intelligence default to 30, and Fellowship may not be rolled for any reason. In addition, it becomes incapable of using ranged attacks or any A.T. Field Power other than Spread and Neutralize. The Advanced Berserk talent makes additional A.T. Field Powers available.

As the pilot is no longer in control, the Evangelion becomes immune to Stunning, Fatigue and Fear. In addition, the Evangelion requires no external power to operate, and will continue until the Angel has been defeated, as well as 1d5 rounds afterwards before again becoming dormant. If presented with a new opponent, the Evangelion will fight until that new opponent is defeated, and then become dormant after 1d5 rounds.

While Berserk, the Evangelion is dominated by an all consuming rage, and will savagely attack the nearest enemy until either the enemy or itself is destroyed.

After the Angel is defeated, or if the Angel is out of melee range, there is a 50% chance that the Berserk Evangelion attacks another nearby Evangelion.

N2 Mines

The so-called N2 mine is the UN's WMD of choice. Based on the same science as Positron technology, it is in fact a crude Antimatter Weapon. By creating a relatively large antimatter reaction, the energy released is equivalent to that of the Pre-Second Impact Nuclear Weapons, but without the lingering radiation.

An N2 Mine deals 8d10+10 damage to all things without an A.T. Field in a 100 dm Radius, and 2d10 damage to everything within a 2 mile radius. The shockwave often deals minor damage to things outside that range as well.



Regardless of where on Earth the N2 mine is deployed, 1d10+4 Collateral Damage results from the cost of cleanup (certain exceptions, such as Space, apply). If the N2 mine is deployed in a developed area, a flat 200 Collateral Damage results, and the political fallout is tremendous. If the N2 mine is deployed near a developed area, and is close enough for the shockwave to deal damage, between 1d5 and 2d10 Collateral damage results at the GMs discretion.

The N2 mine is so powerful that even Angels within their A.T. Fields are not entirely immune. If an N2 mine is deployed against an Angel, roll on the following table and subtract twice the Angel's current A.T. Field Strength from the roll for determining effect.

Angels are notoriously adaptable, and after having an N2 mine used against them subtract an additional 50 from all future rolls on this chart. All damage mentioned on the chart ignores Armor and Toughness.

Any Evangelion with a Spread A.T. Field must roll on this chart as well. Any Evangelion caught within the blast that does not have its A.T. Field Spread takes damage as normal.

N2 Mine Effects	
1d100 Roll	Effect
1-20	The Angel is unfazed by this attack.
21-40	The Angel takes 1d5 E damage to all areas
41-50	The Angel takes 1d5 E damage to all areas, and is incapacitated for 1d5 hours.
51-60	The Angel takes 1d5 E damage to all areas, and is incapacitated for 1d10 hours.
61-80	The Angel takes 1d5+1 E damage to all areas, and is incapacitated for 1d10+1 hours
81-90	The Angel takes 1d10 E damage to all areas, and is incapacitated for 1d5 days, taking a -10 penalty on all tests during the next encounter.
91-95	The Angel takes 1d10 E damage to all areas, and is incapacitated for 1d10 days, taking a -10 penalty on all tests during the next encounter.
96 - 100	The Angel takes 4d10 E damage to all areas, and is incapacitated for 1d10 days, taking a -10 penalty on all tests during the next encounter.

An Angel that is listed as "incapacitated" does not move for the listed amount of time as it recovers from the attack, having regenerated to full wounds by the end of that period of time. However, should a supposedly incapacitated Angel be attacked during this time, it will invariably reactivate and resume its attack. While Incapacitated, an Angel is by no means blind to what is going on around it, and may reactivate if it feels threatened.

At the GMs discretion the Angel may have modified itself while regenerating, granting it certain modifications or entirely new abilities.

PHASE 3: DAMAGE CONTROL

Rounds: Variable

While Evangelion Pilots are certainly the most visible, they are far from the only ones doing their best to protect humanity. During the Damage Control phase, you take control of some of these nameless heroes.

The players will be thrust into the role of a Nerv Emergency Response Team. This team's unenviable job is running around on the ground and doing everything they can to keep the city intact and save as many people as possible as the Battle between the Evangelions and the Angel is still going on. As was recommended before, the GM should have taken notes of the Combat Phase in preparation for this.

Given the wide range of possible battlegrounds, not every battle will require the deployment of such emergency response personnel. In such situations, this Phase may be skipped without import.

Unsung Heroes

Rather than have the players create a new party of characters specifically for this phase, it is highly recommended that the players form a group of 6 - 10 personnel from the following list.

While the team's size will vary, each team is required to have at least one of each class of personnel. This team will be controlled by the Players as a group, and provide redundant skills for the team to use.

While hardly required, many groups might enjoy having a Necromunda-esq reoccurring group that slowly changes and evolves completely separate from the pilot characters.

Each team is assigned an APC or VTOL Aircraft for transport. The APC can carry up to 12, and the aircraft up to 7 plus pilot.

Medic

Medic Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
20	25	30	30	30	40	35	35	30

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Medicae +20 (Int)

Talents: Weapon Training(Pistol), Master Chirurgeon, Talented (Medicae)

Armor: Flak Vest (Body 3)

Weapons: Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

Gear: Nerv ID, 1 Sidearm Pistol clip, First Aid Kit, Radio

Soldier

Soldier Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	30	30	35	30	30

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Climb (S), Common Lore (War), Drive (Heavy) (Ag)

Talents: Pistol Weapon Training(General), Basic Weapon Training (General), Disarm, Takedown, Arms Master, Fearless

Armor: Flak Armor (All 3)

Weapons: Assault Rifle (60 m; S/3/6; 1d10+2 I; Pen 0; Clip 20; Reload Full; Reliable), Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable), Combat Knife (1d5+2 R; Pen 0)

Gear: Nerv ID, 2 Assault Rifle clips, 1 Sidearm Pistol clip, Radio

Demoman

Demoman Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	30	30	35	30	30	30

Movement: 3/6/9/18

Wounds: 10

Skills: Carouse (T), Climb (S), Demolition +20 (Int),

Talents: Weapon Training(Pistol), Iron Jaw, Talented (Demolition)

Armor: Flak Vest (Body 3)

Weapons: Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

Gear: Nerv ID, 1 Sidearm Pistol clip, 3 Explosive Charges, 3 Remote Detonators, 1 Timed Detonator, Radio

Technician

Technician Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	30	30	40	30	30	30

Movement: 3/6/9/18

Wounds: 10

Skills: Common Lore +10 (Science), Evaluate (Int), Pilot (Aircraft) (Ag), Tech-Use +10 (Int), Search (Per), Security (Ag)

Talents: Weapon Training(Pistol), Talented (Tech Use)

Armor: Flak Vest (Body 3)

Weapons: Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

Gear: Nerv ID, 1 Sidearm Pistol clip, Tool Kit, Dataslate, Radio

Captain

Captain Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	35	30	30	30	35	35	30	35

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Climb (S), Command (Fel)

Talents: Weapon Training(Pistol), Iron Discipline, Resistance (Fear)

Armor: Flak Vest (Body 3)

Weapons: Pistol Sidearm (30 m; S/2/-; 1d10+1 I; Pen 0; Clip 12; Reload Full; Reliable)

Gear: Nerv ID, 1 Sidearm Pistol clip, Radio

Saving the World: One Block at a Time

There are any number of ways that a given Damage Control Phase can play out, and they can be even longer than the Combat Phase that they are cleaning up after.

There are several possible subsets of situations that a Nerv Emergency Response Team might be called in on:

Law Enforcement

While all citizens are ordered to make their way to the nearest Emergency Bunker during an Angel attack, it is not uncommon for some to be unwilling or unable to comply. Of these, a surprising number feel inclined to take the incredibly risky opportunity to loot the undefended shops during the attack. As an emergency response team patrolling the streets, it is entirely possible for the group to come across such activities in the midst of other duties.

It is also possible for some organization to use the cover of an Angel attack for less materialistic purposes, such as espionage. In such a situation, it is much more likely that the team would be called in on what was thought to only be a robbery only to find themselves in a much more serious situation.

During such a mission, apprehension of the criminals is only of top priority if the Team is not currently on route to another emergency.

Evacuation

Most citizens comply with the order to flee to the nearest Emergency Bunker. However, such bunkers can quickly become unsafe during the course of the devastating battle between the Eva's and the Angel.

In such a situation, the People inside the bunker need to be escorted to another bunker or a predetermined emergency area where they might be evacuated out of the combat zone. However, the very fact that this is happening means that the area is damaged and unstable. Some evacuees might be wounded, and the battle could still be raging outside. Sections of buildings or streets could be damaged or unusable, requiring a deviation from the predetermined path.

During such a mission, protection of the civilians is of top priority.

Search and Rescue:

As the city takes collateral damage, people can become trapped in damaged buildings. From structurally unsound skyscrapers to devastated power plants or breached Emergency Bunkers, the list of possible locations for such a mission is almost endless. The team would be required to go into these dangerously unsound areas, treat the wounded and evacuate as many civilians as possible before the building has a chance to deteriorate further.

During such a mission, safe evacuation of the civilians is of top priority.

Damage Control

While certainly important, not all of the Nerv Emergency Response team's missions involve the direct saving of lives. Sometimes the job is to prevent further harm from city systems damaged in the battle.

Such damage control missions include shutting off the electricity to a downed power line, putting out fires, or some other preventative measure. Alternatively, restoring key systems also falls under this heading, such as restoring power to city section.

Considering Success

Whether or not the mission was achieved can be much more ambiguous during this phase than with the previous two.

Depending on how well the group performed at their various tasks as a Nerv Emergency Response Team, a certain amount of Collateral Damage is negated in the final tally.

If the Team performed poorly, $1d5+2$ Collateral Damage is negated as the other teams are forced to pick up the slack.

If the Team succeeded, $1d10 + 2$ Collateral Damage is negated.

If the Team succeeded brilliantly, $2d10+ 2$ Collateral damage is negated.

In addition, during the mission the GM may include certain critical skill tests to prevent a catastrophe or save lives. If these critical skill tests are passed with sufficient degrees of success, or in certain situations even passed at all, an extra point of collateral damage might be negated in the final tally.

Skipping this Phase

Some players might be unwilling to play as something other than the main characters, and will hate this phase to no end. Alternatively, you might simply run out of time at the end of a session.

For whatever reason, if you opt to skip this phase rather than roleplay it, treat the result as if the Team had performed poorly. Then, have each player roll a test where a 30 or below succeeds. For each success, 1 extra point of Collateral Damage is negated.

POST BATTLE

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 after repairing the Evangelions and collateral damage. Once these funds have been determined, they may be spent on researching new possible upgrades for the Evangelions, or building additional support structures around the Base of Operations.

Repairing Evangelions

For each battle, Nerv has set aside a set amount of money to cover the cost of repairs necessary for preparing the Evangelions for the next battle. In abstract, this is handled by a "Repair Pool".

For each battle, each Evangelion fielded has a Repair Pool of 15. Subtract 2 from this pool for every point of Critical Damage that needs to be repaired on the Evangelion.

Once the Critical Damage has been repaired, for each point that you subtract from the Repair Pool you heal 1 wound that the Evangelion has lost in battle. If there are not enough points in the Repair Pool to heal all wounds that the Evangelion has taken, then the pilot must decide where the healing is allocated.

It is required that the Evangelions Legs, Body, Head, and at least 1 Arm be healed of all Critical Damage. If there are not enough Repair Points in the pool for this, the remaining points must be deducted from the Surplus Pool. If there are not enough points in the Surplus Pool to meet these minimum repair requirements, then the Evangelion is repaired to this minimum using emergency funding and Nerv defaults to "Deficit".

Any remaining points in the Repair Pool after the Evangelion has been fully healed are added to the Surplus Pool.

Repairing the Battlefield

Nerv has set aside resources dedicated to account for Collateral Damage that needs to be addressed. For every battle, there is a 30 point Budget Pool. For every point of Collateral Damage remaining at the end of the Damage Control Phase, remove one point from the Budget Pool. If there is more Collateral Damage than the Budget Pool can account for, subtract the remaining points from the Surplus Pool. If there is still Collateral Damage to be repaired after the Surplus Pool has been exhausted, default to "Deficit".

Any remaining points from the Budget Pool after the Collateral Damage has been addressed are added to the Surplus Pool.

Surplus

After Evangelion Repairs and Collateral Damage have been addressed, remaining funds are treated as Surplus. The Surplus Pool begins with having 20 points it, which might be drawn on for particularly expensive repairs in other areas. To this starting 20, add any points left over from the individual Repair Pools and the Budget Pool.

If, after the repairs are taken care of, the Surplus Pool is at 0 then there are no surplus funds to spend and Nerv is at a budget deficit. See the Deficit section below.

If the Surplus Pool is at 1 or higher, those points in the Surplus Pool can be spent on a number of beneficial activities such as upgrading the Evangelions, researching new Technologies, or construction of new support structures.

Spending Surplus			
Name	Prerequisite	Effect	Cost
Facilitate Upgrades	---	Purchase Upgrades at less cost.	2 Surplus
Research			
Ablative Technology	---	Unlock Ablative Armor equipment.	40 Surplus
HE Bolt Technology	---	Unlock HE Bolt Weapons.	85 Surplus
Maser Technology	---	Unlock Maser Weapons.	35 Surplus
Positron Technology	---	Unlock Positron Weapons.	85 Surplus
Scientific Advancement Tier 2	---	Unlock Tier 2 upgrades & equipment.	50 Surplus
Scientific Advancement Tier 3	Scientific Advancement Tier 2	Unlock Tier 3 upgrades & equipment.	100 Surplus
Construction Support Structures			
Umbilical Port	Place a new Umbilical Port in the Base of Operations.		5 Surplus
Support Cache	Place a new Support Cache in the Base of Operations.		10 Surplus
Launch Port	Place a new Launch Port in the Base of Operations.		20 Surplus
Embarkation Point	Place a new Embarkation Point in the Base of Operations.		20 Surplus
Recessive Buildings	Reduce the risk of Collateral Damage in the Base of Operations.		20 Surplus
Barrier Plate	Place a new Barrier Plate in the Base of Operations.		3 Surplus
Turrets			
Name	Prerequisite	Effect	Cost
Pallet Turret	---	Place a new Umbilical Port in the Base of Operations.	4 Surplus
Missile Bank	---	Place a new Umbilical Port in the Base of Operations.	5 Surplus
Maser Turret	Maser Technology	Place a new Umbilical Port in the Base of Operations.	5 Surplus
Bolt Turret	HE Bolt Technology, Scientific Advancement Tier 2	Place a new Umbilical Port in the Base of Operations.	10 Surplus
Positron Turret	Positron Technology, Scientific Advancement Tier 2	Place a new Umbilical Port in the Base of Operations.	15 Surplus

Facilitate Upgrades

With sufficient surplus, modifications for the Evangelions are much easier to requisition. By spending 2 points from the Surplus Pool, the pilots can ensure that all Upgrade Points cost only half the normal amount of Experience to buy until the end of the next battle. This option may be bought only once per session.

Research

By spending Surplus Points, Players can research new technologies to unlock new upgrades for their Evangelions. Not all of the funding for a new technology need be spent on it at once, and new funding for a technology stacks with all previous funding spent on researching that technology. Multiple research projects may be going on simultaneously.

Possible Research Projects include:

Ablative Technology

Cost: 30 Surplus

Ablative Armor is made of a specially designed composite material that is not especially strong and under stress dissolves almost instantly. While this sounds like an incredibly poor material to make armor out of, by destroying itself the Ablative material absorbs and negates all of the force or energy from an attack. While the Ablative Armor itself is destroyed, what it was put in place to protect is completely unharmed. What makes this especially useful is that the force of the attack that destroys the Ablative Plate doesn't matter. An Ablative Plate can absorb an armor piercing high powered beam of energy just as easily as it can absorb a small missile. Once fully researched, Ablative Technology allows the purchase of Ablative Structural upgrades.

High Explosive Bolt Technology

Cost: 75 Surplus

High Explosive Bolts are a simple application of high science. Each HE Bolt Shell is an armor piercing rocket propelled grenade. While such a thing is not particularly advanced science, the HE Bolt Shell takes it one step further by making the warhead a self-contained positron charge surrounded by explosive polymer. In short, in addition to the strength of a normal explosion is a small anti-matter reaction. While not the focused destructive force that a full positron weapon uses to breach an A.T. Field, the anti-matter reaction is enough to cause a Angel serious harm on a direct hit.

However, creating a weapon to fire this incredibly heavy projectile is even more difficult than creating the Bolt Shells in the first place.

Once fully researched, High Explosive Bolt Technology allows the purchase of High Explosive Bolt Weapons.

Maser Technology

Cost: 25 Surplus

A maser is a device that produces coherent electromagnetic waves through amplification due to stimulated emission. Historically the term came from the acronym "**M**icrowave **A**mplification by **S**timulated **E**mission of **R**adiation", although modern masers emit over a broad portion of the electromagnetic spectrum. Many modern masers are widely mistaken for being lasers, a similar concept made popular by Pre-Second Impact Science Fiction.

Maser weaponry is on par with solid projectiles for destructive potential, however it often far exceeds solid projectiles in terms of range. In addition, the lack of recoil combined with proper cooling mechanisms makes creating rapid fire Masers simple, even in the early prototype stages. In addition, the advanced battery technology that keeps an Evangelion operating is more than capable of providing power for the relatively energy-efficient Maser weapon. Once full researched, Maser Technology allows the purchase of Maser Weapons.

Positron Technology

Cost: 75 Surplus

The Positron is the antimatter counterpart of the electron. The positron has an electric charge of +1, a spin of $\frac{1}{2}$, and the same mass as an electron. When a low-energy positron collides with a low-energy electron, annihilation occurs, resulting in the production of two or more gamma ray photons. The existence of positrons was first postulated in 1928 by Paul Dirac as a consequence of the Dirac equation.

Positron weapons fire a thin but dense beam of positrons with an ablative layer of ionized air around the path to slow its loss of energy. This beam of energy is dense and powerful enough that it can even punch through the defensive bubble of an A.T. Field. However, much of the beam's energy is lost immediately after leaving the projector, and without a massive amount of starting energy a positron beam can prove ineffective against an Angel.

Once full researched, Positron Technology allows the purchase of Positron Weapons.

Scientific Advancement Research

Cost: 50 Surplus/100 Surplus

Where research into technology paths (such as Positron generation and Ablative plate construction) open up specific new construction and upgrade options, research for general scientific advancement has applications in all fields. Whether it be more powerful supercomputers, more efficient superconductors, or light but strong carbon composites, this general scientific research opens up new practical applications in every field, even those of new technologies.

Unlike other research projects, Scientific Advancement must be researched twice to unlock its full effect. The first research path has a cost of 50 surplus, and unlocks all equipment and upgrades requiring a research tier of 2.

The second research path costs an additional 100 surplus, and may not be begun until the first Scientific Advancement research path is completed. This research unlocks all equipment and upgrades requiring a research tier of 3.

Construction

Support Structures

Support Structures are buildings designed to provide aid to the Evangelions while they fight within the Base of Operations. Without them, the Evangelions would be unable to deploy, re-arm, or even power themselves for more than 5 rounds. While not directly increasing the combat potential of the Evangelions, a well placed support structure can change the entire layout of the battlefield, and what tactics may be implemented.



All Support Structures have building costs, deducted from the current surplus. Once placed, Support Structures may not be moved. If damaged or destroyed, add the wounds requiring regeneration for the Support Structure to the Collateral Damage Pool. When Collateral Damage is repaired, so are the Support Structures.

Umbilical Ports
Building Cost: 5 Surplus
Wounds: 1
Armor: 0
These are hatches in the ground from which a spare Umbilical Cable may be deployed for increased range of operation through the city. These cables are 80 dm long.

Support Cache
Building Cost: 10 Surplus
Wounds: 2
Armor: 1
A Support Cache is a false building that contains a smaller version of the launch rails seen in Launch Ports. These points may not be used to deploy Evangelions, but can be used to deploy extra weapons or ammunition. They also contain an Umbilical Port with a 60 dm long cable for emergency use.

Launch Port
Building Cost: 20 Surplus
Wounds: 5
Armor: 4
A false building or section of street that opens to reveal launch rails for an Evangelion. These points automatically contain Umbilical Ports with a 60 dm long cable, and may be used to deploy additional weapons and ammunition after the Evangelion has been launched. Evangelions deployed from this point arrive at the beginning of the Combat phase. Additional weapons or ammunition arrive 1 round after being requested, assuming that the gear is something that the Base of Operations has in stock.

Embarkation Point
Building Cost: 20 Surplus
Wounds: 8
Armor: 3
Often a section of false terrain, these points contain an enormous cargo elevator that is capable of deploying up to three Evangelions from the same point. While also capable of supplying additional weapons or ammunition to the battlefield, it is notoriously slow. Anything deployed from this point takes an extra 2 rounds to arrive. This includes Evangelions at the beginning of the phase.

Recessive Buildings
Building Cost: 20 Surplus
Wounds: --
Armor: --
Recessive Buildings are an advanced system of gears and rails that allow primary buildings to recede into the ground, where they are much less likely to be caught up in the firefight against the Angel. Not technically an individual structure, this represents a more extensive city-wide upgrade to major buildings and skyscrapers.
Once Recessive Buildings have been purchased, the amount of Collateral Damage is treated as 10 less for determining repair cost when fighting in the Base of Operations.

Barrier Plates
Building Cost: 3 Surplus
Wounds: 4
Armor: 4
Barrier Plates are solid, reinforced sheets of metal that can be placed at key points in the city, often intersections. Normally, they remain in small bays underground, but at the push of a button they slide up, standing some 5 dm high and 2 dm wide. Once requested, the sheets deploy 1 half action later, and may be used by the Evangelion to provide cover or block an expected enemy attack. In terms of Dark Heresy cover rules, it provides a +4 AP bonus to all appropriate areas.

Turrets

Turrets are defensive structures to be used to aid the players in both the Static Defense and Combat stages. They are easily destroyed and lack the power of A.T. Fields, making them virtually useless against an Angel at full strength. However, when an Angel's A.T. Field has been neutralized, the Turret's volume of fire can turn defeat into victory.

All Turrets have building costs, deducted from the current surplus. Each Turret type also has its own Ballistic Skill for determining attacks. Once placed, Turrets may not be moved. If damaged or destroyed, add the wounds requiring regeneration for the turret to the Collateral Damage Pool. When Collateral Damage is repaired, so are the turrets.

Pallet Turret
Prerequisite: None
Building Cost: 4 Surplus
Pallet Turrets are mounted batteries of cannons designed to launch the same shells as the Pallet Gun, and share many qualities with its Evangelion carried version. It is cheap, easily repaired and replaced, and almost entirely useless.
Wounds: 1
Ballistic Skill: 30
Attack: 30 dm; S/-/2; 1d10 I; Pen 0; Clip 30; Inaccurate, Unreliable

Missile Bank
Prerequisite: None
Building Cost: 5 Surplus
Missile Banks are buildings stocked with an arsenal of small, long range missiles. While less damaging than most other turrets, Missile Banks can fire repeatedly at extreme range.
Wounds: 1
Ballistic Skill: 55
Attack: 120 dm; S/-/4; 1d10 X; Pen 1; Clip 20; Accurate

Maser Turret	
Prerequisite: Maser Technology	
Building Cost: 5 Surplus	
Maser Turrets combine the rapid fire, energy efficient technology of Masers with the cities power supply and heavier cooling systems. While not nearly as long range or damaging per shot as even the pallet gun, these maser turrets can fire lightning fast at anything that comes close, and have unlimited ammunition so long as the city remains powered.	
Wounds: 1	Ballistic Skill: 50
Attack:	20 dm; -/-/6; 1d5+4 E; Pen 0; Clip <i>see text</i>

Bolter Turret	
Prerequisite: Research Tier 2, HE Bolt Technology	
Building Cost: 10 Surplus	
Bolter Turrets are of heavy construction, and despite their advanced computer controlled targeting systems are not especially accurate against moving targets. In addition, the explosive nature of the HE Bolt shells makes storing large quantities of them in the turret unwise for safety reasons. However, due to their incredible payload Bolt Turrets are still one of the most effective defensive structures against the Angels.	
Wounds: 3	Ballistic Skill: 35
Attack:	40 dm; S/-/-; 1d10+5 X; Pen 1; Clip 8

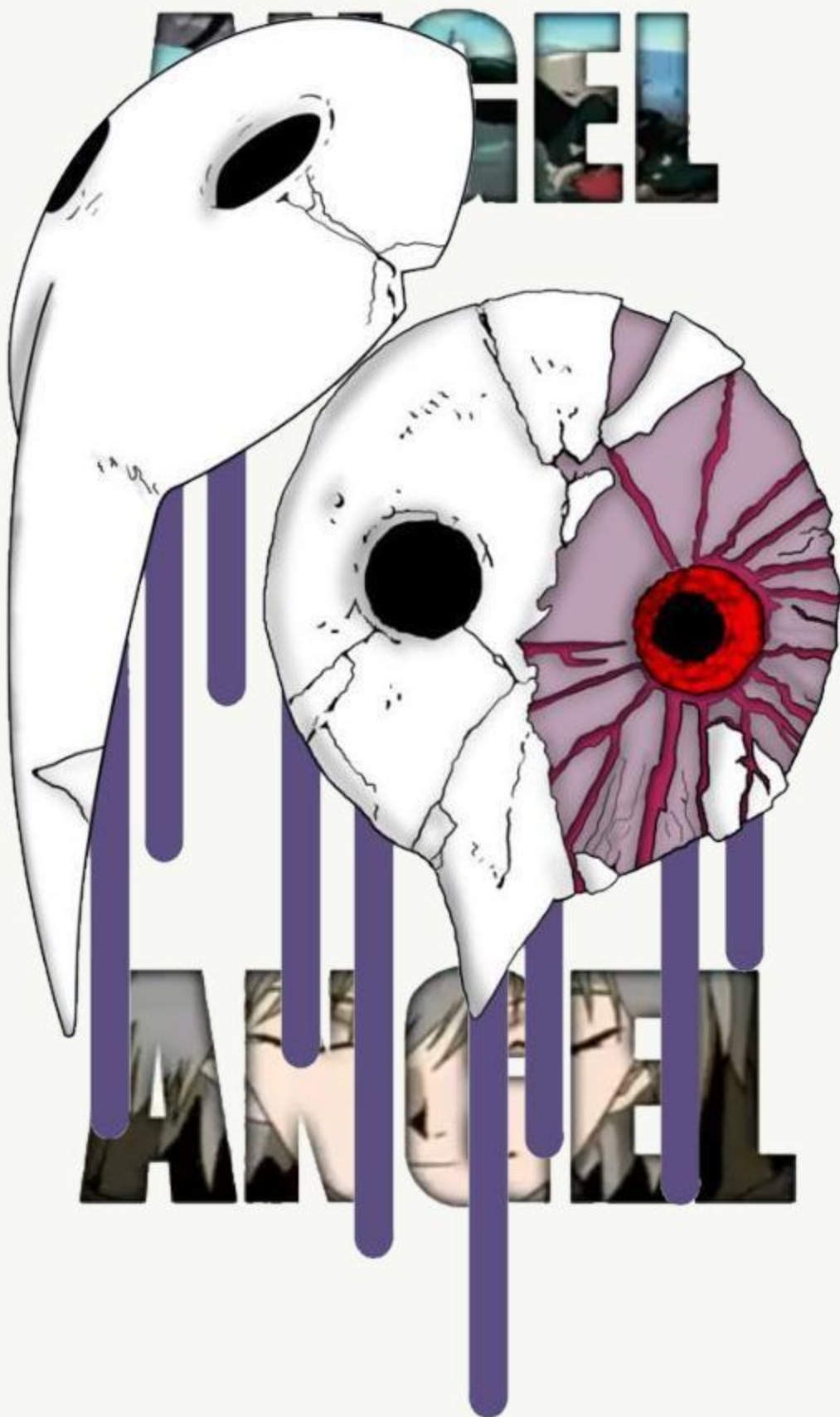
Positron Turret	
Prerequisite: Research Tier 2, Positron Technology	
Building Cost: 15 Surplus	
Positron Turrets consume an incredible amount of power. However, they represent the only defensive structure that can be said to truly pose a threat to an Angel, given the ability of Positron weaponry to penetrate A.T. Fields. The Positron Turret uses mass produced parts to form a heavier, higher output beam than that of the Positron Rifle, though at the cost of a required cool down time between shots. The Positron Turret has more than enough power to draw own as long as the cities power grid is operational, but after a mere four firings several of its fuses and mechanisms have burnt out and must be replaced.	
Wounds: 2	Ballistic Skill: 30
Attack:	100 dm; S/-/-; 1d10+2 E; Pen 4; Clip 4; Recharge, Positron

Deficit

Should a battle prove too costly, it exceeds Nerv's budget and goes into Deficit. As a requirement for the Deficit is that there is no more Surplus to spend, Nerv funded progress on Research or fortification of the Base of Operations is possible. In addition, until the end of the next battle all experience costs for Upgrade Points of any type (Biological, Structural or Weapon) are doubled.

However, even with such limited funds progress can be made. If the Surplus is expended and Deficit is incurred, the party may choose any 1 Research option that already has at least 5 Surplus spent on it. This one Research option receives 1d10 Surplus as the science team is forced to draw upon resources other than Nerv. If this becomes a frequent occurrence, who is supplying all this money might come into question...

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



ADAM'S CHILDREN

Felling Angels

■

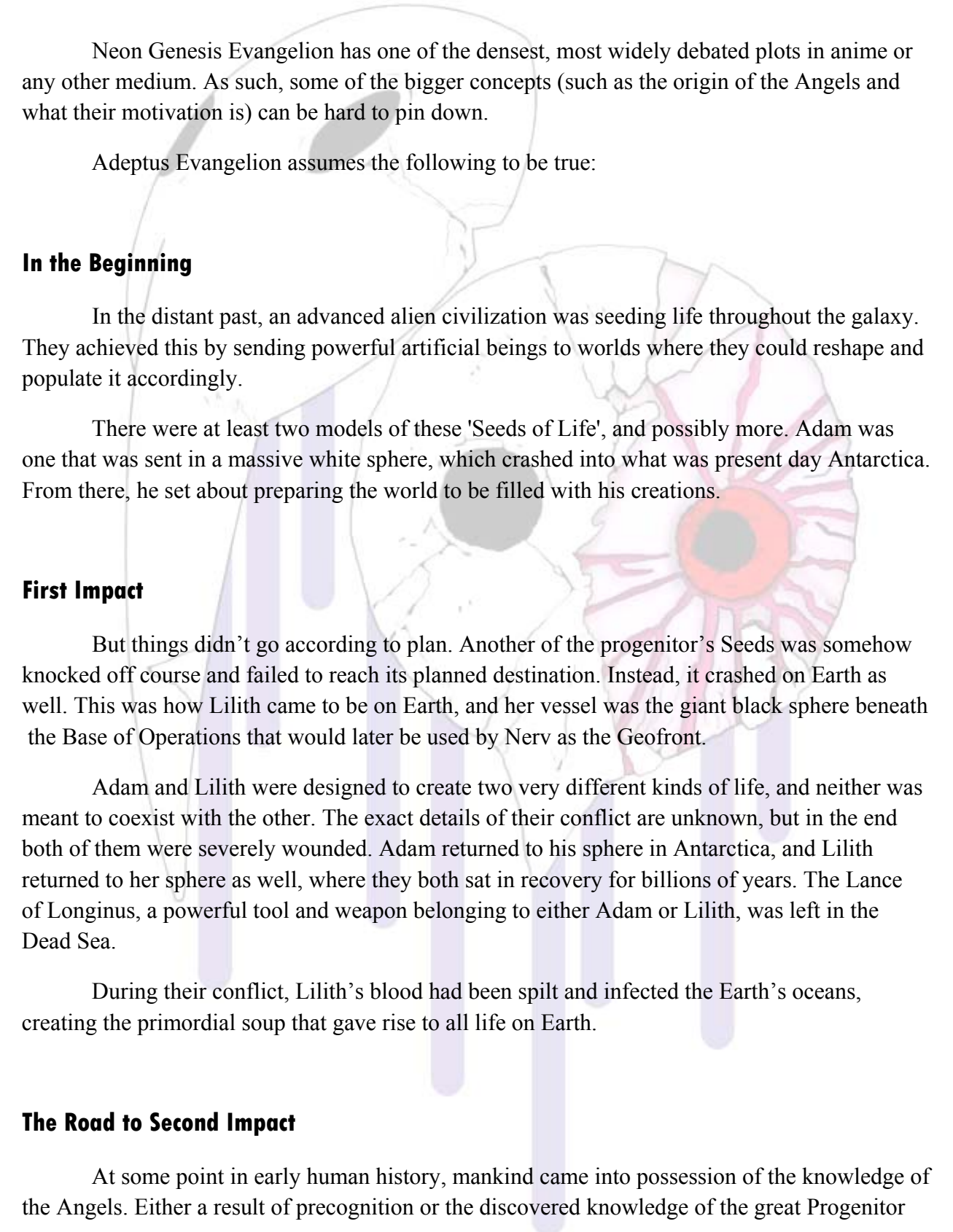
The Angels you Know

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Additional Opponents

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Creating New Angels



Neon Genesis Evangelion has one of the densest, most widely debated plots in anime or any other medium. As such, some of the bigger concepts (such as the origin of the Angels and what their motivation is) can be hard to pin down.

