

NEON GENESIS

EVANGELION RPG

NERV
WHITE
PAPER

Original by GAINAX

Written by Mitsuhiro Nakazama (ORG)

Comp Collection Special

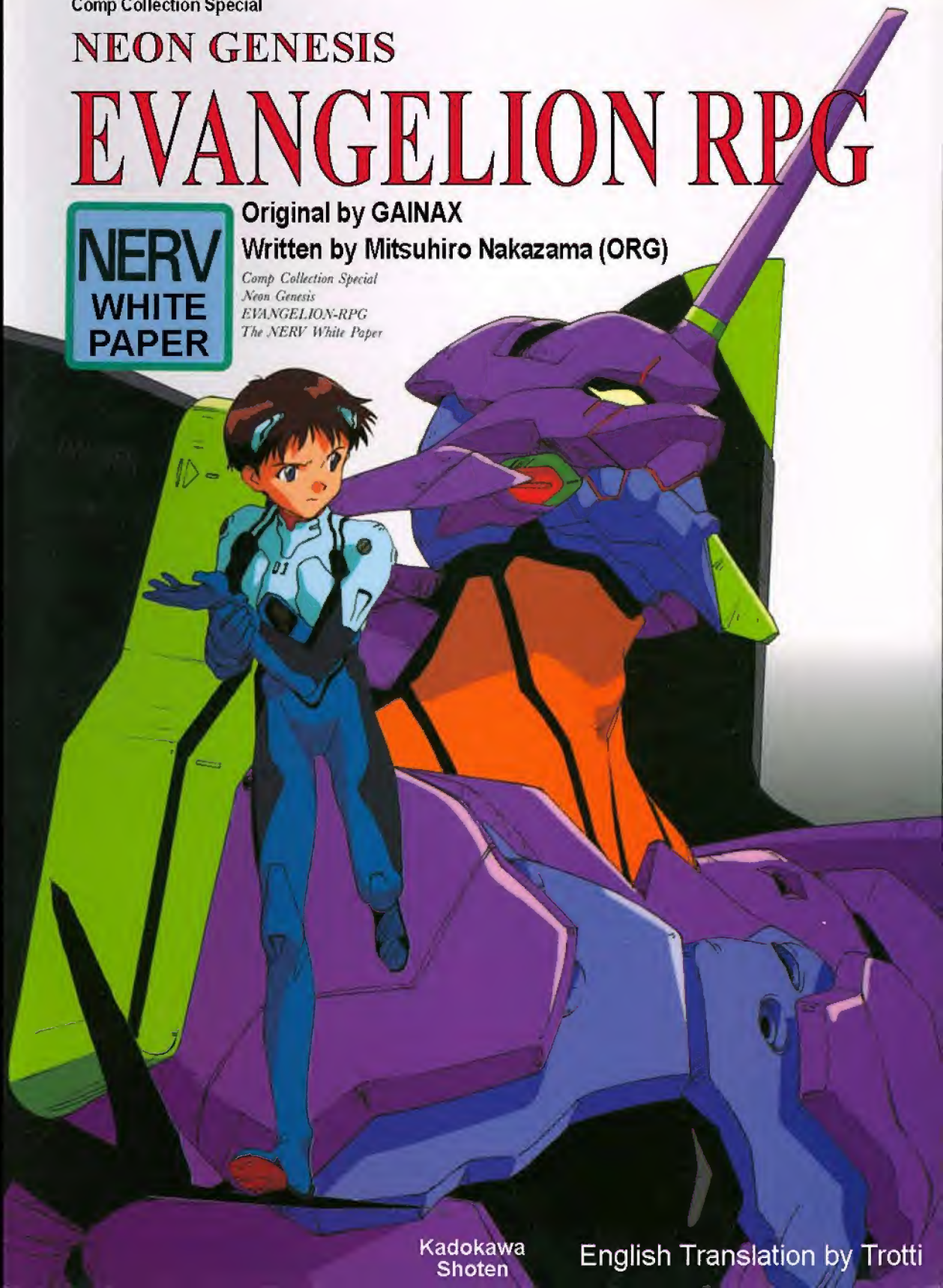
Neon Genesis

EVANGELION-RPG

The NERV White Paper

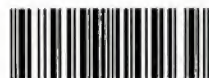
WHITE
PAPER
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By Mitsuhiro Nakazama (ORG)



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NEON GENESIS EVANGELION RPG
(NERV WHITE PAPER)

KADOKAWA SHOTEN

English Translation by Trotti

NEON GENESIS EVANGELION RPG (Zwei)

WHITE
PAPER

Original by GAINAX
By Mitsuhiko Nakazawa (ORG)

Kadokawa
Shoten

Welcome *Nerv*_{files}

LY FOR YOUR EYES ONLY FOR

Neon Genesis Evangelion RPG

Comp Collection Special

Neon Genesis

EVANGELION-RPG

The NERV White Paper

Original by GAINAX

Written by Mitsuhiro Nakazama (ORG)



TOP SECRET

TOP SECRET

THE NERV
WHITE PAPER

NEON GENESIS
EVANGELION-RPG
THE NERV
WHITE PAPER

CARD
BOX

Complete
11 Major
and
63 Minor
Cards
in
Full Color



0001-137-22

NERV



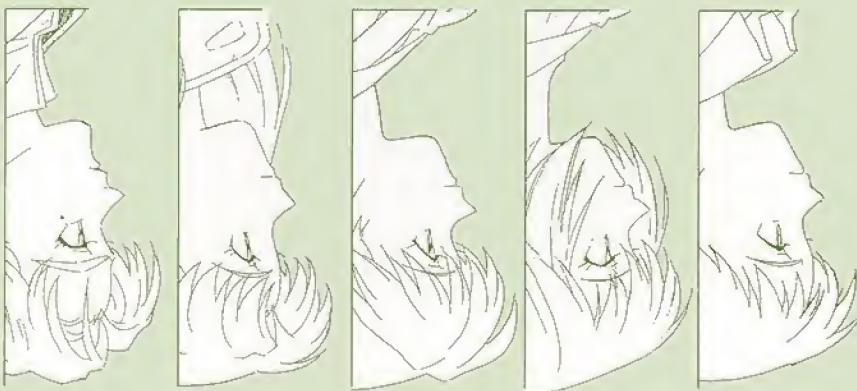
イカリ シンジ SHINJI IKARI

Strength	Weakness	Fighting Skills
EVA Synchro Stress Relief	Negotiation Quick Action	Eva Pilot

THE NERV
WHITE PAPER

THE NERV
WHITE PAPER

E V A N G E L I O N - R P G

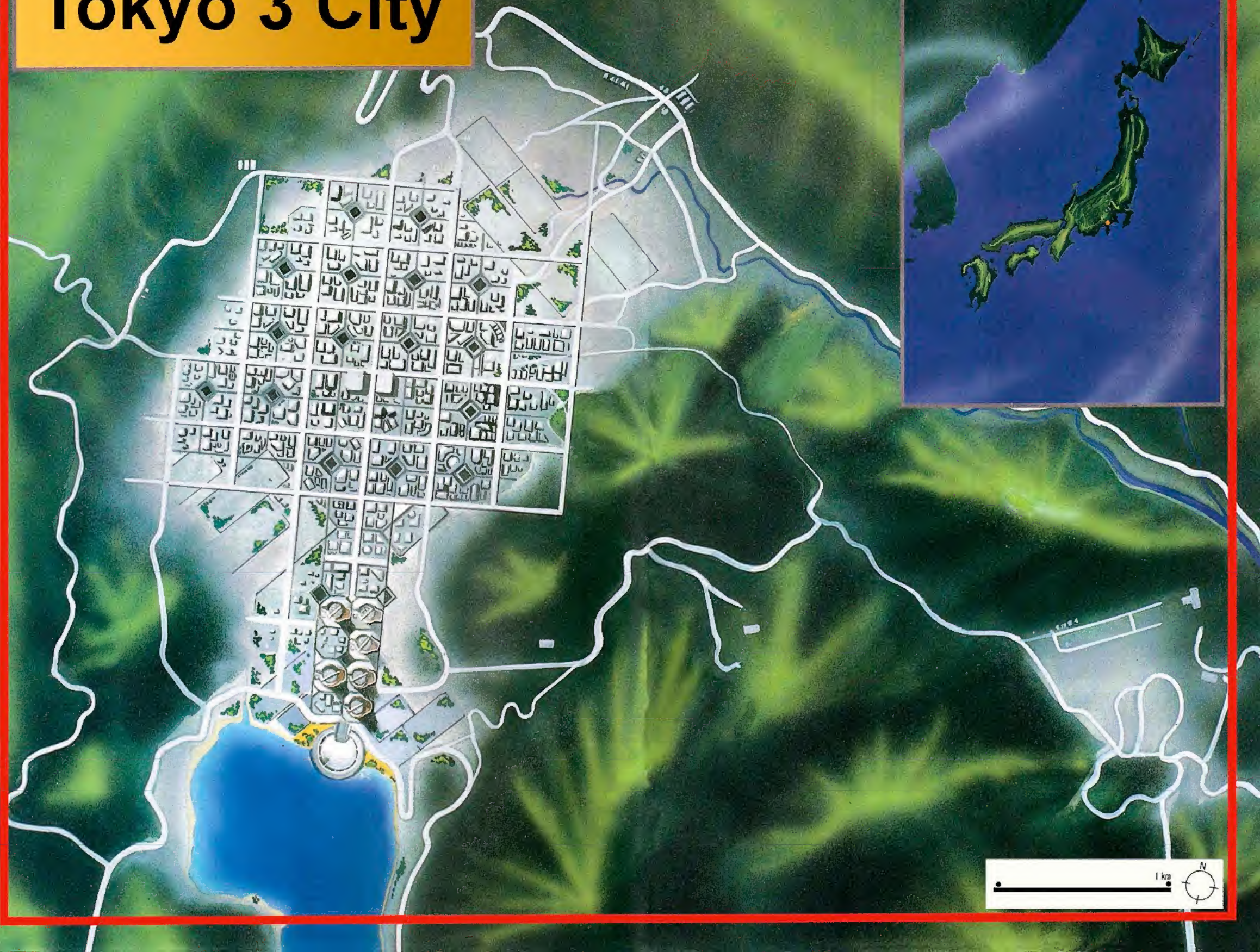


N E O N G E N E S I S

OPEN

Tokyo 3 City

Installation Location



Neon Genesis Evangelion RPG

NERVHQ

Dedicated Calendar

2015

未

SHEEP

Month

Affiliation

Character Name

2015

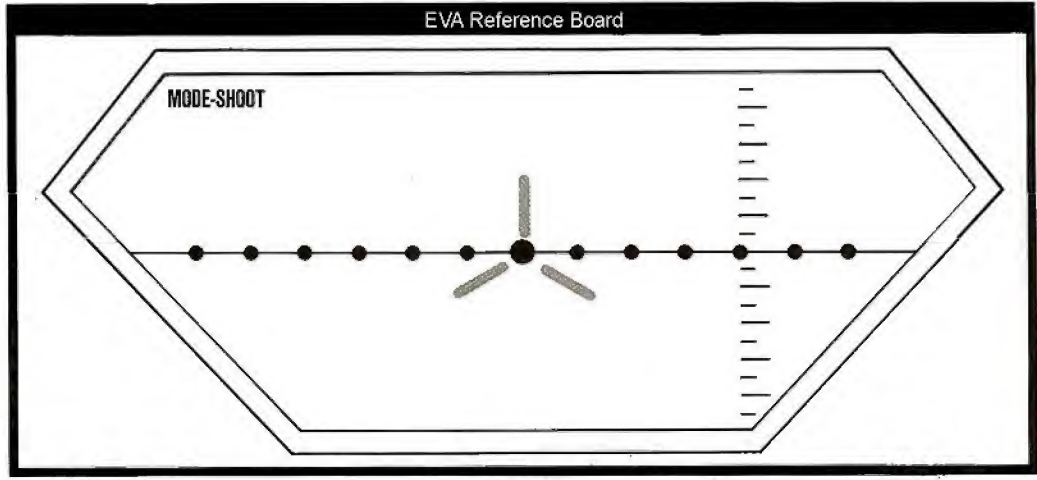
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DAY OF WEEKLY																					
1st WEEK	1	HP Harmonics Stress	Location	2	HP Harmonics Stress	Location	3	HP Harmonics Stress	Location	4	HP Harmonics Stress	Location	5	HP Harmonics Stress	Location	6	HP Harmonics Stress	Location	7	HP Harmonics Stress	Location
2nd WEEK	8	HP Harmonics Stress	Location	9	HP Harmonics Stress	Location	10	HP Harmonics Stress	Location	11	HP Harmonics Stress	Location	12	HP Harmonics Stress	Location	13	HP Harmonics Stress	Location	14	HP Harmonics Stress	Location
3rd WEEK	15	HP Harmonics Stress	Location	16	HP Harmonics Stress	Location	17	HP Harmonics Stress	Location	18	HP Harmonics Stress	Location	19	HP Harmonics Stress	Location	20	HP Harmonics Stress	Location	21	HP Harmonics Stress	Location
4th WEEK	22	HP Harmonics Stress	Location	23	HP Harmonics Stress	Location	24	HP Harmonics Stress	Location	25	HP Harmonics Stress	Location	26	HP Harmonics Stress	Location	27	HP Harmonics Stress	Location	28	HP Harmonics Stress	Location
5th WEEK	29	HP Harmonics Stress	Location	30	HP Harmonics Stress	Location	31	HP Harmonics Stress	Location	EVA Reference Board MODE-SHOOT											

MEMO

Date of Play Y: M: D:

Player Name



Comp Collection Special

Neon Genesis Evangelion RPG



*Comp Collection Special
Neon Genesis EVANGELION-RPG
The NERV White Paper*



Original by GAINAX

Written by
Mitsuhiro Nakazama (ORG)

English Translation by
TROTTI



Preface to the English Edition

This translation of *The Neon Genesis Evangelion RPG: The NERV White Paper* came about because of Covid-19. I had picked up a copy of the book sometime in the late nineties, and thought to myself, 'I really should translate this.' Flash forward to 2020 and the Covid-19 pandemic. Quarantined with nothing to do for several months, I finally had the time.

The book is divided into three main sections. The Introduction covers the world of Evangelion, the characters, settings, EVAs and nine of the Angels. The Rules cover, well, the rules. Finally there are four scenarios, collectively known as the Dead Sea Scrolls. One is a solo player scenario to learn the rules. Three are for a group of players and can be played either as a campaign or separately.

As you read the book, you'll notice it only covers half of the series. There is a companion book, *Descent of Angel*, which covers the remaining Angels and the EVA series Units. Hopefully I'll get around to translating that before the next pandemic.



As a bonus for the English edition, there's a brand new scenario at the end of this document. It gives a little fan service for some of the supporting characters from the original story. I hope you enjoy it.

The game is played using a combination of die rolls, card draws and decision making to experience a story, manage attributes and fight the Angels with the EVAs. Though it can be played solo, it is best played in a group, with one player acting as The Commander (aka Game Master). Japan did not experience the same RPG boom in the seventies and eighties as the US and UK, and it was not until after computer RPGs dominated the market that this game appeared. The design and play style reflect this. It was also meant primarily to sell to Evangelion fans who probably would not devote a lot of time to learning game mechanics. Thus the rules are fairly simple and easy to learn.

So, is this really an RPG?

I know the title "Neon Genesis Evangelion RPG" implies that this is a Role Playing Game, and yes, there are Role Playing elements to it – characters, dice and a story. But I think more accurately, this qualifies as a "Beer and Pretzels" game. For me, the distinction lies in that this is really not an "open sandbox" experience. It's more like a video game where there's a fixed storyline leading to a "Boss" level. The character strengths and weaknesses are predetermined, but you can "buff" attributes to better be able to handle later threats.

The good news is the rules aren't deep, there's lots of social interaction and it takes about an hour to an hour and half to play a scenario. It's also not a difficult game to run as The Commander.

A note about the translation:

For the most part, I stayed pretty true to the original text. I did take some liberty on Misato's explanation of the series. Her summary is the same, but I put a colloquial voice into it so it would sound more conversational.

No discussion about translating Evangelion would be complete without pointing out the elephant in the room: using "Instrumentality" for Hokan (補完) and using the plural "Children" when talking about singular individuals. Director Hideaki Anno has expressed that he wants this translation. In the case of Hokan, a more accurate version would be "harmonious completion/restoration through coordinated orchestration." But that would be a mouthful, so I bowed to "Instrumentality." In the case of Children (ie. Shinji is the Third Children) it is just so grammatically wrong I couldn't do it. I considered phrases like "Shinji is the Third of the Children" but again it got wordy. In this translation Shinji is simply the "Third Child."

Translating this book was a labor of love. I only have two requests in making it available:

- 1) If the rights holders ever put out an official English edition, please support it and buy it from them.
- 2) Do not pay anyone for this translated version or charge anyone for it.

I did this so that English speakers who would never otherwise have access to this material could enjoy it. It was not done to infringe on the original owner's ability to make a profit from it, nor to allow others to unscrupulously do so. I hope that if the original creators ever stumble across this edition, they accept it in the spirit of admiration and respect it was meant.

So, if you're ready to see what a Japanese RPG from 1996 was all about, scroll on!

Cheers!

Trotti
July 1, 2020

From the world setting, to the story, explore Eva's allure! "Evangelion" was an animated series that aired on Tokyo TV between October 1995 and March 1996. What was it about? It was the story of mankind fighting an enemy with powerful weapons called "Evangelions." The anime was a work of art that had so much scope that it was perfect material for an RPG. Information about the series is contained in the first chapter, please see it for details. Evangelion fans – this is for you.

This game genre is called "RPG." How do you play this game? Well, there is a lot of information about the world the game is set in you need to understand first. Please start with Chapter 1. Playing this game will be much richer if you have a sense of the world you will live in. Both "Evangelion" and "RPG" make for great fun when combined.

If you only know one or the other, this will give you a new way to enjoy both. Those who are already fans of both should like each one all the more. In the second half of the book, we will teach you how to play. In the game, only 13 episodes of the original 26 TV episodes are represented.

NEON GENESIS INTRODUCTION

Introducing the deep and rich world of Evangelion!

The World of Evangelion

Chapter One

2015 - The World

Introducing the setting and story. Explore Eva's allure!

Welcome to the NERV Files

Chapter Two

NERV Rules

How to play the NERV White Paper

Beginning Evangelion

Chapter Three

Dead Sea Scrolls Preface

The NERV White Paper in practice. Introductory game

CONTENTS

C O N T E N T S

Neon Genesis Evangelion RPG

Neon Genesis

EVANGELION-RPG

The NERV White Paper

NERV
White
Paper

This is because these stories are more in tune with the game's atmosphere where action and events occur in a way that is exciting to play.