Adeptus Evangelion assumes the following to be true:

In the Beginning

In the distant past, an advanced alien civilization was seeding life throughout the galaxy. They achieved this by sending powerful artificial beings to worlds where they could reshape and populate it accordingly.

There were at least two models of these 'Seeds of Life', and possibly more. Adam was one that was sent in a massive white sphere, which crashed into what was present day Antarctica. From there, he set about preparing the world to be filled with his creations.

First Impact

But things didn't go according to plan. Another of the progenitor's Seeds was somehow knocked off course and failed to reach its planned destination. Instead, it crashed on Earth as well. This was how Lilith came to be on Earth, and her vessel was the giant black sphere beneath the Base of Operations that would later be used by Nerv as the Geofront.

Adam and Lilith were designed to create two very different kinds of life, and neither was meant to coexist with the other. The exact details of their conflict are unknown, but in the end both of them were severely wounded. Adam returned to his sphere in Antarctica, and Lilith returned to her sphere as well, where they both sat in recovery for billions of years. The Lance of Longinus, a powerful tool and weapon belonging to either Adam or Lilith, was left in the Dead Sea.

During their conflict, Lilith's blood had been spilt and infected the Earth's oceans, creating the primordial soup that gave rise to all life on Earth.

The Road to Second Impact

At some point in early human history, mankind came into possession of the knowledge of the Angels. Either a result of precognition or the discovered knowledge of the great Progenitor

race that sent Adam and Lilith in the first place, there was written a manuscript detailing the events of Second and Third Impact, and how they might be brought about. This secret was hidden as part of the Dead Sea Scrolls, a part that an organization known as Seele made sure was never revealed to the world.

Seele later recovered the Lance of Longinus and funded the ill fated Katsuragi Expedition to find and study the dormant Adam. After they had the information they desired, Seele provided the Expedition with the Lance for a “Contact Experiment”.

The result was Second Impact. Adam awoke, in the form of a Giant of Light, and recognized humanity as the creation of his enemy. Had he been left unchecked, humanity would not have survived. The Katsuragi Expedition, in a desperate ploy to minimize the damage, used the Lance of Longinus to reduce Adam to embryonic form. The resulting explosion vaporized Antarctica.

The explosion also scattered, or even created, the Cores that would eventually give rise to the Angels. It would take them roughly 15 years to develop.

FELLING ANGELS

Killing Angels has three primary steps.

Step One: Breaching the A.T. Field

An A.T. Field represents the ultimate defense. As long as it is active, even weapons of mass destruction are of little threat.

All Angels have A.T. Fields, and many have A.T. Fields of incredible strength. Anyone meaning harm to an Angel must first find a way to breach this defense, either through neutralizing it with your own A.T. Field or through powerful Positron weaponry.

Step Two: Disabling the Angel

While not technically a required step, failing to do so will make step three incredibly hard. Even with its A.T. Field breached, an Angel is nothing to be underestimated. They often have powers and attacks that cut through armor like paper, or they simply attack your mind directly.

There is no guaranteed way to disable an Angel other than to simply destroy its ability to move through massive damage. This will not be easy. Usually, inflicting enough critical damage

on the head or body can render the Angel immobile. However, if the Core is not destroyed soon after, the Angel may become active again or the Core will attempt to shed the body and flee.

Also important to remember is that each Angel has 1 fate point. They may spend this Fate Point just like a player can, and burn it to survive just like a player can. This means that even with an exceptionally lucky shot with a powerful weapon to the right body part, the Angel still cannot be killed in a single hit. Angels will often burn their Fate Point to survive after their head or body has been critically damaged to the point of defeat, resetting all wound totals to a minimum of 0.

Step Three: Destroy the Core

Virtually all Angels have a red, spherical Core somewhere in its body. This represents what very well may be the only vital organ it has, the rest being entirely expendable. Destroying the Core is the only way to kill it, and even that is dangerous as many Angels run the risk of exploding violently in its death throes.

Cores have their own wound total, so even massive damage to the rest of the Angel is unlikely to kill it. However, given their often exposed nature, it is possible to kill an Angel by aiming for the Core and attacking it directly. The Angel will not make this easy for you, but it can be done and is the recommended way to assault an Angel. If an Angel has been defeated by massive damage to its head or body, but the Core still survives, the Angel is physically incapacitated but is still fully capable of using its A.T. Field and A.T. Field powers. For certain Angels, this leaves it a method of escape that the Core might use to attempt to flee the battle. If the Core successfully escapes, expect a more powerful version of that Angel to strike after it has had several months to regenerate its body.

THE ANGELS YOU KNOW

What follows are Adeptus Evangelion conversions of each of the Angels we see appear in the series. Each Angel also has in its description possible alterations that you might make to them in order to avoid players exploiting their knowledge of the series to make battles easier, as well as recommended tactics.

New Traits

Angel

The enemies of humanity, Angels have incredible control over their forms, achieving a biological integrity that would be impossible outside of the A.T. Field.

All creatures with this Trait double their Toughness Bonus, are immune to fatigue, and often have access to unique A.T. Field Powers. In addition, all Angels have their A.T. Field continuously Spread at their full power, and also have one Fate Point to spend and burn as if they were a player character.

AT Penetration

One of the Angel's attacks has the ability to ignore or otherwise overwhelm an A.T. Field. Both the Attacker and Defender must make opposed Synch Ratio tests. Should the Attacker have more degrees of success, the Defender is treated as having no A.T. Field against this attack. Should the Defender have more degrees of success, they may use their A.T. Field as normal. In the event of a tie, default to the Defender.

Light of the Soul

Angels are beings with a much greater control of their A.T. Fields, and they can use its power in ways that even the most skilled pilot could never hope to replicate with impossible efficiency.

Angels with 'Light of the Soul' do not actually need to spend any ATP to use their A.T. Field Powers. While it may activate a power as if it had spent extra ATP to augment it, the Angel cannot activate an augmented A.T. Field power that requires a number of ATP greater than the Angel's ATS.

SACHIEL

Sachiel is the first Angel to attack the Base of Operations. It is a massive, vaguely humanoid creature with large bony structures on its shoulders and torso, gill-like structures on its legs, tridactyl hands, and a distinctive beaked face (a second face, behind and slightly to the side of the first one, is generated after an N² bomb is dropped on the Angel). It has a powerful long-range energy blast, which distinctly forms a Christian cross on detonation, and two sharp spikes which slide through its arms and extend through holes in its palms as striking weapons (when retracted, the spikes extend from the Angel's elbows) Its Core is located prominently on its chest.

Sachiel literally means *Covering of God* or *Price of God*.

Sachiel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
35	25	40	40	30	30	45	40	10	80

Sachiel Body			
Location	% to Hit	AP	Wounds
Head	01-10	2	4
R. Arm	11-20	0	6
L. Arm	21-30	0	6
Core	31-40	2	15
Body	41-70	2	15
R. Leg	71-85	0	6
L. Leg	86-00	0	6

Movement: 3/6/9/18

Skills: Awareness (Per)

Talents:

Traits: Angel (TB 8), Dark Sight, Fear (1), From Beyond, Natural Weapon (Claws), Regeneration

A.T. Field Powers: Spread (always fully active), Neutralize, Float, Angel's Cross*, Barrier

***Angel's Cross:** Sachiel may, once every 1d5-1 rounds, unleash a devastating blast of energy that forms a Christian cross on impact. This attack has a range of 60 dm and is 5 dm wide, dealing (1d10 + 8 E). In addition, it deals (1d10 E) to the 5 dm immediately behind the target as well as the 5 dm to the left and right of the target.

Weapons: Claws (1d10+4 R), Arm Ram (10dm; 1d10+6 I)

Using Sachiel:

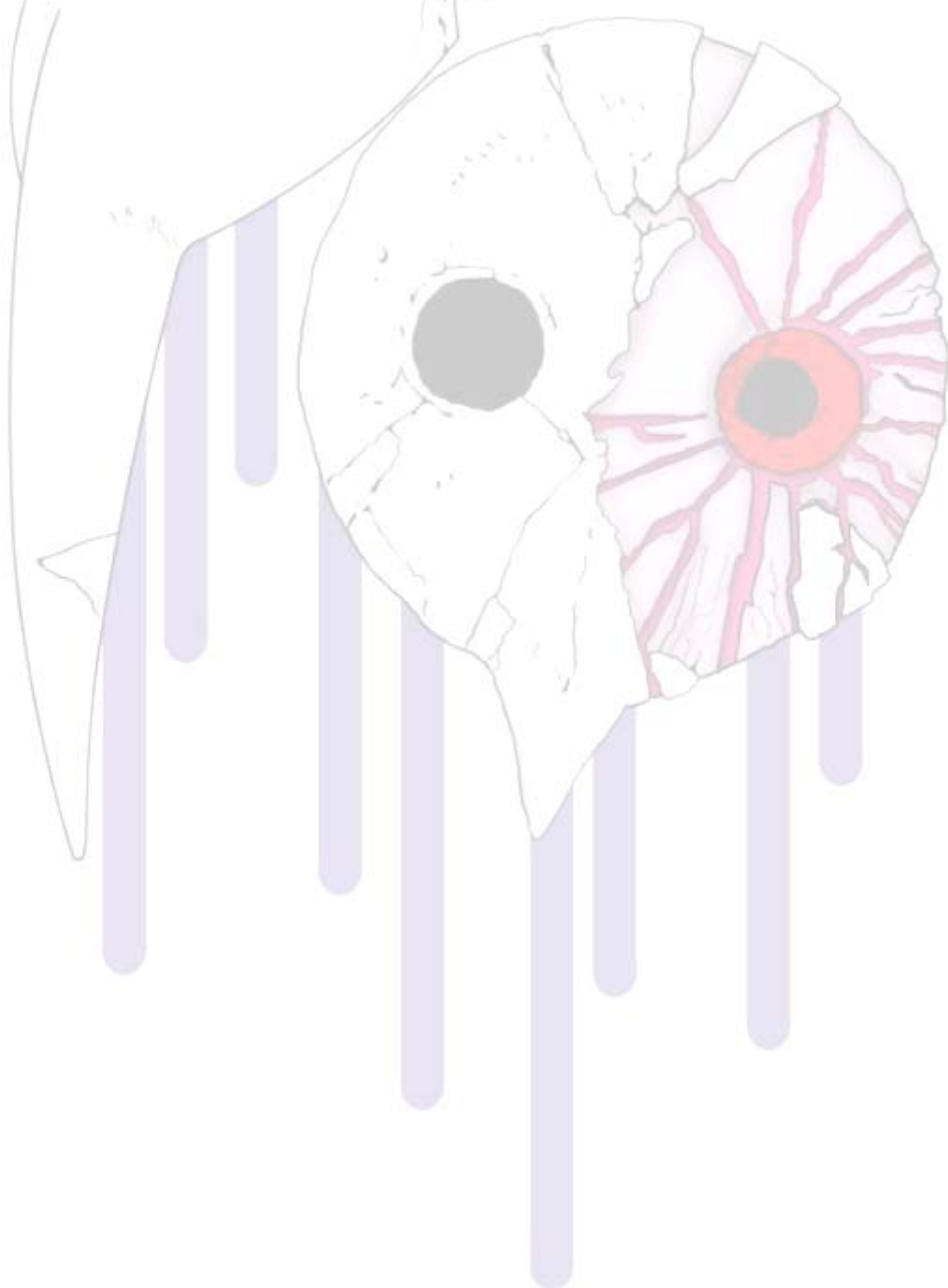
Between his deadly Angel Cross attack and his arm ram, Sachiel represents an opponent well balanced between melee and ranged combat. Combined with his relatively weak A.T. Field,



Sachiel makes a wonderful first combat to use to introduce your players to Adeptus Evangelion that is beatable while putting the proper fear of Angels into your players.

It is recommended that Sachiel remain unmodified. However, should you choose to modify him, granting him Swift Attack when attacking with his claws or the Takedown power would supplement his current abilities well.

Sachiel is likely to simply confidently stride toward your base virtually unhindered by conventional weaponry. Once he has arrived, expect him to use his Float power to cross distances quickly or disengage from melee if he feels threatened.



SHAMSHEL

Shamshel is a massive, vaguely arthropod-like creature, with a long cylindrical body, a roughly shovel-shaped head with two eyespot-like markings, and eight retractable segmented limbs. It also has two short "arms" that project energy whips, which can easily slice through objects and may also be used to manipulate objects. Shamshel remains horizontal during flight; during combat it raises itself upright by 90 degrees, with the "head" remaining parallel to the ground. Its Core is located under its "throat."

Shamshel literally means *Lonely Conqueror of God*.

Shamshel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	20	30	40	40	40	40	40	10	90

Shamshel Body

Location	% to Hit	AP	Wounds
Head	01-20	0	6
R. Arm	21-30	4	4
L. Arm	31-40	4	4
Core	40-60	2	15
Body	60-00	0	15

Movement: 5/10/15/30

Skills: Awareness (Per)

Talents: Swift Attack

Traits: Angel (TB 8), Dark Sight, Destroy Weapon*, Fear (2), Flyer 8, From Beyond, Lash**, Size (Hulking)

A.T. Field Powers: Spread (always active), Neutralize

***Destroy Weapon:** Shamshel may, as a half action, test Weapon Skill with a -10 penalty to destroy any weapon held by an Evangelion within melee range.

****Lash:** Shamshel may test Weapon Skill to grab and toss an opponent 3d10+10 dm in a direction of Shamshel's choice. Should this cause the opponent to collide with another Evangelion or building, both take 1d10+3 Impact damage. Whether he hits something or not, the opponent lands prone.

Weapons: Energy Whip (10dm; 1d10+3 E; pen 5, Flexible)

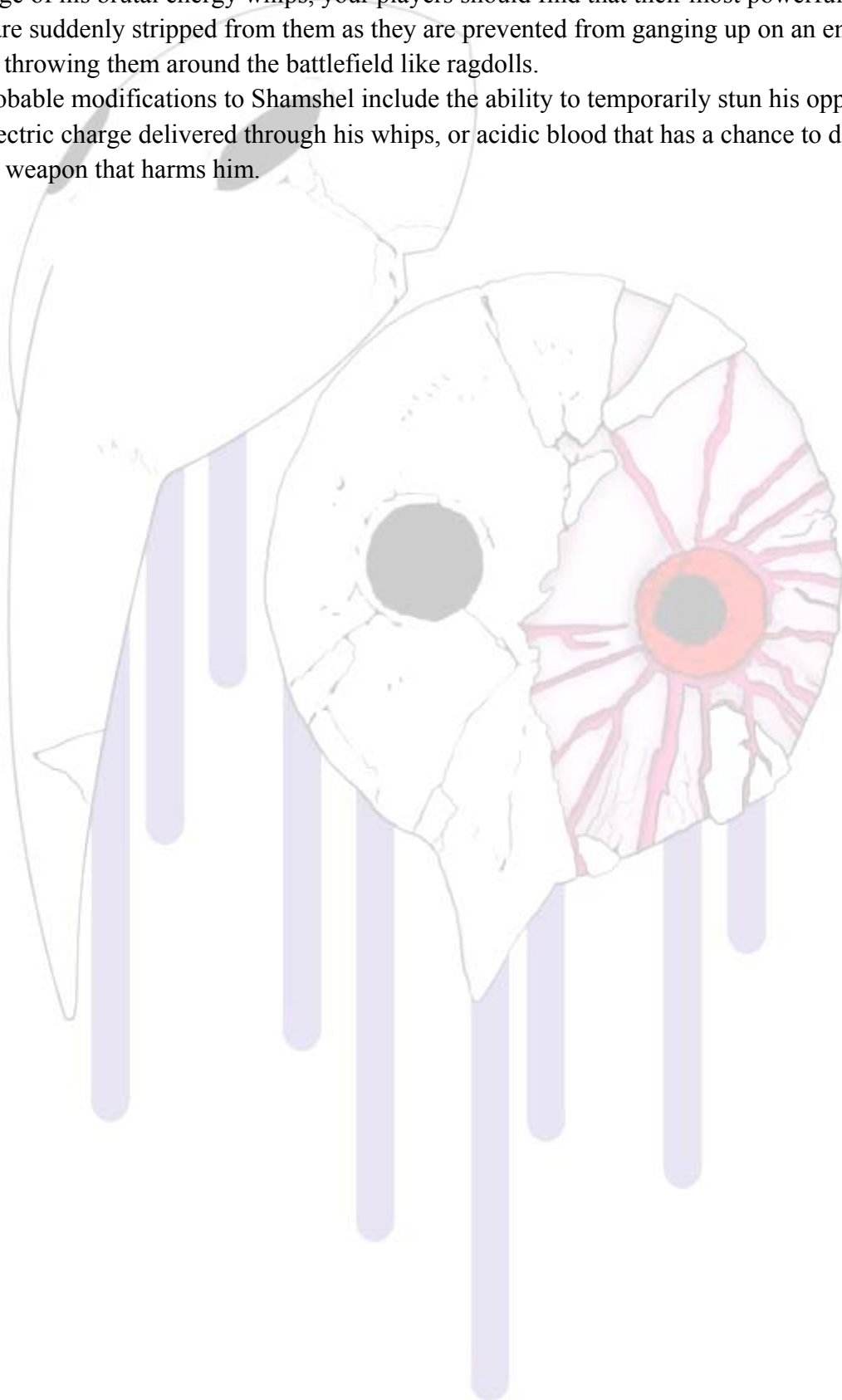


Using Shamshel:

Shamshel, boasting an A.T. Field only slightly stronger than that of Sachiel and much less damage dealing potential, may seem like a huge step down in combat. However, Shamshel's special abilities make him capable of negating many of the Evangelion's advantages. Once

within range of his brutal energy whips, your players should find that their most powerful weapons are suddenly stripped from them as they are prevented from ganging up on an enemy that keeps throwing them around the battlefield like ragdolls.

Probable modifications to Shamshel include the ability to temporarily stun his opponents with an electric charge delivered through his whips, or acidic blood that has a chance to dissolve any melee weapon that harms him.



RAMIEL

Ramiel is a hollow, translucent blue octahedron, and arguable one of the most powerful Angels seen in the series. Ramiel defends itself with a particle beam that automatically targets any hostile object within a certain radius or any direct threat outside of it. It also bears an A.T. Field so powerful that it visibly warps light passing through it. It extends a drill bit from its bottom apex and attempts to bore through the armor above the Geofront, in the first credible attempt to reach Terminal Dogma. Despite being one of the most powerful and formidable Angels, Ramiel is very passive in nature, using a slowly moving drill to bore into the Geofront while using its deadly energy attacks only for defensive purposes. Ramiel's core is not shown, but it is implied to be deep within the Angel's body.

Ramiel literally means *Thunder of God*.

Ramiel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	50	0	40	20	40	50	40	10	200

Ramiel Body			
Location	% to Hit	AP	Wounds
Core	1-5	2	15
Body	6-00	4	15

Movement: 2/4/6/12

Skills: Awareness (Per)

Talents:

Traits: Angel (TB 8), AT Penetration (Energy Beam),

Automatic Response*, Dark Sight, Drill**, Fear (1),

Flyer 4, From Beyond, The Stuff of Nightmares, Light of the Soul

A.T. Field Powers: Spread (always active), Neutralize, AT Ping, Positron Beam***

***Automatic Response:** Ramiel will fire on any Evangelion-sized target that comes within 100 dm of it. This applies even if the Evangelion is behind cover or otherwise hidden, as well as if Ramiel has already fired his beam and should not be able to do so again.

****Drill:** Ramiel may deploy a drill that slowly but inevitably makes its way downward. This drill may overcome any armor given sufficient time. Should the drill come into contact with Adam, Ramiel could initiate Third Impact.

If used as a weapon against something below Ramiel, the drill deals 2d10 R per round.

*****Energy Beam:** Once every other round Ramiel may, as a reaction action, fire a powerful beam of energy. On a successful Ballistic Skill test, it deals 3d10 Energy damage with a penetration of 12. The maximum range of this beam is unknown.

Weapons: None



Using Ramiel:

Ramiel is undoubtedly one of the most dangerous Angels that the players will encounter for the first half of the campaign. While not especially tough, getting in a position to harm him without taking massive damage requires careful planning.

Game Masters should remember that Ramiel's Energy Beam may be fired as a reaction action. Rather than attempting to dodge an attack, Ramiel simply vaporizes you. Without the very best of luck, a direct hit by Ramiel will cripple or disable your Evangelion. Extreme caution is advised when fighting him.

If the players cannot find a better plan (or currently lack a weapon with the range to fight him)

Game Masters should consider giving the player's access to a Positron Cannon prototype. Like all prototypes, it should have significant drawbacks not present in a fully researched design.

However, in this case, your players will still be glad to have it.

While already an incredibly dangerous opponent, possible modifications to Ramiel include giving him a slightly weaker beam that he can bend around certain defensive structures or use to hit targets not in a straight line. Otherwise, you might give Ramiel the ability to bend light and project an illusion of itself to confuse attackers.

GAGHIEL

Gaghiel is an aquatic being with a massive body and long jaws filled with sharp teeth. It also has a small "face" similar to Sachiel's on its forehead, and its core is located in its mouth. It is extremely strong, and can use parts of its body to easily slice up combat warships. Unlike the preceding Angels, it does not generate a visible A.T. Field (though it does not appear to be damaged by any fire from the naval vessels around it).

Gaghiel literally means *Roaring Beast of God*.

Gaghiel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	0	50	50	35	20	20	40	10	50

Gaghiel Body

Location	% to Hit	AP	Wounds
Head	1-29	0	10
Core	30	2	15
Body	31-00	0	25

Movement: 10/20/30/60

Skills: Awareness (Per), Dodge (Ag)

Talents:

Traits: Angel (TB 10), Dark Sight, Fear (2), From Beyond, Natural Weapon (Teeth), Size (Enormous), Unnatural Strength (x2), Unnatural Speed

A.T. Field Powers: Spread (always active), Neutralize

Weapons: Teeth (1d10+10 R; Primitive, Tearing)



Using Gaghiel:

Gaghiel represents a dangerous threat, but only within its specific area of influence. With its deadly jaws, incredible speed, and large pool of health, Gaghiel is a terror to fight in the water. This is doubly true for Evangelions not properly equipped for underwater combat.

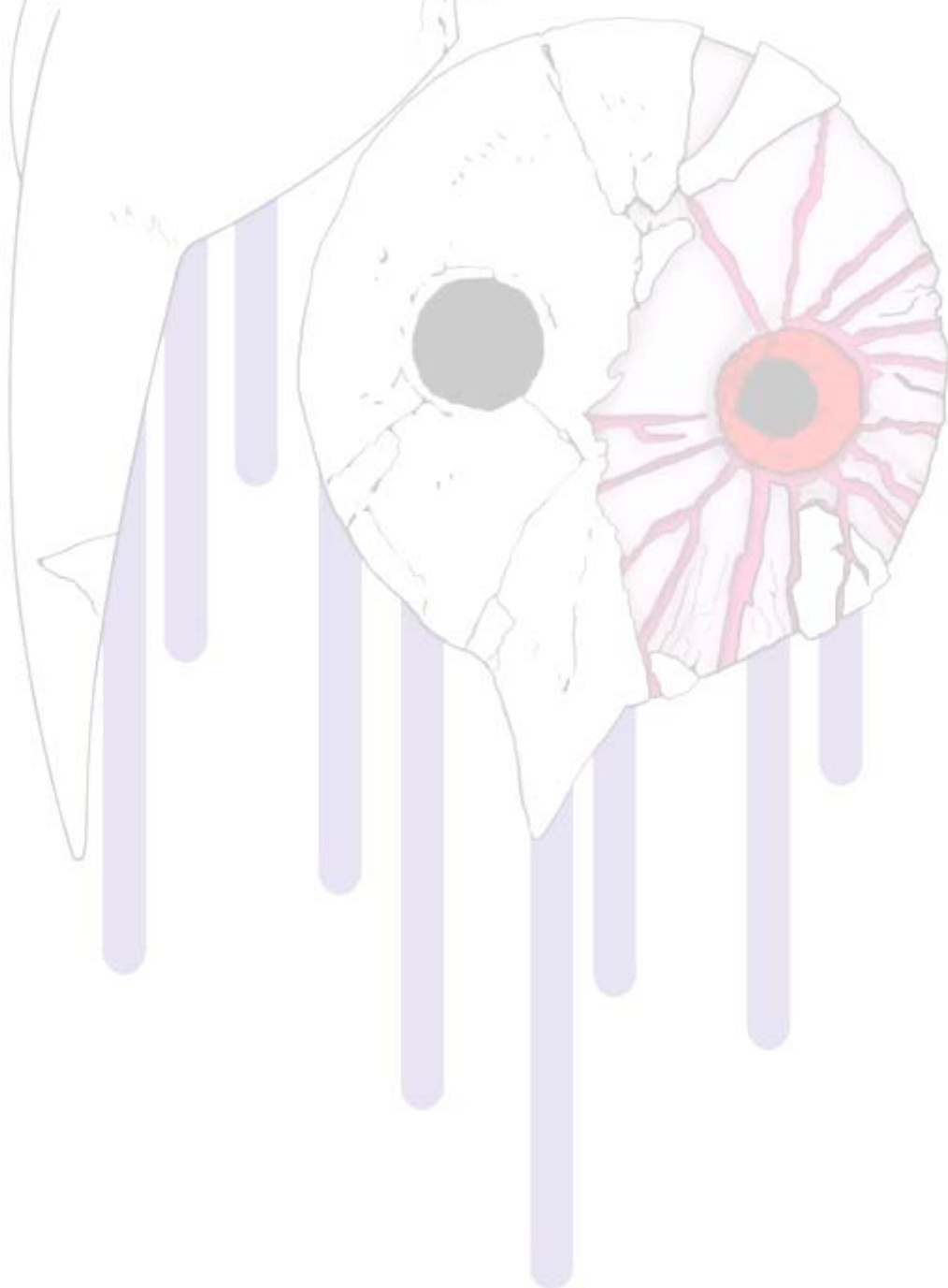
However, against a properly equipped force, the Game Master may find that Gaghiel goes down too easily.

Gaghiel also presents the problem of being a very specific encounter. Unless you are transporting something of great value across the sea, it is likely that Gaghiel in his aquatic

form will never be encountered. Otherwise, you must simply present Gaghiel as an Angel terrorizing Sea traffic in general, which the Evangelions are called in to dispose of.

In either case, players will know exactly what they are fighting long before their character's do.

Possible modifications to Gaghiel include giving it the ability to fly, which allows it to be a threat anywhere. Similarly, one might give Gaghiel the ability to generate amphibious Anglespawn (preferably of puny or larger sized rather than miniscule), which it sends out of the sea to attack Nerv HQ in its place while it remains safe within its area of dominance.



ISRAFEL

Israfel has the appearance of a massive, vaguely humanoid creature, similar to Sachiel. Israfel has a face/mask, reminiscent of Sachiel's, which resembles a yin-yang symbol. Israfel has a pair of razor sharp claws and a weak energy beam (compared to other Angels). It's A.T. Field appears to be relatively weak. It has two cores located in its chest, matched on either side of its center torso by four external bone-like rib structures.

Israfel's most notable weapon is its ability to split itself into separate, twin Angels, referred to as "Alpha" and "Beta" in the English translation. The twin Angels are almost identical in appearance and properties to the original (except in color scheme). Both have faces/masks with three eye holes and possess their own cores, but without the rib structures. They use synchronized tactics to fight enemies. Both cores must be destroyed at the same time, or they will heal each other.

Israfel is named for the twin Angels of Poetry, Music and Dance.

Israfel Prime Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	25	50	50	30	30	45	40	10	100

Israfel Prime Body

Location	% to Hit	AP	Wounds
Head	01-10	2	10
R. Arm	11-20	0	12
L. Arm	21-30	0	12
AlphaCore	31-35	2	15
Beta Core	36-40	2	15
Body 4	1-70	4	20
R. Leg	71-85	0	12
L. Leg	86-00	0	12

Movement: 4/8/12/24

Skills: Awareness (Per),

Talents:

Traits: Angel (TB 10), Dark Sight, Divide*, Fear (1), From Beyond, Natural Weapon (Claws), Twin Cores**, Unnatural Strength (x2), Size (Hulking), Light of the Soul

A.T. Field Powers: Spread (always active), Neutralize, AT Blast

***Divide:** Upon taking Critical Damage to any body part, Israfel splits in half. Both halves (Israfel Alpha and Israfel Beta) use the stats included below. No damage is transferred during the split except that inflicted to the cores (which end up in the individual halves).

****Twin Cores:** Israfel has two Cores, each of which powers a lesser copy of itself after division. Both Cores must be destroyed for Israfel to be killed. Should only one Core be destroyed, Israfel Prime will flee and return when it's damaged Core has been repaired.

Weapons: Claws (1d10+10 R)

Israfel Alpha/Beta Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
35	25	40	50	30	30	45	40	10	80

Israfel Alpha/Beta Body			
Location	% to Hit	AP	Wounds
Head	01-10	2	5
R. Arm	11-20	0	6
L. Arm	21-30	0	6
Core	31-40	2	15
Body	41-70	2	10
R. Leg	71-85	0	6
L. Leg	86-00	0	6

Movement: 3/6/9/18

Skills: Awareness (Per)

Talents: Double Team, Takedown, Swift Attack

Traits: Angel (TB 10), Dark Sight, Fear (1), From Beyond, Natural Weapon (Claws), Recombine*

A.T. Field Powers: Spread (always active), Neutralize, AT Blast

***Recombine:** Should Alpha and Beta be forced into the same space, there is a 50% chance that they reform into Israfel Prime. If either Alpha or Beta have taken critical damage, the chance is 100%.

Weapons: Claws (1d10+4 R)

Using Israfel:

Assuming that you have not previously brought Angelspawn into play, the fight with Israfel will be the first time that your players fight multiple opponents. While that might not seem like a huge difference, it means that unless you have a large party you are unlikely to be able to neutralize the A.T. Fields of all Angel's present, as well as preventing you from concentrating your attention on one target like most battles.

In addition, fighting Israfel can quickly become a hassle as they exploit their decentralized biology to split and reform in order to heal themselves after having taken Critical Damage.

Possible modifications include increasing the number of CSores Israfel has in order to field a number of Angels equal to the number of Evangelions in your party. Alternatively, you could give Israfel additional talents to use for teamwork, regeneration, or additional A.T. Field powers.



SANDALPHON

Sandalphon is similar in form to the aquatic Cambrian predator *Anomalocaris*. It appears to have no abilities beyond its extraordinary resistance to heat and pressure, up to the point of being able to open its mouth in magma. Its own A.T. Field was never strong enough to physically manifest. Its Core was never depicted.

Sandalphon Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
30	20	30	30	40	40	40	40	10	0

Sandalphon Body			
Location	% to Hit	AP	Wounds
Head	01-20	6	6
Body	21-00	6	15

Movement: 4/8/12/24

Skills: Awareness (Per)

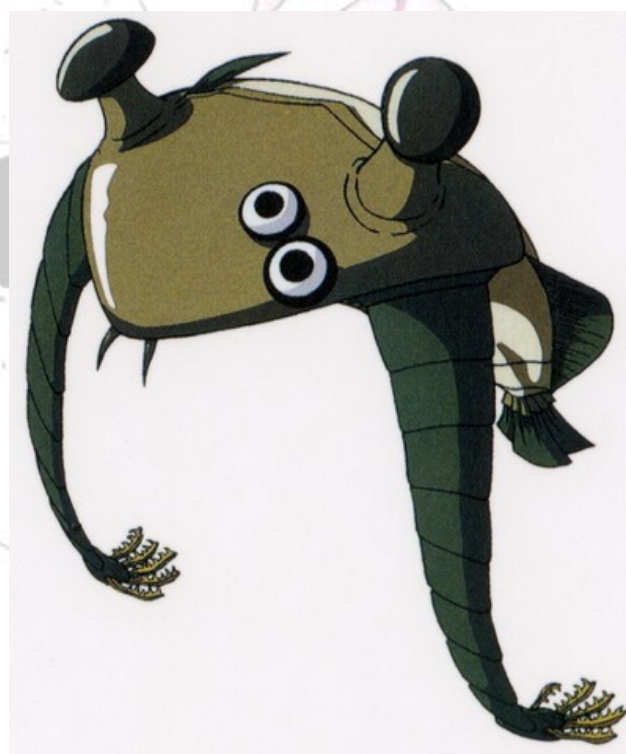
Talents: Swift Attack

Traits: Angel (TB 6), Dark Sight, Fear (1), From Beyond, Integrated Core*, Natural Weapon(Teeth)

A.T. Field Powers: None

***Integrated Core:** Sandalphon's Core is decentralized, making it one of the few Angels that can be killed simply through damaging the body.

Weapons: Teeth (1d10+3 R pen 2)



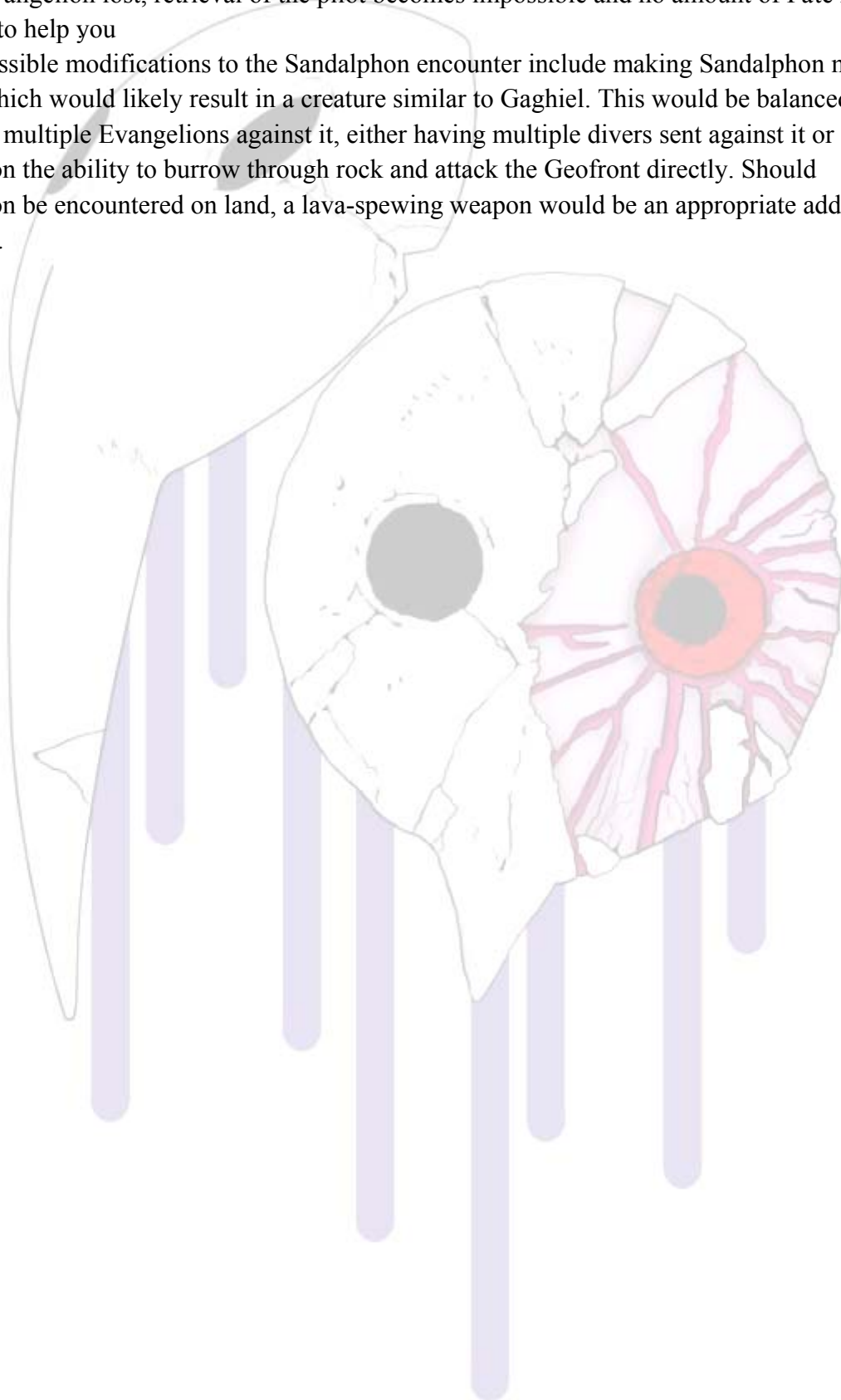
Using Sandalphon:

Sandalphon is an Angel whose encounter in the show does not translate well to gameplay. Sandalphon is without a doubt the least threatening of all Angels in the series. Sporting a virtually nonexistent A.T. Field, low wounds and a weak attack, fighting Sandalphon is a lot like fighting a Core that can try to bite you. There are only two things that can make this creature a threat to fight: being forced to fight it alone, and having to fight it in its home environment of molten rock.

Unfortunately, both have problems from a GM's perspective. Forcing a character to fight it alone excludes the other characters entirely for the battle, which can be disappointing and boring. And fighting it in molten rock not only puts the Evangelions at the disadvantage of the bulky D-Type equipment, but their life is very literally hanging from a thread. If this thread is cut

and the Evangelion lost, retrieval of the pilot becomes impossible and no amount of Fate Points are likely to help you

Possible modifications to the Sandalphon encounter include making Sandalphon more mature, which would likely result in a creature similar to Gaghiel. This would be balanced by deploying multiple Evangelions against it, either having multiple divers sent against it or giving Sandalphon the ability to burrow through rock and attack the Geofront directly. Should Sandalphon be encountered on land, a lava-spewing weapon would be an appropriate addition to its arsenal.



MATARIEL

Matariel has the appearance of a massive opilionid-like creature with numerous eyes. The central eye on the underbelly secretes a strong solvent which can easily melt through both concrete and steel. The Angel attempts to burn a tunnel directly into the Geofront using this solvent. The Angel appears to possess no special armament beyond this solvent, though it may use its legs to spear nearby targets. Matariel's core is not revealed, and is presumed to be hidden somewhere inside its body.

Matariel literally means *Premonition of God*.

Matariel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
30	20	40	40	20	40	40	40	10	90

Matariel Body

Location	% to Hit	AP	Wounds
Body	01-45	0	12
Core	46-50	2	15
Leg 1	51-62	1	6
Leg 2	63-75	1	6
Leg 3	76-88	1	6
Leg 4	88-00	1	6

Movement: 4/8/12/24

Skills: Awareness (Per)

Talents:

Traits: Acid*, Angel (TB 8), Dark Sight, Fear (2), From Beyond, Natural Weapon (Legs), Size (Enormous)

A.T. Field Powers: Spread (always active), Neutralize

***Acid:** Matariel may leak acid from its underbelly that melts through virtually everything it touches. This acid deals 2d10 damage every round with a penetration of 10, but only to targets directly below Matariel.

Weapons: Legs (1d10+4 R)

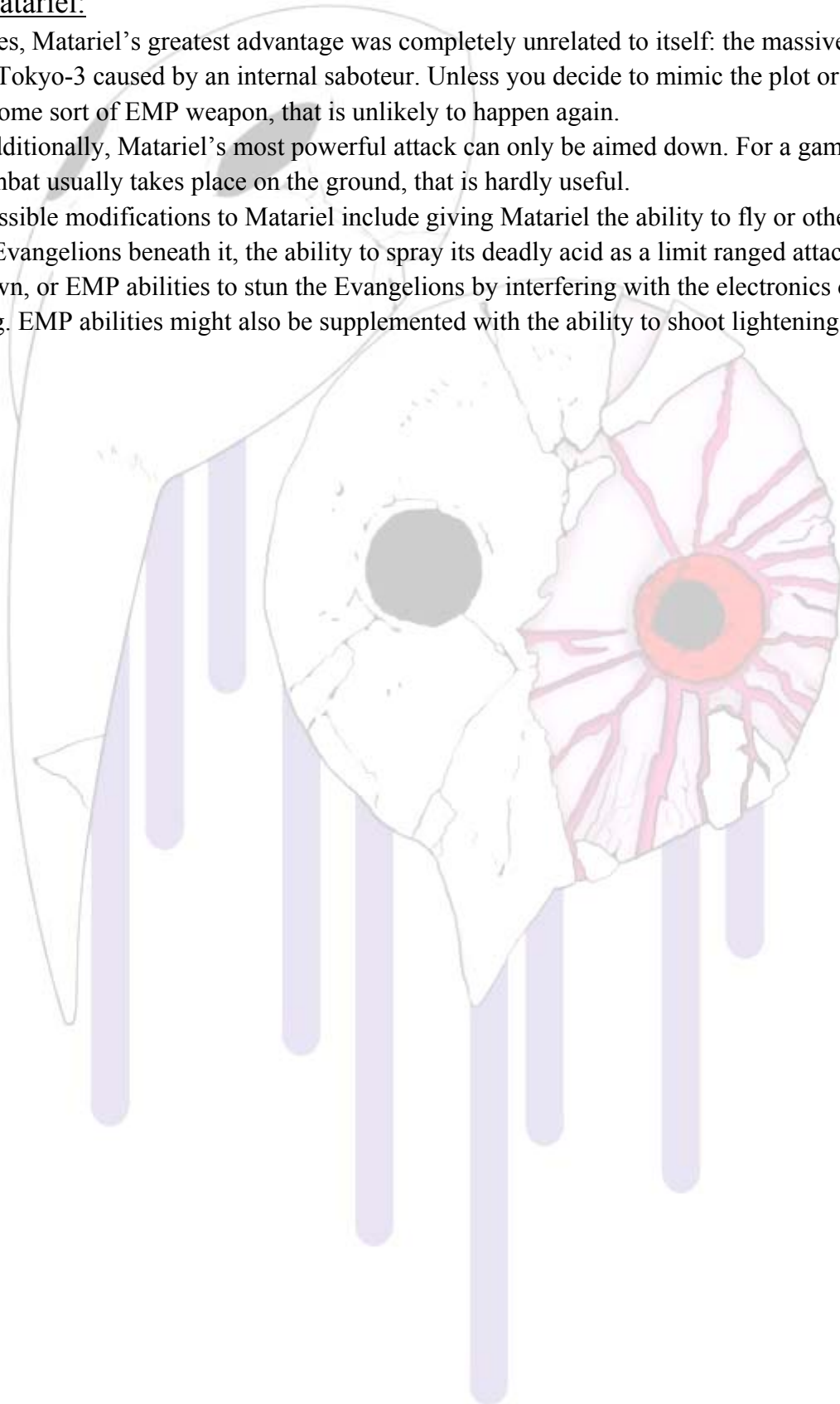


Using Matariel:

In the series, Matariel's greatest advantage was completely unrelated to itself: the massive power outage in Tokyo-3 caused by an internal saboteur. Unless you decide to mimic the plot or grant Matariel some sort of EMP weapon, that is unlikely to happen again.

Additionally, Matariel's most powerful attack can only be aimed down. For a game where combat usually takes place on the ground, that is hardly useful.

Possible modifications to Matariel include giving Matariel the ability to fly or otherwise force the Evangelions beneath it, the ability to spray its deadly acid as a limit ranged attack, Angelspawn, or EMP abilities to stun the Evangelions by interfering with the electronics of the Entry Plug. EMP abilities might also be supplemented with the ability to shoot lightening.



SAHAQUIEL

Sahaquiel is a massive and bizarrely-shaped creature. It has an elongated body, with three eye-like markings (one in the center and one on either end of the body), and three stem-like growths projecting radially at both ends. Sahaquiel's A.T. Field is comparatively powerful, able to shield the Angel from several dozen



N² bombs. It also seems to have an ability to jam satellite communications. The Angel's most devastating weapon is itself: utilizing both kinetic energy and its A.T. Field, it drops pieces of itself onto Earth as bombs. Its core appears as the pupil of the central "eye." Sahaquiel literally means *Ingenuity of God*.

Sahaquiel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	40	40	40	10	40	40	40	10	140
Sahaquiel Body									
Location		% to Hit	AP	Wounds					
Core		01-10	2	15					
Body		11-00	4	20					

Movement: 4/8/12/24

Skills: Awareness (Per)

Talents:

Traits: Angel (TB 8), Dark Sight, Fear (3), From Beyond, Size (Massive), Light of the Soul

A.T. Field Powers: Spread (always active), Neutralize, AT Bomb, Orbital Bomb*, Bunker Field, Planetfall**,

***Orbital Bomb:** Sahaquil has six deployable segments that may be launched at a target on the ground from orbit, aimed using BS. These segments take 1d10 hours to regrow after being used, and on impact deal 1d10+ATS damage to everything within 2d10+4 miles of the point of impact.

Sahaquiel initially has trouble aiming these bombs, and will fire 1d5 of these before its actual target is under any threat of being hit.

**** Planetfall:** Should Sahaquiel decide to make impact, the results are devastating. Due to an advanced ability to guide itself, Sahaquiel gains a +30 to BS when Planetfalling. If Sahaquiel reaches the ground successfully, everything within 1d5*(2*ATS) miles takes 2d10xATP damage. The damage and area may be reduced by slowing the Angel or negating the A.T. Field before impact.

Weapons: (None)

Using Sahaquil:

Sahaquil represents the first orbital threat that your players are likely to face, as well as once with an attack that threatens whole cities with every shot. More than any other, fighting Sahaquil required proper planning.

In the series, Sahaquil is defeated when it attempts planetfall on Tokyo-3. While a potentially devastating attack, that was quite possibly the dumbest thing Sahaquil could have done, sacrificing its superior range without attempting to soften up Tokyo-3's defenses with its AT Bombs first.

However, unless Sahaquil expresses such stupidity, fighting it can be virtually impossible.

Anti-orbital weapons (such as the Great Positron Cannon or the Heavy Railgun) have the potential to harm it but Sahaquil's powerful A.T. Field is far outside the range of neutralization, and can make winning such a battle a long shot.

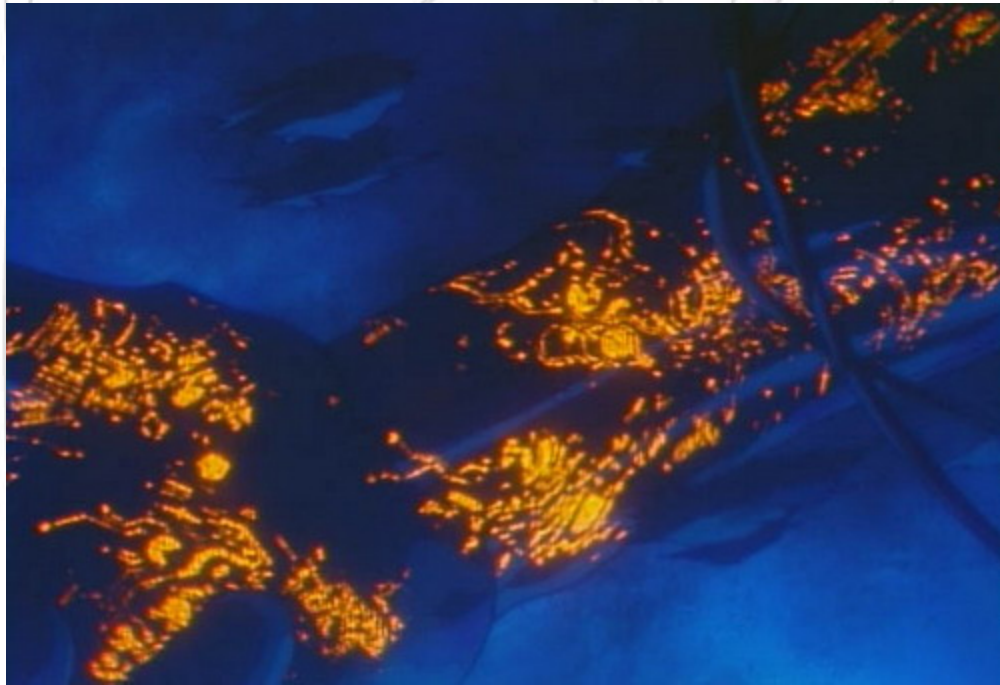
Other possibilities for fighting Sahaquil include deploying one or more Evangelion's into orbit via rocket, outfitted with special equipment to allow space combat, to engage and neutralize Sahaquil's A.T. Field. Balancing the attack force with what is necessary to defend your Base of Operations from Orbital Bombs and the possibility of a Planetfall may be difficult. Almost as difficult as determining how to safely retrieve the launched Evangelions from orbit.

Possible modifications to Sahaquil include replacing its AT Bombs with a powerful energy beam similar to Ramiel, or weakening the impact damage from its AT Bombs but having them be large deployed Angelspawn.

IRUEL

Iruel is a nano-scale entity, similar to a virus. In addition to its A.T. Field, it demonstrates an ability to adapt and evolve to almost anything. Rather than "moving" in the conventional sense, the Angel seems to simply spread by rapidly reproducing at the cellular level. It is not known whether or not Iruel has a core.

Iruel literally means *Fear of God*.



Using Iruel:

More so than any other Angel in the series, the encounter with Iruel needs to be modified from the original series. Whereas other Angels might simply be disappointing to fight, Iruel is flat out impossible to fight. In the series, the pilots spend the entire conflict in ejected Entry Plugs while the Science Team solves the problem. As a game where the players are the Pilots, this simply will not do.

However, retaining Iruel as an infection based organism that has infiltrated Nerv opens up the possibility of your pilots experiencing a major battle without their Evangelions, an unusual and terrifying experience. Beating it, however, will require some imagination. Alternatively, Iruel represents a good Angel to be replaced by an Angel of your own creation using the Angel Creation System featured later in this chapter.

LELIEL

Leliel has a misleading appearance and possesses bizarre properties and powers. The Angel initially appears as a large, floating, black-and-white patterned sphere and, when attacked, it re-manifests as a large black shadow. The Angel's true body is the shadow itself, and the "shadow" of the Angel is the floating sphere. This makes this Angel one of the most difficult to combat as it is impossible to attack a virtually 2-D creature. Leliel is explained as possessing an extremely powerful inverted A.T. Field, which allows the Angel to take into itself anything in range of its shadow-like body, but keeping it contained. (An analogy would be a two-way mirror.) Within the inverted A.T. Field is a Dirac Sea, which "could lead to another universe." At its fullest extension, the Angel's body is 600 meters in diameter and 3 nanometers thick. It is unknown whether Leliel has a core and, if so, where.

Leliel literally means *Jaws of God*.



Leliel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
?	?	?	?	?	40	30	40	20	200

Movement: ?

Skills: Awareness (Per)

Talents:

Traits: Angel (TB ?), Dark Sight, Fear (3), From Beyond, Light of the Soul

A.T. Field Powers: Dirac Sea*, Engulf**, Neutralize, Illusion***

***Dirac Sea:** Leliel can create an extradimensional space of unknown capacity by inverting its A.T. Field. The contents of this extradimensional space are unknown, though any person that enters it must Test Willpower every hour or remove 1d5 points from their Ego Barrier.

****Engulf:** Once threatened, Leliel will open a one-way hole into its Sea of Dirac at the enemy's feet. The Evangelion must succeed on a very difficult (-30) Agility test or become trapped, slowly sinking into the Sea of Dirac over the course of the next round. Once this process has begun, due to the one-way nature of the opening it cannot be escaped while Leliel still lives. Even if the Agility Test is made, the Evangelion must still find a way to get out of the area without touching the ground, which may prove impossible depending on the local terrain and what abilities the Evangelion has at its disposal.

*****Illusion:** Leliel projects a giant black and white sphere into the air, which many assume is the actual angel. All attacks aimed at this sphere do no damage whatsoever.

Weapons: ?

Using Leliel:

As an Angel, Leliel represents an enemy almost as difficult to fight directly as Iruel. Because its entire body seems to be a Dirac Sea, attacks are virtually useless against it and melee combat is incredibly unwise given its ability to Engulf.

It is recommended that the Dirac Sea be treated as some sort of defensive measure, and that if it's A.T. Field can be fully negated or penetrated Leliel might be forced out into the open where it can be fought. If your entire party acting together lacks the combined power to negate Leliel's A.T. Field, it is recommended that you include a special rule that any Evangelion inside the Dirac Sea may neutralize Leliel's A.T. Field at a 1:2 ratio or higher.

Willingly entering Leliel's Dirac Sea to combat it is probably unwise given its complete spatial control there. Not only is Leliel likely to be able to teleport within its Dirac Sea at will, but it might also be able to bend space in such ways as to redirect your attacks elsewhere. Possible modifications to Leliel include additional attacks to the pilots sanity or Ego Barrier within the Dirac Sea, as well as giving stats to Leliel itself.

BARDIEL

Bardiel infests an Evangelion (in the series this is Unit 03). It apparently possesses all the properties and strengths of an Evangelion, and it can also stretch the Eva's arms to a distance roughly equal to the Eva's height. The Angel's Core is never shown, but given that it has taken over Unit 03 and the Evangelions all have cores, it can be assumed to possess Unit 03's Core.

Bardiel literally means *Humiliated Son of God*.

Bardiel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	35	40	50	25	30	35	40	10	90

Bardiel Body			
Location	% to Hit	AP	Wounds
Head	01-10	2	5
R. Arm	11-20	3	7
L. Arm	21-30	3	7
Body	41-70	5	13
R. Leg	71-85	3	7
L. Leg	86-00	3	7

Movement: 2/4/6/12

Skills: Awareness (Per)

Talents: Takedown, Swift Attack

Traits: Angel (TB 10), Disturbing Anatomy*, Dark Sight, Fear (3), From Beyond, Integrated Core**, Merge***, Natural Weapon (Fists)

A.T. Field Powers: Spread (always active), Neutralize, Float

***Disturbing Anatomy:** Bardiel's flesh is slightly morphic, and may stretch and shape itself in ways that an Evangelion was never meant to. Bardiel's melee range is 10 dm, and Bardiel's fists have the Flexible special quality (As in Dark Heresy).

****Integrated Core:** Due to its nature as an Evangelion, Bardiel's Core is buried deep within its chest and is heavily armored. As such, direct attacks against it are impossible. Bardiel is defeated when it has been damaged in such a way that an Evangelion would similarly be defeated.

*****Merge:** Any opponent stunned by Bardiel's takedown finds himself exposed to an infectious liquid that contaminates the nerve connections between the Evangelion and its pilot. The pilot removes 1d10 points from their Ego Barrier.

Should this cause the pilots Ego Barrier to reach 0%, the Evangelion is totally converted and rises up as an Angel with the same powers as Bardiel, but with its own armor, wounds and upgrades.

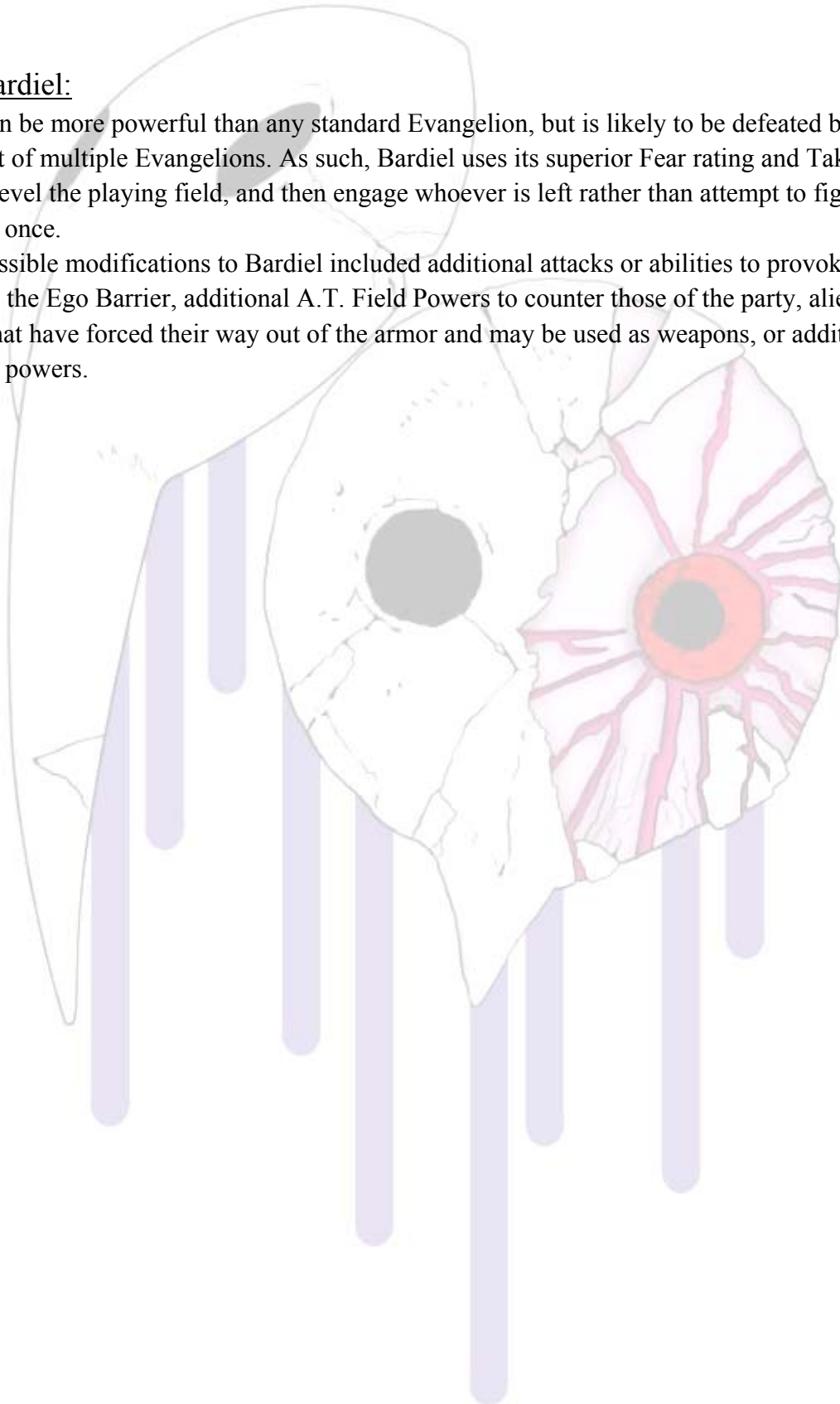
Weapons: Fists (1d10+4 I)



Using Bardiel:

Bardiel can be more powerful than any standard Evangelion, but is likely to be defeated by a joint effort of multiple Evangelions. As such, Bardiel uses its superior Fear rating and Takedown power to level the playing field, and then engage whoever is left rather than attempt to fight all of them at once.

Possible modifications to Bardiel included additional attacks or abilities to provoke damage to the Ego Barrier, additional A.T. Field Powers to counter those of the party, alien growths that have forced their way out of the armor and may be used as weapons, or additional fear based powers.



ZERUEL

Zeruel appears as a floating creature as large as the Evas but lacking humanoid limbs, with a malformed "skull" as a face. Zeruel possesses one of the most powerful Angel beam attack to date (which, like Sachiel's, detonates into the shape of a Christian cross) which it can fire several times in rapid succession. It also possesses folding foil-like "arms" that it uses as cutting weapons in close-range combat. These "arms" can breach most materials with relative ease. It also uses these "arms" to crawl about when it breaks into Central Dogma from the Geofront. The Angel has a relatively powerful A.T. Field, and its armor-like "skin" is strong enough to endure the point-blank detonation of an N² bomb completely undamaged even without the usage of an A.T. Field. All in all, Zeruel is one of the most powerful Angels ever seen. Its Core is located on its chest.

Zeruel literally means *Arm of God*.

Zeruel Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
45	35	40	40	30	30	45	40	10	140

Zeruel Body			
Location	% to Hit	AP	Wounds
Head	01-10	6	8
R. Arm	11-20	4	10
L. Arm	21-30	4	10
Core	31-45	8	15
Body	46-00	8	20

Movement: 3/6/9/18

Skills: Awareness (Per)

Talents: Swift Attack

Traits: Angel (TB 8), Armored Core.* Flyer 3, Dark Sight, Fear (1), From Beyond, Light of the Soul, Lash**

A.T. Field Powers: Spread (always active), Neutralize, Angel's Cross***

*****Angel's Cross:** Zeruel may, once a round, unleash a devastating blast of energy that forms a Christian cross on impact. This attack has a range of 100 dm and is 5 dm wide, dealing (2d10 + 10 E). In addition, it deals (10 E) to the 5 dm immediately behind the target as well as the 5 dm to the left and right of the target.

****Lash:** Zeruel may test Weapon Skill to grab and toss an opponent 3d10+10 dm in a direction of Zeruel's choice. Should this cause the opponent to collide with another Evangelion or building, both take 1d10+3 Impact damage. Whether he hits something or not, the opponent lands prone.



***Armored Core:** The Angels Core is defended by a heavily armored membrane that activates when Zeruel detects an attack aimed directly at it. Any attack specifically aimed at the Core (such as a Called Shot) fails to do damage (although a randomly rolled hit on the core is treated as normal). This ability fails when Zeruel is disabled.

Weapons: Foil Arm (1d10+8 R; pen 5)

Using Zeruel:

In the series, Zeruel is the only Angel who ever managed to breach Nerv by sheer force. In the progression of Angels in your game, Zeruel represents the point in the campaign where the gloves have come off and everything becomes much harder.

Generally good at everything, Zeruel is an Angel not to be trifled with. With a ranged attack that can cut an Evangelion to pieces to its dreaded foil arms, there is no safe way to attack Zeruel save extreme range, which limits your options significantly.

Any battle with Zeruel that the players did not win by the skin of their teeth should be considered a failure on the Game Master's part.

Zeruel is already very powerful, so it would be unwise to modify his weapons further. However, while rather powerful defensively speaking, high level Positron weaponry that the players could now have access to might make the Zeruel fight too easy. Possible modifications to Zeruel include the ability to teleport short distances, the replacement of his energy beam with an ability to reflect ranged attacks back at the attacker, or an EMP that can temporarily knock out the cities power grid (negating the use of umbilical cables).

ARAEI

Arael has the form of a massive, glowing winged creature. In addition to a conventional A.T. Field, Arael's main weapon appears as a beam of yellow-white light, which penetrates the target's mind to directly attack their psyche (the beam itself is stated to have properties similar to an A.T. Field). The Angel's Core is held outside of its body by the appendages on its underbelly.

Arael literally means *Light of God* or *Vision of God*.