Also, though this game uses many characters and settings from the original series, it also has new characters, Angels and stories which were not in the TV anime. This is because you already know that story and though you can recreate those experiences here, you can also create new stories and enjoy the fun that comes with that. Finally, please accept in advance that this game cannot fully capture all the atmosphere of the TV animation. But what it can do is give you the chance to experience the world of Evangelion!

Original production	GAINAX
Game Design/Story	Mitsuhiro Nakazawa, Hirokazu Koreeda, ORG
Cover Art	Eigo Morioka
Text illustrations	Saitō Mitsusa, Orida Gimmaru, K. Harukan
Map/card illustrations	Saito Tsukasa
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Chief Editor	Haga Noriko
Editing Department	Comp RPG Editorial Section
Editorial Assistant	Satoshi Kubo
Cooperation	Rouga Ruen
English Translation	Trotti

Evangelion Attack!

Chapter Four

Dead Sea Scrolls Expanded

Playing the NERV White Paper with friends in a group

Planning Ideas

Dead Sea Scrolls Lore

Ideas for self-made Dead Sea Scroll scenarios

Q&A

Big Sister Misato's Q&A Taught with ♥

NERV White Paper - open questions and answers

Index

When you need to find a word, check here first!

More about RPGs

Information about RPGs beyond the NERV White Paper

NEON GENESIS INTRODUCTION

Tokyo 3

Tokyo 3 was built in the former city of Hakone as the new capital of Japan and home to NERV Headquarters. On the outside, this is exactly what it is. Its true nature, however, is a fortress city, established to defeat the Angels. There are many mysteries hidden in Tokyo 3.

NERV HQ

NERV HQ was built under Tokyo 3. It is a base for the EVAs and for intercepting the Angels. There is a hidden part of it responsible for the Human Instrumentality Project. The Second Angel is kept there, deep underground.



TOKYO 3

Tokyo 3 was the setting for the series Neon Genesis Evangelion. It is a huge city where many people live, as well as the key defense site of mankind. Let's talk for a moment about the city where the people involved with the EVAs such as Shinji and Misato live.

Combat Equipment
Above - Anti-aircraft
Cable Skyway
An anti-aircraft battery
disguised as a Cable
Skyway.
Middle - Defenses are
hidden throughout the
terrain around Tokyo 3.
A disguised Medium
Range missile battery.



EVA Support Equipment
Bottom - EVA launch port.
EVAs are launched from NERV's underground base
by linear rail. Many such routes and exits stretch
like a web in the ground under Tokyo 3.



CITY VIEW

- ▲ Left. The city in the evening. A respite comes to the city.
- ▲ Above. Tokyo 3 Light Rail Line. Every day, it carries a large number of passengers. Even in a city under siege, the daily routine of work and studying goes on unchanged.
- ▲ A street scene in the Old City. These are the landscapes of Tokyo 3.

HUNTERS OF ANGELS

THE ULTIMATE WEAPON

Only select 14-year-old children can pilot the EVAs.

They are caught up in the battle against the Angels whether they like it or not.

Let's take a look at these "Chosen Children."

"I mustn't run away!
I mustn't run away!!"



SHINJI IKARI

The pilot of EVA Unit 01 exhibits a high synchronization rate. He has lived on his own since youth and has a deep, father-complex. Life in Tokyo 3 will help him mature into a full "human being."



◀ Shinji piloted an EVA for the first time as the 3rd Candidate. It was a terrifying experience.

▶ Usually he has a smile on his face. For a 14 year old boy, it should be a common expression.



"You won't die.
I will protect you."



REI AYANAMI

The first EVA pilot, Rei operates Unit 00. She attends school with Shinji, but is quiet and rarely shows emotion. NERV is linked to the secrets of her creation.



▲ Being an EVA pilot is Rei's reason for existing.

▲ Rei opens her heart only to Gendou Ikari. There is a mysterious bond between them.

ASUKA LANGLEY SOURYU

Asuka is a beautiful German girl who pilots EVA Unit 02. She is fiercely competitive and has a high synchro rate. However, there is also a side that is sexually precocious for her age, such as her longing for Ryouji Kaji, a man who is much older than her.



▲ "I kill Angels so the world knows I exist. I do it to know I'm alive."

▲ Though she often pretends she's mature, Asuka is still only a child.



MISATO KATSURAGI

Misato is the 29-year-old Chief of NERV Operations. She lacks any kind of social life and the closest thing she has to a family is Shinji after he comes to stay with her. Outside of work, she behaves like a child and parties like it's New Year's Eve. But this is a mask she uses to conceal her pain and to protect her broken heart.



▲ This is the stern face of NERV's Operations Chief.

► Misato shows a face rarely seen in public. Beer is her lifeblood! How many have you drunk today?



"Don't wait for a miracle, just go and do your best!"

NEON GENESIS INTRODUCTION



"I can't be defeated!"

OTHER CHARACTERS



Gendou Ikari

NERV's commander. He is Shinji's father, but he is a cold man who uses his son as a tool.



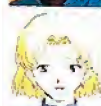
Kouzou Fuyutsuki

He knows the secrets of Gendou's heart, the EVAs and the Human Instrumentality Project.



Ryouji Kaji

He is Misato's old lover. However, his real identity is a mystery.



Ritsuko Akagi

She is the brilliant scientist in charge of the EVA project. She is deeply involved in their secrets.



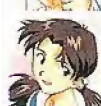
Touji Suzuhara

Shinji's friend, nicknamed "Hot Blood." He was later selected as the "Fourth Candidate."



Kensuke Aida

Shinji's friend. He is a military fanboy who always carries a handy video camera.



Hikari Horaki

Asuka's friend. She serves as Class Rep at the Middle School. She likes to be in charge.



Sigeru Aoba

NERV's communication's officer. Playing guitar is his passion.



Makoto Hyuuga

His main job is the analysis of the EVA missions and the Angels.



Maya Ibuki

She is a female computer operator who supports her mentor, Ritsuko Akagi.



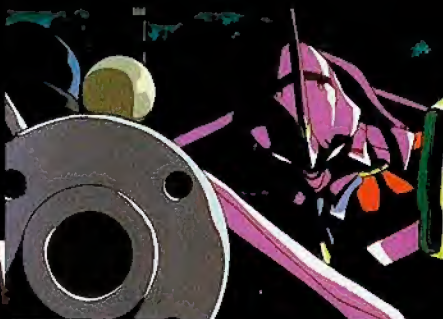
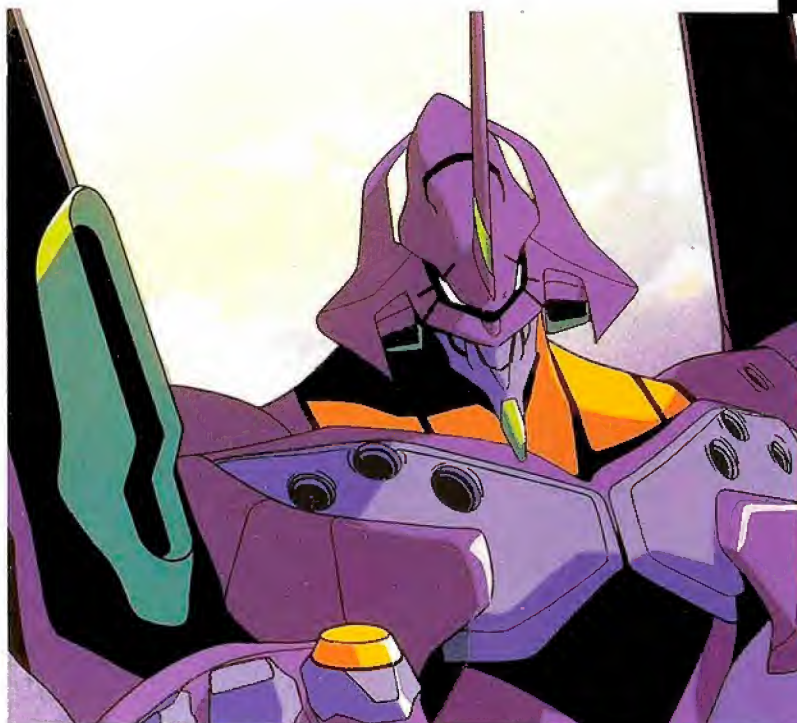
Pen Pen

A warm water penguin kept by Misato. He loves hot springs and daytime naps as much as I do.

Unit 01 is the most mysterious of all the Evangelions.

When Shinji is threatened Unit 01 seems to have a will of its own and rushes in to save his life like a mother protecting her child.

Let's look at the appearance of this EVA.



▲ Unit 01 was outfitted with a proton cannon, which it used like a positron rifle, from the Riken Self Defense Force Research Center.



▲ Progressive knife
This high-vibration blade is the basic weapon of the EVA.

The strongest EVA. Unit 01 defeated the most enemies.

ANGEL
of H

United Nations Army

The EVAs are not the only ones fighting the Angels. There are also the human soldiers of the Defense Forces.



◀ A group of combat vehicles prepare to battle the Angels.

▶ A heavy combat aircraft of the UN Airforce. These are heavily armed



◀ UN Coalition Navy. Can you strike an Angel with a sword!?

UNIT 01

TESTTYPE EVA-01

Shinji pilots Unit 01. It's color is purple. Unlike the other two units, this EVA mysteriously acts on its own to defeat the enemy when the pilot is in danger with a power that is beyond description. After consuming an S2 engine from a fallen Angel, Unit 01 acquired access to unlimited energy. The combination of Shinji and Unit 01 is nearly unstoppable.



▲ From this view of Unit 01 running, you can see the enormous size of the EVA.

NEON GENESIS
INTRODUCTION

UNIT 02 PRODUCTION MODEL EVA-02

Asuka's EVA is a mass production model that was made based on research conducted with the Prototype Unit 00 and Test Type Unit 01. It has a sleek design. The color is red.

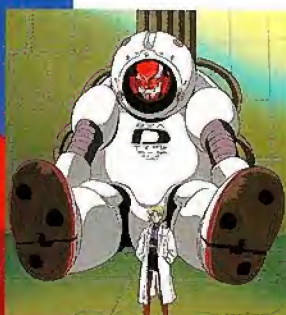
As the pilot's synchronization level is high, it is an important force in the battle against the Angels.

It boasts stable performance, and the number of times it has run berserk is zero.

▼ It is a precision crafted instrument that dances in the air and Asuka is so skilled, she can pilot it with her eyes closed!



**Red Unit
Mass
Production
EVA**



▲ It can be equipped with a heat resistant suit that greatly reduces the effects of magma.

UNIT 00 PROTOTYPE EVA-00

Mankind's first EVA was Unit 00. Its color was initially yellow, but later it was changed to blue. In a sense, it is even more mysterious than Unit 01, and it has gone berserk the most number of times. NERV is based on a former organization called Gehim. This unit was the prototype that the organization created for testing purposes.

▼ To protect Unit 01 from the blast of the 5th Angel Ramiel, Unit 00 used the reentry heat shield from an SSTO space plane!



▲ Unit 00 frozen by a special Bakelite material. The color of the unit at this time was yellow.



Mankind's first EVA!

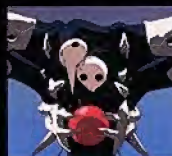
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THE MESSENGERS OF JUDGEMENT,

Named for the Messengers of the Bible, the Angels are mankind's greatest threat. As the enemy of the human race, they wage lethal war against the EVAs piloted by Shinji and his friends. Here, we will introduce the truth and purpose behind the Angels as well as their capabilities.

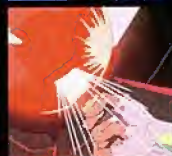


The Angels have no fixed form or size. From the humanoid to the abstract, from microscopic to the gargantuan. Their only common traits are that they have AT fields and they fight against mankind. They lurk in places in the Earth, the sea, and in the heavens, and in accordance with certain occult laws manifest as beings of great power. It is said that these laws and prophecies are recorded in "The Dead Sea Scrolls" held by the secret organization Seele. Their contents are known only to the highest leaders at NERV.



Self-repairing Capacity

As fully independent warriors, they have the ability to repair damage to their own structure.



Core

Their only weak spot is a centrally located core. Destroying this core is the most certain way to defeat an Angel.



AT Field

The Angels have an energy barrier called an AT field. Normal weapons are ineffective against it.

Second Impact

A tragedy occurred in the year 2000. Officially it was caused by the collision of a large asteroid with the Earth, but in fact it was caused by a human science team awakening an Angel they had found at the South Pole.

The resulting explosion destroyed the Antarctic continent and triggered global-scale catastrophes which caused more than half of mankind to die.



THE ANGELS

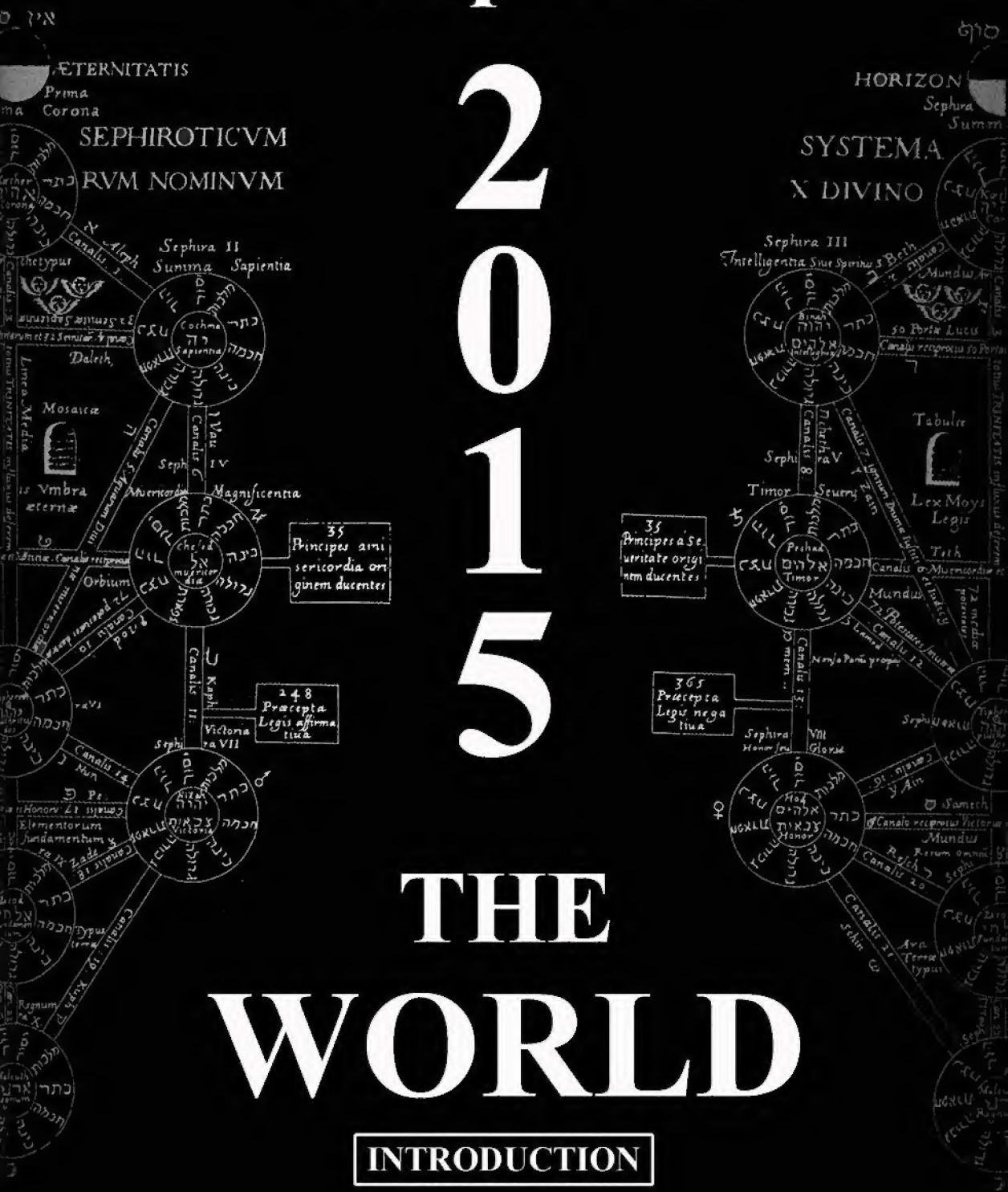
Chapter 1

2015

THE

WORLD

INTRODUCTION



COMPENDIUM

On the World

Preparations for the decisive battle were completed in 2015. Finally, the Angels came.

The Angel Zachiel approached from the sea East of Tokyo 3.

The United Nations Armed Forces and Japanese Self Defense Forces mounted a resistance. But conventional weapons such as missiles and artillery were ineffective.

Even the N2 mines (similar to nuclear weapons of the past) deployed in a last ditch effort could not stop the Angel. The United Nations and regional forces were forced to abandon their opposition.

But the fight had just begun. Total command was ceded to the umbrella organization NERV.

With the fate of the world at stake, it was up to NERV to mount the last defense against the Angel's attack.

The Third Angel entered the city of Tokyo 3. It appeared that the mysterious Messenger of God would lay waste to the world of man.

But at this moment, a 14 year old boy who had been living apart from his father was ordered by that father to come to Tokyo 3.

His name was Shinji. His father Gendou, the commander of NERV, compelled his newly reunited son to fight against the Angels piloting a machine called an Evangelion.

At first Shinji was repulsed, but there was no one else suitable to be the pilot. Finally he consented at the urging of Misato Katsuragi, NERV's chief of the operations. Mankind's last hope - the Evangelion - was thrown into combat.

After a fierce battle, Evangelion Unit 01 and Shinji emerged victorious from their first sortie.

They had dispatched the threat. But this was only the beginning of the end.

After this battle, the Angels began to descend on the city of Tokyo 3 with increasing ferocity.

But Shinji was joined by two other pilots in this fight: Rei Ayanami, the pilot of Evangelion Unit 00, who had recovered from her injuries sustained while piloting the experimental model; and Asuka Langley Souryu, a genius female pilot from Germany who piloted the mass production model Unit 02.

SECOND IMPACT

Second Impact and the Subsequent World

1. Second Impact

On September 13, 2000, a huge blast devastated the South Pole. The public was told it was an asteroid impact. The truth was it was a powerful creature called an Angel.

2. The Destabilization of the Northern Hemisphere countries

The blast caused terrible catastrophes around the globe. By September 15, 2000, tsunamis, firestorms and earthquakes had brought the world's nations to the brink of collapse. Many of the nations in the Southern hemisphere were destroyed completely, but in the Northern hemisphere, the impact took weeks for the full impact to be felt. War, famine and refugees fueled conflicts for the next few months.

3. The Tokyo 2 Metropolitan Government

The city of Tokyo was flooded within days of the disaster. By early 2001 much of the government had been transferred to a temporary emergency command center in Central Japan. By 2004 the decision had been made to permanently relocate all government offices to a new capital. While that permanent capital was being planned, the city of Matsumoto served as the emergency capital with the Diet and all major government agencies transferred to it.



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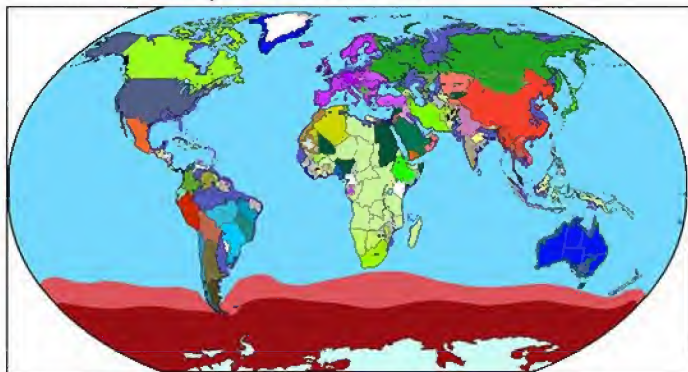
CHAPTER : 1

NEON GENESIS 2015

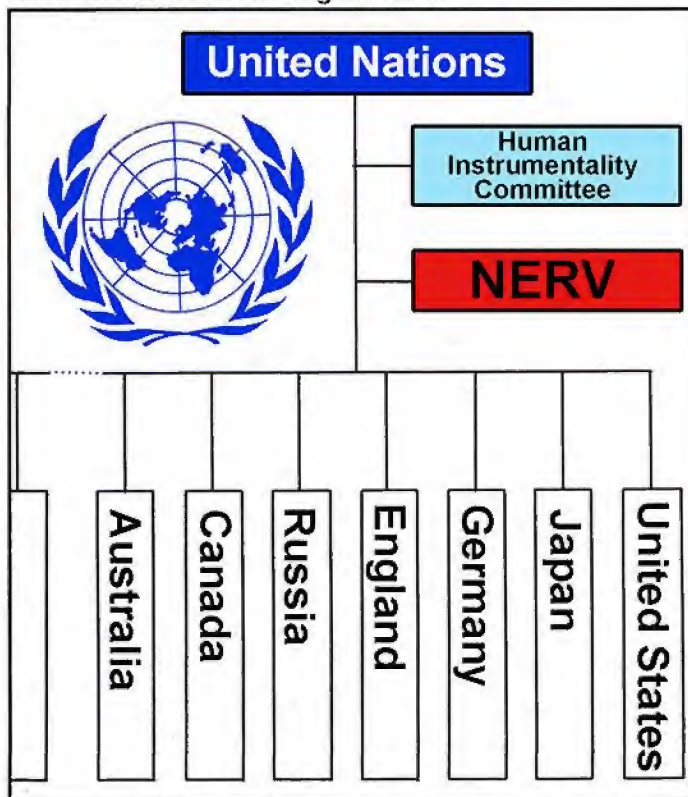
THE WORLD IN A.D. 2015

15 years on from the Second Impact the world has changed dramatically, both geographically and politically. Here we will explain the world of Evangelion in 2015.

The world is led by the United Nations



United Nations World Organization



The World in the Year 2015

The Second Impact which occurred in Antarctica in the year 2000 left the world in chaos. After the initial blast itself, the Antarctic ice cap melted. Sea levels rose and mankind lost many of its coastal cities and their inhabitants. In addition to the ensuing medical and refugee crisis, food and industrial production collapsed due to a shift in climate patterns. Immediately after the Second Impact, there were a series of regional conflicts across the globe (such as the one caused by India flooding Central Asia with refugees). Finally, a global ceasefire agreement (The Valentine Covenant) was concluded in 2001 — exactly five months after the Second Impact. Even so, there was still great turmoil (such as China's dispute over South East Asia), but for the most part humanity chose to revitalize civilization through cooperative efforts rather than foster further tensions.

Of course, there is no doubt that the fear of the Angel's contributed to these actions.

In 2015, under the Valentine Peace Agreement, the Armed Forces of every member country were placed under the leadership of the UN to coordinate activities. The United Nations, reformed under the slogan "human revitalization" was strengthened and empowered to restrict the sovereignty of member nations when necessary. Each country's respective government had full autonomy within its borders, but the truth was that when it came to fighting the Angels, they had no choice but to bow to the policy of the United Nations. What few knew was that the UN was under the secret leadership of an occult group called "Seele." This cabal worked to silence the national governments and hide the truth behind the Angels and the Second Impact from the general public.

Japan in the year 2015

Japan looks like it has changed a lot, but what is the reality?

Like the rest of the world, the cities along the coast of Japan were devastated by the Second Impact and subsequent chaos.

Many coastal cities, traffic networks and infrastructure were submerged. Tokyo, the capital of Japan, ceased to function, so the Japanese government selected Matsumoto City in Nagano Prefecture as the emergency capital in 2001. The choice was a bit of a surprise.

The next political change was the withdrawal of the US Army from Japan, as America was forced to reduce its economic and strategic strength in the region.

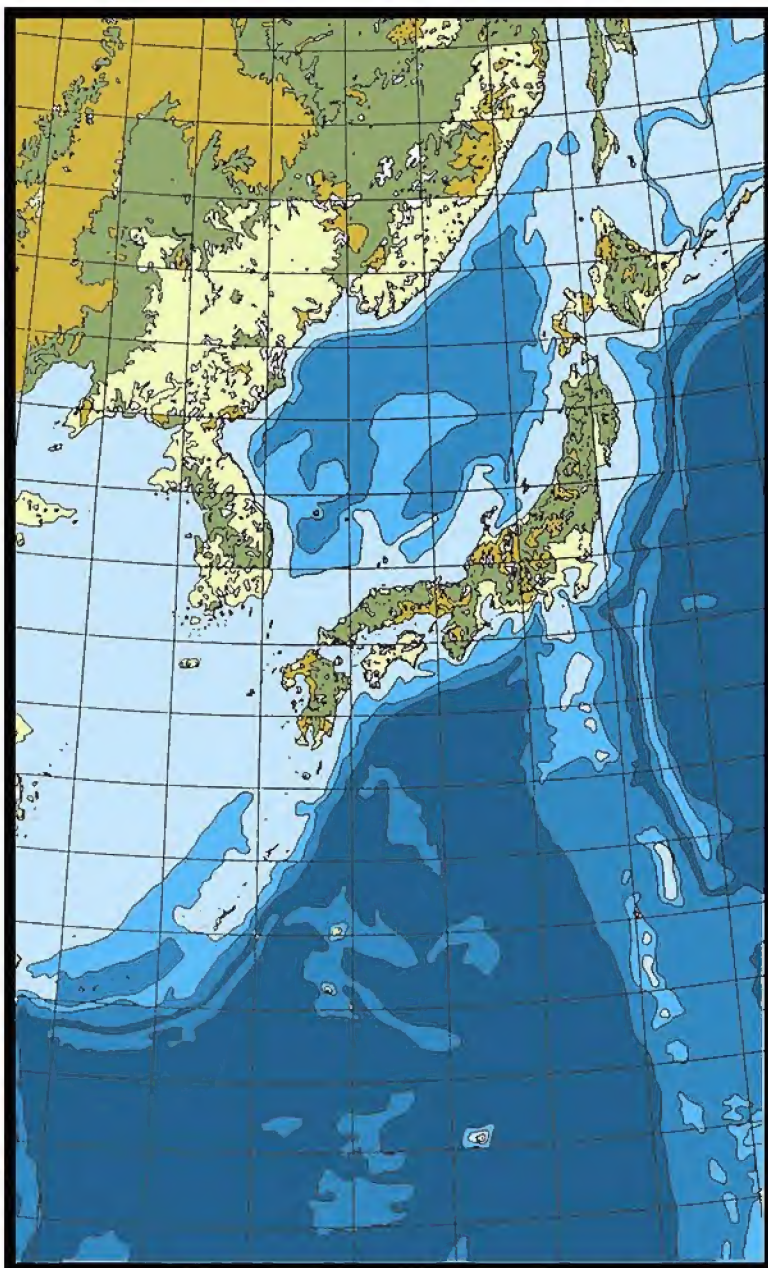
Naval bases, such as at Atsugi, were abandoned (the entire Yokosuka port was submerged), and joint Japanese-US task forces were transferred to the global military led by the United Nations. Forming a unified global military command under the UN was a policy not simply adopted by Japan but by almost all of the member nations.

One thing had become clear from the revelation of certain occult texts and scientific projections – Japan was to be the epicenter of the Angels' arrival. For this reason, Japan was forced to cooperate with the United Nations to intercept the Angels. There was no other choice. This is why NERV, which is a United Nations organization, is in Japan but is free from the government's supervision and authority.

The Japanese government is not happy about this, but it has been forced to accept the situation. In military terms, the Self Defense Force is under the command of the United Nations.

The Japanese navy has been absorbed into the joint UN naval task force and Tokyo 3 is fortified with the 2nd division of the United Nations Army.

There were also changes to Japan's self defense force such as being transferred to the direct leadership of the UN. Refer to Page 35 for details on Japan's Self-Defense Force units and their equipment.



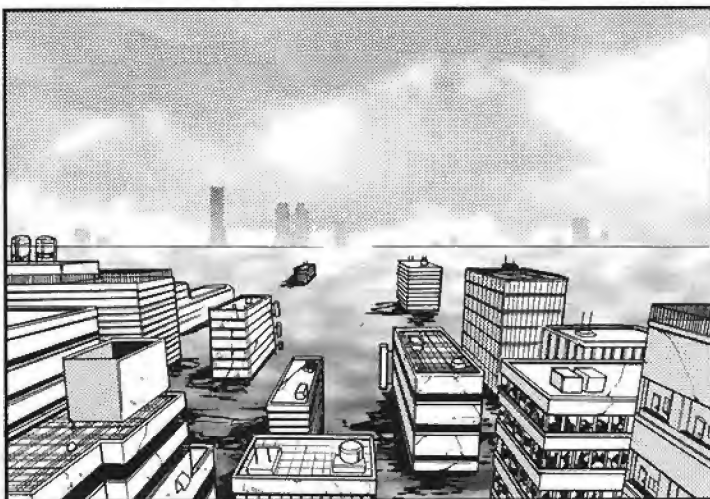
Revised map of Japan. It may be difficult to recognize the Japanese coast, as many of the coastal plains and peninsulas have been submerged and their shapes changed.

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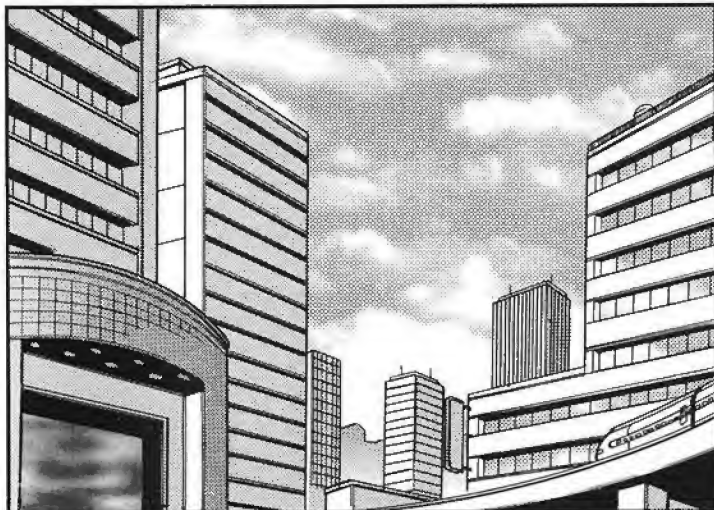
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CHAPTER : 1

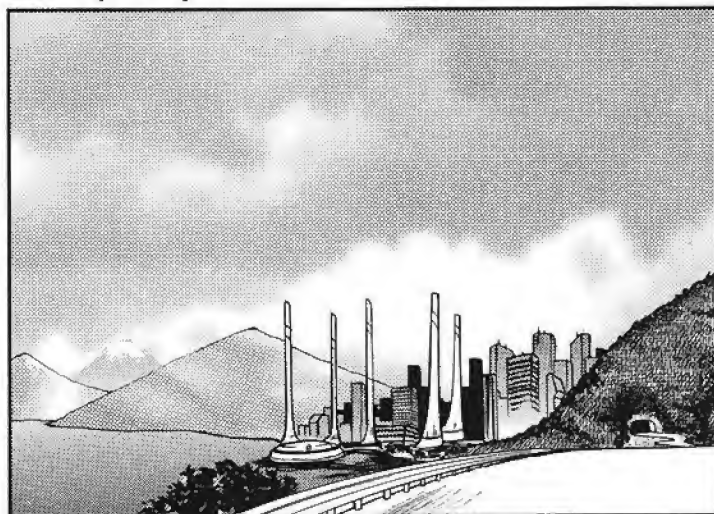
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The City of Tokyo 2



The City of Tokyo 3



Tokyo 3

In 2015, there are three cities named Tokyo. The former Tokyo metropolitan district, which was submerged by the Second Impact. Tokyo 2 which replaced Old Tokyo as the new emergency capital. And then there is Tokyo 3 which is the setting of the story.

The First Tokyo City

(Old Tokyo Metropolitan area)

Most of Tokyo's coastal areas were destroyed by rising sea levels and the tsunamis that followed the Second Impact. Much of the city has been erased. Mitaka and some inland areas survived, most of the 23 wards were submerged. Recently, reclamation and re-development of the coastal areas has begun.

The experimental heavy Robot JA (Jet Alone) was tested by the Japanese government in the reclamation district (Episode 7).

The City of Tokyo 2

Tokyo 2 was developed in 2001 by the Planning Commission of the Diet. It is in Matsumoto City, Nagano Prefecture. It was designed to be the emergency capital, so its facilities and international airport were built quickly. Within 4 years, most of the governmental bodies and the National Assembly had relocated there.

The City of Tokyo 3

The general public has been told that Tokyo 2 is the temporary seat of government and that the future capital will be in Hakone, in the western part of Kanagawa Prefecture, near Mt. Fuji. In reality, Tokyo 3 has been built by NERV to be a fortified city created to repel the Angels. There is a detailed explanation of Tokyo 3 on page 22.

TOKYO 3 Region

This is a map of the area surrounding Tokyo 3. It may not be easy to recognize as the coast line has changed.

Yokosuka Naval Base.

A new port was built near Yokosuka, which was inundated. Since the US troops at the base were withdrawn, it is used by the naval reserves of the Maritime Self Defense Force.

Offshore near here is where the sea battle in episode 9 took place.

New Odawara

This is the closest port to Tokyo 3. It was relocated here when the coast shifted 4km inland. South of here is the Tokyo 3 International Airport which has landing facilities for space planes.

Atsugi Air Self Defense Force Base

This base supports the Japanese Air Self Defense Force (JASDF). Other military airbases around NERV are Iruma (Saitama Prefecture) and Komatsu (Ishikawa Prefecture).. The Hyakuri Base was abandoned after it was destroyed. The U.S. military has withdrawn its troops from the area. Training and support units (transport, reconnaissance, etc.) are maintained at these bases.

New Hakone Yumoto Station

In Episodes 4 and 19, this is the station where Shinji tried to leave Tokyo 3. It is the only railway station for the city. The railway was not extended into Tokyo 3 due to the rugged terrain around and to prevent anyone from entering Tokyo 3 directly by rail.

There are also two lakes in the area: the second Lake Ashinoko and third Lake Ashinoko, which were created by Angel attacks.

Mt. Fuji SDF Training Area

Just beyond the mountains to the West of Tokyo 3 is the training area for the Self Defense Forces at the foot of Mt. Fuji. In addition, a new radar system has been installed at the top of Mt. Fuji which plays an important role in the early detection of the Angels.



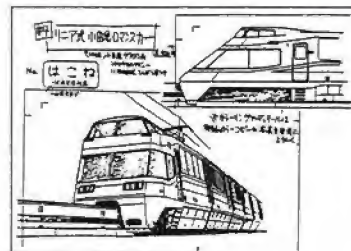
Tokyo 3 New Hakone Yumoto Train Station. This connects Tokyo 3 and the surrounding towns. The new rail line was completed in 2015.

Mount Asama

In Episode 10, an embryonic Angel was found inside the volcano of Mt. Asama.

Matsushiro

This is where NERV maintains its field units and auxiliary facilities. It is also a place to conduct dangerous experiments that cannot be done in Tokyo 3 and as a backup facility in the event that Tokyo 3 is destroyed. This is where the startup of EVA Unit 03 took place (Episode 18).



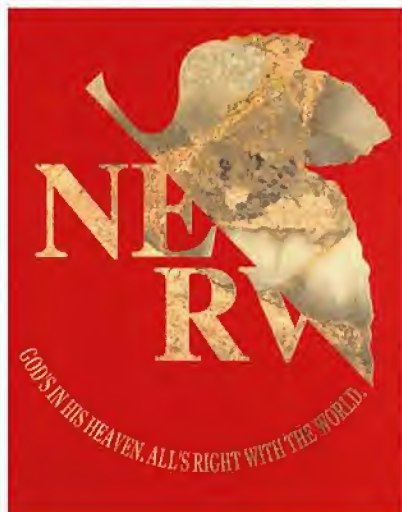
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CHAPTER : 1

NEON GENESIS 2015

Essential NERV Personnel

This section describes the organization called NERV which plays an important role in the story. From this point on, I will use the word "Evangelion" as a general reference to the world and setting of the story and "EVA" to specify the giant humanoid combat robots.



NERV Equipment

NERV has no heavy weapons, such as aircraft carriers and tanks, beyond the defense of Tokyo 3. The exception is a large cargo aircraft used to transport the EVAs, usually stationed at Atsugi airbase.

NERV Personnel

The persons who appear in the image below will be introduced from page 26 onwards.



What is NERV?

NERV is a United Nations organization designed to defend mankind from the Angels. Its main goal is to eliminate the Angels thereby preventing the Third Impact (a repeat of the disaster that happened in the Antarctic 15 years ago). It was shortly after 2000, that this event was linked to the Angels, and the Gehirn Institute for Human Development was founded.

The construction of Tokyo 3, which is the base of NERV, was also started at this time. In 2010 Gehirn was dissolved and incorporated into NERV which was launched with significantly expanded powers. Just as the UN's authority over its member states was massively expanded, so too was its budget. Much of this funding was poured into NERV's operations — just the repairs on an individual EVA can equal the national budget of a small country.

NERV has authority to take command and control of United Nations Armed Forces when required, but for the most part operates in partnership with UN and Self Defense Forces.

NERV Sites and Branches
NERV Headquarters is based in Japan's fortress city of Tokyo 3. There are also experimental sites in Matsushiro. In addition, overseas, NERV's 1st and 2nd Branches are located in the United States (in Massachusetts and Nevada respectively) while the 3rd branch is located in Germany. NERV Headquarters in Tokyo 3 is the setting for the story.