Arael Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
0	0	40	35	10	40	40	40	10	120
Arael Body									
Location		% to Hit	AP		Wounds				
Core		01-10	2		15				
Body		11-00	4		15				

Movement: 3/6/12/24

Skills: Awareness (Per)

Talents:

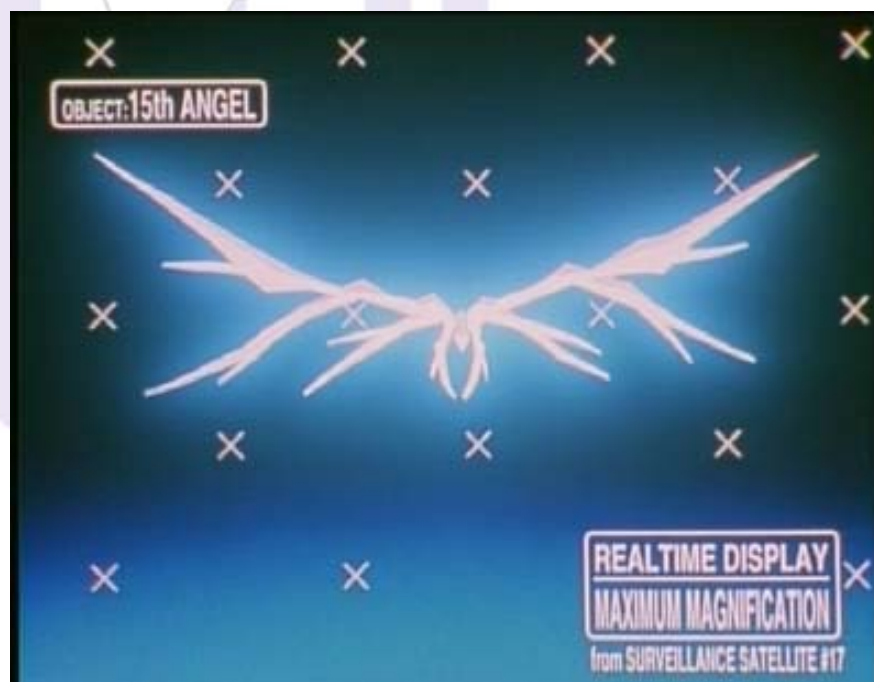
Traits: Angel (TB 6), Dark Sight, Fear (2), From Beyond, Size (Enormous), Light of the Soul

A.T. Field Powers: Spread (always active), Neutralize, From the Heavens*

***From the Heavens:** Arael projects a column of light at one target per round. This column automatically hits its target, and bypasses all defenses as it directly attacks the pilots mind. Each round that a pilot is targeted by From the Heavens, they automatically gain 2d10 insanity points. They must also succeed on a difficult (-10) Willpower Test or be stunned for one round as well as removing 1 point from their Ego Barrier.

Any pilot that is targeted by this attack takes a -10 penalty to Trauma Tests for every round that they were subject to this attack when rolling to resist mental trauma resulting from Insanity Points gained in this encounter.

Should Arael make a character permanently insane, it ceases its attack to consider the results of its brief contact with the human mind. It may stay in this state of inactivity from anywhere to a few



hours to a few days at the DMs discretion. However, attacking it or threatening it in any way will cause Arael to resume its attack.

Weapons: (None)

Using Arael:

While lacking any ability to deal damage, Arael is one Angel from the series that your players are sure to fear. Capable of ignoring defenses and incurring long term status effects or even removing your character from play entirely, a fight with Arael can go wrong for the players in any number of ways.

Depending on how the fight with Sahaquil went, your players might attempt to fight Arael in any number of ways. It is recommended that you modify Arael in such a way that their previously used tactic is made less effective somehow, preferably by sticking to non-damaging attacks.

Such modifications might be the effects of a hallucinogenic grenade from Dark Heresy on any pilot that comes within a certain radius, or the ability to force an Evangelion to go Berserk (thus denying it ranged attacks) for a short period of time.

While it might seem cruel, don't be afraid to remove a character from play due to permanent insanity resulting from Arael's beam.



ARMISAEI



Armisael appears as a large, glowing floating torus which may represent a plasmid. In its initial dormant phase, the Angel's body has a double helix structure. During battle, the double helix deconstructs into a single thread, which then lashes out at enemies, utilizing its entire body as a weapon. Its powers are potent enough to pierce the Evas' A.T. Fields as it attempts to fuse with the Evangelion and its pilot.

Armisael literally means *Mountain of Judgment of God*.

Armisael Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	0	40	50	35	40	40	40	30	120
Armisael Body									
Location		% to Hit	AP	Wounds					
Body		01-00	6	23					

Movement: 3/6/12/24

Skills: Awareness (Per)

Talents:

Traits: Angel (TB 10), AT Penetration (Whip); Dark Sight, Fear (2), From Beyond, Natural Weapon (Whip); Size (Scrawny), The Stuff of Nightmares, Light of the Soul

A.T. Field Powers: Spread (always active), Neutralize, Encroachment*, Sense A.T. Field**

***Encroachment:** On a successful hit with either end of its body (a long whip-like worm of energy when attacking) Armisael attempts to fuse with its target. It becomes attached to its target, and cannot be forcibly removed so long as it lives. Each round that it is attached and alive, Armisael removes 2d10 points from the pilot's Ego Barrier. Should the pilot's Ego Barrier reach 0%, Armisael is completely absorbed into the Evangelion and the Evangelion rises up as an Angel much like Bardiel. At this point the pilot has been liquefied into LCL and absorbed, recovery is impossible.

Note that while Armisael is attached to one target, it may still attack other targets within range with its other end.

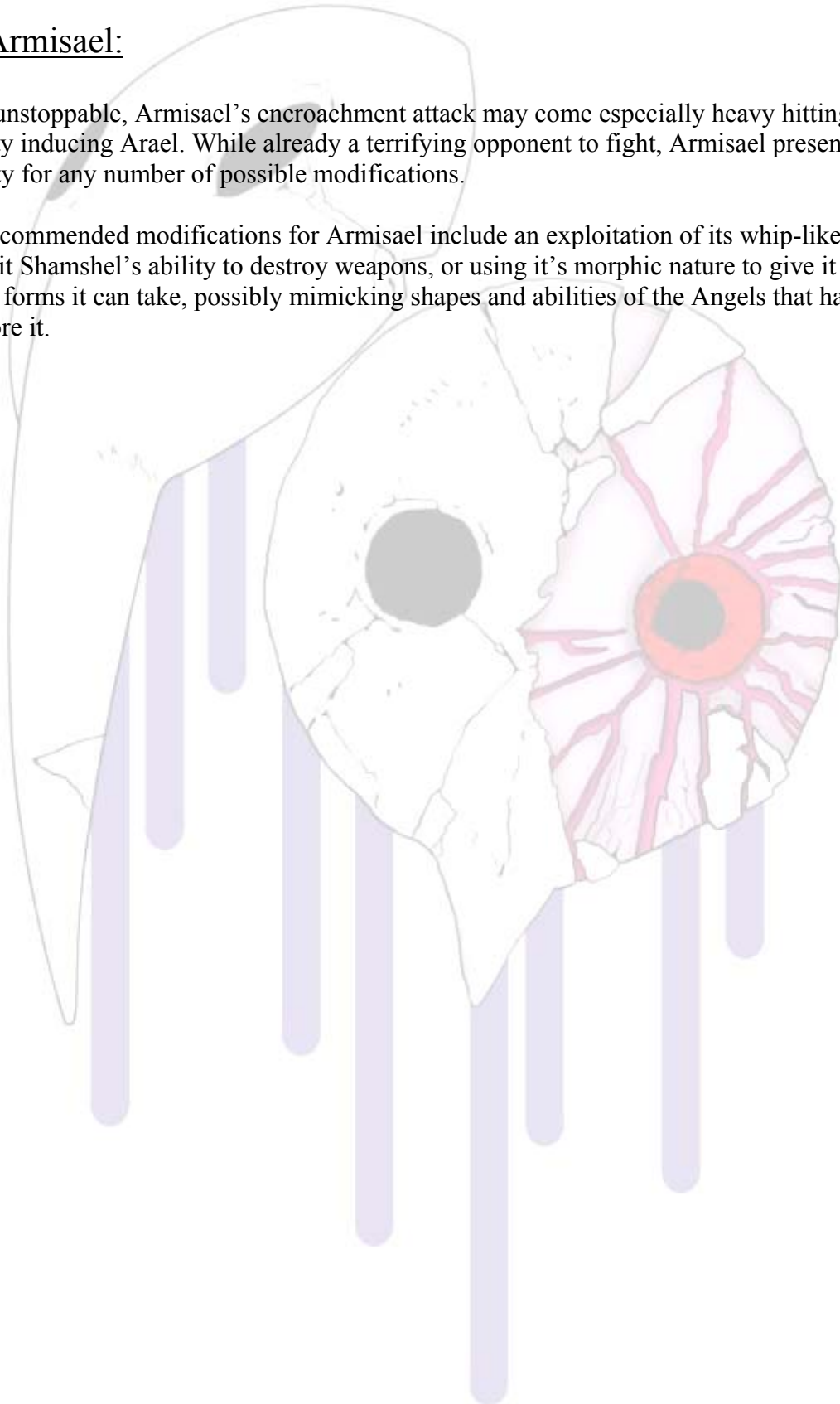
****Sense A.T. Field:** Armisael automatically knows the location of any Evangelion using A.T. Field powers. In addition, Armisael is sensitive enough to detect the A.T. Field Strength of individual humans. As such, Armisael will consider the pilot with the lowest Ego Barrier to be a high priority target.

Weapons: Whip (10 dm; 1d10+4 E; Pen 2; Flexible)

Using Armisael:

Virtually unstoppable, Armisael's encroachment attack may come especially heavy hitting after the insanity inducing Arael. While already a terrifying opponent to fight, Armisael presents an opportunity for any number of possible modifications.

Recommended modifications for Armisael include an exploitation of its whip-like nature by giving it Shamshel's ability to destroy weapons, or using its morphic nature to give it additional forms it can take, possibly mimicking shapes and abilities of the Angels that have come before it.



TABBRIS

Tabbris, the final Angel, holds the form of a human (Kaworu Nagisa in the series). Like the other Angels, he is "born of Adam", although it is implied that he was created by the organization Seele. Tabbris' A.T. Field is the most powerful ever detected, strong enough to block out "light, magnetism, sub-atomic particles, *everything*". He may control any Evangelion unit he wishes, even from outside the



Entry Plug, so long as the soul inhabiting the Eva is dormant (although whether this means the Evangelion is simply inactive or there must be some disconnect between the Evangelion and the Pilot is unclear). Within the Entry Plug, he can set his Synchronization Ratio at any level he wishes. The nature or even the very existence of his Core is not revealed.

Tabbris loosely means *Good of God* in Hebrew.

Tabbris Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	50	10	20	40	40	40	40	50	400
Tabbris Body									
Location	% to Hit		AP	Wounds					
Body	01-00		0	1					

Movement: 1/2/3/6

Skills: Awareness (Per)

Talents:

Traits: Angel (TB 4), Dark Sight, From Beyond, Size (Miniscule), Light of the Soul

A.T. Field Powers: Spread, Neutralize, Adam's Dark Shadow*, Any?

***Adam's Dark Shadow:** Tabbris may activate and control any Evangelion that is currently offline and whose designated pilot is incapacitated (due to extensive physical injury, mental instability, or death) or has a Synch Ratio too low to activate the Evangelion (20 or below). Tabbris can use this ability on any Evangelion with 40 dm, and maintains control so long as the controlled Evangelion remains within 200 dm of him. Evangelions controlled in this way have all their normal stats, and are capable of fighting normally.

Tabbris can control multiple Evangelions at once in this fashion, though for each Evangelion he controls he reduces his Synch Ratio by 50.

Using Tabbris:

Among all the Angels from the series, Tabbris represents the one with the most potential. He also represents the Angel that is most difficult to use and balance effectively.

Tabbris, created directly from Adam by Seele, has a human form and thus can do what no other Angel could ever hope to: infiltrate. He also has an A.T. Field more powerful than anything else ever witnessed in the series, requiring Rei to use Lilith's A.T. Field to neutralize him for him to be made vulnerable. Given the strength of his A.T. Field, and his lack of any other form of attack, it is entirely plausible to give him any AT power of his choice.

Tabbris could easily sneak into the Geofront and initiate Third Impact so quickly and so protected by his A.T. Field that there would be no chance of stopping him whatsoever without a Dues Ex Machina. However, that is rarely fun for the players.

It should be noted that the stats above represent him when being fought by an Evangelion. Should he be encountered by characters on the ground, he is of average height in that scale and should be restated appropriately.

Possibilities for using Tabbris include:

1) The Reveal

Introducing him as an NPC (possibly as a new pilot) and then revealing him as the last Angel. This is what was done in the series, and that is exactly why it is recommended that you avoid this route. Should you introduce an NPC pilot late in the game, your players would be fools not to suspect him. Introducing him early in the game, however, requires you to come up with a reason why he simply doesn't strike as soon as there is an opening, or simply betray the other pilots after a particularly tough battle when they are in no shape to resist him.

2) The Ret-Con Reveal.

At a time of your choosing, take aside a pilot and inform him that he is the last Angel. All of his memories were falsely implanted by Seele, and now he has been 'activated'. This would obviously work best with a Pilot that has the manufactured background, even better if he chose the Angel Hybrid Asset.

This allows you to put the terms of engagement in your players hands. Whether he chooses to initiate Third Impact, destroy himself out of self loathing, or some other course of action is entirely up to him. However, should you choose this route, it is highly recommended that you decrease Tabbris's Synch Ratio to 100 in case he decides to side with the party. That is, unless, you really feel your players need a walking God on their side to survive what is to come...

3) The Antagonist.

While Tabbris was sent by Seele to Nerv HQ late in the series, there is nothing that says he was not created earlier than that. You can use Tabbris as a reoccurring enemy who manipulates and strikes from hiding, preparing for his inevitable assault on the Geofront.

Because the Angels work individually, in this role it is entirely possible to have Tabbris assist the Pilots against an Angel that he fears might reach Adam before him. However, down this route is inevitable betrayal.

Possibilities for a final confrontation with Tabbris include him defeating and collecting multiple Evangelions from the other Nerv installations, amassing his own team of possessed Evangelions to fight the players for him. Whether this group is made up of standard Evangelions, Mass Produced Evangelions, or a mix of the two is entirely up to you.

ADDITIONAL OPPONENTS

JET ALONE

Jet Alone is a nuclear-powered, unmanned robot created by an independent corporation for the Japanese government with the intention of supplanting the Evangelion units. Unlike the Evas, Jet Alone has an on-board nuclear reactor, so it can function without external power for 150 days. Additionally, Jet Alone is controlled by a supercomputer system that rivals the Magi which makes its combat decisions. While never witnessed in the series, Jet Alone contains powerful integrated weaponry.

Jet Alone Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	40	30	0	20	40	35	20	10	0

Jet Alone Body			
Location	% to Hit	AP	Wounds
Head	01-10	4	8
R. Arm	11-20	4	10
L. Arm	21-30	4	10
Body	31-70	6	15
R. Leg	71-85	4	10
L. Leg	86-100	4	10

Movement: 3/6/9/18

Skills: Awareness (Per), Logic +20 (Int)

Talents:

Traits: Fear (1), From Beyond, Natural Weapon (Fists), Stuff of Nightmares, Machine*, Nuclear Powered**, Integrated Weapons***

A.T. Field Powers: None

***Machine:** Jet Alone has no Core, and once its head or body is reduced to 0 wounds it is defeated. Any limb reduced to 0 wounds is crippled beyond use or destroyed.

****Nuclear Powered:** If Jet Alone takes enough damage to his body that he would normally take critical damage, roll 1d10. On a roll of 5 or lower, Jet Alone's reactor has been breached, and will suffer a major meltdown within 1 round. While this does virtually no physical damage, the released radiation poisons everything in the surrounding area and during the post-battle phase treat the Collateral Damage from the fight as an even 100.

*****Integrated Weapons:** While Jet Alone can use its fists as a close combat weapon, it also possesses built in weaponry of the GM's choice.

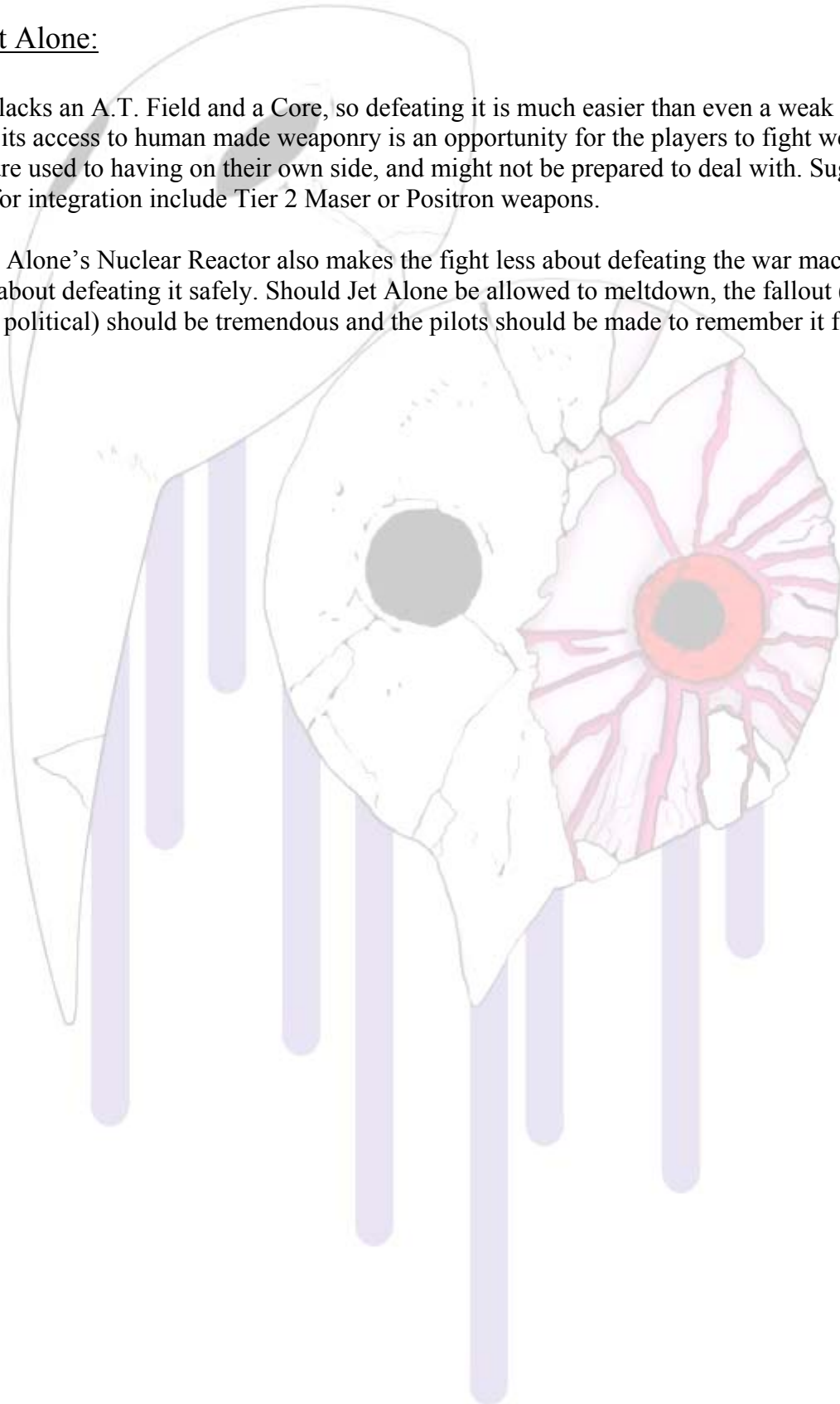
Weapons: Fists (1d10+3 I)



Using Jet Alone:

Jet Alone lacks an A.T. Field and a Core, so defeating it is much easier than even a weak Angel. However, its access to human made weaponry is an opportunity for the players to fight weapons that they are used to having on their own side, and might not be prepared to deal with. Suggested weapons for integration include Tier 2 Maser or Positron weapons.

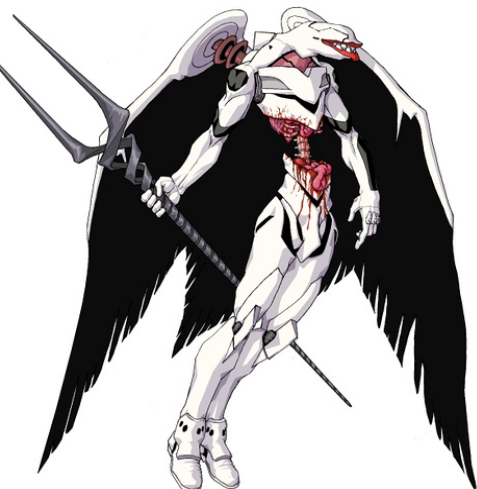
Jet Alone's Nuclear Reactor also makes the fight less about defeating the war machine, and more about defeating it safely. Should Jet Alone be allowed to meltdown, the fallout (both literal and political) should be tremendous and the pilots should be made to remember it for some time.



MASS PRODUCED EVANGELIONS

The Mass Produced Evangelions are different from previous Evas, being narrower in the chest and shoulders and wider in the hips, but the greatest difference is in the head: rather than humanoid, it is streamlined and vaguely resembles the head of a baleen whale or a giant tube worm, and is covered by the same reinforced plastic that coats the arms. The long jaws have red muscular lips, metal-plated teeth, a large grey tongue, and produce large quantities of saliva. They have no apparent eyes. They are equipped with large, mechanical, avian-style wings that enable them to fly, and which can be fully retracted into the back. They also lack the shoulder-mounted armor "wings" which were characteristic of previous Evas. Their primary weapons are the double-bladed Heavy Lances, which eventually transform into their true form, dark gray replicas of the Lance of Longinus. Additionally, the MP Evas consistently behave in an animal-like manner; they show formidable savagery, and circle fallen enemies in the air in a manner similar to vultures before descending to tear them apart.

Each MP Eva contains an internal S² Engine, which grants them complete mobility (being freed from the umbilical cable) and no operational time limit.



Mass Produced Evangelion Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
40	50	40	30	35	20	30	40	10	80

Mass Produced Evangelion Body

Location	% to Hit	AP	Wounds
Head	01-10	2	5
R. Arm	11-20	3	7
L. Arm	21-30	3	7
Body	41-70	5	13
R. Leg	71-85	3	7
L. Leg	86-00	3	7

Movement: 3/6/9/18

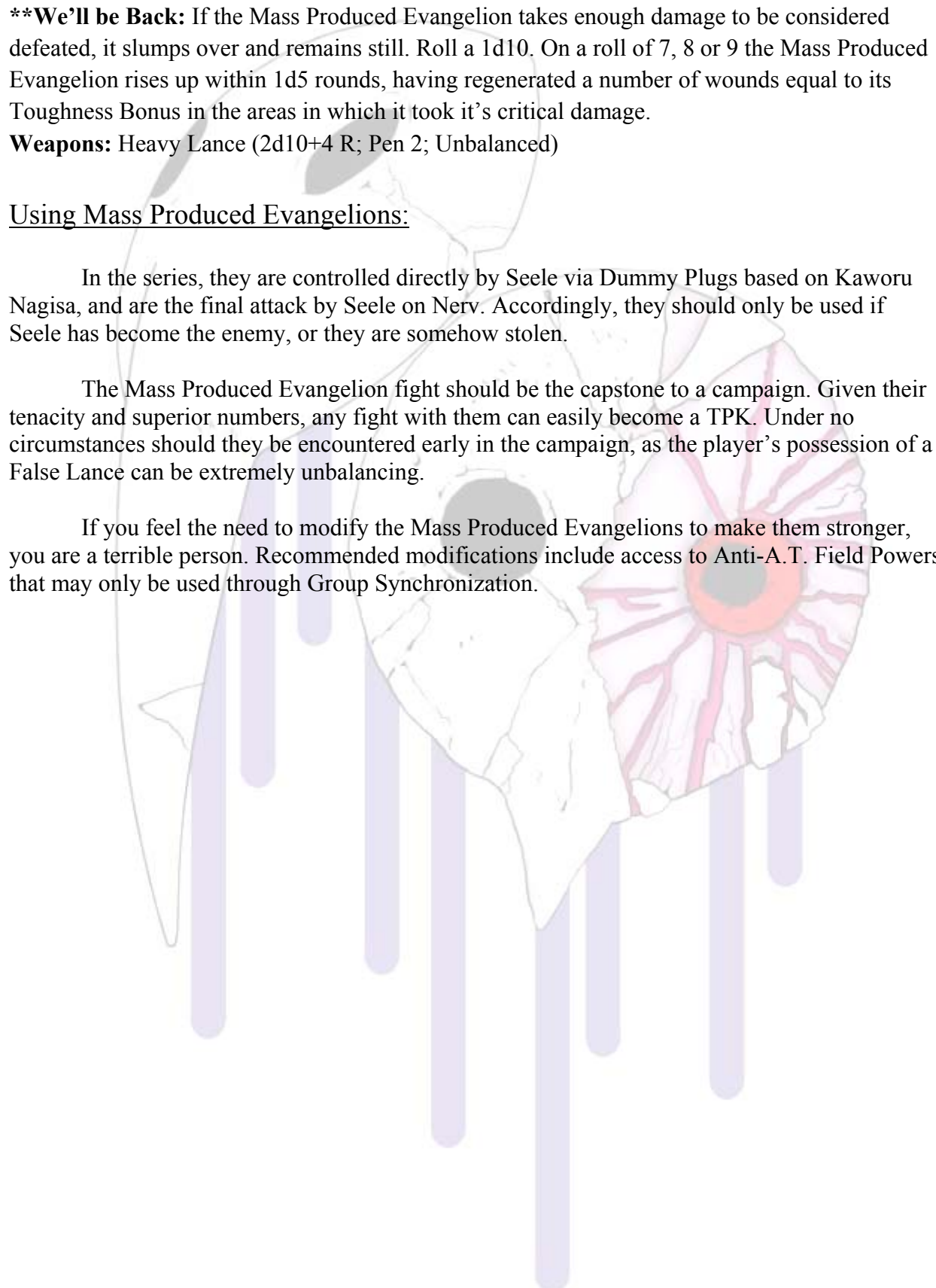
Skills: Awareness (Per)

Talents: Takedown, Swift Attack, Double Team

Traits: Dark Sight, Fear (3), Flyer (4), From Beyond, False Lance*, Natural Weapon (Fists), Regeneration, We'll be Back**

A.T. Field Powers: Spread (always active), Neutralize

***False Lance:** The double bladed weapons that the Mass Produced Evangelions carry may, as a half action, be shifted into an imperfect copy of the Lance of Longinus. In this form, it may be thrown with a range of 30 dm, and ignores any A.T. Field with an ATS of 1d10+3 or lower.



****We'll be Back:** If the Mass Produced Evangelion takes enough damage to be considered defeated, it slumps over and remains still. Roll a 1d10. On a roll of 7, 8 or 9 the Mass Produced Evangelion rises up within 1d5 rounds, having regenerated a number of wounds equal to its Toughness Bonus in the areas in which it took it's critical damage.

Weapons: Heavy Lance (2d10+4 R; Pen 2; Unbalanced)

Using Mass Produced Evangelions:

In the series, they are controlled directly by Seele via Dummy Plugs based on Kaworu Nagisa, and are the final attack by Seele on Nerv. Accordingly, they should only be used if Seele has become the enemy, or they are somehow stolen.

The Mass Produced Evangelion fight should be the capstone to a campaign. Given their tenacity and superior numbers, any fight with them can easily become a TPK. Under no circumstances should they be encountered early in the campaign, as the player's possession of a False Lance can be extremely unbalancing.

If you feel the need to modify the Mass Produced Evangelions to make them stronger, you are a terrible person. Recommended modifications include access to Anti-A.T. Field Powers that may only be used through Group Synchronization.

CREATING NEW ANGELS

Each Angel that the players fight is an entirely new and dangerous opponent. While many Angels share certain similarities, these often prove to be superficial as the Angel demonstrates abilities or tactics that are dramatically different from previously faced opponents.

While information on the Angels and other enemies from the series are provided above, it would be a poor game to play if they represented the only pool of enemies to fight. To supplement the original enemies, or even to replace them entirely, GMs of Adeptus Evangelion are encouraged to create their own Angels using the following random generation system, though which they may choose to make their own from scratch.

GENESIS

First, each Angel is assigned a Specialization. Given the truly varied forms and abilities of the Angels, Specializations are a way of restricting the Angel's abilities to a reasonably focused end rather than a system of truly random generation likely to create an Angel whose abilities are both lacking in power and varied to the point of ridiculousness.

Next, the Angel's physical form and attributes are determined. What basic body type the Angel is determined to have can drastically alter what weapons, wound totals, and modes of transportation are available to it, as well as what its Characteristics are.

Once its characteristics have been determined, the Angel's A.T. Field Strength and Powers are determined.

With the basic skill sets of Physical form and AT Powers accounted for, the Angel's truly special attributes are determined. While additional Traits provide rounding out of the Angel's attributes, it is the Angel's Special Abilities that define it, often being the Angels primary defining feature on which its tactics are based.

Once all of this has been determined, an appropriate name is selected and the Angel is completed.

The Angel Creation process is in many ways similar to creating a character, as the resulting Angel is a powerful and unique individual. When creating a new Angel, GMs are encouraged to make use of the record sheet provided.



SPECIALIZATION

Each Angel has a Specialization, which is a focus for its skills and abilities that will define its form, powers and tactics during its creation as well as in combat.

Specializations	
Roll Result	Specialization
01-60	Frontal Assault
61-80	Distance Fighting
81-00	Encroachment

Frontal Assault

Frontal Assault Angels are designed for directly attacking the Base of Operations in a brute force attempt to overwhelm it's defenses. While these Angel's can vary greatly in their strength, destruction is generally all they are good for. Most of the Angels in the series, notably Sachiel and Zeruel, fall into this category.

Frontal Assault Angels add a +20 to their rolls when determining Weapon Skill, Strength, and Synch Ratio, and a +10 when rolling the Angel's Size.

Distance Fighting

Lacking a melee attack, Angel's focused on Distance Fighting generally use either extreme range or extremely powerful attacks to force the Pilots to attack them with special tactics or suffer devastating losses. Notable examples from the series include Ramiel and Sahaquiel.

Distance Fighting Angels add a +20 to their rolls when determining Ballistic Skill, Agility, and Armor, and a +10 when rolling the Perception.

Encroachment

Encroachment type Angels play an entirely different game than other Angels. Rather than fight the Evangelion directly, Encroachment Angels are designed to attack the Pilot directly through insidious means, often as an attack to the Pilot's mind or sanity. Notable examples from the series include Arael and Armisael, and to a lesser Bardiel.

Encroachment Angels add a +10 to their rolls when determining the individual attributes of their Attacks (such as properties, damage... ect) as well as when determining Synch Ratio and Toughness. However, they take a -40 penalty when rolling to determine Armor.

DIFFICULTY

Before you can actually create your Angel, you need to decide how powerful you want it to be. Early in the campaign when the players have few abilities and limited weapon options, even a basic Angel can be a major threat to them. However, as the campaign progresses the players will reach a point where disposing of an Angel becomes simple, unless the Angel is properly scaled.

Determine where in your campaign you are: Early, Middle or Late. Then, use the following modifiers below to shape the final outcome of your Angel.

Early

Angels that appear early in the campaign reduce their final Weapon Skill, Ballistic Skill and Toughness by 10. In addition, their maximum possible Synch Ratio is 100. Early Angels only have a 50% chance of having a Special Ability. Finally, they roll 2 times on the Traits and Talents chart. Angels with the 'Orbital' body type may not be rolled at this time.

Middle

Angels that appear in the middle of the campaign are relatively unmodified by their difficulty, though they do roll 3 times on the Talents and Traits chart.

Late

Angels that appear late in the campaign receive a +10 to either Weapon Skill or Ballistic Skill, as well as adding a +40 to their final synch ratio (to a maximum of 200). They roll 1d5+2 times on the Talents and Traits chart. There is a 20% chance that Late Angels gain a second Special Ability.

BODY

Body Type			
Frontal Assault	Roll Result		Body Type
	Distance Fighting	Encroachment	
1-40	1-5	1-15	Bipedal
41-60	6-25	16-35	Insectile
---	26-30	36-40	Orbital
61-80	---	41-50	Bestial
81-90	31-80	51-75	Artificial
91-00	81-00	76-00	Amorphous

Bipedal

Bipedal Angels are of a vaguely humanoid shape, and are generally of equivalent size to the Evangelions. Often skilled at melee combat, their possession of powerful ranged attacks is neither impossible nor unlikely.

Insectile

Insectile Angels share some physical attributes with insects, though how much can vary wildly. They are often dangerous if not powerful in melee, and can combine an armored exoskeleton with speed surprising for its size.

Orbital

Orbital Angels are often much larger than normal Angels, putting their less restrictive environment to good use. These Angels never focus on melee combat, though what they choose to use their advantage of range for can vary wildly.

Bestial

Bestial Angels are powerful if simple in design. While they rarely resemble any creature from Earth, they are clearly some sort of predator, often one with a devastating melee attack.

Artificial

Despite their name, Artificial Angels are not actually more artificial than any other creation of Adam. Rather, they have physical forms that are of a design that is clearly not natural. This could be something that is crystalline in form, visibly warping reality around it, or it might even appear to be made of pure energy! In any event, such Angels usually possess abilities just as strange and impressive as their appearance.

Amorphous

Amorphous Angels have no defined physical form. This could be because the Angel is a large, amoeba-like blob or because its form is constantly shifting. This is often indicative of an exceptionally powerful A.T. Field that should not be underestimated. Such angels automatically gain the “Amorphous” trait from Dark Heresy.

Locomotion

Locomotion						
		Roll Result				Form of Locomotion
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	
01-00	01-70	---	01-70	---	1-15	On the Ground
---	71-80	---	71-80	---	---	Burrowing
---	81-00	01-90	81-00	01-70	16-75	Flying
---	---	91-00	---	71-00	76-00	Teleportation

How does the Angel move itself about the battlefield? While an Angel's body type might determine much of its general physical appearance, if it plans on walking it will need legs to do so, and so forth.

On the Ground

The Angel moves on the ground. This may be on two legs, a four legs, or even no legs at all. Whatever organs turn out to be at work, the Angel moves at a speed determined as normal by it's Agility.

Burrowing

The Angel gains the Burrower Trait from Dark Heresy, with a speed equal to one half its normal speed as determined by its Agility. The Angel may still move on the surface using it's normal speed.

Flying

The Angel gains the Flyer trait from Dark Heresy, with a speed determined by rolling on the following chart:

Fly Speed	
Roll Result	Speed
01-10	(Agility Bonus)/2
11-30	Agility Bonus
31-50	(Agility Bonus)*2
51-65	ATS/2
66-95	(Agility Bonus)*3
96-00	ATS

Teleportation

Angels that travel primarily by Teleportation always have at least some ability to float in place between Teleports, and may float along at a speed of 1/2/3/6 to cover short distances.

For the purposes of Teleportation, the Angels standard Teleport range is equal to (ATSx100) dm. At the GM's discretion, the Angel may travel long distances with a single long jump or a series of shorter jumps.

Angels with Teleportation add a +60 to their roll to determine their range of Interception, often allowing them to appear directly overhead the Base of Operations or even inside the Geofront itself.

Size

While all but the most unique of Angels are huge by human standards, from an Evangelion pilots point of view not all Angels are equal in stature. Roll randomly on the following chart based on body type to determine exactly how large the Angel is, where Scrawny is shorter than an Evangelion, Average is equal to an Eva, Hulking is larger, and Enormous and Massive are much larger than an Evangelion.

Angel Size						
Roll Result						Size and Effects
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	
01-10	01-10	---	---	01-20	01-05	Scrawny: -5 WS, -2 wounds on all areas, -5 S
11-80	11-60	---	01-25	21-50	06-35	Average: no effect
81-99	61-95	01-10	26-80	51-80	36-70	Hulking: +5 WS, +2 wounds on all areas, +5 S, +5 T
00	96-00	11-80	81-99	81-00	71-99	Enormous: +1 to Fear rating, +10 WS, +4 to wounds on all areas, +10 S, +10 T
---	---	91-00	00	---	00	Massive: +2 to Fear rating, +15 WS, +6 to wounds on all areas, +15 S, +15 T

Characteristics

Roll for each characteristic based on the Angels determined body type. Certain rolls may be modified based on Specialization.

Characteristic: Weapon Skill						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	WS
---	---	01-00	---	01-15	01-15	00
01-05	01-05	---	---	16-30	16-30	20
06-30	06-30	---	01-10	31-50	31-50	20+1d10
31-50	31-50	---	11-20	51-60	51-60	20+2d10
51-70	51-70	---	21-50	71-90	71-90	30+1d10
71-95	71-90	---	51-90	91-99	91-99	30+2d10
96-100	91-100	---	91-00	00	00	50
Characteristic: Ballistic Skill						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	BS
---	01-15	---	01-30	---	---	00
01-05	16-30	---	31-50	01-05	01-05	20
06-30	31-50	---	51-70	06-30	06-30	20+1d10
31-50	51-60	01-20	71-95	31-50	31-50	20+2d10
51-70	71-90	21-50	96-100	51-70	51-70	30+1d10
71-95	91-99	51-90	---	71-95	71-95	30+2d10
96-100	00	91-00	---	96-100	96-100	50
Characteristic: Agility						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Ag
---	---	---	---	---	---	00
---	---	---	---	01-05	01-05	20
01-40	01-40	01-40	01-40	06-30	06-30	20+1d10
41-60	41-60	41-60	41-60	31-50	31-50	20+2d10
71-90	71-90	71-90	71-90	51-70	51-70	30+1d10
91-99	91-99	91-99	91-99	71-95	71-95	30+2d10
00	00	00	00	96-100	96-100	50
Characteristic: Strength						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	S
---	---	---	---	---	---	00
---	---	01-40	---	01-05	01-05	20
01-40	01-40	41-60	01-40	06-30	06-30	20+1d10
41-60	41-60	71-90	41-60	31-50	31-50	20+2d10
71-90	71-90	91-99	71-90	51-70	51-70	30+1d10
91-99	91-99	00	91-99	71-95	71-95	30+2d10
00	00	---	00	96-100	96-100	50

Characteristic: Toughness						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	T
01-20	01-20	01-20	01-20	01-20	01-20	30
21-90	21-90	21-90	21-90	21-90	21-90	40
91-00	91-00	91-00	91-00	91-00	91-00	50
Characteristic: Intelligence						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Int
01-20	01-20	01-20	01-20	---	01-20	30
21-90	21-90	21-90	21-00	01-20	21-90	40
91-00	91-00	91-00	---	21-00	91-00	50
Characteristic: Perception						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Per
01-20	01-10	---	---	01-20	01-20	30
21-90	11-90	01-20	01-20	21-90	21-90	40
91-00	91-00	21-00	21-00	91-00	91-00	50
Characteristic: Willpower						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Wp
01-10	01-10	01-10	01-20	---	---	30
11-90	11-90	21-90	21-90	01-20	01-20	40
91-00	91-00	91-00	91-00	21-00	21-00	50
Characteristic: Fellowship						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	Fel
01-10	01-10	01-10	01-20	---	---	10
11-90	11-90	21-90	21-90	01-20	01-20	20
91-00	91-00	91-00	91-00	21-00	21-00	30
Characteristic: Synch Ratio						
Roll Result						
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	SR
01-20	01-20	---	01-20	---	---	(1d5+4)*10
21-50	21-50	01-20	21-50	01-20	01-20	(1d5+8)*10
51-90	51-90	21-50	51-95	21-50	21-50	(1d5+9)*10
91-00	91-99	51-90	96-00	51-90	51-90	(1d5+10)*10
---	00	91-00	---	91-95	91-95	(1d10+10)*10
---	---	---	---	96-00	96-00	200

Body Parts

The forms of the Angels are many and varied. How an Angel is shaped determines what body parts it has, and how much punishment each body part can take before it fails. Each Angel's form of Locomotion also influences their body type.

Each Angel will have at least a Body and a Core.

After the number and type of body parts has been determined, each body part is assigned a wound total based on its placement and the Angel's Toughness Bonus (TB). Keep in mind that each Angel has the 'Angel' Trait, which doubles their Toughness Bonus.

Bipedal

Bipeds are the simplest, given that their determined form marks them as distinctly humanoid.

Biped Body		
Location	% to Hit	Wounds
Head	01-10	TB-2
R. Arm	11-20	TB
L. Arm	21-30	TB
Core	31-40	15
Body	41-70	2*TB+1d5
R. Leg	71-85	TB
L. Leg	86-00	TB

Insectile

On the Ground

The Angel walks along the ground with a certain number of legs. Roll 1d5-1, and then multiple that number by 2. That is the number of legs that the Angel has. In addition, there is a chance that the Angel has arms. Roll (1d5-2)*2. That is the number of arms that the Angel has.

Each Insectile Angel automatically has a Body and a Head as well as a Core.

Insectile Body (On the Ground)		
Location	% to Hit	Wounds
Head	01-10	TB-3
Arms	(30/number of arms)% per arm	1.5*TB – the number of arms +1d5
Body	41-70	2*TB-4
Core	71-80	15
Legs	(20/number of legs)% per leg	1.5*TB – the number of legs +1d5

Burrowing

The Angel, while capable of moving over land, prefers to burrow as its primary means of transport. Roll 1d5-3, and then multiple that number by 2. That is the number of legs that the Angel has. In addition, there is a chance that the Angel has arms. Roll (1d5-4)*2. That is the number of arms that the Angel has. Note that on a roll of 1 or 2 on the d5, the Angel will have no arms.

Each Insectile Angel automatically has a Body and a Head as well as a Core.

Insectile Body (Burrowing)		
Location	% to Hit	Wounds
Head	01-10	TB-3
Arms	(30/number of arms)% per arm	TB – the number of arms +1d5
Body	41-70	2*TB-6
Core	71-80	15
Legs	(20/number of legs)% per leg	TB – the number of legs +1d5

Flying

The Angel can fly, and as such has no need for legs. However, it may have arms. Roll 1d5-3, and then multiple that number by 2. That is the number of arms that the Angel has.

Each Insectile Angel automatically has a Body and a Head as well as a Core.

Insectile Body (Flying)		
Location	% to Hit	Wounds
Head	01-10	TB-2
Arms	(40/number of arms)% per arm	TB – the number of arms +1d5
Body	51-90	2*TB-2
Core	91-00	15

Orbital

Orbital Angels may come in several different designs, but they are all huge and have no need for arms or legs. Regardless of where the Angel moves by flight or teleportation, the following Body part chart is used.

Orbital Body		
Location	% to Hit	Wounds
Body	01-90	3*TB+1d10
Core	91-00	15

Bestial

On the Ground

The Angel walks along the ground on legs. Much like a Biped, it has two arms and two legs, though instead of walking upright is crawls around on the ground like a predatory animal. Each Bestial Angel automatically has a Body and a Head as well as a Core.

Bestial Body(on the Ground)		
Location	% to Hit	Wounds
Head	01-10	TB-2
R. Arm	11-20	TB-2+1d5
L. Arm	21-30	TB-2+1d5
Core	31-40	15
Body	41-70	2*TB+1d10
R. Leg	71-85	TB-2+1d5
L. Leg	86-00	TB-2+1d5

Burrowing

The Angel, while capable of moving over land, prefers to burrow as its primary means of transport. Lacking legs, the Angel either drags itself around, slithers, or moves by some other means. There is a chance that the Angel has arms. Roll (1d5-4)*2. That is the number of arms that the Angel has.

Each Bestial Angel automatically has a Body and a Head as well as a Core.

Bestial Body (Burrowing)		
Location	% to Hit	Wounds
Head	01-10	TB-2
Arms	(30/number of arms)% per arm. If no arms, add to body.	TB – the number of arms +1d5
Body	41-90	2*TB-6
Core	91-00	15

Flying

The Angel can fly, and as such has no need for legs. However, it may have arms. Roll 1d5-4, and then multiple that number by 2. That is the number of arms that the Angel has.

Each Bestial Angel automatically has a Body and a Head as well as a Core.

Bestial Body (Flying)		
Location	% to Hit	Wounds
Head	01-10	TB
Arms	(40/number of arms)% per arm. If no arms, add to body.	TB – the number of arms +1d5
Body	51-90	2*TB+1d5
Core	91-00	15

Artificial

Whether by flight or by the ability to teleport, Angels of the Artificial body type have no need for legs and rarely have arms. Roll 1d5-4, and then multiple that number by 2. That is the number of arms that the Angel has.

In addition, the Angel might not have a distinguishable head. Roll a d10. On a 7, 8 or 9 the Angel has no Head body location.

Each Artificial Angel automatically has a Body and a Core.

Artificial Body (Flying/Teleportation)		
Location	% to Hit	Wounds
Head	01-10. If no head, add to body.	TB
Arms	(20/number of arms)% per arm. If no arms, add to body.	TB – the number of arms
Body	31-90	1.5*TB+1d5
Core	91-00	15

Amorphous

The Angel's physical form is either indistinct or constantly shifting. In either case, there are few specific body parts to attack. There is only the Core, and what can best be described as 'everything else'. This Angel might move across the ground, fly through the air, or simply flicker between places. Its form of locomotion does not matter. Each Amorphous Angel has the following Body chart:

Amorphous Body		
Location	% to Hit	Wounds
Body	01-90	2*TB+1d10
Core	91-00	15

Armor

Each Angel has a set amount of body armor. While this varies from Angel to Angel based on type and physical composition, each Angel's Core has an AP of 2 at least.

Armor						
Roll Result						Effect
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	
01-10	---	01-30	01-40	---	01-40	No armor other than on Core.
11-50	01-05	31-60	41-60	01-10	41-60	AP of 2 on Head and Body.
51-80	06-20	61-80	61-90	11-30	61-80	AP of 1d5 on Head and body, AP of 2 on limbs.
81-90	21-80	81-99	91-00	31-40	81-95	AP of 1d5+2 on head and Body, AP of 1d5 on limbs.
91-99	81-00	00	---	41-80	96-00	AP of 1d5 + 4 on Head and Body, AP of 1d5 + 2 on limbs
00	---	---	---	80-00	---	AP of 1d10 + 5 on Head and Body, AP of 1d10 + 2 on limbs.

Angel Attacks

Each Angel has at least one basic attack. Roll on the charts below to determine what kind of attack it is and what the properties of the attack are.

Attacks						
Roll Result						Effect
Bipedal	Insectile	Orbital	Bestial	Artificial	Amorphous	
01-40	01-40	---	01-40	01-30	01-50	Melee Attack
41-60	41-60	01-40	41-60	31-50	51-60	Ranged Attack
61-80	61-80	41-80	61-80	51-80	61-80	Offensive A.T. Power
81-00	81-00	81-00	81-00	81-00	81-00	Roll again twice

Melee Attacks							
Roll Result	Properties	Roll Result	Damage	Roll Result	Penetration	Roll Result	Type
01-10	Unbalanced	01-60	1d10+S	01-40	0	01-50	Impact
11-70	None	61-80	1d10+(S*1.5)	41-60	1d5-2	51-00	Rending
71-90	Flexible	81-00	1d10+(S*2)	61-90	1d5	---	---
91-95	Tearing	---	---	91-00	1d5+1	---	---
96-00	Power Field	---	---	---	---	---	---

Ranged Attacks have a range equal to $(1d10+2)*10$ dm. Orbital Angels may always hit targets on the ground.

Ranged Attacks							
Roll Result	Properties	Roll Result	Damage	Roll Result	Penetration	Roll Result	Type
01-10	Inaccurate	01-60	1d10	01-40	0	01-25	Impact
11-70	None	61-90	1d10+(1d5)	41-60	1d5-2	26-50	Rending
71-90	Blast (1d10+4)	91-00	2d10	61-90	1d5	51-75	Energy
91-95	Toxic	---	---	91-00	1d5+1	76-00	Explosive
96-00	Shocking	---	---	---	---	---	---

Offensive AT Powers	
Roll Result	A.T. Power
01-20	A.T. Blast
21-35	A.T. Wave
36-50	Repulsion
51-55	A.T. Bomb
56-60	Dissonance Bomb
61-00	Angel Cross

A.T. Powers

In addition its array of offensive powers, each Angel has access to A.T. Field powers. Every Angel has, by default, the Spread A.T. Power which is active at all times, as well as the Neutralize A.T. Power.

In addition to those powers, roll on the following chart to see if any other random, none offensive A.T. Field powers are gained as well. Each Angel rolls based on its Specialization rather than its body type.

If an Angel comes to possess a power that it is not capable of using for whatever reason, or a power it already possesses, feel free to roll again.

A.T. Powers			
Frontal Assault	Roll Result Distance Fighting	Encroachment	Name
01	01	01	A.T. Ping
02-10	02-10	02-08	Barrier
11-30	11-30	09-19	Bunker Field
31-34	---	20	Concussive Blow
35-38	---	21-30	Destructive Interference
---	31-40	---	Dirac Breach
---	41-50	---	Enhanced Shot
39-50	51-55	31-35	Float
---	56-60	---	Funnel Beam
51-56	---	36-46	Haste
---	61	47-50	Kinetic Manipulation
57-63	62-65	51-55	Layered Field
---	66-70	56-57	Phase Shift
64	---	58-59	Phase Trap
65-69	---	60	Piercing Strike
---	---	61	Pull
---	---	62	Push
71-73	71-74	63-64	Repulsion
---	75	---	Wrap Beam
74-00	76-00	65-00	Roll again twice

Special Abilities

This is the Angel's primary attribute. While it may have other attacks or abilities, this is the one that defines it and makes it a unique opponent to fight.

Roll on the following chart based on the Angel's specialization to determine whether the special ability is a melee attack, ranged attack, defensive ability, unique A.T. Power or something else entirely.

Special Abilities			
Frontal Assault	Roll Result Distance Fighting	Encroachment	Type
01-65	---	01-50	Melee Attack
---	01-70	51-80	Ranged Attack
66-95	71-98	81-90	Defensive Ability
96-00	99-00	---	Angelspawn

Melee Attack

Only Frontal Assault and Encroachment specialized Angels can gain a special melee attack. However, they each have different focuses: The Frontal Assault is more concerned with defeating the Evangelion, and the Encroachment is more concerned with defeating the pilot. Given the small overlap between these two, each specialization receives its own Special Melee Attack Chart to roll on.

Special Melee Attack (Frontal Assault)		
Roll Result	Special Attack	Effect
01-10	Arm Ram	1d10+(2*S) Impact damage with a range of 10 dm. This weapon may be used without penalty in a grapple.
11-35	Destroy Weapon	The Angel may, as a half action, test Weapon Skill with a -10 penalty to destroy any weapon held by an Evangelion within melee range.
36-45	Energy Whip	Choose one melee attack, it gains the Flexible special quality from Dark Heresy and now deals energy damage. If the Angel does not possess a melee attack, it gains one now.
46-75	Lash	As above, but the Angel may test Weapon Skill to grab and toss an opponent 3d10+10 dm in a direction of the Angel's choice. Should this cause the opponent to collide with another Evangelion or building, both take 1d10+3 Impact damage. Whether he hits something or not, the opponent lands prone.
76-90	Paralytic Strike	One attack of the Angel's choice renders whatever body part it hits unusable for 1 round. On a hit to the head or body, the Eva is Stunned.
91-00	AT Penetration	One attack of the Angel's choice gains AT Penetration.
Special Melee Attack (Encroachment)		
Roll Result	Special Attack	Effect
01-15	Biotoxin	The Angel chooses one melee attack. Whenever it deals damage the Eva must Test Toughness or be Blinded and Deafened for 1d5 rounds.
16-30	Synchrotoxin	As above, by on a failure the Pilot's Synch Ratio decreases by 2d10, as well as reducing the Pilot's Ego Barrier by 1d5.
40-60	Infectious	The Angel drips a corrosive ichor. All of its melee attacks deal 1d5-1 damage to the Pilot's Ego Barrier.
61-75	Crush Ego	The Angel makes a called shot to the Evangelion's head and makes psychic contact with the Eva. This traumatic experience inflicts 1d5 Insanity Points on the Pilot, as well as forcing him to Test Willpower at a -10 penalty. On a failure, the pilot is treated as if having suffered the effects of a Hallucinatory Grenade.
76-87	EM Punch	One of the Angel's melee attacks deals an additional 1d5 Energy damage, and gains the Shocking special quality from Dark Heresy.
88-00	Fearsome Attack	The Angel radiates an aura of menace. After every successful attack the target must reroll against Fear.

Ranged Attack

Much like the melee attacks, each specialization has its own subset of acceptable special attacks. Roll on the following chart based on specialization to create a ranged attack.

Special Ranged Attack (Distance Fighting)		
Roll Result	Special Attack	Effect
01-20	Spine Barrage	The Angel may fire a storm of small needles with a range of 80 dm, a rate of fire of S/4/8, and which each deal 1d10+2 R; Pen 1. There is a 50% chance that these spines are Toxic.
21-40	EM Blast	Fire a 60 dm; 1d10 E; pen 10; Blast(1d5+3) attack that also blinds and deafens any Eva's in range for 1d5 rounds.
41-60	Area Bomb	Roll a ranged attack as normal. This ranged attack may now be deployed in the following manner: roll BS to hit with a weapon with a RoF of -/-/3. This attack effects all targets within a 30 dm blast.
61-80	Positron Cannon	The Angel may fire a Positron beam with the following statline: (1d10+5)*10 dm; 2d10 E; Pen 2d5+1; RoF S/-/(1d5-3);
81-90	Singularity Bomb	The Angel may fire a 20 dm blast. All targets within that blast are moved to the center of the blast radius and take 2d10 Impact damage, automatically destroying their held weapon. Should they survive, they must successfully Test Strength to climb out of the compacted rubble as a full action. A spread A.T. Field may be rolled as normal to prevent damage, but the forced movement happens regardless.
91-00	Kinetic Blast	One target within 80 dm is forced back 1d10+5 dm and takes damage as if they had fallen that distance and must Test Agility or be knocked down.
Special Ranged Attack (Encroachment)		
Roll Result	Special Attack	Effect
01-20	Inflict Pain	Choose one target within 60 dm. The arget takes a -10 on all Tests for 1d5 rounds, and takes 1 Insanity point.
21-30	Provoke Evangelion	The Angel may choose one Evangelion within 50 dm. The Pilot must roll a Willpower Test or his Evangelion goes Berserk. However, if the Evangelion Berserks, the Pilot gains 1d10 Insanity Points and reduces his Ego Barrier by 1d10+4 as he feels his body ripped from his control by an alien presence.
31-50	Terrify	The Angel may, once every other round, choose one target within 50 dm and force them to roll against Fear as if they were facing a Fear(4) foe.
51-70	Warped Vision	Any foe that comes within 30 dm must Test Willpower or suffer the effects of a hallucinogenic grenade from Dark Heresy. They must reroll the test every round that they remain within range.
71-95	Mindscan	The Angel probes one Pilots mind, creating a recursive loop of trauma. Every round, the Pilot must Test Willpower at a -10 penalty or have their current number of insanity points double. If they have 0 Insanity points, they instead gain 1d10. This power may be used on any target within sight.
96-00	Anti-A.T. Field	The Angel gains the 'Anti-A.T. Field' and 'Anti AT Blast' Powers.

Defensive Power

Defensive Ability		
Roll Result	Ability	Effect
01-20	Acidic Blood	Any Eva that deals damage to the Angel in Melee combat must Test both Agility and Weapon Skill. On a failed Agility Test, the Eva takes 1d5 E damage to the arm. On a failed WS Test, the held weapon is destroyed.
21-30	Resilient Frame	The Angel may make a Toughness Test to negate damage in place of a dodge or parry.
31-40	We'll Be Back	After its body has been defeated, the Angel may roll 1d10. On a 7, 8 or 9 the Angel regenerates 1d10 wounds on all critically damaged areas and continues to fight.
41-60	Aberrant Core	Only A.T. Field Powers, or attacks enhanced by A.T. Field Powers, may harm the Core at any time.
61-00	Unique A.T. Power	The Angel gains a unique A.T. Field Power (rolled on the appropriate chart below), and gains the "Light of the Soul" Talent.
Unique AT Powers (Defensive)		
Roll Result	AT Power Name	Effect
01-20	Modulating Field	The Angel's A.T. Field is constantly shifting. Treat its ATS as if it was 2 lower, but Neutralization only reduces the Angel's ATS by half the normal amount per ATP spent.
21-30	Reflective Field	The Angel's ATS is cut in half, but all ranged attacks against it are redirected to a target in range of the Angels choosing, using the Angels BS where appropriate.
31-50	Energy Absorption	Energy attacks allow the Angel to heal 1d5 wounds on a body part of its choice instead of dealing damage.
51-70	Probability Shell	The Angel's ATS is always treated as 0 for the purpose of deflecting enemy attacks. Instead, all attacks against the Angel must roll to hit 2 times and take the worst. This ability cannot be neutralized.
71-80	Optical Illusion	As the Chameleon Psychic Power from Dark Heresy. This may be negated by the use of the A.T. Ping A.T. Power.
81-00	Shift Image	As the Distort Vision Psychic Power from Dark Heresy. This may be negated by the use of the A.T. Ping A.T. Power.

Angelspawn

Angelspawn are an entirely new form of attack, unlike anything seen in the series. Angelspawn are smaller creatures generated by the Angels as a half action using their A.T. Field in an imitation of their creator, Adam.

Angelspawn are always of the same body type as their parent Angel, and unlike Angels have a single pool of wounds like a normal Dark Heresy opponent. Each Angelspawn gains a melee attack by default with a damage amount based on their size. At a GM's discretion, they may also have limited ranged attacks or the ability to self-destruct.

Consult the following charts to create your Angelspawn:

Angelspawn Size					New Size	Number that may be fielded at any time
Original Size						
Scrawny	Average	Hulking	Enormous	Massive		
01-00	01-50	01-30	01-25	01-20	Miniscule*: 00 WS, 1 wound, ¼ S, -10 T, ATS 0	Swarm: Uncountable
---	51-00	31-70	26-50	21-40	Puny*: -20 WS, -4 wounds, ½S, ATS -4	Parent Angels TB*1.5
---	---	71-00	51-75	41-60	Scrawny: -10 WS, -2 Wounds, -10 S, -2 ATS	Parent Angels TB
---	---	---	76-00	61-80	Average: no effect	Parent Angels TB -2
---	---	---	---	81-00	Hulking: +10 WS, +2 wounds, +10 S, +10 T	Parent Angels (TB/2)-1

*Note that Angelspawn of these sizes may be encountered and fought by damage control teams in Phase 3 of Combat, and will require restating for encounters in that scale.

Characteristics	
Weapon Skill (WS)	20 +2d10
Ballistic Skill (BS)	20 +2d10
Strength (S)	20 +2d10
Toughness (T)	20 +2d10
Agility (Ag)	20 +2d10
Intelligence (Int)	10 +2d10
Perception (Per)	30 +1d10
Willpower (WP)	30 + 1d10
Fellowship (Fel)	20 +1d10
Synch Ratio (SR)	(1d5+2)
Wounds (W)	5+1d10

Angelspawn Traits

All Angelspawn have the Traits 'From Beyond' and 'Strange Physiology'. Roll on the chart below to see if they gain any additional traits.

Angelspawn Traits						Traits
Parent Angel's Body Type						
Biped	Insectile	Orbital	Bestial	Artificial	Amorphous	
01-40	01-30	01-40	01-10	01-20	---	None
---	---	41-50	---	---	01-40	Amorphous
41-50	31-50	---	---	21-50	---	Armor Plating
51-70	51-60	---	11-40	---	41-50	Crawler
---	---	51-70	---	51-60	51-60	Hoverer
---	61-70	71-80	---	61-70	61-70	Flyer
71-75	---	---	41-60	---	---	Quadruped
81-90	71-80	81-90	61-80	71-80	71-90	Unnatural Characteristic (Toughness)
91-95	81-90	91-95	81-95	81-96	---	Warp Weapons
96-00	91-00	96-00	96-00	97-00	91-00	Roll again twice

Angelspawn Attacks	
Angelspawn Size	Melee Damage
Miniscule	Cannot harm Eva's, but deal 1d5+1 collateral damage per round. Once every 1d5-1 rounds, the miniscule Angelspawn may overwhelm and destroy one Tank Battalion (or VTOL wing if the Angelspawn have the Flyer trait).
Puny	1d5
Scrawny	1d10 + (1/2 S)
Average	1d10+S
Hulking	1d10+(S*1.5), 50% chance of having the AT Power: AT Blast

Traits and Talents

With the defining features of the Angel determined, additional Traits and Talents are provided to round out their abilities. Each Angel automatically has the 'Angel', 'Dark Sight', 'Fear(1)', and 'From Beyond' Traits.

Traits and Talents				
Frontal Assault	Roll Result Distance Fighting	Encroachment	Ability Gained	Type
01-08	01-15	01-05	Armor Plating ^{DH}	Trait
09-10	---	---	Brutal Charge ^{DH}	Trait
11-15	---	06-15	Fear (1d5-3)+1 ^{DH}	Trait
16-25	---	16-20	Regeneration ^{DH}	Trait
26-36	16-25	21-30	The Stuff of Nightmares ^{DH}	Trait
---	26	31-40	Warp Instability ^{DH}	Trait
---	27-38	41-45	Unnatural Senses ^{DH}	Trait
37-45	---	46-50	Furious Assault ^{DH}	Talent
46-60	---	51-55	Hatred(Evangelions) ^{DH}	Talent
61-70	---	56-60	Iron Jaw ^{DH}	Talent
---	39-50	---	Marksman ^{DH}	Talent
71-75	51-70	---	Mighty Shot ^{DH}	Talent
76-80	---	61-70	Swift Attack ^{DH}	Talent
81-85	---	71-75	Takedown ^{DH}	Talent
86-90	---	76-80	Wall of Steel ^{DH}	Talent
91-93	71-80	81-85	Deadeye Shot ^{DH}	Talent
94-96	81-90	86-90	Light of the Soul	Trait
97-00	91-00	91-00	AT Penetration(one attack)	Trait

^{DH} This Trait or Talent appears in Dark Heresy

Finishing Touches

With its abilities thus determined, it is time to polish the Angel for its final presentation. Knowing what you know about its form and function, briefly summarize what it looks like. Remember that this likely looks nothing like anything they have ever seen before, and while the original series could simply show the audience the Angel, you need to describe it if you want your players to have any memory of this opponent.