Human Instrumentality Committee

Like NERV, it is a secret organization within the UN. The committee monitors and oversees NERV and the Human Instrumentality Project (see page 20). The Committee acts to ensure that NERV's operations align with the plan's goal. The committee is chaired by Kiel Lorenz of Germany. Varying numbers of other executive members from principal nations attend holographic teleconferences with Commander Ikari.

NERV Headquarters

The leaders of NERV are Commander Gendou Ikari and Deputy Commander Kouzou Fuyutsuki. If Gendou is absent, then Fuyutsuki takes charge and if neither of them are there command falls to Misato Katsuragi the Operations Chief. They are responsible for coordinating the activities of the entire NERV organization and responding to various situations.

Marduk Institute

An organization which as far as the UN is concerned seeks out pilot candidates for the EVAs and refers them to NERV. In reality, hidden behind 108 dummy companies, it is a front for Gendou who selects the pilots according to his own purposes. What those purposes are and how the pilots for each Eva is selected is one of NERV's greatest secrets, known only to Gendou, Fuyutsuki and Ritsuko Akagi.

Operations Department

Misato Katsuragi's department. This department plans and directs operations against the Angels. Its staff is derived from the Self-Defense Forces. Although it coordinates EVA operations with the Tokyo 3 Metropolitan Defense System, the United Nations Armed Forces are often independently commanded. The EVA pilots are controlled by Operations.

Science Department

This is Ritsuko Akagi's department. It handles all technical functions inside NERV, such as maintenance of the EVAs, analysis of the Angel's bodies and development of new technology related to the EVAs. The secrets of the EVAs, the Angels and Rei Ayanami are known to Ritsuko Akagi and Maya Ibuki. Even Misato Katsuragi does not know all of NERV's secrets.

Other departments

The Operation and Science Departments are the heart of NERV, but there is also the Security Department (which handles security inside NERV and Tokyo 3) and Department of Intelligence (which handles information gathering and intelligence, such as in Episode 7 regarding the JA). There are also Public Affairs (which works to keep NERV's operation out of the public eye) and Oversight (which as its name suggests audits the organization). However, many of the above-mentioned departments are under the direct command of Gendou Ikari.

Other departments include human resources, facilities, etc., which perform the same functions as in ordinary companies.

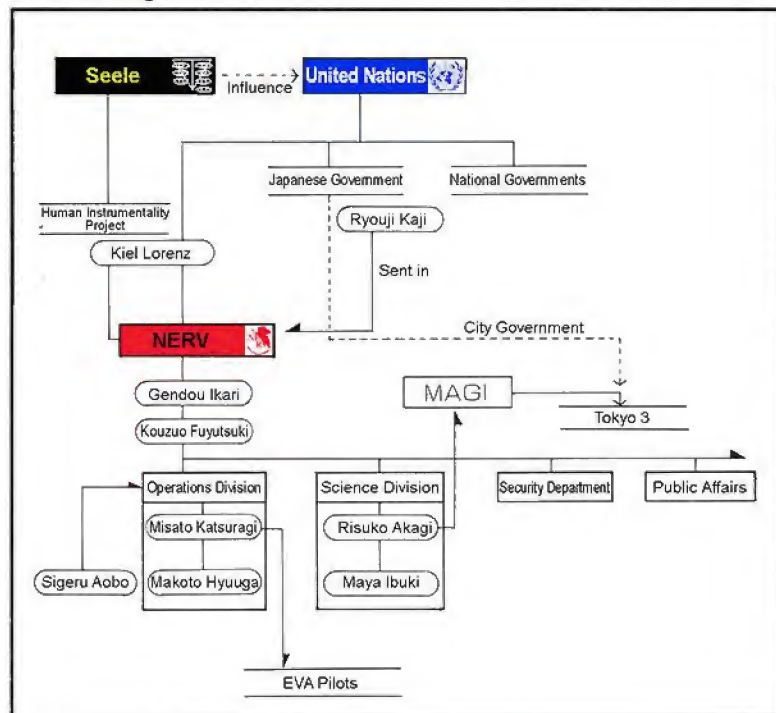
EVA pilots

There are officially three EVA pilots. But Class 2A of the Middle School is composed of potential EVA candidates. Although the pilots are controlled by the Operations Department, they serve NERV as a whole.

The City of Tokyo 3

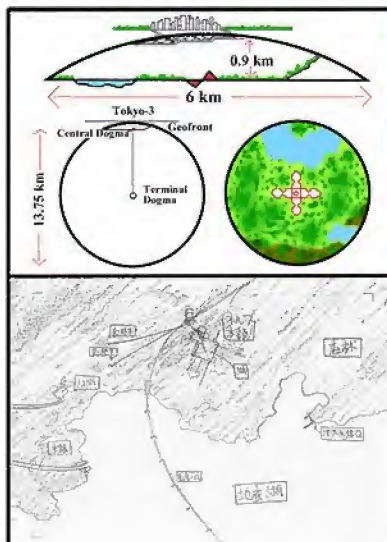
It has its own municipal council and its own autonomy. However, when it comes to its role in fighting the Angels, it follows NERV's instructions.

NERV Organization



MAGI

NERV's main computer. It actually consists of 3 separate computers: Melchior, Baltazar, and Caspar. The 3 computers aid the EVAs by calculating projected results of various strategies. They were created and programmed by Ritsuko's mother and are under the jurisdiction of the Science Department. In addition, the MAGI also play a role in the control of Tokyo 3.



The NERV Geofront (above) was designed to function as a completely closed-system in case of emergency. That's why there are natural elements in it such as the underground lake (left).

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CHAPTER : 1

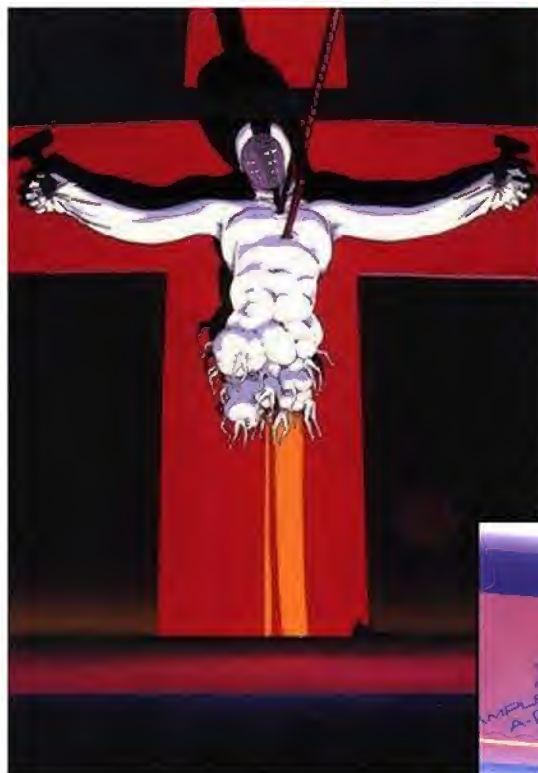
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NERV Secrets

In addition to its original purpose of eliminating the Angels, NERV has three undisclosed plans.



The EVAs are a human creation built to defeat the Angels, but they are not entirely under human control.



Left, the Second Angel Lilith, imprisoned beneath NERV in Terminal Dogma.

Below, the First Angel Adam. Following the Second Impact, Adam resumed an embryonic form. The EVA's are derived from Adam. The A plan seeks to create a being with the power of an Angel capable of initiating the Third Impact without destroying mankind.



E plan

Ritsuko Akagi is in charge of implementing this plan which is overtly to strengthen the EVAs and to repel the Angels. As the person in charge, though, she is aware that the EVAs were derived from the First Angel Adam. But even she cannot comprehend their full potential nor the origin of the Angel, Lilith, buried deep under NERV. Likewise the reasons why the EVAs go berserk or are able to activate on their own remain mysteries. The real goal of Plan E is not simply the strengthening the EVAs, but discovering and harnessing their secret potential.

A plan

Apart from the development of the EVAs, this plan is to regenerate the Angel the EVA's were based on called Adam. It is not yet clear what the Committee's real purpose behind this plan is.

Human Instrumentality

The plan is to apply the technology of the Angels to humanity to create a unified human soul to survive the coming Third Impact. It is based on prophecies contained in an occult book called The Dead Sea Scrolls which foretold the appearance of the Angels. There is a group who devoutly believe in the contents of the Dead Sea Scrolls, a shadowy organization controlling the United Nations and the Human Instrumentality Committee called "Seele."

Gendou Ikari, the Commander of NERV, has made it his mission to ensure that this project is completed, but not in the way Seele intends. He has only revealed his true goal to Deputy Commander Fuyutsuki, his confidant. But Seele suspects Gendou's motives, and is looking into his activities. The Dead Sea Scrolls take their name from based on a book of Jewish mysticism written before the advent of Christianity. Legend has it that these scrolls contain prophecies about the fate of the world.

Enemies of NERV

NERV's primary enemies are the Angels (see page 36), but due to NERV's enormous power and secrecy, various human factions have also become formidable enemies of NERV. In the words of Gendou, "the greatest enemy of man is mankind" particularly those outside NERV.

Even in organizations other than those listed below, the existence of NERV and its unchecked powers make it a target for resentment by nationalists, ethnic groups, conscientious objectors, the military, etc. Any of these has the potential of becoming a serious threat.

Seele

The secret organization Seele seeks to bring about the prophecy contained in the Dead Sea Scrolls through NERV and the Human Instrumentality Project. Ironically, they are also the greatest internal enemy of NERV. If they cannot use NERV for their own ends, they would rather destroy it.

Japanese Government

The purpose behind NERV and the Angels is known to the Japanese government. However, Tokyo 3 is a black box to them, as are the plans of NERV's secret masters.

The Japanese government has covertly sent spies into NERV Headquarters to find out what's going on.

Foreign Governments

It is certain that the UN and other foreign governments are making efforts to insert spies into the organization, but it is unclear if they have succeeded. It is said that terrorist groups are actively seeking opportunities as well.

The Military and Industry

Since these organizations have been forced to cut their budgets and surrender resources to NERV, many are plotting against it. Whether they are companies attempting to create alternative weapon systems to the EVA's such as the giant robot Jet Alone (Episode 7) or national armies humiliated by NERV (Episode 8).



SEELE



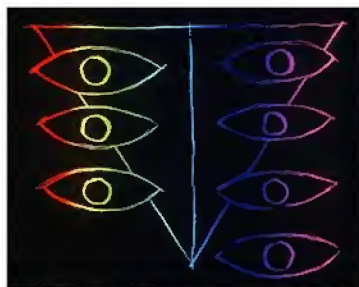
Top, Kiel Lorenz, chairman of the Human Instrumentality Committee. Kiel is a German.

Above, Other members are (from left to right) Russian, American, British and Unknown.

NERV Secret Service

The Secret Service works hard to protect NERV and its people from these threats.

Its agents are attached to Shinji and the other pilots, to protect them from kidnapping plots



The symbol of the secret organization Seele, which is behind NERV. The 7 eyes represent "completeness" in Jewish mysticism.



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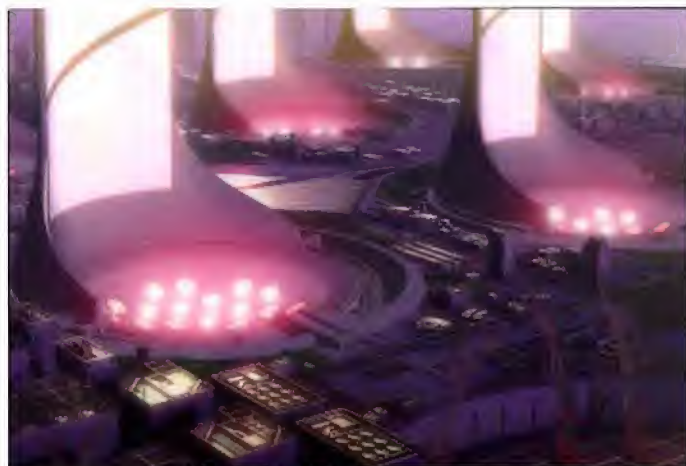
CHAPTER : 1

NEON GENESIS 2015

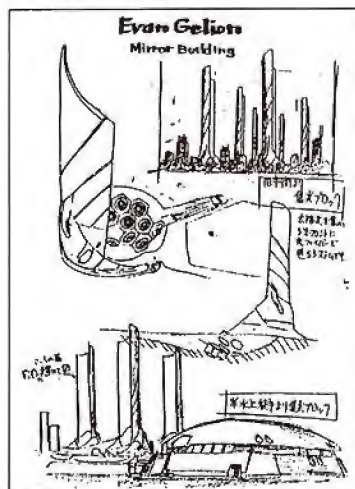
Mankind's Fortress: The City of Tokyo 3

This is where NERV is located. It is the main setting for the story. NERV Headquarters is situated deep underground beneath Tokyo 3.

It is an import place in Evangelion, because Tokyo 3 and its surrounding region are where most of the battles between the EVAs and the Angeles take place.



Upper and below. Light collectors send light into the Geofront beneath the city.
Middle. The city with its downtown buildings above ground.



What is the city of Tokyo 3?

Tokyo 3 is a fortress city built in Hakone as the center for NERV's operations

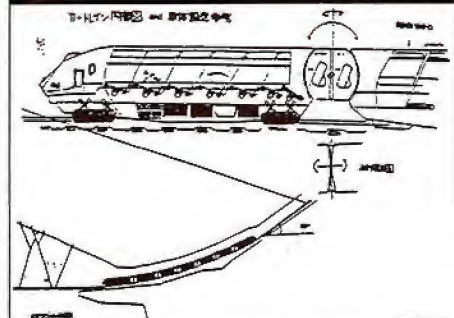
It is called "Tokyo 3" because the general public believes it will be the new capital of Japan, replacing Tokyo 2 which has served as the provisional center of government.

Beneath the city there is a huge underground cavern called the Geofront. NERV headquarters is located in a pyramid shaped structure in the central part of a vast underground cavern.

City of Science: Tokyo 3

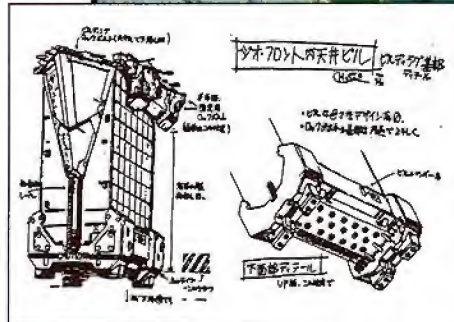
Tokyo 3 is not just NERV's base, it is also a city planned for the 21st century to be a center for research and science.

It is equipped with a linear loop train, underground metro and four-lane roads in the city and six-lane highways.



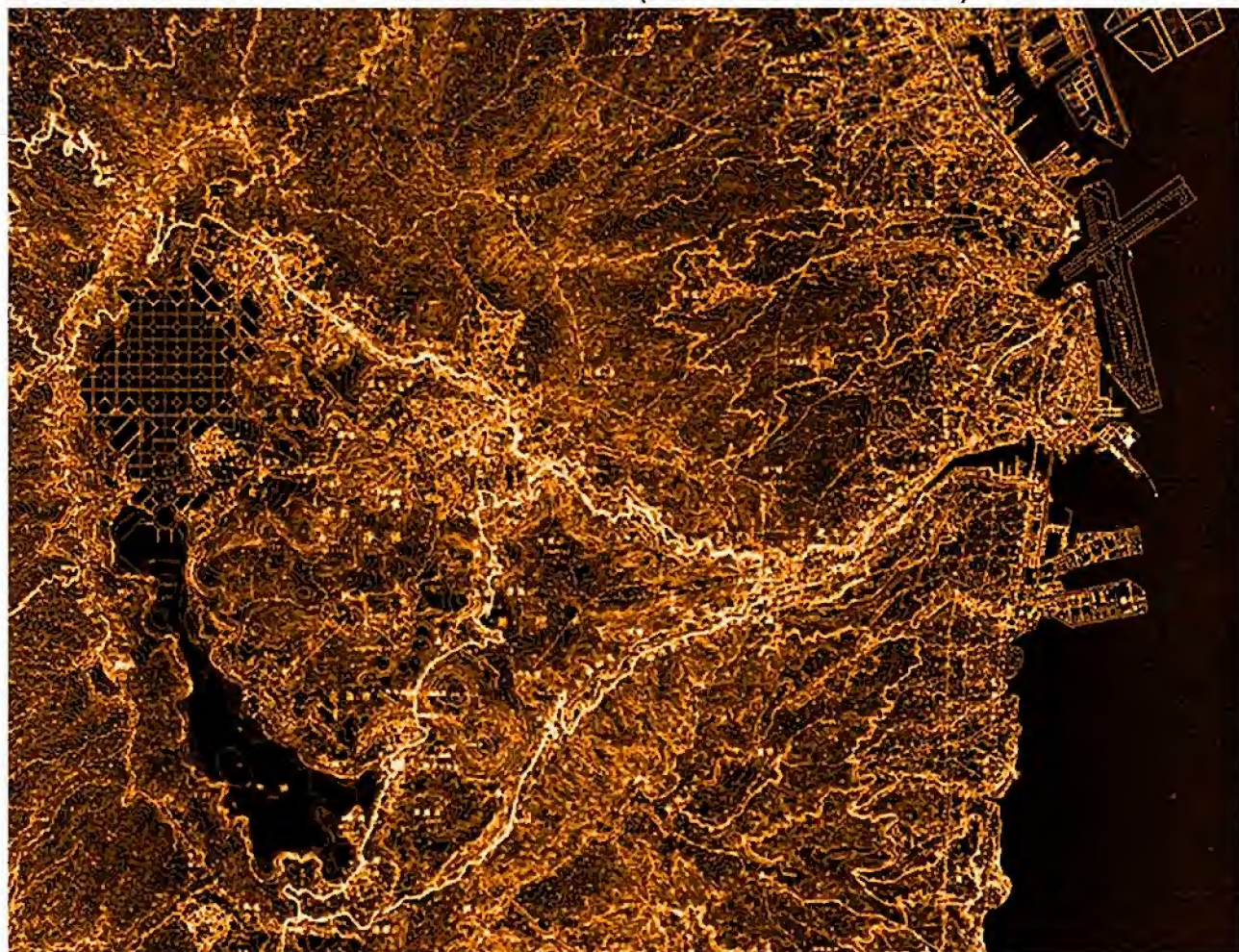
Above. Special vertical ascent train cars travel to and from the Geofront.

Below. Some buildings have hidden mechanisms for supplying weapons to the EVAs during combat.
Tokyo 3 has been built for every possibility.



In addition, because of NERV's needs, it has a state of the art communication network. Tokyo 3 has been outfitted with many ultra-modern facilities.