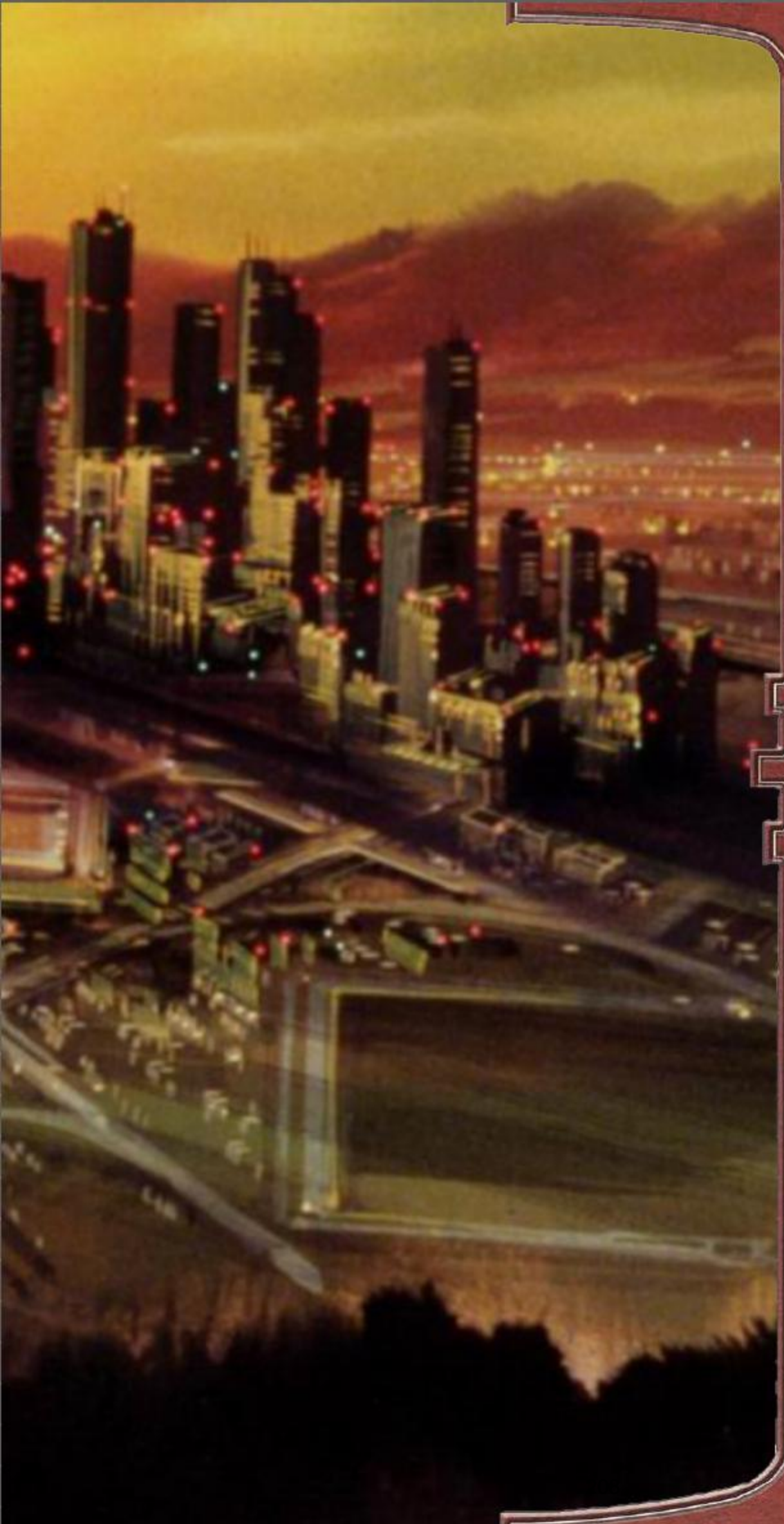
While it may seem like an afterthought now, be sure to go back and assign the Angel a number of skills that it is trained in (no more than its Intelligence Bonus). The Angels are not likely to be especially trained in the human concerns of investigation or diplomacy, and combat is rarely the place for such skills. As such, the Angel's skills will rarely come into play (with some notable exceptions) which is why the assignment of skills is considered polishing rather than required.

If an Angel was given arms or legs, but at no time received a melee attack, it is granted a default 1d5+S I; pen 0 attack with no special properties.

Finally, look over what abilities the Angel has at its disposal. See if you can determine its theme. Then, consult the following list to choose your Angel a name.



Aariel	<i>Lion of God</i>	Kabaiel	<i>Star of God</i>
Abruel	<i>Power of God</i>	Kafziel	<i>Speed of God</i>
Adireal	<i>Magnificence of God</i>	Kakabel	<i>Angel of the Moon</i>
Adoil	<i>Hand of God</i>	Kemuel	<i>Assembly of God</i>
Ahkraziel	<i>Herald of God</i>	Kutiel	<i>Angel of Water</i>
Ambriel	<i>Angel of Communications</i>	Makatiel	<i>Plague of God</i>
Anauel	<i>Angel of Prosperity</i>	Malchediel	<i>Angel of Courage</i>
Asmodel	<i>Angel of Patience</i>	Metatron	<i>Angel of Thought</i>
Barakiel	<i>Angel of Good Fortune</i>	Muriel	<i>Angel of Emotions</i>
Barbiel	<i>Lightening of God</i>	Nemamiah	<i>Angel of Just Causes</i>
Camael	<i>Angel of Joy</i>	Noriel	<i>Fire of God</i>
Cassiel	<i>Angel of Temperance</i>	Omniel	<i>Angel of Oneness</i>
Cathetel	<i>Angel of the Garden</i>	Perpetiel	<i>Angel of Success</i>
Chamuel	<i>Angel of Tolerance</i>	Qaphsiel	<i>Angel of the Moon</i>
Charoum	<i>Angel of Silence</i>	Rampel	<i>Angel of Endurance</i>
Colopatiron	<i>Angel of Liberation</i>	Raziel	<i>Secret of God</i>
Elemiah	<i>Angel of Inward Journeys</i>	Rehael	<i>Angel of Respect</i>
Forcas	<i>Angel of Invisibility</i>	Remliel	<i>Angel of Awakening</i>
Forfax	<i>Angel of Astronomy</i>	Rhamiel	<i>Angel of Empathy</i>
Galgaliel	<i>Angel of Vibration</i>	Salmael	<i>Severity of God</i>
Gazardiel	<i>Angel of New Beginnings</i>	Samandiriel	<i>Angel of Imagination</i>
Germael	<i>Majesty of God</i>	Sathariel	<i>Concealment of God</i>
Gradhiel	<i>Might of God</i>	Sariel	<i>Angel of guidance</i>
Hamael	<i>Angel of Dignity</i>	Shoftiel	<i>Judge of God</i>
Hamaliel	<i>Angel of Logic</i>	Tadhiel	<i>Righteousness of God</i>
Harachel	<i>Angel of Knowledge</i>	Taharial	<i>Angel of purification</i>
Hayyel	<i>Angel of wild Animals</i>	Turiel	<i>Rock of God</i>
Haziel	<i>Vision of God</i>	Uriel	<i>Angel of Creativity</i>
Hodiel	<i>Victory of God</i>	Valoel	<i>Angel of Peace</i>
Hutriel	<i>Rod of God</i>	Yofiel	<i>Angel of Divine Beauty</i>
Iadiel	<i>Hand of God</i>	Yrouel	<i>Fear of God</i>
Iahhel	<i>Angel of Meditation</i>	Zacharael	<i>Angel of Surrender</i>
Israfil	<i>Angel of Judgment Day</i>	Zadkiel	<i>Angel of Prayer</i>
Izra'il	<i>Angel of Health</i>	Zahafiel	<i>Wrath of God</i>
Jamaerah	<i>Angel of Manifestation</i>	Zagzagel	<i>Angel of Wisdom</i>
Jehoel	<i>Angel of Presence</i>	Zuriel	<i>Angel of Harmony</i>
Jophiel	<i>Angel of Enlightenment</i>		



BASE OF OPERATIONS

Choosing your
Base



Building your
Base



Sample Bases



The Magi
Supercomputers



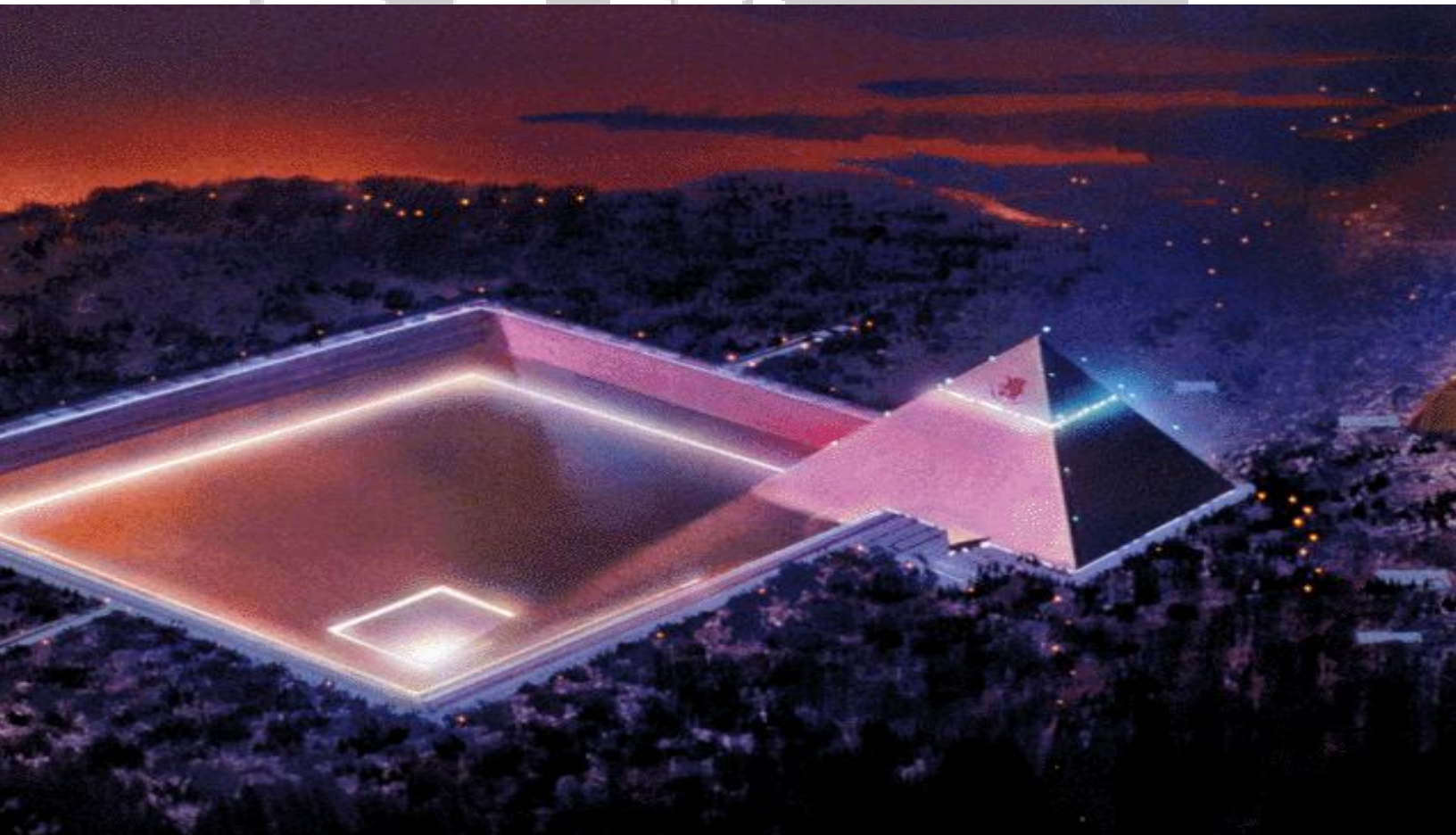
Buried Treasures

BASE OF OPERATIONS

What you are defending from an Angel attack is your Base of Operations. Be it a fortified city, a military installation, the last best hope for humanity or even just the place you call home, your Base of Operations is from where your Evangelions sortie and where the Angels seem determined to strike.

In the Evangelion series, the Base of Operations is Tokyo-3. Tokyo-3 is a fortified city built above a massive underground geofront containing a secret installation holding Lilith (and later, Adam as well). This is a very specific Base of Operations, but not the only one possible.

However, given the defensive nature of Evangelion combat, there should be something within or beneath your Base of Operations that the Angels want to get to. This could be Lilith, Adam, the Lance of Longinus, or some combination of the three.



CHOOSING YOUR BASE OF OPERATIONS

The Base of Operations for your characters is unlikely to change over the course of your campaign, so choose it wisely. While you can change your Base of Operations to suit what kind of campaign you want to run, in *Adeptus Evangelion* your Base of Operations is assumed to be the Geofront.

GeoFront (Nerv HQ)

A spherical cavern protected by 22 layers of armored bulkheads, located under a fortified city and containing Nerv headquarters.

It is revealed towards the end of the series that humanity didn't build the Geofront, but instead found it pre-existing at its current location, and chose to build Nerv HQ there, along with expanding some internal space through tunneling, to construct their base.

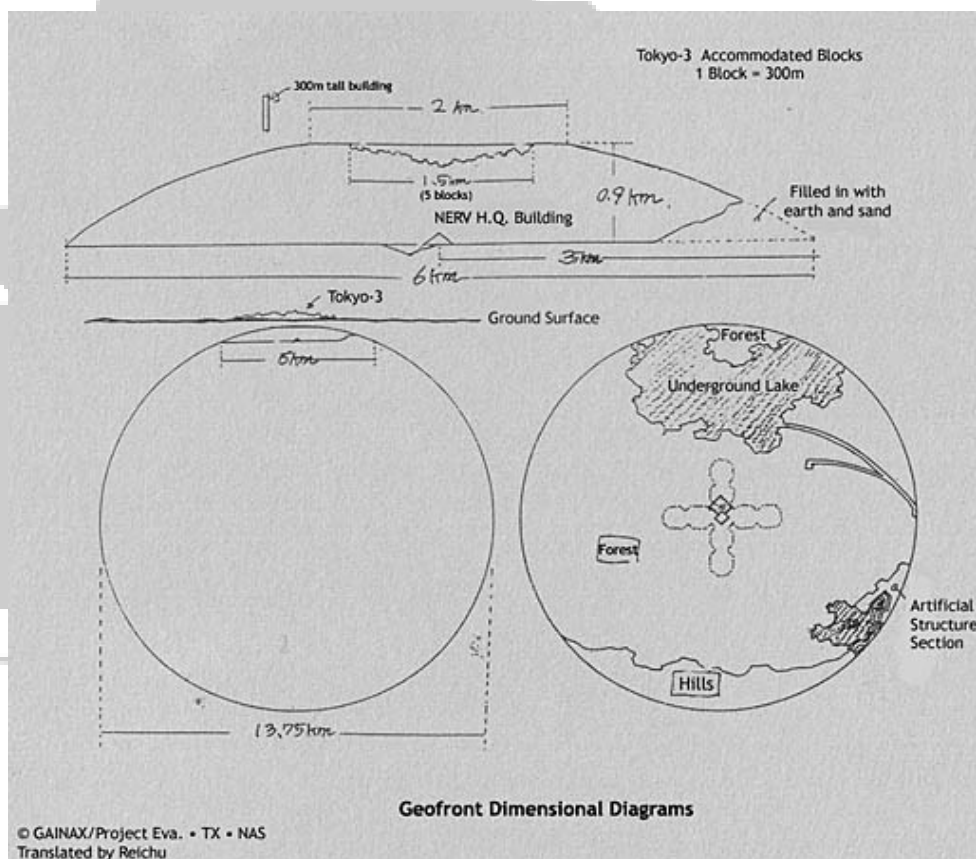
The Geofront, while your technical Base of Operations, need not be a specific geographic location. The following canonical installations may be used as a cover for your Geofront, thereby becoming Nerv HQ.

Nerv-00

Nerv-00 is Tokyo-3, the location of the Geofront in the *Evangelion* series. Tokyo-3 is located in Southern Japan, and is noted for being the location of the original Magi Supercomputer system. In addition to the standard support structures of a Base of Operations, Tokyo-3 has been designed to reduce collateral damage as much as possible. Tokyo-3 begins play with the “Recessive Buildings” upgrade already purchased.

Nerv-01

Nerv-01 is the first North American branch of Nerv located in Boston, Massachusetts. It holds one of the Magi supercomputers, and incorporates the former MIT facilities. The First Branch is the dedicated research powerhouse of the Nerv organization, and at the beginning of the campaign the players are awarded 20 Surplus that may only be spent on research and which must be spent before play can begin.



Nerv-02

Nerv-02 is the second North American branch of Nerv. It is located somewhere in the Nevada Desert, possibly at Area 51 or a post-Second Impact branch of Sandia. Nerv-02 is notable for its research into the development of new Evangelion technology, notably the S2 engine. It can be assumed to possess a Magi system. As a military installation, Nerv-02 receives 15 Surplus spent on Turrets before play begins at the start of the campaign. Any of this Surplus unspent at the time of the first Angel attack is lost.

Nerv-03

Nerv-03 (also known simply as "Nerv-Germany") is the branch of Nerv located in Germany. Its location is never specified; however, there are two Magi computers in Hamburg and Berlin. Either city (or with some imagination concerning the size of the Geofront, both) could be your Base of Operations.

The primary difference between the two is function. The Nerv Facility in Hamburg is designed as a construction facility for Evangelion combat-models, and may use their large supply of spare parts and equipment to halve the repair cost of all Evangelions stationed there. Similarly, The Berlin facility is designed as an Evangelion scale weapons production facility, and as such all Pilots stationed there receive a free Weapon Upgrade Point at the beginning of the campaign.

Other possible Nerv installations could be located in China, Russia, Central Africa, or any other location you can think of. Should you wish to take your campaign in a drastically new direction, you could even place the Geofront on the bottom of the sea.

BUILDING YOUR OWN BASE

It is highly recommended that you have a basic map of your city and the surrounding area for planning out your defenses and battles. While you may choose to handle these in abstract, doing so will make running your campaign indescribably more difficult.

Such maps may be modified from those of the real cities corresponding to where you chose to place Nerv HQ, hand drawn or otherwise generated from scratch.

Once a map has been acquired, you have some modifications to make. Your Base of Operations begins play with no less than three Launch Ports, six Umbilical Ports, four Support Caches, and one Embarkation Point. Once these have been placed on the map, they may not be moved. Each can be disabled or destroyed by being caught within an area attack.

Launch Port: A false building or section of street that opens to reveal launch rails for an Evangelion. These points automatically contain Umbilical Ports with 60 dm long cable, and may be used to deploy additional weapons and ammunition after the Evangelion has been launched.

Evangelions deployed from this point arrive at the beginning of the Combat phase. Additional weapons or ammunition arrive 1 round after being requested, assuming that the gear is something that the Base of Operations has in stock.

Embarkation Point: Often a section of false terrain, these points contain an enormous cargo elevator that is capable of deploying up to three Evangelions from the same point. While also capable of supplying additional weapons or ammunition to the battlefield, it is notoriously slow. Anything deployed from this point takes an extra 2 rounds to arrive. This includes Evangelions at the beginning of the phase.

Support Cache: A Support Cache is a false building that contains a smaller version of the launch rails seen in Launch Ports. These points may not be used to deploy Evangelions, but can be used to deploy extra weapons or ammunition. They also contain an Umbilical Port with a 60 dm long cable for emergency use.

Umbilical Ports: These are hatches in the ground from which a spare Umbilical Cable may be deployed for increased range of operation through the city. These cables are 80 dm long.

Your map should also include the areas surrounding your city, for mapping construction of defenses and deployment for battle outside of the city proper. In order to minimize collateral damage, fighting outside your city is recommended whenever possible.

SAMPLE BASES

While it is always preferable to design your own Base of Operations and determine its layout, it can be a huge investment of effort. So, for the lazy among you, here are sample layouts for both the Nerv First Branch in Boston and the Nerv Third Branch in Germany (in this case, Berlin). For each facility is a map of the city itself, as well as a map of the area around it.

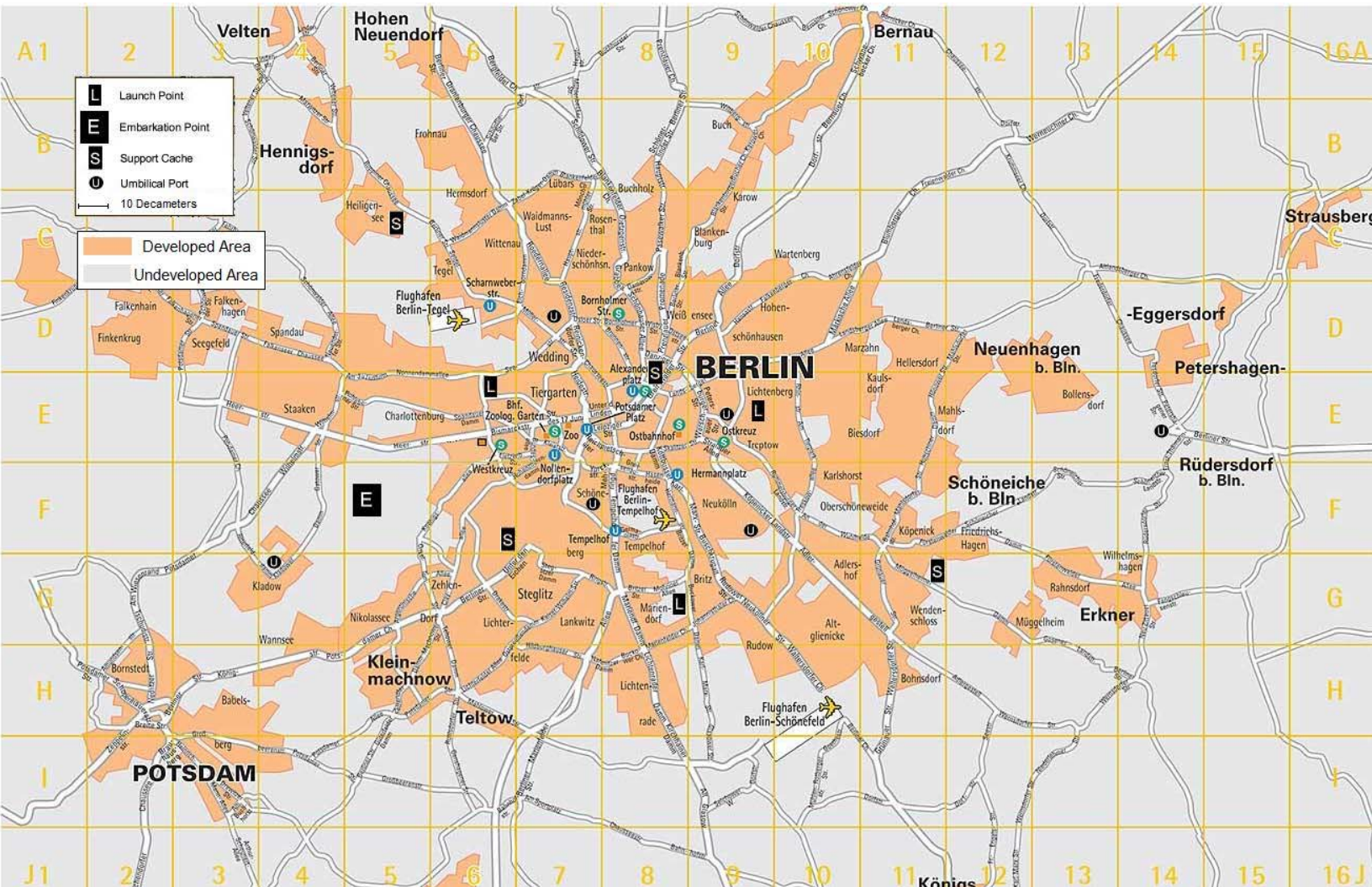
Whereas the map of the city is to be used as an impromptu battlemat during Angel attacks that reach your Base of Operations, the map of the surrounding area is to be used to plan your interception of Angels approaching your base.

In addition, while actual Battle and Interception Maps for Tokyo-3 will not be provided, a small compilation of design drawings and maps for the city will be. As Tokyo-3 is an entirely fictional city, any GM planning on using it as a Base of Operations will be forced to create their own maps from scratch. The included designs are intended to aid any such GMs in that task.

Nerv-01 (Boston) Interception Map



Nerv-03 (Berlin) Battlemap

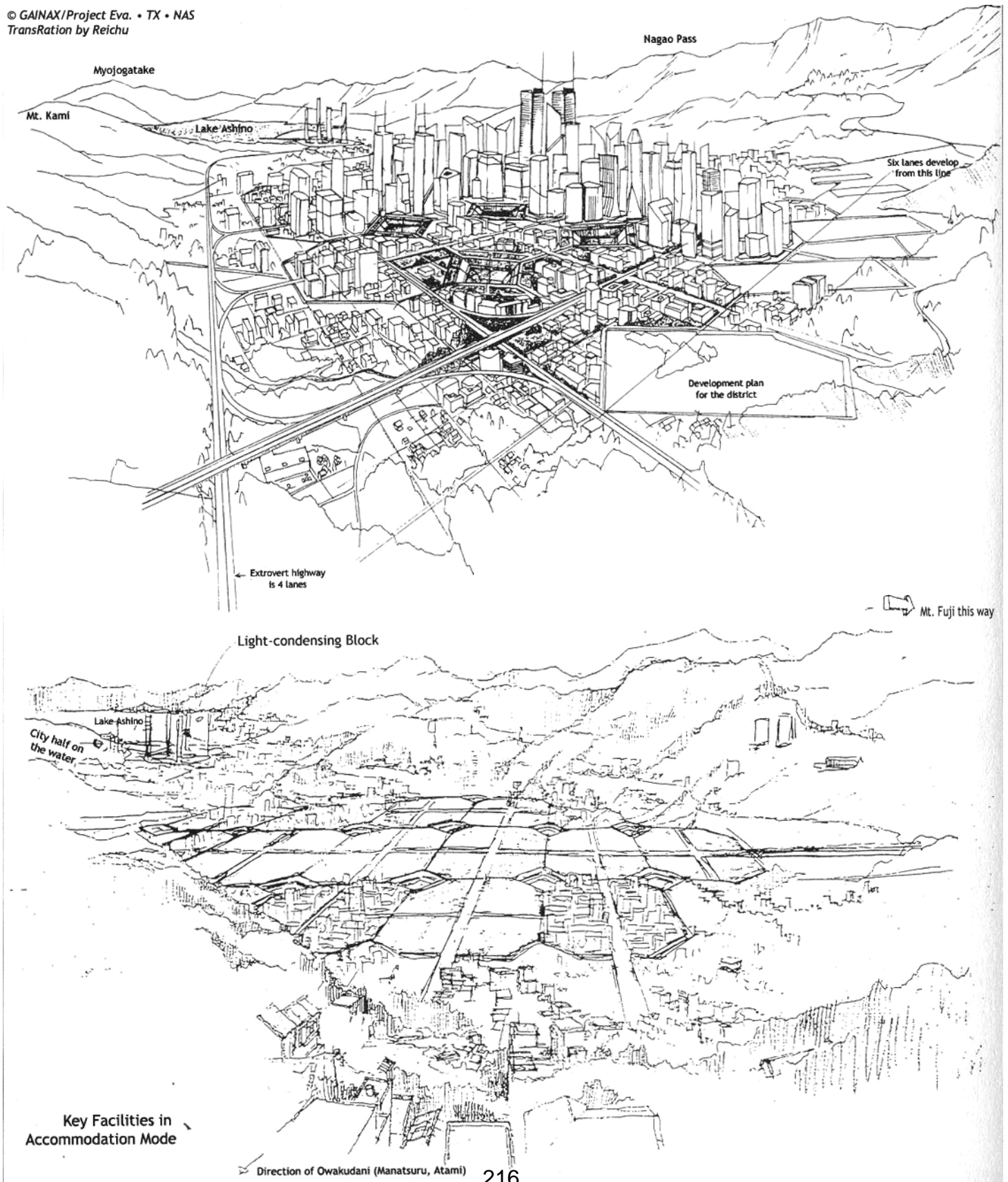


Nerv-03 (Berlin) Interception Map

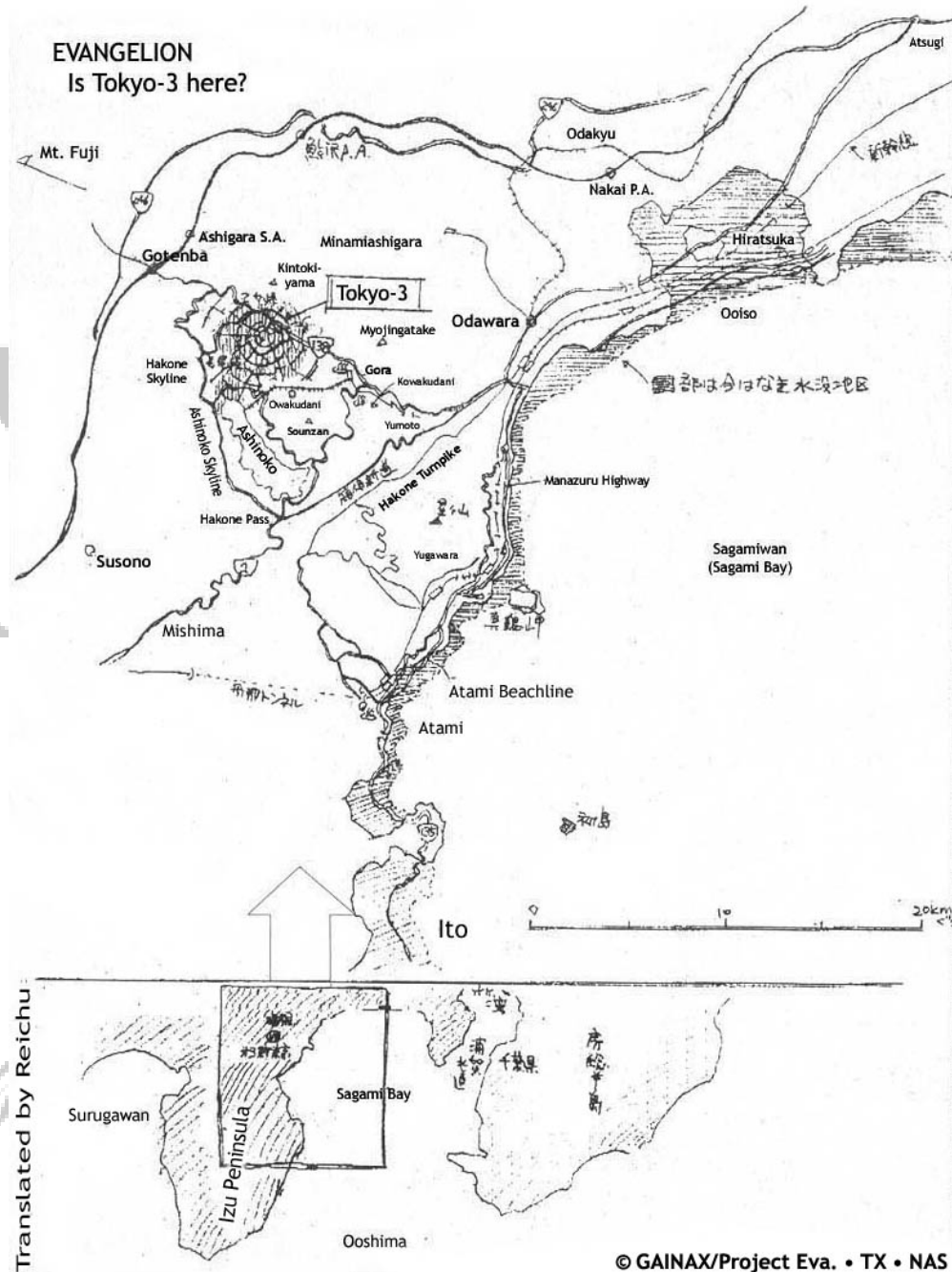


Tokyo-3 Before and After Building Recession

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TransRation by Reichu



Tokyo-3 Surrounding Area



THE MAGI SUPERCOMPUTERS

The Magi Supercomputer System is the most advanced supercomputer design to date. Each system is made up of three separate Supercomputers, and at the core of each of the three is a vat-grown human brain that serves as a part of the machine's CPU. Using an advanced Personality Transplant Operating System, each of the three machines is imprinted with a different analytical style and perspective. This grants each of the Magi not only the supercomputing power of a machine, but the ability to reason and develop a course of action all on its own, though numerous safeguards exist to prevent even one of the Magi from taking any course of action that has not been approved by its human operators.

In the series, the Magi of the Tokyo-3 facility are the first Magi Supercomputer system ever developed, and the Personality Transfer OS used the thought patterns of its creator in three different functions: herself as a Scientist, herself as a Mother, and herself as a Woman. These Magi were named Melchior, Balthasar and Caspar respectively.

While fans of the series may decide to keep this setup for their own games, it is not required. Names for the Magi may be given as the GM wishes (so long as they remain consistent) and such setups for the Personality Transfer OS may change as well, such as using the minds of different people (instead of different aspects of the same person) for different machines.

Whatever the setup, each branch of Nerv is guaranteed to have one Magi Supercomputer System. While it is used frequently in the background to handle many of Nerv's systems, both the players and the GM may make use of the Magi as both a resource and as a plot device. Benevolent GMs may use the Magi as a means of providing information to the players, or flash a warning message about the poor choice of their current plan of action. Groups with an Operations Director should be encouraged to make use of the Magi as a consultant for their plans, though difficult problems can take some time to compute.

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

BURIED TREASURES

At the bottommost layer of your Base of Operations, locked behind every last defense that mankind could muster, is something that the Angels desperately want to get to.

However, what this specific something is can vary from campaign to campaign. GMs are free to create their own reason why the Angels are so intent on breaching your Base of Operations, but the presence of any one of the three options below may be used.

Adam

Adam is the designation of the First Angel, the first of Earth's two Seeds of Life and the progenitor of the Angels. Adam is also the genetic basis of the Evangelions (unless your GM decides differently).

Adam's distinct physical features are never clearly shown. In the available glimpses of Adam's adult form it is either partially covered by ice or in the form of a glowing silhouette, the "Giant of Light". However, it is visibly a giant humanoid with a morphology strikingly similar to that of an Evangelion, which is appropriate considering the genetic relationship between Adam and the Evas.

The Giant of Light is observed with shoulder pylons, although a still-shot of the Katsuragi Expedition excavating Adam confirms that the pylons were not initially present, implying that--similarly to what would be done with the Evas later-- they were added as restraint mechanisms by the research team.

Adam possesses the ability to manifest translucent "wings" which it begins to spread before reaching the surface of the base. These greatly enlarged and split into four upon Adam's explosion.

Second Impact reduced Adam's body into an embryonic state resembling a tetrapod embryo (complete with four defined limbs) in early development.

The Angels wish to reach Adam and reactivate him to initiate Third Impact and reclaim the Earth for themselves.



Lilith

Lilith is designated as the Second Angel. Like Adam, Lilith is a Seed of Life, created by a Progenitor Race billions of years ago. Thus, Lilith is actually a being equal to Adam. The other Angels are the progeny of Adam, but Lilith is the progenitor of the "Lilim": humans. Thus it is actually somewhat misleading that Lilith has been designated as the "Second Angel", and indeed strictly speaking it would be proper to say that Lilith is not an "Angel" at all.

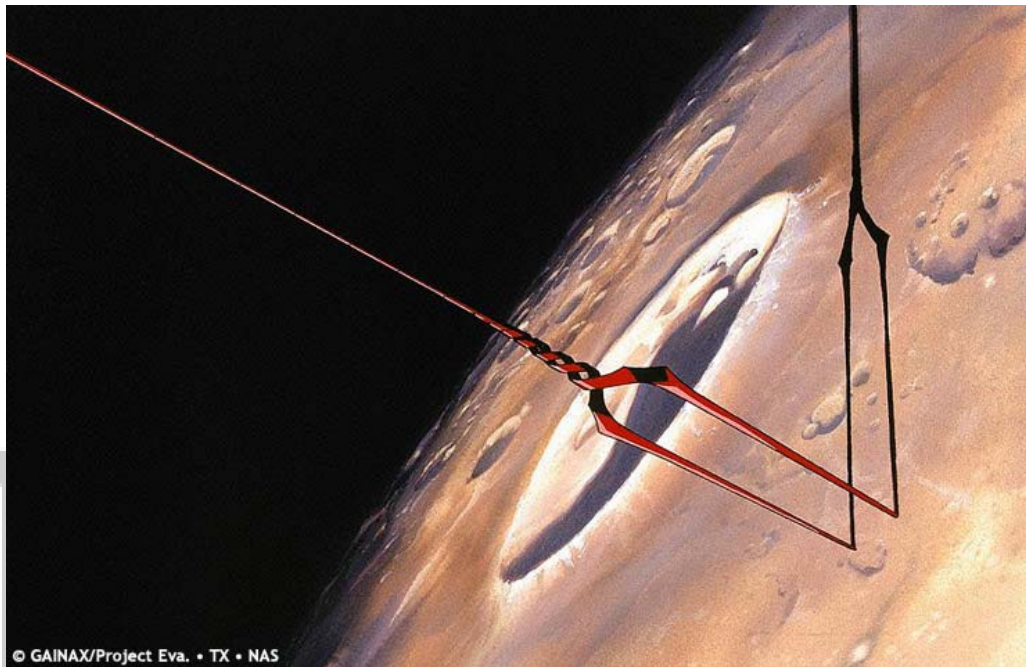
Billions of years ago, Lilith's "Black Moon" transport vessel collided violently with Earth, purely by accident. Earth already had a Seed of Life present on it, Adam, and no two Seeds are meant to land on the same planet. The result was the First Impact, which reduced both Adam and Lilith to a state of wounded dormancy and resulting in all life on Earth arising from Lilith spilt blood. For ages, the Black Moon containing Lilith was embedded deep within the Earth, and due to shifting tectonic plates the subterranean Black Moon eventually moved to a position underneath what would become the Base of Operations, forming the massive underground cavern termed the "Geofront".

At some undetermined point in the recent past (possibly even before Second Impact) the Black Moon and Lilith were discovered by Seele. Gehirn (later, Nerv) headquarters and the Base of Operations were built around its position. Lilith is kept crucified to a giant cross in the deepest and most secret level of Nerv HQ, Terminal Dogma, and used as a renewable source of LCL for the Evangelion Units (LCL in fact being Lilith's blood).

The Angel wish to reach Lilith and use her to wipe out all Lilith-based life on Earth (ei: all life as we know it), eradicating all of their opponents at once as well as leaving them unhindered in their attempts to find and reactivate Adam.



The Lance of Longinus



Physically, the Lance of Longinus resembles a long, red bident on an Evangelion scale. Its structure is inherently double-helical (in its normal configuration), with the majority of its length being straight and composed of two strands which are tightly interwoven. At one end, the two strands unwind and form two massive tines.

While the bident is the Lance's default shape, it also has metamorphic capabilities. Upon encountering an A.T. Field, the "flaps" of the Lance open up, revealing white, gill-like structures that seem to aid the Spear with self-propulsion under conditions of extreme resistance.

The Spear may be considered to be a weapon of godlike power. N^2 weapons have enough destructive potential to bring minor to moderate amounts of damage upon some of the weaker Angels; and Evas can use armaments against Angels after nullifying the Angels' A.T. Fields with their own. However, the Lance of Longinus is capable of piercing the active, unneutralized A.T. Field of any Angel or Evangelion entirely by itself.

The Lance is not of Terrestrial origin, having been created by the Progenitors of the Seeds of Life. It is also not the only Lance created: Every Seed of Life, including both Adam and Lilith, was sent with a counterpart Lance. At least one established function of the Lance is that of a "security device" capable of safeguarding the Progenitor Race's plans should they somehow be compromised. The Lance featured in the series belonged to Adam, whereas Lilith's is believed to have been lost or destroyed during First Impact.

While an incredibly powerful weapon, it is also a tool that can be used to initiate Third Impact. Should an Angel come into possession of the Lance, the results could be disastrous as the Angel could use it to turn itself into a being not unlike Adam, or simply turn on the human race as a weapon of unimaginable power.

Sadly, while an Evangelion can use it as a crude weapon, the Evangelions lack the mastery of their A.T. Field required to truly unlock the powers of the Lance. In theory the Evangelions could use it as a weapon and throw it, completely eradicating an Angel with a single blow. However, doing so puts the Lance beyond the Evangelion's ability to retrieve it. Should it be thrown at an orbital opponent, it drifts in orbit before finally becoming embedded in the moon. If thrown at an enemy on the ground, it destroys the Angel and reaches escape velocity - again reaching orbit. Should the players get clever and attempt to aim down so that it cannot end up in orbit, it instead passes through the Earth's crust and comes to a stop within the mantle. In all three situations, it is only a matter of time before an Angel goes to retrieve it and the Evangelions end up fighting an opponent likely to be far worse than whatever they used the Lance to kill.

Depending on the conditions of either Adam or Lilith, the Lance of Longinus may be required to keep one of the Seeds of Life dormant beneath the Base of Operations.

NERVA

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



SECOND IMPACT WORLD

The Second Impact

■
War

■
Reconstruction

■
Present Day

■
Organizations

The event known as Second Impact changed everything. There isn't a person alive who didn't lose someone during the event or the chaos that followed it, and the planet itself was changed by the force of the explosion. This chapter will attempt to provide a more comprehensive view of the effect of Second Impact on the world, and how the world of Evangelion differs from our own.

THE SECOND IMPACT

The Second Impact is a cataclysm which followed the "contact experiment" conducted by the Katsuragi Expedition on Adam in Antarctica on September 13, 2000. While the exact details of this experiment are unknown, it caused Adam to awaken and involved human use of the Lance of Longinus, an alien artifact recovered from beneath the Dead Sea.



When Adam awoke, he immediately recognized humanity as creations of Lilith and thus his enemy. Had he been allowed to run amok, he would have destroyed all life on Earth and rebuilt the world according to his plan: angelic life forms.

However, the Katsuragi Expedition managed to act in time and minimize the damage of their mistake. Before it could be reclaimed, they used the Lance of Longinus to reduce Adam into an embryonic state. While effective at neutralizing him, the release of energy vaporized the continent of Antarctica. Despite being at ground zero of this tremendous blast, both the embryonic Adam and the Lance of Longinus survived the explosion.

Two billion people across the world would not be so lucky. Massive tidal waves radiated out from the former continent of Antarctica, smashing entire cities to splinters and drowning virtually everything in all but the highest or most secluded areas of South America, Africa and Australia. The tsunamis even reach as far as the British Isles, and though significantly reduced by the intervening distance still cause massive devastation. Many cities in the Northern Hemisphere (such as virtually every city on the East Coast of North America) experienced destructive flash flooding.

Even worse than the tidal waves was the shock to the planet from the explosion itself. The force of the blast shifted the Earth, slightly changing its axis. While the environmental repercussions of this would not be felt for some time, the geological consequences were almost immediate. Mere minutes after the instant of the explosion, the stress suddenly placed on the crust and mantle from the South Pole caused earthquakes across the globe, ranging from minor

disturbances to massive catastrophes. Even worse were the frequent volcanic eruptions both during the Impact and for some months afterward. Special mention goes to the Yellowstone Caldera, which ejected some 47 cubic miles of rock and dust into the sky, which would take almost an entire decade to settle fully and plunged North America into chaos. Optimistic geologists, however, claim that the Second Impact spared the human race a cataclysmic repeat of the last time the Yellowstone Caldera erupted by setting it off early. On its previous eruption 640,000 years previous, the Yellowstone super volcano spewed approximately 240 cubic miles of rock into the sky.

WAR

The sudden, unexpected and truly devastating nature of the Second Impact threw the world into chaos. Over two billion had died in the first nineteen hours alone, and millions more were in need of crucial aid and supplies. However, the global tectonic activity had crippled nearly every nation on Earth, and systems of government around the globe collapsed under the strain.

While many records from this time were either lost, destroyed or based on inaccurate and inconsistent data, it is clear that refugees from the worse afflicted areas fled to neighboring regions in untold numbers. For countries already only barely stable, this panicked human locust swarm was an obvious death sentence. Fighting broke out on the borders between various countries, followed by full fledged massacres.

Nowhere was this fighting more intense than on the India-Pakistan border. In an effort to force neighboring countries to provide aid, extremist remains of the Indian government threatened the use of nuclear weapons. Thus provoked, Pakistan launched its own weapons of mass destruction in a pre-emptive strike. The resulting exchange, added on top of the previous devastation, left the subcontinent in ruins and 15 years later is still virtually uninhabited. This exchange triggered violent interventions and the sparking of tensions across the world. While the former Cold War nations avoided mutually assured destruction, several cities such as London and the original Tokyo (Tokyo-1) were destroyed within the first ten days after the Second Impact.

While the use of weapons of mass destruction was curbed early on, the planet was plunged into war for months. The majority of these conflicts were a result of resource shortages and refugee crises, though pre-existing ethnic and political tensions often provided the critical spark to conflict.

In the months of combat, the devastated continents of South America and Africa seemed determined to destroyed themselves, and the first world countries were scrambling to secure and protect as much as they could. China pushed forward its borders in several directions and made key acquisitions, while the United States and Canada formed a desperate alliance. Russia

reclaimed several of its satellite nations from the Cold War, though not as much territory as it had hoped due to food shortages at home that forced them to consolidate their enlarged territory rather than expand it.

In the end, the chaos seemed destined to continue and escalate back to the levels of weapons of mass destruction within the year. In a desperate attempt to curb this destruction, a coalition of several European nations (notably starting with England, France and Germany) turned over their military forces to the United Nations. While only barely keeping lines of communication open between nations prior to this, the sudden increase in its military power gave the UN the might required to forcefully intervene in several out-of-control conflicts around the globe. Russia, having already stopped its territorial expansion and after securing the UN's guarantee that these new territories would not be touched, also joined this group. The United States, while previously opposing UN intervention in South America for nationalistic reasons, eventually admitted that with its own crises it lacked the resources to handle the South American problem on its own and joined as well.

The consolidation of these forces and others was finalized on February 14th, 2001 in the so called Valentine Treaty. This event represented an end to the general hostilities and war that defined the six months after Second Impact, though small conflicts continued for some time and certain regional conflicts sparked during those months have continued unabated ever since.

RECONSTRUCTION

However, this was not the end of the troubles caused by Second Impact. In the intervening fifteen years, only 22% of South America, 49% of Africa, and 12% of Australia have undergone anything approaching reconstruction, mostly restricted to basic humanitarian aid. India, Pakistan, and many previously civilized areas of the aforementioned continents are still all but deserted, despite the general recession of the floods that originally devastated them. South America has permanently lost large portions of Brazil and Chile to the Sea, and the nations of Paraguay and Uruguay are entirely submerged to this day.



In other parts of the world, the damage from flash flooding and earthquakes is all but erased. Notable instances include the reclamation of Boston, once completely flooded by the initial waves.

Unlike the flooding the volcanic activity has left lingering scars, especially in the United States Wyoming region.

However, the massive dust clouds that crippled plant growth in North America for years were only the tip of the ice berg of climate related troubles. With the shift in the Earth's axis, as well as the desalinization of the oceans resulting from the instantaneous melting of the Antarctic continent, the Earth experienced a massive climate shift. Much of Asia, notably China and Japan, has seen significant temperature increases, with Japan now appearing locked in what equated to its Pre-Impact summer weather at all times of the year. Russia as well has seen an increase of temperatures, though oddly most of Europe has seen heavier snowfall and a longer Winter than normal. Large swathes of North America experience heavy rainfall almost all year round, and Central America is quickly turning into a roasting desert.

PRESENT DAY

America

During this time of constant rebuilding the United States was in a unique position of having taken considerable damage to most of its major cities while keeping much of its industrial power intact. As a result, for the next twelve years of heavy reconstruction the American economy boomed, to the point of allowing it to establish a modest military of its own again while still supporting the forces that it had signed over to the UN.

However, in 2012, the reconstruction finished. Suddenly the United States economy, which had built itself around the rebuilding of its cities, plummeted into a massive recession as nearly 12% of its population found itself unemployed within the span of a few months. This blow to the United States economy has yet to balance itself out, and while the United States is still one of the more powerful nations in the world, its economy is among the worst and is desperate for jobs.

Russia

Quality of life in Russia has been improving slowly but steadily since the Valentine Treaty signing in 2001. With much of its own military power on loan to the UN, Russia was more than capable of redirecting its military funds to the task of stabilizing both itself and the territory it acquired after Second Impact.

While lacking the economic boom that defined the United States for over a decade, Russia has also reached the point of being able to support a small military force, mainly as a deterrent against China, which attempted several incursions into Russia during the chaos after Second Impact.

Chinese Federation

China's territorial borders and sphere of influence grew greatly before the Valentine Treaty, and has remained stable ever since. While once plagued by overpopulation, the mass devastation of Second Impact has left China with a much more manageable population. Officially, all of the territory that China absorbed during those military campaigns were absorbed into China to form a power base of stability to benefit them all. As such, China claims those nations still exist within the Chinese government, and call themselves the Chinese Federation.

United Nations

Even armed with decade old weaponry from a dozen different countries, the United Nations still represents the dominant military and economic power in the post Second Impact world.

In this new organization of the UN the United States, Russia, and the Chinese Federation are all members, though unlike the rest of the world they have the might require to oppose the UN should they wish to. The rest of the world is more or less subservient to the UNs military might, and its control of the humanitarian aid and resources that support them.

Germany, Japan and France have risen to power within the structure of the UN. Germany especially was surprisingly quick to stabilize itself after Second Impact and, while it did not increase its territory during the chaos that followed it, gained an economic powerbase that has left it as arguably the most influential nation inside the UN.

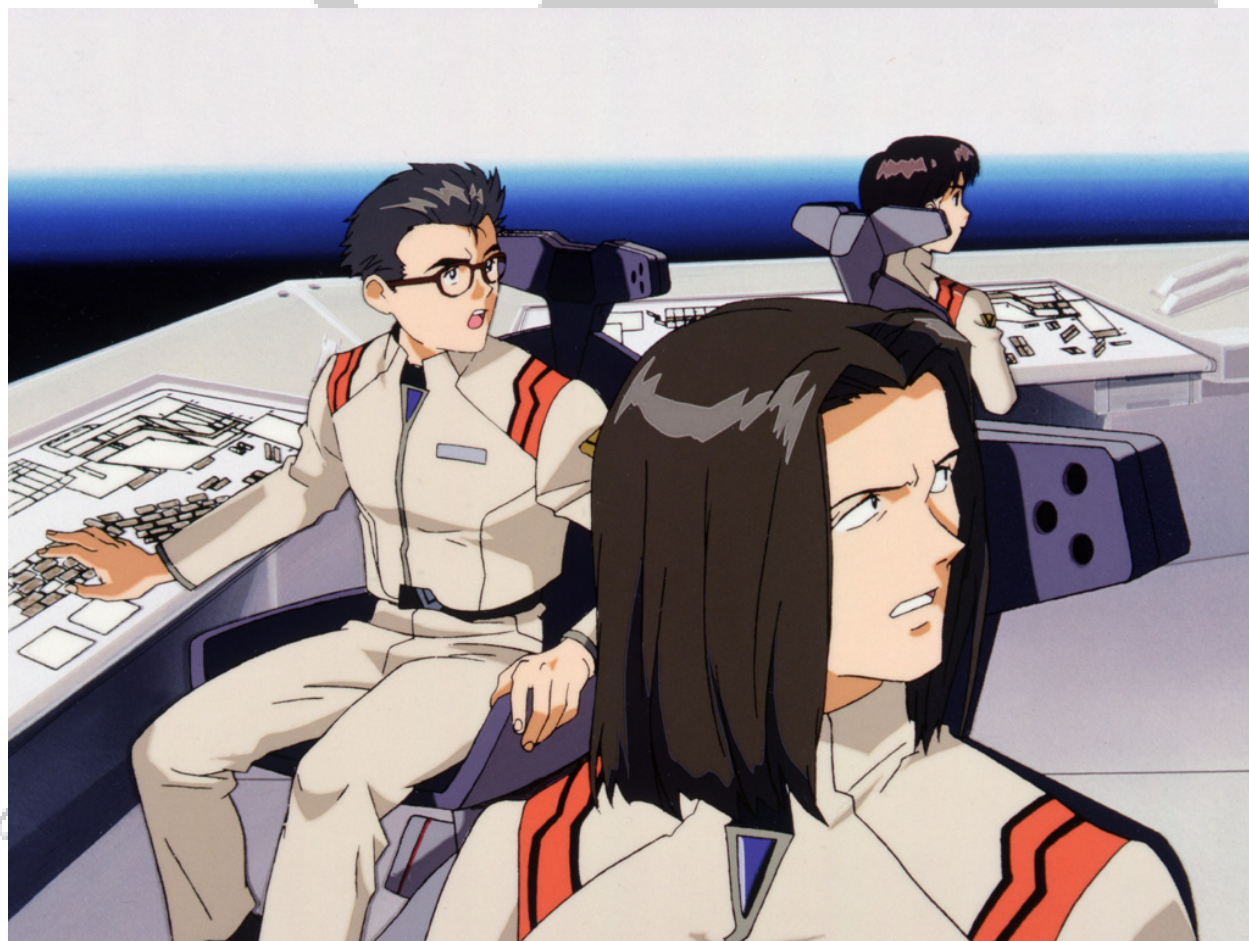
ORGANIZATIONS

In addition to the nations of Earth, there are several organizations that have a large amount of influence on the fate of the world, either due to their direct involvement in the Evangelion project or political clout within the UN.

Nerv

Nerv is a paramilitary special agency nominally under the control of the United Nations. Nerv's official purpose is to lead the defense of mankind against the Angels, to stop them from initiating a Third Impact after the destruction that was wrought by Adam during Second Impact in 2000, through use of the Evangelions, which they constructed.

Officially, Nerv is a private organization under the direct supervision of the United Nations being granted limited authority over local administration and, to an extent, United Nations military forces. However, Nerv is essentially an independent organization from the United



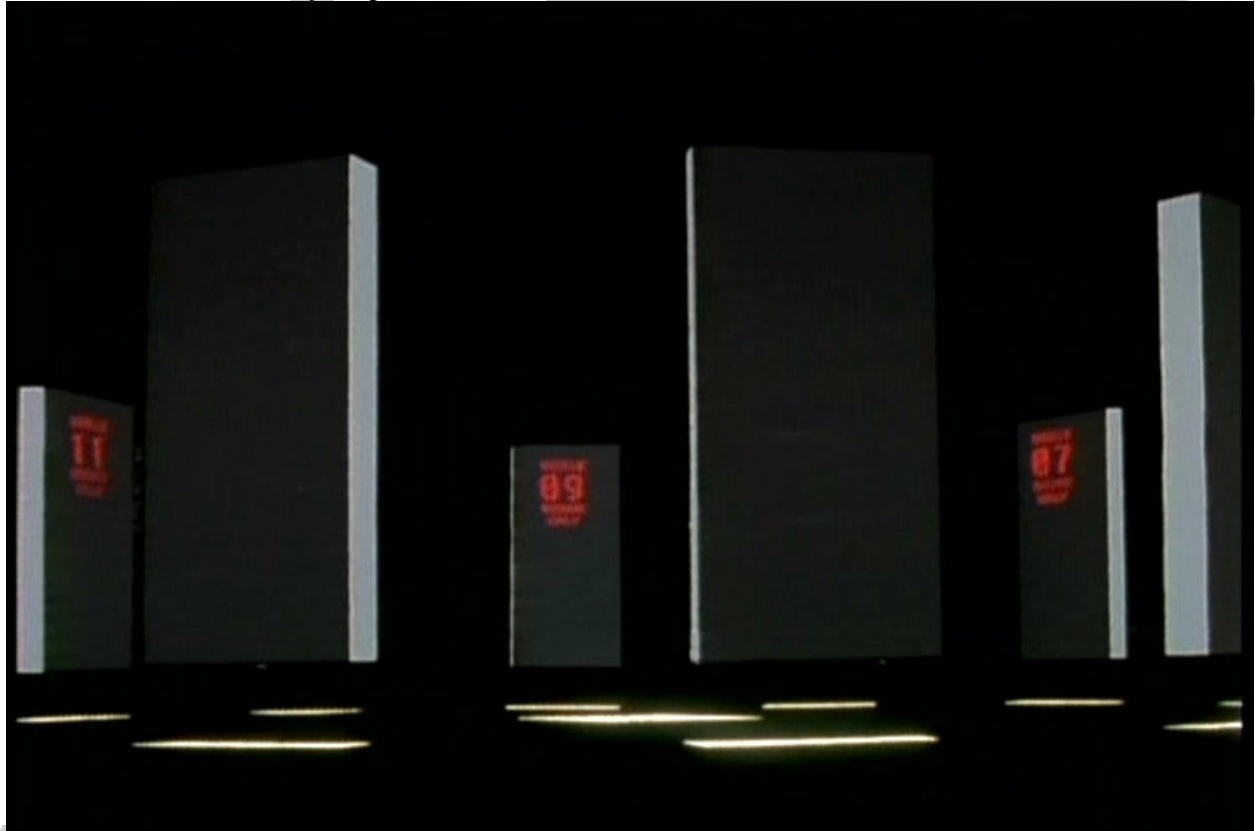
Nations apart from matters of funding. As a result of conventional military forces' inability to defeat Angels, the effort to defeat them is often left at the discretion of Nerv's highest ranking personnel without direct external interference. Nerv is capable of guarding its own position through whatever means necessary, including sabotaging a rival defense contractor's prototype combat robot, "Jet Alone".

Nerv's origins lie in the research organization known as Gehirn, which was renamed and reorganized into "Nerv" in 2010 after its headquarters and the Magi supercomputers were completed. Unlike Gehirn, whose existence was officially a secret (with the UN Artificial Evolution Laboratory serving as a front), Nerv is semi-public.

Seele

Seele is a shadowy and mysterious organization which maintains a global power cabal, and is the secret backer of Gehirn and Nerv. The Seele council members are the true puppet masters pulling the strings of the United Nations.

The origins of Seele are shrouded in mystery. According to themselves, they have maintained an Illuminati-like power cabal over Earth's governments since ancient times. While this cannot be independently confirmed, it is certain that Seele has been active since at least the end of World War II, when they acquired the Dead Sea Scrolls.



The Seele council is composed of 12 members, headed by Chairman Keel Lorenz. Seele meetings consist of "video conferences" in which instead of projecting actual images of each member, images of large stone monoliths with the words "SEELE (member number) SOUND ONLY" displayed on them (i.e. Chairman Keel is "SEELE 01 SOUND ONLY").

The inner circle of Seele is also the Human Instrumentality Committee, which directly oversees the progress of Nerv in the name of the United Nations (which it actually controls). The committee is composed of five members, and is also headed by Chairman Keel.



LIFE ON THE GROUND

Between Battles

■
Special Events

■
Equipment

■
Vehicles



LIFE ON THE GROUND



Adeptus Evangelion places a lot of focus on that which makes it different from the Dark Heresy rule set – its inclusion of Evangelion combat.

However, this is by no means the only part of your campaign. Your players play as the pilots of the Evangelions, not as the Evangelions themselves. In between Angel attacks, your players need some time to stretch their character's legs a bit and do something outside of the Entry Plug.

On the whole, the relevant rules are unchanged from those in Dark Heresy, which lacks Evangelions entirely. However, the approach to the situation must be handled much differently. Dark Heresy is built around investigation, and is designed for day-to-day progression in roleplaying. However, in Adeptus Evangelion it can be weeks, or even months, in between Angel attacks. Attempting to roleplay each day in between Angel attacks would be unreasonable and, unless the players have made especially interesting characters, boring.

Instead, Adeptus Evangelion applies a time-management system to cover the majority of the intervening time, punctuated by special events in which the pilots themselves are the focus of attention.

BETWEEN BATTLES

First, it is important to determine how long it is until the next Angel attack. While the GM should feel free to set this amount of time himself, and can certainly have an Angel attack at any time, the following chart is provided for the random distribution of Angel attacks over time. Note that no matter what is rolled, the GM should not tell the players exactly how much time they have until the next attack.

Random Angel Attack Chart	
Roll result	Time between attacks
1-3	1d5 days
4-10	1 week
11-20	1d5 weeks
21-45	1d5+2 weeks
46-60	1d5+3 weeks
61-95	1 month + 1d10 days
96-99	1d5 months
100	6 months

Instead of letting the players know exactly how much time until the Angel attack, have them decide upon their actions week by week, until they reach a special event that you have prepared for them or the next Angel attack.

For any week that you have not prepared an Angel attack or other special event, have them choose from the following activities to fill their time. While a character can easily perform many of the activities listed below in a single week, only one is counted per week.

Physical Training

The character spends most of their free time throughout the week working out at the gym, running, playing sports or performing other physically strenuous activities. For each week that they train in this fashion, they may choose either their Strength, Agility, or Toughness characteristic. Each week that they train, they roll a test of that characteristic. If the test succeeds, make a note of it. Once they have gained a number of successes equal to their bonus for that characteristic, that characteristic increases by 1. This represents the gradual increase of the character's stats via extra training. A character can increase any given characteristic a maximum of 5 times through this method. Any further increase of the character's Strength, Agility or Toughness should be a result of experience bought Characteristic increases.

Combat Training

The character spends most of their free time throughout the week sparring, at the shooting range, or otherwise training themselves. For each week that they train in this fashion, they may choose either Weapons Skill or Ballistic Skill. Each week that they train, they roll a test of that characteristic. If the test succeeds, make a note of it. Once they have gained a number of successes equal to their bonus for that characteristic, that characteristic increases by 1. This represents the gradual increase of the characters combat skill via extra training. A character can increase any given characteristic a maximum of 5 times through this method. Any further increase of the character's Weapon Skill or Ballistic Skill should be a result of experience bought Characteristic increases.

Education

The Character spends most of their free time throughout the week in school or university, reading, performing personal research or otherwise increasing their base of knowledge. For each week that they train their minds in this fashion, they may either choose to research a skill or increase their general intelligence. If they decide to research a skill, they may choose one Intelligence based skill, and roll an Intelligence Test. After 5 successful weekly Intelligence tests, they have trained themselves in that skill.



If the character has decided to increase their general Intelligence, for each week that they train their minds with puzzles and problems, they roll an Intelligence Test. If the test succeeds, make a note of it. Once they have gained a number of successes equal to their Intelligence Bonus, their Intelligence increases by 1. This represents the gradual increase of the characters mental skill via education and open thought. A character can increase their Intelligence 5 times through this method. Any further increase of the character's Intelligence should be a result of experience bought Characteristic increases.

Hobbies

The character spends most of their free time pursuing frivolous but amusing ends in areas that interest them. This is purely for their enjoyment, which is more beneficial than it seems. While many might see an obsession with playing card games or building model trains to be a sign of impending madness, this indulgence actually helps the character to define themselves. This has

the effect of giving the character a tiny, almost negligible, buffer against the degradation of their Ego Barrier.

For every week that the Character obsesses over their hobby, they may Test Willpower. After 4 weekly successes, they may restore to 1 point to their Ego Barrier as long as this does not put their Ego Barrier above 100, or whatever the next multiple of 10 is. For example, through constant obsession a character with an 82 Ego Barrier might restore themselves to 90, but after that the benefits of their obsession ends and they may not restore any more of their Ego Barrier until it has fallen again.

Therapy

The character spends most of their time in therapy, on medication, or in a relaxing and safe environment. By excising and addressing their problems, or through suppressing them, the Character might ward off the encroachment of their own insanity.

For every week that the Character is in Therapy, they may Test Willpower. After 4 weekly successes, they may remove 1 point of Insanity as long as this does not give them negative Insanity Points, or put their number of Insanity Points below the next lowest multiple of 10. For example, through heavy medication a character with a 62 Insanity Score might reduce it to 60, but after that the benefits of their drug regime end and they may not remove Insanity Points until they have gained more.

General Rest

General Rest is a calm, relaxed minimizing of movement and physical exertion, usually for health reasons. Every time a Pilot takes wounds, they are required to spend their first available week resting. They are also required to rest for 1 week per point of Critical Damage taken. Note that this is critical damage to the pilot, not the Evangelion.

A week of General Rest heals 1 point of Critical Damage (but does not replace lost limbs), or all remaining wounds if the player lacks Critical Damage.



SPECIAL EVENTS

In between battles, there should be at least one Special Event. A Special Event is when the game breaks from the purely week-by-week handling of their pilots affairs. While obviously a necessary mechanic for handling long spans of time, the week by week mechanic can deny the players a chance to roleplay their characters outside of combat. Special Events give the players that chance.

Sample Special Events include:

Press Conference

With each battle that the Pilots of the Evangelions fight, the fate of humanity hangs in the balance. They also have a tendency to step on small buildings and people's cars. Such a small group of people has never before in human history been so important.

It's only natural for the masses to want to know more about their Pilot saviors. While for the most part the Pilots will be kept from the public eye for their own safety, on occasion they might find themselves accosted by reporters or scheduled for an official press conference. Any dirty secrets, or especially destructive battles, are sure to be at the top of things to discuss.

Depending on whether or not they embrace this attention, one or more of the Pilots might end up as a full blown celebrity.

Formal Event

As the saviors of humanity, the Pilots are in a very important political situation. While technically outranked by Nerv officers, even political Heads of State have less direct impact on the fate of the world.

It will not be uncommon for powerful politicians to want to meet such extraordinary people, possibly for the purpose of getting their support and the support of Nerv through them. Such politicians can be powerful allies, and even more powerful enemies should they be given cause.

To meet with these politicians, in addition to guided tours of Nerv facilities and secret meetings, it is likely that one or more Pilots will find themselves invited to some formal event, possibly a fundraiser or unveiling of some new military product such as the Jet Alone.

Holiday

Given the potentially long span of time in between defending the world from Angels, it is almost inevitable that some iconic major Holiday will pop up on the calendar. This could be a wonderful chance for the Pilots to enjoy the simple things in life. Like dinner with the NPCs, dressing up in silly costumes, or making liberal and unnecessary use of the Carouse skill and then belligerently piloting a giant robot.