TOKYO 3 SATELLITE TOPOGRAPHY VIEW (FORMERLY HAKONE)



The most surprising feature of this city is its unique dual construction which makes use of the Geofront. The buildings in the center of the city can be withdrawn underground when an Angel attacks.

Fortress city: TOKYO-3

The main purpose of Tokyo 3 is to protect NERV and support the EVAs in combat against the Angels. The city has its own defensive system for this. As mentioned above, there are buildings that can be drawn below the ground, but beyond that there are buildings that house rocket launchers and anti-aircraft batteries. There are also underground shelters for civilians. Of course, such preparedness extends beyond the city. In the countryside, there are defensive lines, a warning system and mobile anti-aircraft batteries suspended on cable systems.

Considering its other enemies, such as foreign armies, the city's perimeter -- especially NERV headquarters -- are heavily guarded.

Almost all of Tokyo 3's residents are family members of NERV's employees, and there are tens of thousands of people trained in evacuation protocols. The removal of the population to shelters in the event of an Angel attack is almost 100%. In addition, NERV's Public Relations and Security teams as well as the Japanese government maintain strict security over the civilian population.

Tokyo 3 and the EVAs

There is also support equipment installed throughout Tokyo 3 that increases the fighting capacity of the EVAs.

The EVA has limited internal power and requires an external power source (See page 39).

Power supply sockets are installed throughout the city. The shape varies depending on whether it is disguised as a building or in a road. There are also launch tunnels for the EVAs running from NERV HQ to most parts of the city. These exits are disguised as buildings or installations or as camps in the countryside. They are used for deploying the EVAs rapidly into combat, but also to quickly collect damaged EVAs or supply them with weapons. In a very real sense, the city is a fortress for fighting the Angels and providing the EVAs with every advantage.

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CHAPTER : 1

NEON GENESIS 2015



Tokyo 3 Overview

Here is the layout of Tokyo 3 and its surrounding area.

① Tokyo 3 Central District

This nine-block square can be retracted underground into the Geofront.

② Old City

The original town of Hakone.

③ Misato's Apartment

This is where Misato lives.

④ Ayanami's Apartment

This is where Rei lives.

⑤ Tokyo 3 First Municipal Middle School

The school that Shinji and his friends attend (see page 31).

⑥ Hilltop Park lookout

Where Shinji and Misato come to take in the view of the city.

⑦ Flooded City

Buildings in the water of Lake Ashinoko.

⑧ Solar Collection Buildings

These buildings channel light into the Geofront and generate electricity.

⑨ Hakone Cable Skyway

It is a tourist attraction, but it also supports a mobile anti-aircraft battery.

⑩ Gora Hotsprings Park

Part of the Gora-Komagatake Absolute Defense Line.

Because the Angels often come from the sea (south east), this region is heavily defended.

⑪ Komagatake (Mt. Hakone)

Part of the Gora-Komagatake Absolute Defense Line. The peak of Mt. Hakone overlooks the region. In Episode 6 the positron rifle and EVA were placed here to attack the 5th Angel, Ramiel.

The Geofront and NERV HQ

As mentioned earlier, there is a dome-shaped underground cavern beneath Tokyo 3 called the Geofront.

The main facilities for NERV are located there.

Access to Tokyo 3

For security reasons, access to Tokyo 3 has always been highly restricted. Security became even tighter after the attack of the Angel Shamshel (Episode 3).

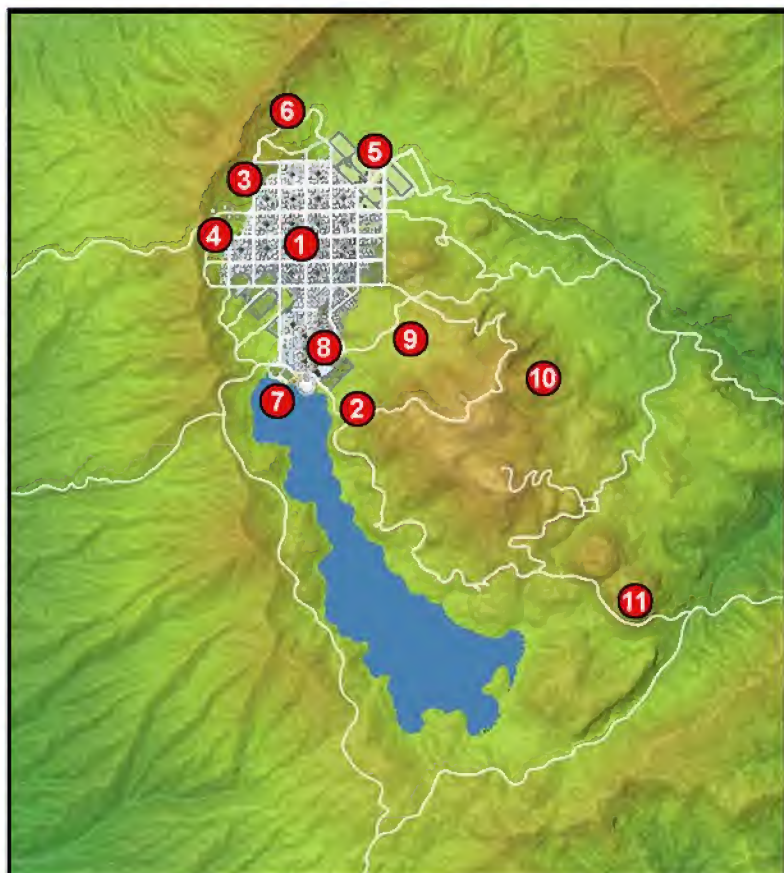
The official reason for this is that the normal operations of Tokyo 3 would hinder construction, but it is actually because the bodies of the Angels are being recovered.

Protecting the First Angel.

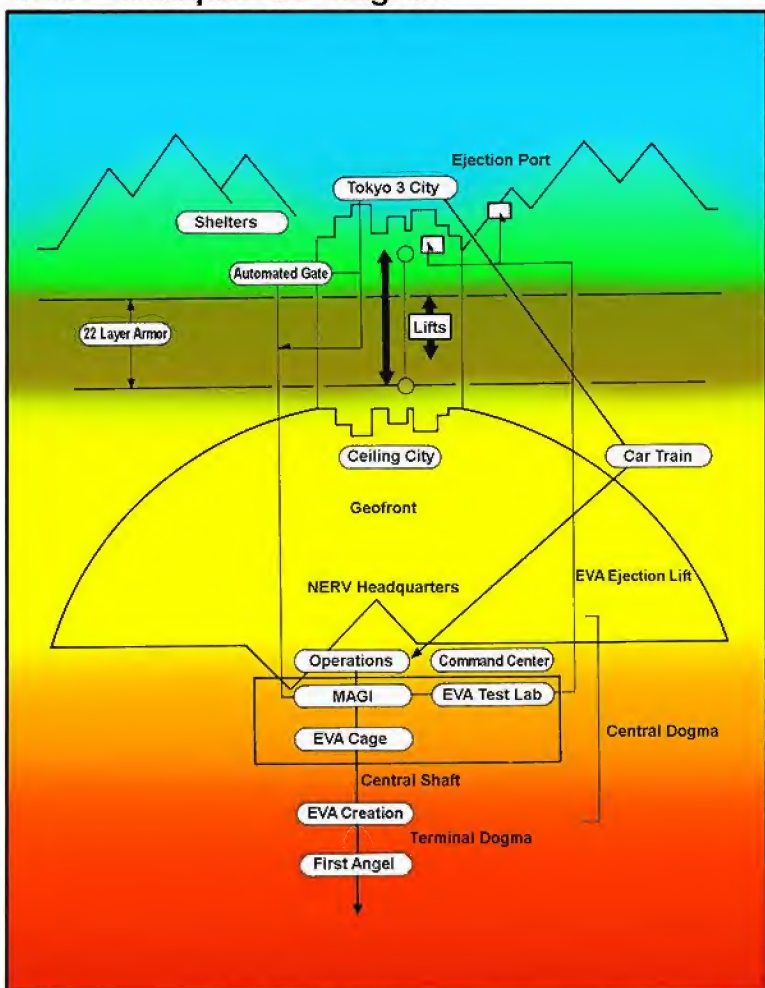
Most NERV personnel, including Misato, are not aware that beneath NERV headquarters lies the First Angel.

It is said that if an attacking Angel touches the First Angel, it will set off the Third Impact. In order to prevent this, Tokyo 3 was built over the Geofront where the Angel is kept.

Of the main characters, the only three who know what exists in this subterranean world are Gendou Ikari, Kouzou Fuyutsuki and Ritsuko Akagi.



NERV Headquarters Diagram



The Pyramid-shaped NERV HQ building is located in the center of the circular Geofront. The Geofront can be accessed through a vehicle tunnel or a pedestrian entry leading to escalators and lifts. There are also tunnels that lead from outside the city directly to the Geofront. Of course entry into the Geofront is more restrictive than entering Tokyo 3.

Tokyo 3 and NERV Headquarters Diagram

In this section, we will illustrate the complicated structure of Tokyo 3 and its sublevels.

Tokyo 3

This is the third Tokyo City. It has been built above a massive dome-like cavern called the Geofront.

Shelters

There are municipal shelters for the civilian population. They are principally located in the mountains, and are connected to each other.

Automated Gate

This is located between the surface and the Geofront. If you want to enter NERV HQ, you need to show your ID here.

Monorail / Car train

This is a transportation device for going down to the Geofront. Cars are loaded into the train and transported down to the cavern floor.

22-layers of armor

There are 22 layers of armor that protect NERV headquarters and the Geofront.

EVA Outlets

These are vertical tubes which deliver the EVAs to the surface. They run throughout Tokyo 3 like a web.

Geofront

This is a large hollow cavern with a diameter of 6 km and a height of about 1.5 km. Sunlight enters through concentrator buildings on the surface. It is a vast space that contains a lake and a forest.

City Center

When the central block descends into the Geofront, it becomes suspended from the ceiling.

Command Center

The Commander's office is here. This is where strategy is decided.

EVA Cage

This is where the EVAs are stored. EVAs are living bodies, so this is called a cage.

Operations Center / MAGI

This is the war room where tactical orders are issued. The "MAGI" computers are housed in the center of this space.

EVA test facility

It is used to conduct experiments (like harmonic synchronization and EVA activation, etc.).

EVA growth facility

These are the facilities that were used to grow the EVAs. Even now, there are EVA test bodies and dummy plugs grown here.

Central Dogma

This area includes NERV's command center, labs and support facilities.

Terminal Dogma

This is a secret area buried deep beneath Central Dogma. It is where Rei Ayanami's growth and maintenance facilities are located.

LCL manufacturing facility

This is disguised as an LCL facility, but in fact, the Second Angel has been secretly bound here.

EVANGELION-RPG

CHAPTER 1

NEON GENESIS 2015

Evangelion Characters

Here, we introduce the people in the story of Evangelion. Please refer to the color photos (on page 7) for a quick reference guide as you proceed.

Character names

Some people may have noticed that the names of the characters in Evangelion bear a relationship to ships of the old Japanese Navy. Ayanami and Fuyutsuki were destroyers. Hyuuga was a battleship. Ibuki, Katsuragi and Akagi as well as Aoba were aircraft carriers. Asuka is named after both the Japanese aircraft carrier Soryu and the US carrier Langley.



EVA Pilots

First of all, we will introduce the three EVA pilots. They are all 14 years old and attend the city's First Municipal Middle School.

Shinji Ikari

The protagonist of the story. He is the NERV commander's son.

Shinji was the Third Child selected as an EVA pilot. In this organization, he is called the "Third Candidate." It was evident from the beginning that this pilot had an unusual talent for piloting an EVA.

His childhood was very difficult. He lost his mother early on, and because he was estranged from his father at NERV, he became quite an introverted personality.

SHINJI

"So, what's my dad like?"

"I'm Shinji, the pilot of Evangelion Unit 01!"



At first, he was very shy and introverted around others, but with a small number of people he began to reveal his real personality. He has a complex relationship with his father and deep emotional conflicts. After arriving in Tokyo 3, he came to live under the protection of Misato Katsuragi, the operations chief at NERV.

Rei Ayanami

The First Child

She is a mysterious girl. She was the first person to pilot an EVA as the "First Candidate." She pilots EVA Unit 00. The nature of her birth is a secret and she does not show many strong emotions. She only emotionally connects with two people, Shinji and Gendou.

The only feelings she shows are rare instances of anger, happiness and appreciation. She rarely acknowledges her own existence and has never exhibited selfish behavior. She speaks little, does only what is necessary and is not spontaneous. Unlike Shinji, she lives alone in her own apartment.

Asuka Langley Souryu

The Second Child

Before Shinji, she was chosen to pilot an EVA as the "Second Candidate."

She pilots the mass production model, Unit 02.

Asuka entered the story late (in Episode 8) when she transferred from NERV's Third Branch in Germany.

She is of mixed Japanese and German heritage. This young woman has already completed her University Degree in Germany. Her words are as fierce as her personality. Her youth was a painful experience. Left alone as a little girl, she became a perfectionist.

She has been observed to have a high-synchronization rate with her EVA, which has a red color scheme.

She always tries to take the lead.

In addition, she yearns for the love an of an older, decisive man.

She lives with Shinji under the protection of Misato at her apartment.

"I just want someone to praise me!"

"Come on, Shinji, you idiot!"

ASUKA

REI

"The EVA is... intelligent."

"If it's an order, I'll do it."

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CHAPTER: 1

NEON GENESIS 2015

NERV Staff:

The following are members of NERV's staff.



Ranks

NERV ranks are based loosely on those of the old Self Defense Forces. Members of NERV rise in the following ranks:

Private → Chief → Sergeant → Master Sergeant → Lieutenant → Senior Officer → General. Each rank is further divided into four grades: Standard → Third Class, → Second Class → First Class.

The number of individuals holding ranks shrinks as the ranks rise.

Within these ranks, the terminology used is specific to the country of the individual holding the rank. For example, Misato's four grades as a senior officer are Captain, Major, Lieutenant Colonel and Colonel.

Misato Katsuragi

Misato is proud of her position as Operations Chief. She began as a Lieutenant in the tactical operations bureau (she was later promoted to Captain then Major). At work, she is a well-dressed professional woman, but outside of work she lives a wild life.

Until Shinji and Asuka came to live with her she only drank beer and ate junk food.

She seems to be unfriendly and hard, but she fears opening her heart and escapes through superficial pleasures. She sees Shinji as having the same issues, and is strongly impressed by him. She is the only survivor of the South Pole Expedition that was caught up in the Second Impact. Her father who was the leader of the expedition died there. The crucifix she wears is a keepsake from her parents.

Ritsuko Akagi

She is an old friend of Misato. She is in the highest circle of NERV's leadership. She is the head of the Science department, which is responsible for the development of the EVAs, as well as the E Plan and computer management, including the MAGI. NERV's secrets and those of the EVAs is known to her, and she is aware of much more than Misato.

To justify her actions, she grounds herself in rationalism, which sometimes comes across as detached and unethical.

It's not that she is necessarily cold, but her logical approach is a source of pride to her. She can look at life as a technical problem to be solved. But she feels guilty about keeping the secrets she knows from Misato.

"EVA wanted to kill me. There's no doubt."

"I don't talk about myself. It's boring."

RITSUKO



MISATO

"A typical Japanese breakfast - miso soup and beer."

"You've done something that's worthy of praise."



Gendou Ikari

He is the father of Shinji and the Commander of NERV. He operates NERV under the supervision of the Human Instrumentality Committee. But in fact, he is using the EVAs and Adam to implement his own agenda.

As a brilliant young scientist, Gendou was a driving force behind the discovery of the 1st Angel in the Antarctic as well as Gehim and NERV. He is strict and exacting and much feared at NERV. His relationship with his son Shinji is strained and their emotional conflict continues through the whole Evangelion series. He wears many faces such as that of a mad scientist. He has strong feelings for Yui, his wife who died during an experiment, and is friendly to Rei Ayanami, but there are few people who see this side of him.

Kouzou Fuyutsuki

Deputy commander of NERV and subordinate to the will of Gendou. He is aware of all the activities underlying NERV and takes part in them. In the past, he taught at a university, and Yui, Shinji's mother, was his student. There are few other people who know the past of Yui and Gendou. After the Second Impact he became an unlicensed doctor treating the victims of the disaster, but was recruited by Gendou to work at Gehim and later NERV. His appearance is simply that of a manager who takes pleasure in his work but he is also a person who enjoys hobbies and other people.

Ryouji Kaji

He was a classmate of Misato and Ritsuko in their University days. As a student he was in a relationship with Misato. He is part of NERV's Special Investigations Department. His rank is very high and he acts as part of the oversight of the Commander. In truth he is a spy for either the Human Instrumentality Committee or the Japanese government or both to investigate what NERV and its Commander are really up to. But his cover has been blown by someone he trusted. It is not easy to know the truth about this man who is like a ghost, but one of his most memorable traits is his deft hand with women.

"You embarrass me."

"I'm not worried about Rei."

KOUZOU

RYOJU

GENDOU

"Mankind is out of time."

"There's no place for you here. Go home."

"I like fighting for a losing cause."

"It's an absurd thing to understand someone else."

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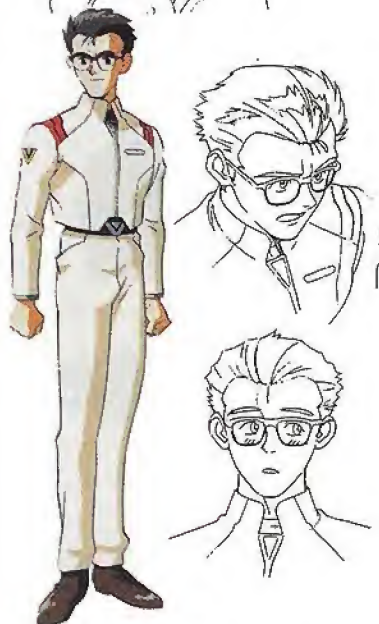
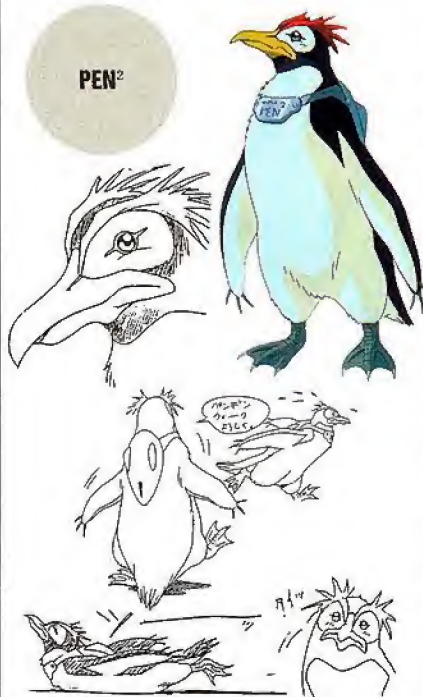
CHAPTER : 1

NEON GENESIS 2015

MAYA



MAKOTO

PEN²

Maya Ibuki

She is a second lieutenant in NERV's Science division. She works under Ritsuko and is a smitten disciple of hers. She comes across as smart, earnest and a genuinely honest person. She has girlish hobbies, such as liking cats, and reading novels. She works for Ritsuko, but does not know the truth behind the EVAs or the plans of the Commander.

Makoto Hyuuga

He is a second lieutenant in NERV's operation division. He is under the direct guidance of Misato. In Episode 11, when NERV is out of power, he operates in a mobile command vehicle. His job is to detect the presence of the Angels and analyze them.

SHIGERU



Sigeru Aoba

He is NERV Headquarters' tactical operations officer, a first lieutenant in charge of communication and analysis. He is known for loving to play guitar and having long hair down to his shoulders.

Pen Pen

He is a mysterious hot-spring penguin and Misato's pet. He lives in a refrigerated room and watches television in Misato's apartment. He loves hot springs and warm baths. Pen Pen is an experimental animal and has expanded intelligence. After the attack by the Angel Armisael in Episode 23, Misato sends Pen Pen to live with Hikari Horaki in the countryside where he will be safer.

Students of Class 2A

The following are students at Shinji's Middle School. The class including Shinji, Asuka and Rei, are all second year students.

Touji Suzuhara

Even among his friends he's embarrassing. His emotions are directly linked to his behavior and have been since he was young. Most people just think he is a hot blooded idiot who can't control his own feelings. His nickname is "Hot Blood." In Episode 1, when EVA Unit 01 ran berserk, a third-grade student was seriously injured and had to be hospitalized. This is Touji's sister and he is always worried about her. It initially caused friction between Touji and

Shinji. Later, Touji wound up on board EVA 01 and realized the suffering piloting the EVA caused Shinji. He forgave Shinji and became his friend. He became the pilot of Unit 03 but when it was infected by an Angel, Shinji had to destroy it.

Kensuke Aida

He is a short military-maniac who wears glasses. His mother died when he was young and his father is rarely home, as he is busy at work. Kensuke seems to be living a carefree life. When he was taken by Misato to see the Pacific Fleet, he danced with pleasure. He longs to be an EVA pilot. If something happens, he always has his video camera.

Together with his best friend Touji, he formed the Misato Fan Club. He has a variety of tastes and encourages Shinji to try things.

Hikari Horaki

She is the Class Rep for the students of Class 2A. She is a pretty girl with freckles and is Asuka's best friend. Her behavior and personality are typical for a Class chairperson. She won't allow anyone to shirk work or cleaning up just "to train" or "goof off." She has a secret crush on Touji Suzuhara and looks for any opportunity to talk to him. She has two sisters, one older and one younger. Her mother is dead and her father works for NERV.

"I'm sorry transfer student... I don't like you."

"Don't tell my sister what happened."

TOUJI



KENSUKE

"Suzuhara! It's not really that serious!"

"I brought you lunch. I hope you can eat it tomorrow!"

"Even if it's only once, I want to pilot an Evangelion."

"If you're unhappy, just escape!"



HIKARI

First Municipal Middle School

Due to the Angels' attacks, a large number of students have left and the number of students has declined. Due to NERV's demands, Shinji and his friends tend to miss many school days. As a result, Shinji and Asuka are behind in their studies (Asuka is smart but still does not know all her Kanji).

2nd Year Class A

It was later revealed that this class was composed entirely of potential EVA pilots. This was not known to Misato but was masterminded by the Commander and the Marduk Institute (see page 18). So Touji, Kensuke and Hikari are all pilot candidates.

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CHAPTER : 1

NEON GENESIS 2015

For those who don't know the story, read this digest.

Hey there! This is Misato Katsuragi, Chief of NERV's operations division. In this section I will briefly go over what's been going on in the story. If you've missed anything or have forgotten something, you should definitely read this.

[English Editor's note: I took some liberty translating this part. But I couldn't resist channelling my inner Misato-san. Enjoy.]



The First Battle

Episode 1 – Episode 2

Okay, so the story starts with the Third Angel, Zachiel, showing up in Tokyo 3. It's been like 15 years since the 1st Angel was found, so talk about late to the party. Then just when it was looking bad, this 14 year old kid, Shinji Ikari, who's got some serious daddy issues shows up. His Dad, who abandoned him when he was a kid needs him to pilot this giant robot called an EVA. After a totally brief reunion, Shinji's Dad, who's Commander at NERV told him, 'get in the robot.' But Shinji was like, 'no way, Dad.' So the Commander ordered this injured girl pilot named Rei Ayanami to get out of her hospital bed and fly the EVA. It was totally outrageous but it worked. Shinji didn't even have time to read the owner's manual before he was in the EVA facing the Angel. Yeah, probably not the best move. But then the EVA went berserk and destroyed the Angel on its own, so... everybody won! Shinji's Dad got him to fly the robot. Rei got to live, sort of. And aside from getting its head smashed in, Shinji and the EVA beat the Angel. Of course, there were a crap load more Angels still to come.

Fear

Episode 3 – Episode 4

Now Shinji wasn't exactly thrilled to be an EVA pilot. In fact he spent most of his time whining

about it. He complained about how life was difficult, and how he was having to transfer to a new school, with new kids. I mean give me a break, the whole continent of Antarctica blew up under me and you don't see me crying to my Daddy. Mostly because he blew up too. But that's a different backstory. Anyway, while Shinji was going through tween angst, the Fourth Angel Shamshel showed up. Shamshel looked a lot like a squid with glowing whip tentacles. Sort of like angry calamari with laser noodles for arms. Go with it, I'm hungry.

So Shinji was scared (surprise!). He didn't understand why he had to be an EVA pilot. I think there were some other whiny things going through his head too, but then just as he was about to run away, he saw two of his class mates about to get clobbered by Shamshel. One was Kensuke and the other was Touji. Did I mention Touji had just punched Shinji? Yeah, probably not the best move there either.

Still, Shinji saved them and beat the hell out of the squid Angel. And Touji was so impressed he asked Shinji to punch him so they could be friends and Shinji was so moved he decided to stay at NERV and keep piloting giant robots. Because saving the freaking world wasn't a good enough reason. I really don't understand the whole macho testosterone idiot thing, but hey, you boys be who you gotta be, okay? By the way, since this incident, we began calling him "Shin-chan." Which sounds cute and all, but seriously the guy's 14 not 4. Grow up already.

Rei Ayanami

Episode 5 – Episode 6

Around this time Shin-chan became curious about the cute and mysterious girl pilot "Rei Ayanami." Yeah, well good luck with that, kid. But anyway, Shinji was jealous when his Dad started showing more fondness for Rei than for him and he... Wait a minute, am I the only

one creeped out by this whole middle-aged man, teenage-girl thing? I mean seriously. Ewww. Anyway, Shinji started looking for excuses to talk to Rei to find out what was what and he took a homework assignment over to her sad little apartment and walked in on her taking a shower. Shin-chan was so embarrassed, he tripped and fell into her, making it to second base. Shinji was embarrassed but Rei had no reaction.

Typical, am I right ladies? Fortunately the next Angel, Ramiel (an 8 sided geometric figure) arrived before things could get much more awkward. But the EVAs couldn't get close to the Angel because of this laser blast of death ray. Long story short, I and Ritsuko pulled an all nighter like in college and we figured out how to hook up this super positron cannon to the entire power grid of Japan to make this awesome sniper rifle, blah, blah, technological miracle, blah, blah... I wanted to call it operation "Yeah, baby, that's how we roll in Okinawa!", but the Commander went with Operation Yashima. Yay. Shinji fired the sniper rifle and blew up the Angel while Rei protected him with the heat shield borrowed off a space shuttle. Which the space guys were really pissed about us taking. And best of all, Shinji got a chance to look like a big strapping hero for Rei. Or at least as big and strapping as any seventy pound whip-ass, Japanese boy in form fitting spandex can.

Manmade Episode 7

This one still has me pissed off. Those jerks over at the Self Defense Force Labs thought they'd be all cute and build this giant robot of their own called Jet Alone with a nuclear reactor stuffed inside it. Then the jerks were even more surprised when the thing went all "crazy killer robot" on them and took off on its own.

So I had to race over to Old Tokyo being carried by Unit 01 like Faye Wray being hauled to the top of the Empire State Building and Shinji pried open the robot and stuffed me inside where I managed to destroy the damn thing while getting exposed to like a million dental visits worth of xrays. Now I'm not saying NERV didn't have a hand in sabotaging that hunk of junk in the first place, but I will

but I will say every time I walk into a room and glow now, it's not just my sparkling personality, baby. And that's all I have to say on that subject.

Asuka Arrives

Episode 8 - Episode 9

So we hit our stride just as EVA Unit 02 rolled into Japan from Germany with its fireball German pilot, Asuka. And this girl hates to lose. She is pure self-inflated ego, and exactly what Shinji needed to shake his little whiny butt up. Like when I and Shinji went to pick her up, she straight off called him an idiot. Classic, Asuka. But man was she eager to kill something and before she'd even gotten off the boat that brought her, she was fighting NERV's first sea battle. Which isn't that surprising because we don't exactly have a navy. And talk about style, I told the kid to shove two old battleships down its throat and she did. Then, the 7th Angel Israfel appeared who split into two bodies and kicked Shinji and Asuka's butts. Talk about a Gemini move! My team figured it would take a perfectly synchronized ballet of combat moves for Shinji and Asuka to hit both parts of the Angel at the same moment to kill it. So we taught those little dance-monkeys to bend it like Baryshnikov. The cute little dance costumes were my idea. Sure they looked dumb, but I knew Asuka hated losing so she couldn't say no. And I think Shinji kind of liked it. Shinji and Asuka pulled off some killer moves, and I mean killer... for the Angel. Ha! Ahem, so anyway Shinji and Asuka learned a valuable lesson about getting along and other stupid morals stuff. And I got a fridge full of beer to celebrate. Yeah, Baby!

Magma Diver

Episode 10

Alright, gotta start picking up the pace here. An Angel larvae was discovered in Mt. Asama. Yeah, it's as disgusting as it sounds. So I thought, hey, let's drop Unit 02 into a volcano and see what happens! Guess what? EVAs come with air-conditioning! But Baby Angel suddenly grew up into Big Papa Angel and it was looking bad for Asuka, till she used the old "cold stuff expands when it gets hot trick" and emptied her AC coolant into the Angel's face. The Angel shattered and Shin-chan pulled

Asuka and the sinking Unit 02 out at the last minute. Later we all went to a Ryokan with a hot spring where Shinji discovered things expand when they get hot, but some things don't expand that much. Again, am I right ladies?

A Quiet Interlude

Episode 11

Okay, this time I think somebody forgot to pay NERV's power bill after Episode 6 and Tokyo Electric shut off the lights. Then the 9th Angel, a big spider-thing, showed up. I hate spiders. Even without NERV to help them the EVA pilots managed to squash that bug. Go team EVA!

The Value of a Miracle

Episode 12

I finally make Major, and about to get ripped celebrating when the 10th Angel shows up from outer space and starts dropping bombs on my party. Finally it decides to mosh pit dive itself from space. But then the EVAs extended their AT Fields and gave that Angel a crowd surf it'll remember till the day it dies. Which was that day. Afterwards I celebrated killing one of God's finest with a twelve pack of beer and a bottle of Jack. And then I blacked out. It's good to be the Major in a house full of minors. Wait. That come out wrong.

An Angel, an Intruder.

Episode 13

This Angel was a small virus. Its name was Iruel. If I hear one more crack from Ritsuko about how if anybody should know about viruses it's me, I'm shooting her and dumping her body in a lake of LCL. But this time the virus turned out to be a computer virus in Ritsuko's precious MAGI. So the joke was on her. But I'll give her credit, she hacked in and gave that virus a dose of virtual penicillin that cleaned it right up. Then I found out the MAGI computers were based on her mom's brain and that got me thinking is it weird having to give your mom a shot of penicillin to get rid of a virus and does that mess you up? These are the things that keep me up at night Oh and Shinji's Dad, Mr. Creepy Commander, he covered the whole thing up and didn't tell Human Resources over at Seele about the virus. Which makes me wonder - was he looking at internet porn using Ritsuko's Mom's brain and gave her a virus? Try to sleep on that thought.

From Episode 14 on, I'm just gonna summarize, because to be honest I was pretty drunk during most of it.

Episode 14 is mostly a compilation, but there was some cool stuff about our evil masters "Seele"... I mean our (see page 21).

Episode 15 is a little story between me and Kaji.

Episode 16 is the story of the 12th Angel Leleal and its spiritual contact with Shinji. At least somebody's getting a little something.

Episode 17 is about the Americans managing to blow up Unit 04, freaking out and sending Unit 03 over to us infected with another Angel virus (typical). It's also about how Shinji's Dad thought it would be fun to make one of Shinji's little school buddies, Touji, an EVA pilot. The kid who punched Shinji and is always looking down my cleavage. **Episode 18** is where teen warriors are forced to fight by an evil guy with a beard in a post-apocalyptic world... wait that was the Hunger Games. Still it was also episode 18. Only it was Shinji and Touji in EVAs. But it was satisfying watching those two bundles of repressed hormones smack each other around.

Episode 19, Shinji runs away again. Then he wusses out on that plan and comes back only to have his EVA goes berserk and eat the Angel Zeruel. Yeah. I said he ate the Angel. S2 engine and all.

Episode 20, after his big meal, we have to pull Shin-chan out of the womb he's crawled back up into inside the EVA. This kid's gonads have got to drop.

Episode 21 Vice Commander Fuyutsuki lays some serious expositional pipe. I think. I fell asleep twenty minutes in...

Okay, the editor just told me the book's out of space and the stenographer is curled up in a ball in the corner. It's all on videotape, DVD, BluRay and Netflix anyway, so go check it out for yourself.

Misato out! Peace!

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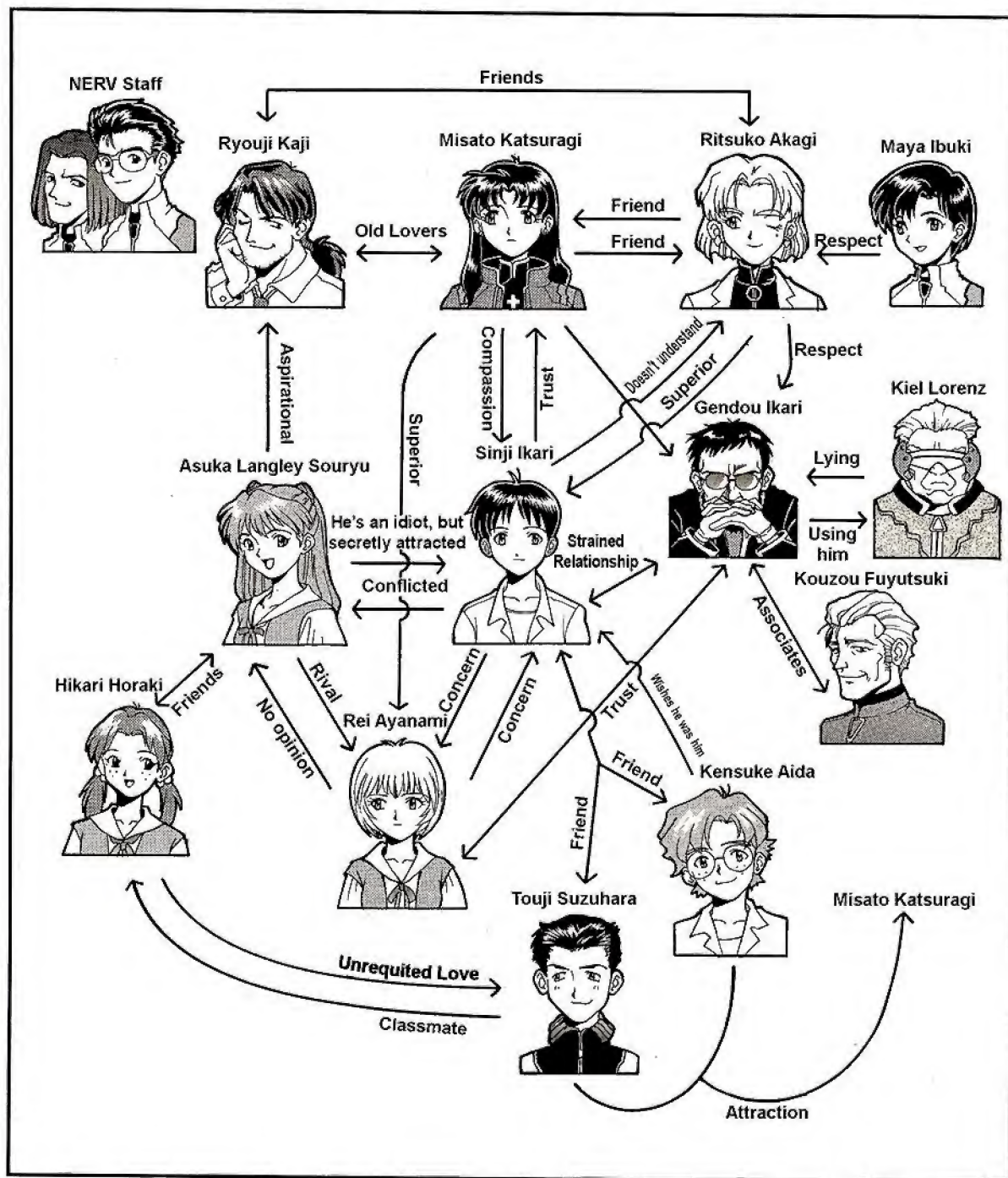
CHAPTER: 1

NEON GENESIS 2015

Main Character Relationship Chart

On this page, I've tried to illustrate the connections between the main characters. Evangelion is a complicated human drama, so these should be taken into consideration. This chart reflects the relationships at the end of the 13th episode, so later in the story these will be different. This is especially true of the relationships between Misato and Ritsuko, and Shinji and Rei and the dynamics between the other characters.

It may be interesting for you to update this chart as your own story unfolds.



Technology in 2015

The following is an overview of the technology of 2015 on which the Evangelion systems are based as well as its impact on military equipment.

Technology in 2015

Tokyo 3 is a showcase for scientific advancements that were unimaginable 20 years ago such as the Mirror Buildings which bring light into the Geofront, the elevating central city blocks and, above all else, the EVAs. On the outside it may not appear that daily life has changed that much at all, but the underlying technology represents significant leaps.

Personal devices, the power grid and the communication infrastructure are all extensions of current technology.

Education has changed as well, such as using notebook computers and information networks in school. But other aspects remain the same.