Emergency

While obviously every time that an Evangelion is launched there is some sort of crisis, in this case the Angels are in no way involved. This could be the power of the Evangelions deployed against relatively defenseless conventional forces that are invading a nearby country, or a natural disaster where the proper application of an A.T. Field can save lives such as a Tsunami or volcanic eruption.

In either case, the focus should be less on fighting and more on strategic use of their skills and abilities as well as roleplaying. Where in most situations the pilots are reactionary, here they should be given as free a reign as their Umbilical Cables allow.

Surprise Attack

If all else fails, the Base of Operations can be a pretty big place. Maybe it is three O'clock in the morning and the pilots were asleep, or maybe they just went out to see a movie. In any event, the Pilots are not inside a Nerv facility when an Angel suddenly appears on the edge of the city. Now, in the midst of a hectic battle that only they have a chance of winning, the pilots need to make their way to their Evangelions and launch.

This is also a wonderful time to impress upon your pilot characters the sheer difference in scale between encountering an Angel from the view of an Entry Plug and seeing it from the ground. The archetypal version of this encounter is the Matariel fight from the series, where the pilots spend much of their time simply trying to reach the Evangelions during a massive power outage that has rendered normal access routes unusable.

Terrorist Attack

No group of people has ever been as important as the Pilots of the Evangelions. As such, they are incredibly high value targets.

Any group that has an axe to grind might try and take the Pilots, and by extension the fate of the human race, hostage. If the Pilots themselves are forced to fight they are likely to quickly find that for all their skill in killing Angels from the seat of an Entry Plug, most of them lack real combat skill using their own hands.

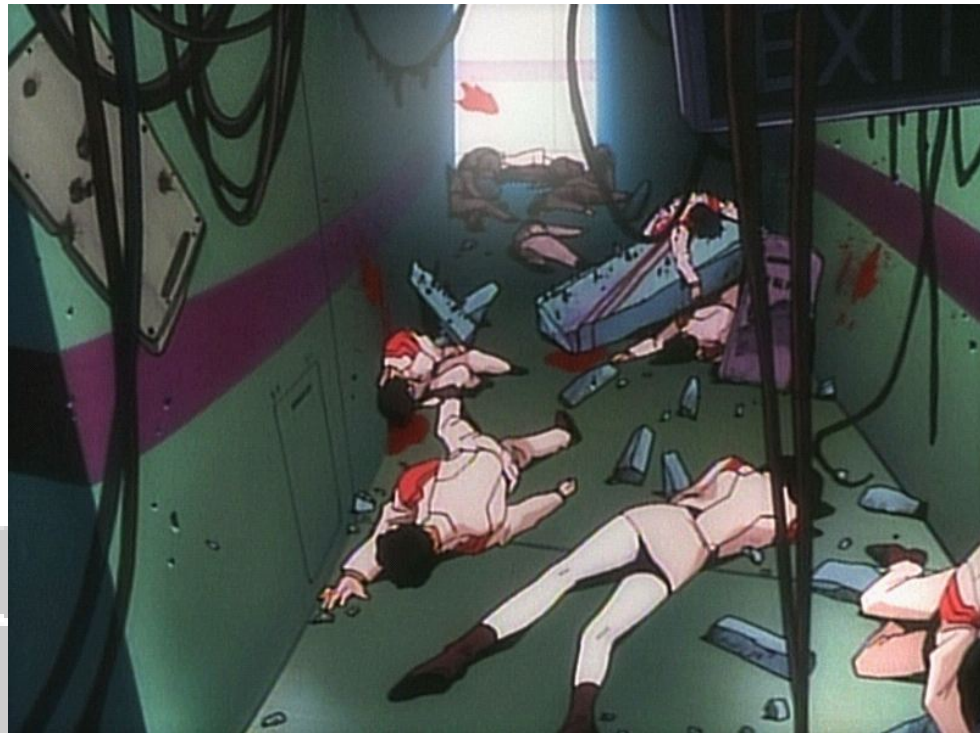
Alternatively, Nerv itself might come under attack from some extremist group that has taken the classification of the enemy as “Angels” a tad too literally, and believes Nerv to be opposing God’s Will.

Such an event should only ever be allowed to happen once as a case of things having gone horribly wrong. If the Pilots are under constant threat from human parties, it should be a primary component of the campaign.

Investigation

The Dark Heresy ruleset itself is geared toward Investigation and combat, and as such many of the skills available to the Pilots serve this purpose even though that is rarely the focus of an Adeptus Evangelion campaign.

However, the world of Evangelion is one of plots, conspiracies and secret cabals. Often, these are based around protecting the secrets of the Evangelions themselves. Others, like the organization Seele from the series,



have far more nefarious and wide reaching goals like initiating a Third Impact.

The players should be given ample opportunity to proceed with their own investigations into these matters, though they should be made aware of the risk that they are taking, even if they are Pilots.

If anything, one of the harder parts of handling the player's investigation will be restricting their chances to actually do it themselves. After all, it can be months in between fights. Normally, the players could accomplish a tremendous amount in that span of time, but that would require them to roleplay most of the days in that time span, something which Adeptus Evangelion is not designed for and does not recommend.

Goals

It is entirely likely that the player characters have their own goals. Whether this be pursuing a relationship, confronting a rival or rebuilding an old car, the players should be given the chance to pursue their goals whenever it would be reasonable for them to. However, unless their goal is a rather simple or superficial one, it should be something that they have to put time and effort into.

EQUIPMENT

Most of what is available to the Pilots is provided to them courtesy of Nerv. From Nerv issue clothing, to Nerv issue food and Nerv issue toilette paper, the pilots basic needs are all taken care of, though not to excess. Even for the saviors of humanity, in a post-Second Impact economy a lavish lifestyle is almost impossible to achieve. However, for personal expenses, each Pilot is provided with a monthly allowance equal to \$200 dollars, plus an additional \$100 per rank gained. Operations Directors are paid more with a monthly wage of \$1000, with an additional \$500 increase per Rank gained.

Note that as allowances they may not be saved for later. Unspent funds per month are not retained.

Much of what the pilots would want to buy are things already described in Dark Heresy, though under a different name. GMs are encouraged to import useful equipment from Dark Heresy wherever they would be appropriate. However, GMs should be very wary as to what Dark Heresy equipment they wish to allow in their games. In specific, guns other than Solid Projectile should be extremely rare if they even exist at all. Similarly, any armor more advanced than Flak will be virtually impossible to acquire if it exists. Most other forms of equipment are of the exact same nature as things the players can be expected to know in the real world, and can be treated as their real world counterparts. Equipment that provides mechanical benefit should use the stats, if not the descriptions, of their Dark Heresy counterparts.

Person Scale Weapons – General											
Name	class	range	RoF	Damage	Pen	Clip	Rld	Special	Wt	Cost	Availability
Nerv Sidearm	Pistol	30m	S/2/-	1d10+1 I	0	12	Full	Reliable	1.5Kg	\$45	Average
Nerv Assault Rifle	Basic	60m	S/3/6	1d10+2 I	0	20	Full	Reliable	3.4Kg	\$275	Average

Person Scale Armor					
Name	Locations covered	AP	Weight	Cost	Availability
Plugsuit	Arms, Body, Legs	2	7Kg	Nerv Issue Only	Very Rare

VEHICLES

There are all kinds of vehicles that the Pilots or other character might find themselves in besides the Evangelions. In general, these are divided between the vehicles used by civilians and the vehicles used by Nerv and other military organizations.

In order to use the following vehicles to their full effect, the GM and players will need access to the Dark Heresy Apocrypha: Vehicles and Riding Beasts, an additional supplement.

Civilian Vehicles

Civilian Car

Type: Automobile

Size: Average

Armor: Hull 10

Traits: None, some may be Open

Narrative Speed: 50 kmph/100kmph

Combat Speed: 10/35/70/105/140

Handling Modifier(Drive(Automobile))+0

Armaments: none

Crew: 1 (Driver)

Passengers: 4

Access Points: 2 side doors

Civilian Truck

Type: Automobile

Size: Hulking

Armor: Hull 12

Traits: None, some may be Open

Narrative Speed: 40 kmph/90kmph

Combat Speed: 10/35/70/105/140

Handling Modifier(Drive(Automobile))-10

Armaments: none

Crew: 1 (Driver)

Passengers: 2

Access Points: 2 side doors

Civilian Motorbike

Type: Automobile

Size: Hulking

Armor: Hull 3

Traits: Open, may have All Terrain (Decrease speed 25%)

Narrative Speed: 50 kmph/150kmph

Combat Speed: 15/50/100/150/200

Handling Modifier(Drive(Automobile))0

Armaments: none

Crew: 1 (Driver)

Passengers: none

Access Points: A motorbike is open topped and may be boarded and disembarked from any point.

Military Vehicles

Nerv APC

Type: Heavy

Size: Enormous

Armor: Front 18, Hull 12, Rear 14

Traits: Amphibious, All Terrain

Narrative Speed: 35 kmph/70 kmph

Combat Speed: 1/25/50/75/100

Handling Modifier(Drive(Heavy))+0

Armaments: heavy machine gun turret

Crew: 1 (Driver), 2 (Gunner) Passengers: 12

Access Points: Top and Rear hatches

Tank

Type: Heavy

Size: Enormous

Armor: Front 22, Hull 21, Rear 14

Traits: none

Narrative Speed: 35 kmph/55 kmph

Combat Speed: 5/20/40/60/80

Handling Modifier(Drive(Heavy))+0

Armaments: Heavy Anti-tank gun

Crew: 1 (Driver), 2 (Gunner) Passengers: 2

Access Points: Top and Rear hatches

VTOL

Type: Aircraft

Size: Hulking

Armor: Hull 12, Engines 9

Traits: None

Narrative Speed: 50 kmph / 70 kmph

Combat Speed: -/ 25/50/75/100

Handling Modifier(Pilot(Aircraft))+0

Armaments: Heavy Machine Gun, Missile Launcher

Crew: 1 Pilot, 1 Copilot

Passengers: 6

Access Points: VTOL Aircraft can be entered through a ramp at the back.

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



THIRD IMPACT AND YOU

What is Third
Impact?



Initiating Impact



Third Impact is the ultimate ending to a campaign, the complete and utter reshaping of the world. A successfully completed Third Impact makes continuing the campaign in any fashion virtually impossible, as humanity is either destroyed or converted into some new and strange form of life.

However, Third Impact is no single, specific event. While the mention of it conjures to mind the disturbing and confusing End of Evangelion, there are many other paths that Third Impact could have taken, and could still take in your own campaign.

WHAT IS THIRD IMPACT?

Third Impact is the awakening of Adam, the awakening of Lilith, the awakening of both at once, or the awakening of both as one. Adam and Lilith are each beings of immense power, specifically designed to be planted on a world and reshape it to support life, which they then create. Adam creates Core-based life forms like the Angels that serve as the antagonists of the series, and Lilith creates the Earth-like life forms we are familiar with. Given that these two forms of life, and the environments designed to support them, are mutually exclusive it is hardly any surprise that Adam and Lilith seek each others destruction. Each interferes in the others ability to pursue the purpose for which they were designed.

Either one of them could wipe out all life on Earth entirely, as Adam would have during the Second Impact had the Katsuragi Expedition not used the Lance of Longinus to reduce him to an embryonic state while he was still weak. Should both be awakened, it could mean a repeat of the cataclysmic First Impact, which neither of them won, which would almost certainly destroy humanity in the struggle.

INITIATING IMPACT

There are a myriad of ways that Third Impact can be brought about, both intentionally and unintentionally. While each of them has potentially catastrophic consequences, some of them have wider reaching implications than others and some can even be contained or otherwise disrupted.

Each scenario is presented as its own profile with the following sections:

Awakened: Whether it be Adam, Lilith, or some combination of the two, this is the godlike being that now possess a threat to all life on Earth.

Initiator: This is the group or race that has triggered Third Impact.

Means: How Third Impact was brought about.

Effect: What the effect of this version of Third Impact will be on the world, and the actions likely to be taken by the newly awakened being.

Interference: What, if anything, the players can do to stop this.

Various scenarios of Third Impact are provided below. This is by no means a comprehensive list of possible Third Impacts. It is merely a general approach to a number of likely Third Impact scenarios.

SUCCESSION

Awakened: Adam

Initiator: The Angels

Means: Any Angel can initiate Third Impact by successfully making contact with Adam. Through this contact with the dormant embryonic Adam, the Angel has one of two choices: to absorb Adam into itself and become the 'New' Adam, or to sacrifice itself and join with Adam in order to regenerate him. In this scenario, the Angel expresses survival instinct, which isn't very common in Angels, and chooses to make itself the new Adam rather than sacrificing itself.

Effect:

The Angel chooses to absorb Adam rather than sacrifice itself. The Angel makes contact with Adam and absorbs him into its Core. This will cause the Angel itself to change violently into an advanced form, as it unlocks new Biological and Absolute Territory potential previously impossible for it.

The Angel's Synch Ratio changes to 400, granting it an A.T. Field Strength of 40. The Angel gains knowledge of every A.T. Field Power available to players or Angels, as well as other powers at the GMs discretion. The Angel also gains the following Traits if it did not already possess them: Light of the Soul, The Stuff of Nightmares, Regeneration, and Unnatural Characteristic (all). In addition, all wound totals on all body parts regenerate to full, and then those wound totals double.



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Thus empowered, the Angel has become the new Adam. It will then attempt to retrieve the Lance of Longinus as well as destroy Lilith. Once both of these tasks have been accomplished, it will proceed to erase all life on Earth, and create a new world full of Angelic beings.

Interference:

There are a number of ways that the players could attempt to halt this Third Impact, though the fact that an Angel successfully made contact with Adam implies that the Evangelions failed to protect Adam, and might already be in such a state where continued resistance is impossible.

However, should one or more Evangelions be in fighting shape, the player's best course of action is to attempt to kill this new Adam using one of his first two goals: Lilith or the Lance of Longinus. Awakening Lilith would give them a powerful ally in the fight against Adam, though it quickly leads to another Third Impact under Lilith's control when Adam is dead. The Lance of Longinus is an extremely powerful weapon which has already been used to defeat Adam once. With an Evangelion wielding it, it might be used to defeat this new Adam the same as the old, by reducing him to an embryonic state. Even in victory, however, there is the fact that the last time this happened, it resulted in the complete destruction of the Antarctic continent and the death of over 3 billion people worldwide. And should the battle turn against the Eva's, Adam could reclaim the Lance and become all but unstoppable.

ADAM REBORN

Awakened: Adam

Initiator: The Angels

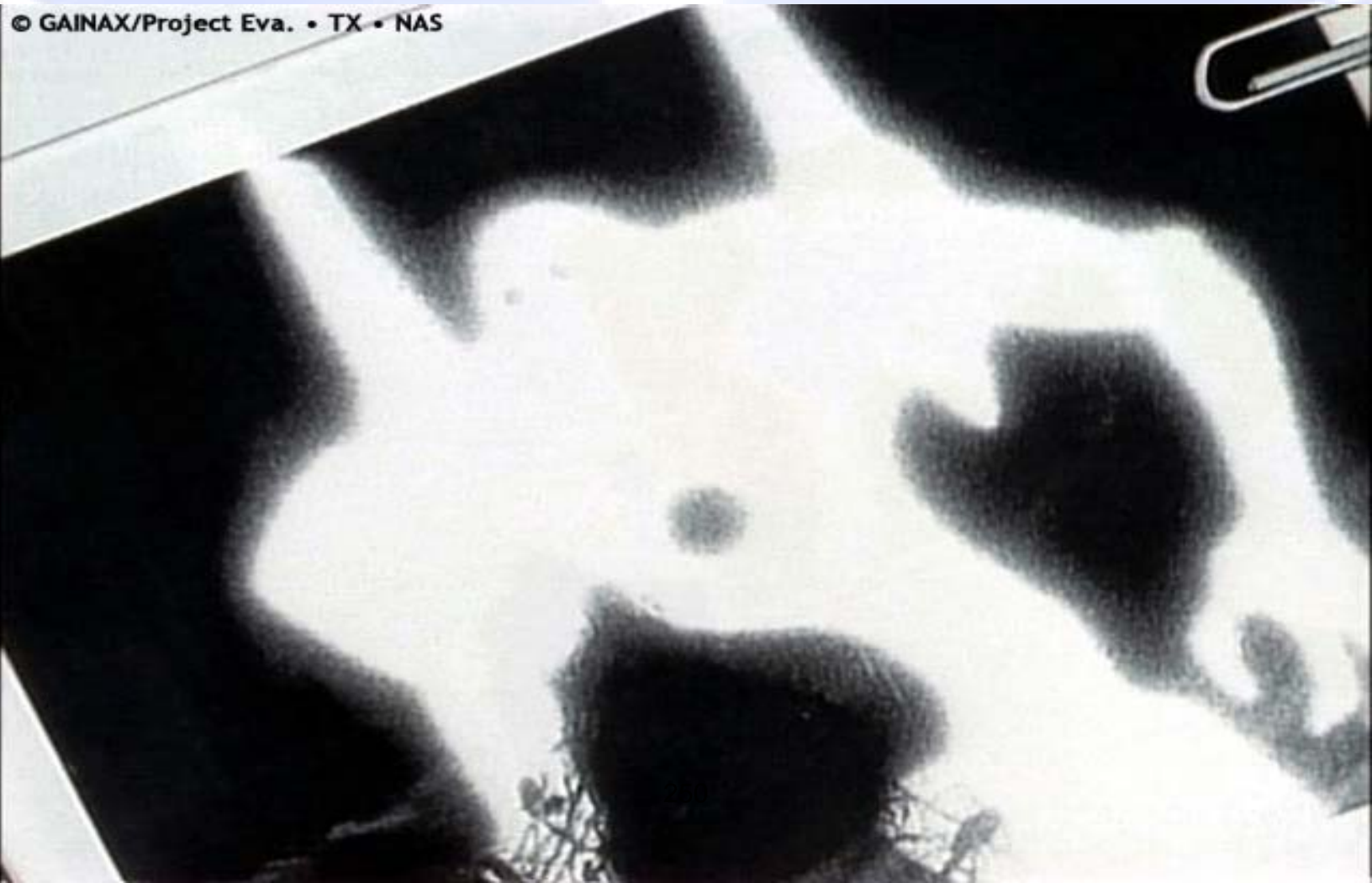
Means: Any Angel can initiate Third Impact by successfully making contact with Adam. Through this contact with the dormant embryonic Adam, the Angel has one of two choices: to absorb Adam into itself and become the 'New' Adam, or to sacrifice itself and join with Adam in order to regenerate him. In this scenario, the Angel fulfills its desire to join with Adam, and gives over all of its power and biomass to reconstitute Adam from his current embryonic state.

Effect:

The release of energy is tremendous, and likely destroys anything that might be left in the surrounding area that is not in an A.T. Field. Rising from the ruin of this explosion will be Adam, returned to his full glory in the form of the Giant of Light from the Second Impact.

The GM is encouraged to treat Adam's Giant of Light form as having the following stat block:

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Adam- Giant of Light Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
45	45	50	80	30	80	100	100	30	400

Adam-Giant of Light Body			
Location	% to Hit	AP	Wounds
Head	01-10	2	20
R. Arm	11-20	2	40
L. Arm	21-30	2	40
Core	31-40	4	50
Body	41-70	4	60
R. Leg	71-85	2	40
L. Leg	86-100	2	40

Movement: 3/6/9/18
Skills: Awareness (Per)
Talents:
Traits: Angel (TB 16), Dark Sight, Fear (4), From Beyond, Light of the Soul, AT Penetration (all attacks), The Stuff of Nightmares, Natural Weapon (Claws), Regeneration
A.T. Field Powers: Spread (always fully active), AT Mastery*
***AT Mastery:** Adam's control of the A.T. Field is absolute. There is no A.T. Field power available to players or Angels that he cannot use.
Weapons: Claws (1d10+10 R; Pen 10)

Adam, once fully regenerated, will then attempt to retrieve the Lance of Longinus as well as destroy Lilith. Once both of these tasks have been accomplished, it will proceed to erase all life on Earth, and create a new world full of Angelic beings. While still attempting these tasks it is entirely possible that Adam will call any remaining Angels to his side to serve him, or simply create new Angels on the spot for the same purpose.

Interference:

There are a number of ways that the players could attempt to halt this Third Impact, though the fact that an Angel successfully made contact with Adam implies that the Evangelions failed to protect Adam, and might already be in such a state where continued resistance is impossible.

However, should one or more Evangelions be in fighting shape, the Player's best course of action is to attempt to kill this new Adam using one of his first two goals: Lilith or the Lance of Longinus. Awakening Lilith would give them a powerful ally in the fight against Adam, though it quickly leads to another Third Impact under Lilith's control when Adam is dead. The Lance of Longinus is an extremely powerful weapon which has already been used to defeat Adam once, but should the battle turn against the Eva's, Adam could reclaim the Lance and become all but unstoppable.



ASCENSION

Awakened: Adam

Initiator: Humanity

Means: In the series, we see Commander Gendo Ikari steal the embryonic Adam and graft him onto his hand. In the series, this is only a part of his long running scheme to combine Adam and Lilith into one being under his control. However, in this version of Third Impact, someone might instead graft Adam onto their body in order to control him. This might be as simple as the grafting itself, or it might require the use of advanced cybernetics based on the synchronization technology found in the Evangelions. Whatever the means, this results in a human coming into possession of Adam's power. Should this person then acquire the Lance of Longinus, he may initiate a Third Impact under his control.

Effect: A human has given himself the power of Adam. While this makes him extremely powerful, as a creation of Lilith no human can expect to fully unlock Adam's potential. Until he has the Lance of Longinus, that is.

Stat-wise, the Human gains the powers, abilities and A.T. Field of the Angel Tabbris. While certainly a threat, this is not yet a true Third Impact, rather more like an extremely powerful Angel attack. However, as Adam this human can command or create Angels, and will likely draw such allies to him and either use them as minions or absorb them in order to spread his dominance. Note that this is before the human gains the Lance, and his power become indistinguishable from those of the original Adam designed to reshape worlds.

In the end this amounts to a single individual, who might have been sponsored by an organization, attempting and succeeding in becoming a god. What motivates this person, and what exactly they will do with their incredible power, will vary wildly based on who exactly has become the new Adam. However, should for whatever reason the person's control over Adam be broken, the original Adam could become active with disastrous results for both the human bound to him and everyone else.



Interference: Again, in this scenario it is up the players to try and kill or otherwise impede this newly risen superpowered being. Unlike an Adam awakened by the Angels, it is unlikely that the Evangelions have been defeated immediately prior to this event, giving the players a much better chance of using their Eva's to interfere.

While a direct confrontation is possible, it is not advised. Any human bound with Adam would have had ample time to prepare for his unveiling, and only an idiot would have failed to anticipate having to deal with the Evangelions. Given this Adam's ability to create and control Angels, facing a small army of Angelic beings is entirely possible, even likely.

SINGULARITY EGG

Awakened: An Angel

Initiator: The Angels

Means: The Lance of Longinus is an incredibly powerful tool in the right hands. Should an Angel come into possession of the Lance of Longinus, they might attempt to use it to recreate Adam, even if they lack the original. However, even attempting this requires a base level of Absolute Territory control, and may not be attempted by any Angel with an A.T. Field Strength less than 200.

Effect: The Angel inverts its A.T. Field and creates a stable Sea of Dirac. This Sea of Dirac then begins to spread and swallow up everything around it. This spread would be relatively slow, but given sufficient time could swallow up the entire planet.

Within the Sea of Dirac, all engulfed matter is converted into energy, and funneled into the Lance of Longinus. Once contents of the Sea of Dirac have reached a critical mass, the Angel will have the energy and the means required to transform itself into the new Adam. What's worse, this new Adam would already have the Lance of Longinus in its possession.

Once this new Adam has awakened, it might collapse its Sea of Dirac and proceed to initiate Third Impact, or absorb the entire planet into its Sea of Dirac and then reform it there, a Third Impact inside an extra-dimensional space.

Interference:

If the Angel is given the opportunity to become the new Adam, already in possession of the Lance of Longinus, then there is little to nothing that the players can do to stop Third Impact. Therefore, their only chance at survival is to enter the Sea of Dirac while the new Adam is still gestating, and either reclaim the Lance of Longinus or kill the Angel mid transformation. What powers the Angel has at this point in the transformation are left up to the GM to decide, though GMs should see the entry on Leliel in Chapter 6, another Angel with a Sea of Dirac.

CORRUPTED SOURCE

Awakened: Lilith

Initiator: The Angels

Means: An Angel breaches NERV, and finds the dormant Lilith. Either knowing or not that she is not Adam, the Angel attempts to fuse with her. Though this will ultimately result in the Angel's destruction, the amount of havoc that this abomination is capable of wrecking cannot be denied.

Effect: The Angel fuses with Lilith, becoming something that is neither truly Adam, Angel, or even Lilith. The Angel, nowhere near as powerful as its progenitor Adam, cannot survive such extended contact with Lilith, and the resulting creature is sure to die within a matter of days.

However, within that span of time the Angel is currently in possession of the powers of Lilith. This abomination will, in its last act, attempt to succeed where Adam failed. Lilith will return to the Black Moon and, once there, raise it into the air. The dislodging of such a massive object from the Earth will cause incredible earthquakes and tidal waves all over the planet, as well as resulting in the complete destruction of everything within hundreds of miles of the Geofront's location.

Once the Black Moon has reached orbit, Angel-Lilith will spend some hours reshaping itself into a powerful array that combines multiple imitations of the Lance of Longinus. With this new form, the Angel will use the dormant Lilith's power to destroy all Lilith-based life on the planet. The remaining Angels will inherit the Earth, and might find the embryonic Adam themselves. However, Angel-Lilith is incapable of reshaping the world to support Angelic life, and cannot create new Angels.

Little of this matters, though, as by this point the campaign has ended due to a lack of surviving humans in the world.



Interference: If the Pilots are within the Geofront, or in their Evangelions outside of it, they might survive the Black Moon ripping itself from the Earth and rising to orbit. In any other case, the pilots are surely dead.

If the entire party is wiped out, the GM may allow the party to play as pilots at a separate Nerv branch which has survived the rise of Black Moon.

In either case, the fate of humanity rests on the ability of the pilots to reach the Black Moon in orbit, breach it, and kill the Angel-Lilith abomination inside of it before it can wipe out all life on Earth. The true Lance of Longinus, if available, would be helpful.

Alternatively, the pilots could find a way to simply disrupt Angel-Lilith's ability to enact its plan until it dies from the toxic nature of its own fusion.

THE ORIGINAL PLAN

Awakened: Lilith

Initiator: Humanity

Means: Lilith herself has been awakened, and with no plan in place to contain her. This could be the result of many separate instances: the fusion of Lilith and an Evangelion, or an attempted Instrumentality gone wrong. Whatever the cause, Lilith has been unleashed.

Effect: Lilith, now free, decides to fulfill her original purpose. She will first hunt down and destroy any remaining Angels, as well as the original Adam. After those threats have been eradicated, she will raise the Black Moon into orbit, and from there do what she was designed to do: reshape a world and populate it with life.

The fact that the Earth is currently filled with life spawned of her blood will matter little to her. Humanity was an unintended side-effect of the First Impact, unguided by any hand. She, like Adam, was designed to create a specific form of life. Adam creates Angels, and what Lilith creates is something that is not the human race.

As such, she will take back what she has lost in the form of dissolving all life on Earth into LCL, and recalling all souls. However, rather than combine them into one pool of consciousness like in Instrumentality, Lilith will use them to create an entirely new alien ecosystem on Earth. The one that her creators intended for her to create so long ago.

Interference: Lilith, unlike Adam, is not inherently hostile to humanity, and the pilots of the Evangelions are in a unique position among humans to be recognized by her due to their powerful A.T. Fields. While simply killing Lilith is certainly an option, a better one would be to make mental contact with her and attempt to convince her that Humanity is worth sparing, and that she can create life on some other world.



A HUMAN WORK

Awakened: Lilith

Initiator: Humanity

Means: Some human organization uses the body of the dormant Lilith to build what can only be described as a god machine. Using the same synchronization system found in the Evangelions, Lilith is modified to accept a controller, though this could not be described as a pilot because Lilith is not designed to move.

Through synchronization, this controller would gain access to the powers of Lilith: complete control over all non-Angelic life on Earth. Should such a thing occur, that person would become a literal god amongst men, and their control over humanity would be absolute.

Effect: A human being has hijacked a fraction of Lilith's power. While Lilith is not technically awakened, her power is still in play and for all intents and purposes a minor Third Impact has been initiated.

The controller of Lilith, inside a system probably not unlike an Entry Plug, would use Lilith's power to reconstitute the Black Moon, Lilith's vehicle and tool. Like many other forms of Third Impact, the Black moon will rise into orbit. Once there, the controller of Lilith will be able to exercise complete control over the human mind, body and soul. Using the tools now at their command, they may know the thoughts of any group of people they wish, destroy or reshape the human form, and even manipulate a person's very soul.

Any such person would be a very literal god, and the undisputed master of the world.

Interference: The pilots, inside their Evangelions, will be offered the protection of their Eva's A.T. Fields. The Evangelions are based on Angel DNA, and as such they are not subject to control by Lilith's power. While inside them, the controller of Lilith will not be able to use his full power against them.

The players must find a way to kill Lilith's controller, or otherwise destroy or disable the Lilith synchronization machine, the Black Moon, or Lilith herself.

HUMAN INSTRUMENTALITY

Awakened: Lilith/Adam

Initiator: Humanity

Means: This is the Third Impact that fans will recognize in the series. The secret organization Seele reconstitutes Lilith by sacrificing Adam and granting her his power as well as her own. However, rather than let her run amok, Seele has constructed a trap for her. Twelve Mass Produced Evangelions, each with a fake Lance of Longinus and an S2 organ, arrange themselves so that their A.T. Fields resonate with each other and create an Anti-A.T. Field formation dubbed by Seele “The Tree of Life”.

This field attracts Lilith, and makes contact with her. Through this formation, Lilith may be directed to perform Seele’s ultimate goal: the Instrumentality of mankind.



Effect: Lilith raises the Black Moon into orbit, and expands an extremely powerful Anti-A.T. Field. With the self sacrifice of the Mass Produced Evangelions by thrusting their fake lances through their own Cores, Lilith spreads this field across the entire planet. Almost instantly, all life on the planet dissolves into LCL, with their souls being drawn by Lilith into the Black Moon and joined as one.

This is Human Instrumentality: the creation of a unified human consciousness that replaces the normal human existence. In this form, humanity needs want for nothing, as it has no bodies to care for. However, while safe, in this form humanity is trapped and unable to act in any physical way.

Interference: The player's best chance to interrupt instrumentality is to somehow defeat the Mass Produced Evangelions before Lilith can be awakened, or in some other way disrupt the Tree of Life. If an Evangelion with an S2 organ joins the Tree of Life, they might attempt to use it to contact Lilith and stop the process. However, joining the Tree of Life increases the pilots insanity by 1d10 each round, and decreases the pilots Ego Barrier by 2d10 each round. If either removes the pilot from play, Instrumentality continues.

DOOMSDAY

Awakened: Adam/Lilith

Initiator: Humanity

Means: Man's hubris has created the undisputed end of the world. In an attempt to create a god we could control, we combined Adam and Lilith. However, something has gone horribly wrong. Rather than Lilith as the dominant of the two, Adam is.

Effect: With the combined power and portfolios of Adam and Lilith, this advanced Adam can do as he wishes without impediment. While the Lance of Longinus can be used to wound such an enemy, Adam will not be killed by it and will only have gained yet another powerful tool in the process. Using Lilith's power, Adam will dissolve all life on earth into LCL, and then simply use that LCL to create the Angelic life forms that he intended to before the First Impact.

Interference: The Evangelions, as combinations of Human and Angel DNA, are resistant to control in most other forms of Third Impact. However, against an overtly hostile combination of Adam and Lilith, there is no effective tool at the players disposal that can possibly help them. While killing this new being is obviously of top priority, only a case of GM Fiat could ever give them the power required.