Teachers still teach in classrooms with students taking tests and interacting just as they always have.

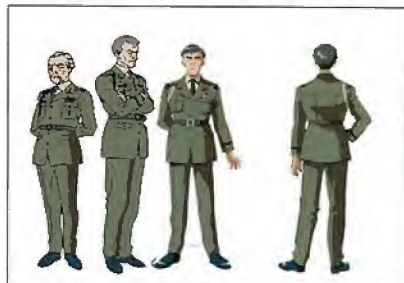
In terms of daily life, it is the situation that is different, not the way of living.

United Nations Forces

(Far right) Unmanned drones dedicated to reconnaissance. They are equipped with various types of sensors such as high-resolution cameras.

(Right) Heavy combat / VTOL attack aircraft. Speed has been sacrificed for heavier armor and weapons.

(Bottom) Missile Launcher equipped with a large number of missiles. It has excellent mobility, enabling it to be quickly deployed.



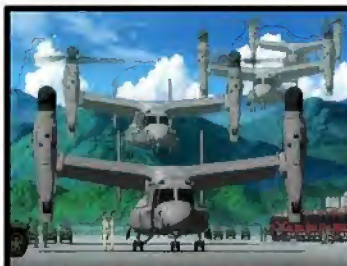
(Above) Generals of the Self-Defense Forces

2015 Self Defense Forces

The biggest change to the SDF came in 2003, when to keep pace with technology and to fill the vacuum left by the withdrawal of the US Army, the SDF was split into two organizations: the 4th SDF which is a special branch, and the Strategic Self-Defense Force. These two forces are incorporated into the United Nations Armed Forces. But they still use the same ranks and most of the officers are drawn from the Japanese SDF. The military is slow to change but the SSDF only serves the UN Armed Forces in early warning and support roles.

The Air Self Defense Force

The 2015 flagship combat aircraft are heavy fighters capable of vertical take-off and landing (VTOL). They employ rocket launchers and gunpods. They are rugged machines and have often appeared on screen on Evangelion. In addition, there are fighter jets and heavy bombers that carry n-2 bombs as well as remote UAVs. The Air Self-Defense Force is the most active SDF unit for reconnaissance and attack against the Angels due to their agility and firepower.



Maritime Self-Defense Forces Land Self-Defense Forces

A considerable number of ships of the Maritime SDF were sunk in the second impact between the initial shock wave, tsunamis and subsequent regional conflicts. On top of that the construction of new ships has been halted and repairs neglected. The United States continues to launch new vessels and maintains a strong naval presence such as the Iowa Battleship led UN task force.

There is no substantial change in equipment among the Japanese land forces. The JSSDF has not been able to withstand and attack the Angels effectively so after Episode 1 it hardly entered the field.

Technical Self Defense Force

This organization could be called the Science SDF. They have developed a range of experimental weapons and in some respects possess more skills than NERV. The Positron Rifle in Episode 6 was obtained from the Self-Defense Forces Research Institute (Military Research Institute).

Non-Nuclear Bomb

Also called an N2. This new bomb was put into use around 2000. It is like a "clean tactical nuclear weapon" and was expected to be effective against the Angels. Only about 1,000 exist. In Episode 16, to rescue Shinji and Unit 01 from the 12th Angel, around a dozen N2 mines were used.



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CHAPTER : 1

NEON GENESIS 2015

THE SINS OF MANKIND, THE MESSENGERS OF GOD

Here, EVA, NERV and the mysterious enemy the "Angels," are described.



What is an Angel?

The first Angel was discovered in Antarctica during the event that nearly destroyed mankind called the Second Impact. No one knows what they are or what they are doing on Earth. There are many unexplained mysteries, such as the similarity between Angel and human DNA, the connection between the creation of the EVAs and the genesis and evolution of the Angels themselves. In order to avoid panic, the UN and the governments of the world have hidden the shocking presence of the Angels from the eyes of the public. In fact, the 2000 Antarctic catastrophe caused by the Angel's attack has publicly been dubbed the "Second Impact," and credited to the fall of an asteroid from space.

Where are the Angeles from?

As made clear in Episode 10 there are Angels hidden around the globe lying dormant in larval form. Each Angel is a completely independent warrior. They do not support each other or cooperate in any manner. But it is certain that there is a connection. Angels who survive attacks evolve to meet the methods employed and new Angels arrive with those adaptations incorporated. Also, each Angel only arrives after the previous Angel has been destroyed, suggesting that they are aware of each other's states or responsive to them. The Human Instrumentality Committee is aware of certain natural laws that apply to the Angels, as recorded in the occult book, the Dead Sea Scrolls (see page 20). But even Seele does not know the time or place of the Angels' emergence, what shape they will take or how to defeat them.

The powers of the Angels

Each Angel has a completely different body shape and no fixed appearance. In general, they are often huge, and are able to fight the EVAs on their terms, but sometimes they are much larger. There are even microscopic Angels, as in Episode 11. There is no fixed rule.

Each of the Angels has the ability to act as an independent weapon (which can fight without assistance, external guidance, supply or repair). And each develops its own tactics. The Fifth Angel was a virtual fortress that parked itself over its target and fought. The 11th Angel infected its quarry and infected it, but did not directly attack. In addition, once an attack is made on an Angel, it evolves in response. Thus it is better for the EVAs to strike a quick decisive blow, so as not to give the Angel time to evolve and adapt to the strategy.

Not all of these features are applicable to all Angels, but one thing they do have in common is an AT field (see Page 39). This AT Field makes it extremely difficult to kill an Angel with conventional weapons of the Self-Defense Forces or even an n2 explosive. In addition, some Angels also have their own unique attack / defense methods.

In addition, although it is not an ability, the Angels have an energy system called an s2 engine (super-solenoid engine) which is an organ in their bodies for supplying energy. Normally, when the Angel is destroyed, the S2 engine explodes, causing great destruction. But if the Angel is struck directly in the s2 engine, it is possible to stop all activity including self-destruction. This can allow for the recovery of the Angel's body relatively intact.

Here is a description of the Angels who descended on the world. Please refer to it.

EVANGELION Angels who Appeared

Only the 1st and 2nd Angels were known before the creation of the EVAs.

1st Angel Adam

The First Angel was discovered in the Antarctic by the Katsuragi expedition in the year 2000. During an experiment using the Lance of Longinus, the Angel was awakened and transformed into a giant of light. The event triggered the Second Impact. Adam regressed to an embryo and was captured.

2nd Angel Lilith

The 2nd Angel was discovered deep beneath the Geofront. Lilith is a huge white legless giant, bound on a crucifix and wearing a mask bearing the seal of Seele. How the Angel was bound and who bound it is unknown. Most of NERV's staff including Misato do not know about the Angel.

3rd Angel Zachiel (Episode 1-2)

This is the first Angel to be fought by an EVA. It is humanoid and attacks using the "thorns" at its joints. But, after being hit by an n2 bomb, it evolved and developed the ability to fire an energy pulse. It has no other special attack capabilities.

4th Angel Shamshel (Episode 3)

This Angel was capable of flying. It is shaped like a squid and attacks with two whip-like tentacles. Its core was disabled by EVA Unit 01 before it could self-destruct. It was recovered by NERV. The S2 engine was dissected in Germany and a copy was sent to the US NERV Branch in Nevada for testing in September. But the experiment failed and EVA Unit 04, along with the NERV Branch, was lost (episode 17).

5th Angel Ramiel (Episode 5-6)

This Angel was a reflective polygon that floated in the sky. It had a powerful AT field and a laser that automatically attacked approaching objects. It took up position directly over Tokyo 3 and attempted to drill into the Geofront. It was destroyed by a positron cannon fired by Unit 01 and supported by Unit 00. It was captured intact and dissected for study by NERV.

6th Angel Gaiel (Episode 8)

This Angel came during the arrival of Unit 02 in Japan. It looked like a giant sea creature. It had no special offensive capability, but its large body was a weapon on its own. When EVA Unit 02 was swallowed, Misato ordered two battleships thrust into its mouth. It was destroyed by the subsequent blast and self-destructed.

7th Angel Israfel (Episode 9)

This was an Angel of the humanoid type. It possessed the ability to split into two bodies to avoid attack. EVA Units 01 and 02 were defeated. It was determined the Angel could only be destroyed by a simultaneous attack carried out by two EVAs in perfect unison. Shinji and Asuka were instructed to carry out a joint attack and despite personality conflicts, succeeded.

8th Angel Sandalphon (Ep. 10)

This Angel was found in a larval state inside the volcanic caldera of Mt. Asama, near Nagano. As soon as Asuka in Unit 02 captured it, it transformed into a shrimp-like creature. It had impenetrable skin. But when cold liquid was put into its mouth by Asuka it caused extreme thermal expansion. The Angel shattered in the hot magma. This was the first EVA battle inside a volcano. The battle showcased the heat resistant D-suit and Asuka's piloting skills.

9th Angel Matriel (Episode 11)

This Angel was spider-like. It arrived after a terrorist attack disrupted NERV's capabilities. But it was defeated when the three EVAs operated on their own. It had the ability to attack by dripping acid from its eyes.

10th Angel Sahaquiel (Ep. 12)

This massive Angel appeared in space. After attacking with kinetic blasts of focused AT Field energy, it used its own body to drop on NERV HQ from orbit. But, EVA Unit 01 was able to get under the Angel and expand its AT Field to prevent impact long enough for EVA Units 00 and 02 to arrive and cooperatively destroy the Angel.

11th Angel Iruel (Episode 13)

This Angel was microscopic and acted like a virus. It invaded NERV and penetrated the MAGI computers. It was a fast learner and fought to stay alive, but this was also its weakness. By entering the MAGI and attempting to self-destruct NERV HQ, it grew to the point where success would lead to its own death. As a result, out of self-preservation it was forced into a symbiotic state with the MAGI allowing Ritsuko to kill it.

12th Angel Leliel (Episode 16)

This Angel had no physical shape. Its "shadow" looked like a sphere floating in the air, but it could not be attacked. It had a negative AT Field on the inside, creating a

pocket-universe where it captured Shinji and Unit 01. Unit 01 went berserk and destroyed it from the inside. It is thought this Angel tried to establish spiritual contact with Shinji before its destruction.

13th Angel Bardiel (Episode 18)

This Angel infested EVA Unit 03 while it was passing through a thunderstorm on its way to NERV HQ from America. As soon as Unit 03 activated, the Angel awakened, trapping the pilot Touji Suzuhara inside. Both Unit 03 and the Angel were destroyed by Shinji in Unit 01 who was unaware his friend was piloting the infected EVA.

14th Angel Zeruel (Episode 19)

This was a half-humanoid Angel. It attacked using banded arms that extended great distances. It used a powerful beam weapon. It was the first Angel to enter the Geofront, aside from the virus Angel that attacked the MAGI. Zeruel was destroyed by Shinji when Unit 01 went berserk. Unit 01, then consumed the Angel's S2 engine, incorporating it into its own body.



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EVANGELION-RPG

CHAPTER : 1

NEON GENESIS 2015

Humanoid Combat Weapons EVA

The EVA is the ultimate weapon created by NERV to repel the Angels. Here we will explain the special weapon: EVA.

Children and the EVAs

The EVA Unit is a biological weapon. In addition to being a machine, it also has living tissue. They are usually stored in a cage filled with a liquid similar amniotic fluid.

The EVA requires a pilot to operate it from the inside.

Not just anyone can be an EVA pilot. To operate an EVA does not require technique so much as spiritual aptitude.

Only those who synchronize with the spirit of the EVA are able to enter and operate one.

The EVA being a biological weapon has many drawbacks. So, what qualities does a person need to pilot an EVA? The truth is, not all of them have been discovered, and there is still a great deal of uncertainty. And until someone boards an EVA and attempts to pilot it, whether they will be successful is not understood.

Initially, only two pilot candidates were selected and the other qualified people were gathered in the same Middle School class in Tokyo 3 to be evaluated as pilot candidates. They were all in Shinji's second year class at his Middle School.

When recruited, the two candidates had one parent who had died before the child reached the age of 14.

Only the A10 nerve in the brains of certain 14 year old children is able to manipulate an EVA. After this age it becomes less effective.

Those who grew up in an unstable environment with a high degree of mental health issues were more likely to have a smooth interaction with EVA. That is why children are chosen to pilot the EVAs.

In the world of Evangelion 14 year-old boys and girls have been entrusted with the future of mankind.

In the second half of the series, to solve this problem, the development of a remote control "dummy plug", which could operate an EVA in place of the pilot, was initiated.

Close and ranged weapons

Since the EVA is a human-shaped weapon, the weapons it uses to attack are based on weapons familiar to humans. Apart from the knives mounted in the shoulder, the EVAs do not have fixed weapons, but rather several options. NERV has the following enhancements.

Progressive Knife

It is not just a sharp knife. It cuts at the molecular level using high frequency vibrations. There are two standard knives the PK01 and the boxcutter-shaped PK02 (used by Unit 02). They are mounted inside the shoulder assembly of the EVAs.

Palette Rifle

Developed especially for the EVAs. It fires depleted uranium projectiles. The magazine can be exchanged to reload. It was used to defeat the 9th Angel Matriel (Episode 11).

Positron rifle (Positron cannon)
This is a charged particle cannon that is rarely used. It is quite powerful, but even it was unable to damage the 5th Angel Ramiel, so a Positron Cannon being developed by the Strategic Self Defense Force was borrowed (Episode 6).

EVA Bazooka

It is rarely used, as the weapon is not effective enough against the Angel's armor. In Episode 19, to protect NERV headquarters, it was used as a last resort.

Sonic Glaive

The purpose of the Eva Sonic Glaive is increased reach. It is not suitable for combat in the streets of Tokyo 3, but it was used when Asuka fought the Angel in the Hama neighborhood in Episode 9. Like the Progressive Knife, the blade uses high frequency vibrations to penetrate.



From Top to Bottom.
Progressive Knives 01 & 02,
Sonic Glaive, Palette Rifle,
Bazooka and Positron Cannon.
In addition, other exotic weapons
exist.

Other weapons

In addition, EVA may use special weapons as needed. For the 5th Angel Ramiel, EVA 01 used a large positron cannon obtained from the Strategic Self Defense Force, while Unit 00 used the heat shield of an SSTO (space shuttle transport orbiter) as a shield.

AT Field

Although it is not an attack weapon, EVA can expand its AT field (energy barrier) just like an Angel. The pilots are able to deploy the AT field, which is why the Units are almost unblemished when they are involved in an explosion. Most of the above weapons are stored in special buildings called magazines. The EVAs can retrieve these weapons during combat. In addition to these weapons, EVA also has a variety of firearms depending on the situation. It can also be outfitted to work underwater or in space. There is also the extreme environment D Suit for intense pressure, heat or radiation.

EVA Combat

Depending on the type of Angel, as the war has progressed, the EVAs' tactics have been refined. The 1st EVA takes on the role of "defense" and draws the Angel's attacks. Its AT field is used to neutralize the AT field of the Angel, as well as to deflect attacks on the other Units. The Second EVA is the most effective offensive weapon and

the 3rd EVA supports the other two units as a "backup", and to replace either of the other Units if it is lost or damaged. If there is only one EVA, it must neutralize the AT field by itself and use its Progressive Knife in close combat. The basic principle is to target the exposed core, which is the weak point of the Angel.

EVA Weaknesses

There are 2 weak points in the EVAs, which greatly impact them. They are the lack of an internal power supply and the chance of going berserk.

EVA Power Supply

EVA is powered through a an extension cord called the Umbilical Cable. In Tokyo 3, there are many sockets and cables for this purpose. If the power source is destroyed or the umbilical cable is disconnected, it is possible to run a cable from another location.

Unless the power is restored, an EVA can only operate for about 5 minutes. The duration depends on the amount of energy stored and the intensity of the activity.

The power can come from any source, such as a power vehicle, or an aircraft carrier reactor, so even if it is not a battle within Tokyo 3, the EVAs can easily be powered. In addition, after Episode 11, a dedicated disposable battery (attached to the shoulders) was developed, and the independent combat time was extended.

EVA Berserker

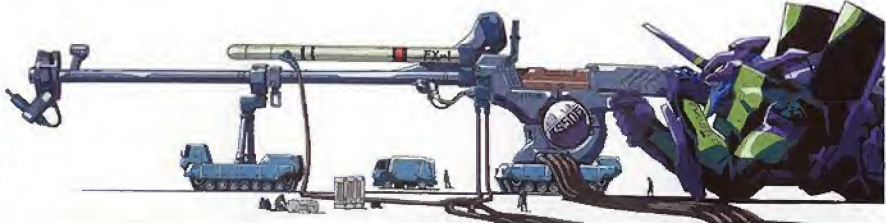
The body of an EVA is a "human engineered lifeform" that was created using the First Angel found in Antarctica as a template. At first glance, the EVA looks like a robot, but in fact, the metal skin is just armor plating that covers a creepy skin and beneath that, flesh and tissue. Because it is a biological weapon, the EVA has the disadvantage of acting on its own. This is called going "berserk."

When the umbilical cable supplies power, the entire unit is secured with a number of restraints until the time it is released to do combat. This is a preventive measure against the Unit going berserk. There is also the risk of "stigmata" appearing on the pilot that may arise when a pilot manipulates the EVA. This is a sympathetic reaction when the pilot and the EVA are so in synch that damage inflicted on one effects the other.

The EVA has a variety of remote control options in case it goes berserk during an operation. A stop signal can be sent to freeze its action. The pilot and the EVA's harmonics can be severed.

The pilot can escape by ejecting the EVA's tube like cockpit called an entry plug. It can be shut down by removing the power supply. However, in the event of a berserker rage, these options may not always work or take time to implement.

In the event of an outburst in the test facility, special Bakelite (a translucent plastic) may be sprayed to immobilize the Unit.



Above. Unit 01 operates a high-power positron cannon borrowed from the Strategic Self Defense Forces during the battle with the 5th Angel Ramiel. Left. Unit 00 holds the heat shield of an SSTO.

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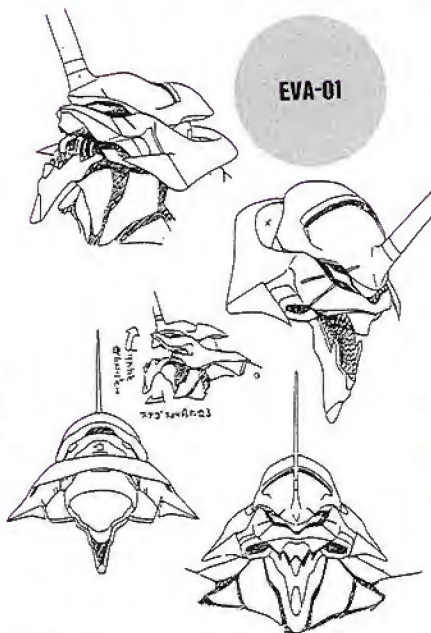
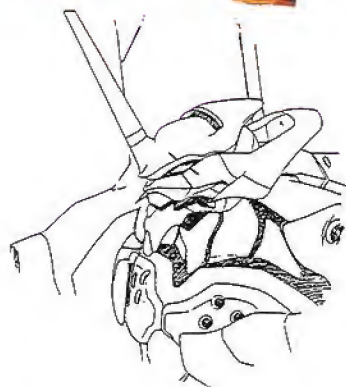
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CHAPTER 1

NEON GENESIS 2015



EVA-01



The Three EVA Bodies

The following EVAs were used in battle in Tokyo 3.

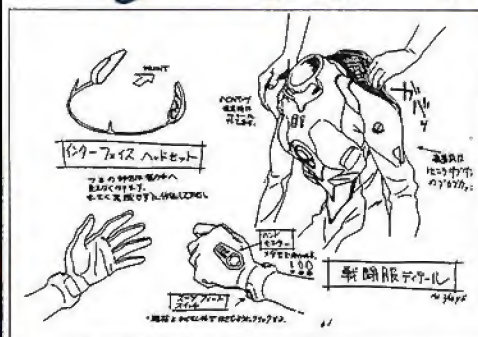
Each has a slightly different design and there are many subtle differences in their abilities, but their functions are almost universally the same. Each Unit handles weapons and fights in the same manner. The main differences seem to relate to the individual skills and weaknesses each pilot shares with the EVA.

EVA Unit 01

The Test-type Unit. This was the first EVA to see combat. The Unit is purple and its exclusive pilot is Shinji Ikari. The pilot and the aircraft have a high degree of synchronicity, and have defeated the most Angels. It is a mysterious machine and despite having run out of energy, it has run amok and crushed its enemies with indescribable power. It refuses to be piloted by anyone but Shinji.

Seat of the Soul – the Entry Plug

The pilots operate their EVAs from within a cylinder called an entry plug as shown in the figure below on the right, while riding on a control seat (see upper right). The entry plug is filled with fluid that can be inhaled, called LCL. In the event of ejection, the Entry Plug serves as an escape capsule. LCL is an abbreviation for "Link Connection Liquid." Its role is to protect and maintain the life of the pilots and to promote a sympathetic bond with the EVAs. The pilots wear a special suit called a plug suit when in the entry plug. The entry plug with the pilot is inserted into the spine of the EVA where it forms a link with the Unit.



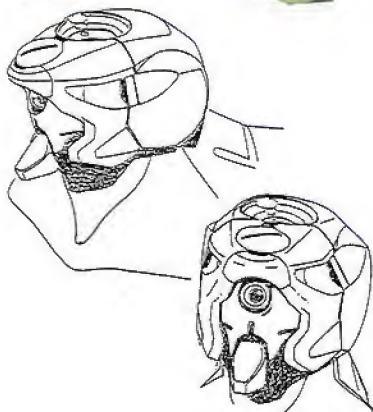
(Top) An EVA pilot flight suit called a "plug suit".
(Left) The entry plug filled with LCL and the pilot being inserted into EVA Unit 01.

EVA Unit 00

The Prototype Unit. Originally the shoulder knife pod was not incorporated into Unit 00. Also, as a prototype, it has limitations to its frame that cannot support certain specialized equipment, like the heat resistant D Suit. Initially the color was yellow, but it was later painted blue and upgraded with a shoulder pod like Units 01 and 02. Its pilot is Rei Ayanami. During the 3rd and 4th Angel attacks, she was injured, and during the 6th and 8th Angels, the unit was heavily damaged. Initially, it did not see much combat and served largely in support roles.



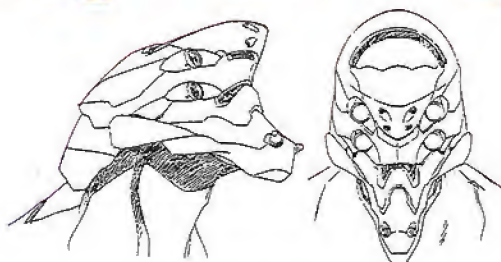
EVA-00



EVA Unit 02

Mass production model. The red EVA is the exclusive Unit of Asuka Langley Souryu. It was built in Germany and entered the field with Asuka in Episode 8. The fighting ability of the pilot is very high, and she and Unit 02 defeated the 6th and 8th Angels by themselves.

EVA-02



AT Field

Abbreviation for Absolute Terror field. It is a special protection barrier that stops all energy and inertial weapons. To break through the AT field of an Angel, the best way seems to be to neutralize it with the AT field of an EVA. There is also a way to penetrate it with a weapon with a great deal of energy, but it is not always guaranteed. In addition, the AT field has gradually evolved. The 10th Angel, Sahaquiel, used its AT field to carry out orbital bombardments, and the 12th Angel, Leliel, used its AT Field to create a closed space called a Sea of Durac. Both are different applications of the AT field.

What are later EVAs called?

In the latter half of the Evangelion series, there is talk of other Mass Production units. Though these Mass Production machines are based on the prototype and test types there are many variations.

Unit 03 was built in Massachusetts. It was piloted by Touji Suzuhara, but when it was taken over by an Angel, Unit 01 was forced to destroy it.

Unit 04 was under construction in Nevada. It exploded during an operational test of an s2 engine and vanished into a Sea of Durac.

Unit 05 is under construction in Germany.

Unit 06 is under construction in Germany.

Unit 08 is under construction in China.

Further units are being built in Russia, France, England and other UN nations.

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CHAPTER : 1

NEON GENESIS 2015

EVA the backbone of NERV

The EVAs are normally kept beneath NERV Headquarters located directly under Tokyo 3. There are many different ways of deploying them, but the following three ways are the most common.

Lift to the surface

In the event the Angels have already entered Tokyo 3 above NERV Headquarters, the EVAs can be sent directly to the location via a web of tunnels that stretch across the city. There are many exit points in Tokyo 3 and the surrounding region for this purpose.

Mobile Vehicle Deployment

This is used when the Angel is still far enough away from Tokyo 3. Since this poses power and logistical issues, a series of trailers and support vehicles must also be deployed. After the Unit is activated, it is a matter of self-motivating to the designated combat zone.

Heavy Cargo Transport

NERV has developed a large cargo plane exclusively for the EVAs. If there is a need to urgently move a Unit to a remote location, it can be quickly flown there by these aircraft.

Steps for EVA launch

The EVAs are stored deprived of power and immobilized in cages.

1. Initial Preparation Stage

There is a cross shaped plug on the EVA spine. Remove it. At the same time, put the pilot into the entry plug.

2. First Connection Stage

Insert the entry plug into the EVA spine. At the same time, the inside of the entry plug is filled with LCL liquid protecting the pilot. Connect the power cable to start the body of the EVA and to charge it.

3. Second connection Stage

The pilot's nervous system (A10 nerve) is connected to the EVA, and at the same time, the EVA vertical integration system is activated (except for motor functions) in the Japanese language mode. The external monitor begins to function. After passing through the EVA's feedback loop (two-way connection), check the harmonic value, and if there is no abnormality, the start-up is successful.

4. Final Preparation Stage

Retract the umbilical bridge that anchors the chest, then remove the large lockbolts (on the arms and legs) so that the EVA can slide into the launch cradle.

5. Start Stage

The EVA is sent on the launch cradle to an exit on the surface. In some cases, it is sent to an exit disguised as a building in the city, and in other cases, it is sent to a mountain exit. Sending it to a building in the city is related to the location of the Angel. Immediately after, armament is sent to adjacent magazine buildings. Then, first the restraints holding the EVA's feet to the cradle, then the shoulders are removed and the EVA is released. It is up to the pilot at this point to control the EVA.

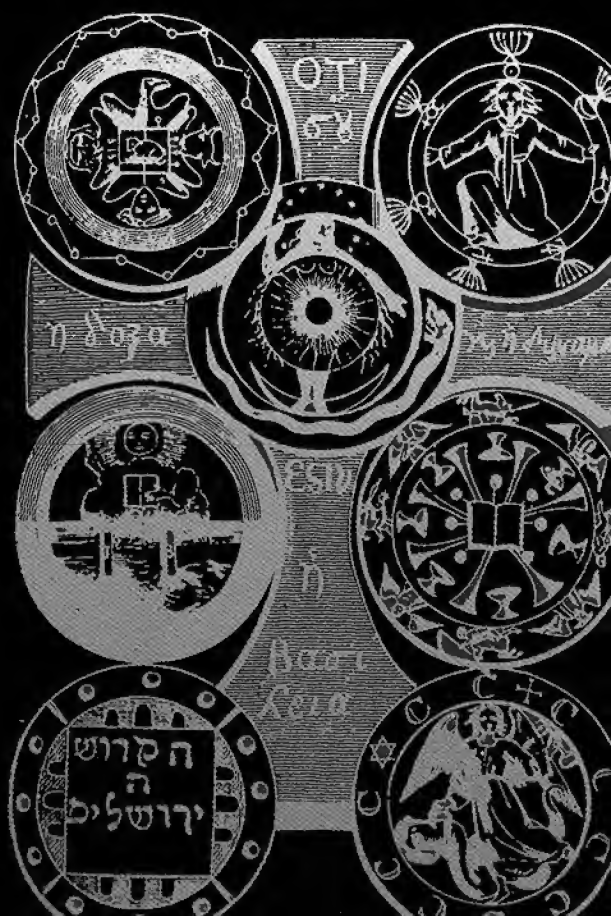


A large cargo aircraft used exclusively for the EVAs (above). A special lift allows EVA to be ejected from the Geofront (middle). Exit 20 located in the mountains. It is camouflaged by trees and brush (bottom).

Chapter 2

THAT'S THE WAY IT IS

N ERV RULES



Welcome to the NERV FILES



This chapter describes the rules for playing the Neon Genesis Evangelion RPG. Let's do our best to read it well so we can experience life at NERV!

What on Earth kind of game is this?

Finally, I can get into the rules of the game which is the main point of this book!

As the title suggests, this is an RPG game.

Today the most popular RPG games are for computers. And because there are so many computer game strategy guides out there, some people may have mistaken this book for one of those.

This is not the case.

This book is for those who want to play an RPG game without a computer.

Some people may say "a computer game is better because there are pictures."

That's simply not true.

Have you ever played a computer game, where the experience left you feeling empty when you were all alone clutching your controller? Even if the computer RPG was well designed, often only one person can play it at a time. Of course, as a tool to play with other people, computers can also be outstanding, but I think that it is more fun to play with a group of people in person. This book, the "NERV White Paper" was written to fulfill this desire.

You can enjoy this RPG very quickly! The effort you need to put in is very small compared to the joy you'll get out of playing it. And it's a fun game to share with friends.

By way of introduction, you can tell them "not only can you play with a group, but the contents are really interesting." That's a great way to begin.

So what happens in it?

Each person plays a character from the world of Evangelion and leads a virtual life in the city of Tokyo 3.

In Tokyo 3 many things happen every day. Some hold a great degree of danger and significance. Other things don't matter as much. But all of them support the survival of those living there. As a member of NERV, you must work day and night to protect the city's peace and way of life.

Are you up to the challenge?

Can you imagine how that will feel?

Let's move on to a more detailed introduction of the game where you can get a sense of the atmosphere.

If you were going to play a computer game, you would first have to read the instruction manual. Think of this as exactly the same thing and please continue reading.

About the Game What's the goal?

Usually in a game you either win or lose, with players competing against each other.

This game is not played that way. Even if you play this game with others, you don't compete against them. All players have a common goal and must work together to achieve it.

If you work hard, you can succeed together!



Figure 1 List of Card Types

Battle Card Used in fights between EVAs and Angels. These cards determine combat damage.	Event Card These cards describe incidents that happen in Tokyo 3 each day.	Utility Card Special weapons and support cards that help you and your friends.	Location Card Each card represents a key location in Tokyo 3, such as the Middle School or NERV HQ.
Character Card These cards detail the attributes of characters in the game. These are the characters you play.	EVA Card Whether Unit Zero, Unit One or the Production Model, you pilot the EVA represented on the card.	Angel Card The enemies of mankind. Each card describes an Angel attacking Tokyo 3.	

If you can achieve the goal, all the players win. If you cannot, you will be defeated.

So, what is the goal?

In a computer RPG, a set goal can be something like "defeat the demon king." But in this game the goal is to defend Tokyo 3 from the threat of the Third Impact and save the world! That's it.

The Angels are the greatest threat to Tokyo 3. With the powers of the EVAs, you must do whatever it takes to defeat these enemies of mankind. But it's not just about defeating them. Even if you succeed in stopping the Angels, the damage they inflict on Tokyo 3 can cause it to fall. That's not a good thing. This is why people other than the EVA pilots exist to provide important assistance. How they spend their days is part of the battle itself. When each day ends, you take into account all of that day's experiences in Tokyo 3. The actions of the characters can increase or decrease the capabilities of the city, the EVA's and the characters.

The Game Components.

With a computer game you need a computer and software. Similarly, this game requires you to have certain items.

Let's look at what they are.

1. The Dead Sea Scrolls and Game Rules (this book)
2. Game Cards (included)
3. Tokyo 3 Map (included)
4. Character Cards and Figure Cards (included)
5. The Calendar (included)
6. 2 or more dice
7. Pencils and paper

Let's explain in a little more detail the role each of these has in game play.

1. The Dead Sea Scrolls and Game Rules (this book)

The book that you are reading now has all the rules and information you need to play. During the game, various incidents occur in Tokyo 3. All of them have been predicted in the Dead Sea Scrolls and all the rules for resolving them are included there as well. If this were a computer game, all of the things in this book are like the encounters in the game. By reading the text, you will know what to do. When you play with a group, you only need one book. But I'd be happy if all the members who participated bought one.

2. Game Cards (included)

The cards are attached at the end of this book. Remove them by cutting them out carefully. There are several types of cards, each with a different role, summarized in the table "Figure 1."

3. Tokyo 3 Map (included)

This is the folded map at the front of this book. Cut along the dotted line with a pair of scissors to remove it.

4. Character Cards and Figure Cards (included in this book)

At the end of the volume, among the game cards, are figures representing each of the playable characters and cards that describe them. After cutting the figure cards out, assemble them by folding them into triangle-shapes and securing the bottoms with glue. (See Figure 2).

Figure 2. How to Assemble the Character Figures



5. The Calendar (included)

The back side of the map has a calendar for use in the game. This calendar is used to record what happens to your character each day. In addition to recording values that affect the game play, you should also think of it as a diary. Use simple phrases like "went to school" or "felt happy" to record events and feelings. Every time you play, you will need a fresh copy of this calendar, so make copies. Also, if you play with a group, each player will need a calendar.

6. 2 or more six-sided dice

I think that everyone knows what dice are. As with the game cards, the dice are used for resolving the game. Dice are fairly common. Try finding some in Dad's mahjong set. If you can't find any at home, try game stores and toy shops (you should be able to buy a pair for less than the cost of a can of juice).

Two dice are enough, but if you play with a group, you can move the game along more rapidly if everyone has their own set.

7. Pencils and paper

These are used to record various things on the calendar. Notes can also be written on plain paper to speed up play.

If you want to reuse the calendar, you should write on it gently with something that can be erased, rather than a ballpoint pen. If you write legibly it will be easier to understand what you have written in the future, so try to write as neatly as you can.

Know the Path Be Prepared

If you have all seven items, you are ready to play the game. In computer games, you have to connect a game console to a TV, plug an adapter into an electrical outlet and so on.

Here, there are only 3 things you have to do.

1. Choose the character you want to play.
2. Distribute the appropriate items to each player.
3. Prepare the game cards and map.

I know that at first this sounds like a lot of work, but in fact you don't have to do all that much.

Let's look at the specifics of each task.

1. Choose the character you want to play.

In this game, you will play one of the characters in Evangelion. You can be one of the following people.

Shinji Ikari
Rei Ayanami
Asuka Langley Suoryu
Misato Katsuragi
Ritsuko Akagi

If you are playing alone, choose your favorite pilot. You may also play with Misato and Ritsuko and the other pilots. Some scenarios in the Dead Sea Scrolls will tell you which characters are involved.

If you are playing with friends, you each must decide who plays which character. All members must choose a unique character. Since there aren't two Shinji's in the world, it is natural to say that this must be so. If multiple players want to play the same character, use the dice to decide who gets to choose first. The highest roll wins. Be polite and save the fighting for the Angels! Second.

If you play with more than two players, one player takes on the role of the Commander.

This Commander's role is to read the daily Event Card and the Dead Sea Scrolls and describe what happens. It is this person who acts as judge as the game is played. As for the true role, it is explained in detail on page 58, so please refer to that.

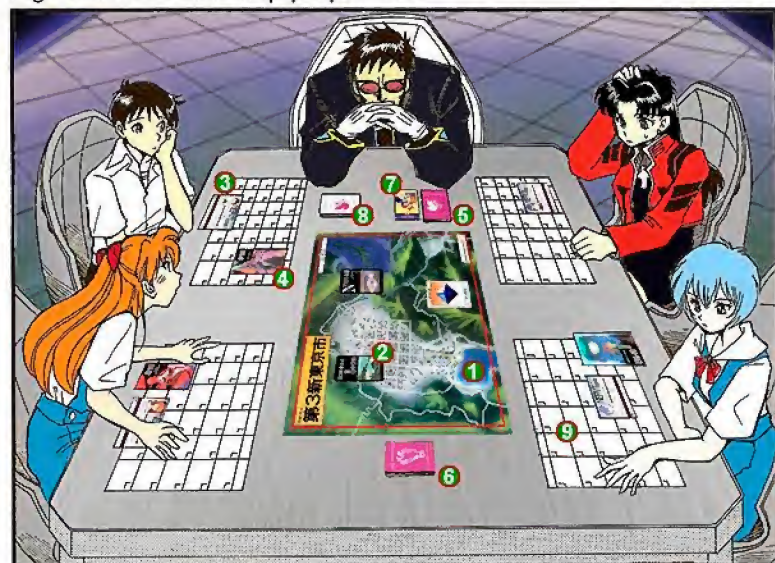
2. Distribute the items to each player.

Take a moment to explain the rules to your friends as you distribute the character cards, figures, calendars, pencils and dice to each person for use. It is not necessary to distribute these tools to the Commander who has just been described. Instead, the Commander keeps the book.

3. Prepare the game cards and map.

The map is of Tokyo 3. The map should be spread out in the center of all members. When playing alone, it is simply spread in front of you. There are several types of cards, each of which has a different placement. Please refer to (Figure 3) and arrange the items as indicated. Once this is done, preparation has been completed. You can now start the game. Let's explain how to proceed in actual game.

Figure 3 Card and Map preparation



- 1 Map
- 2 Location cards
- 3 Character card
- 4 Eva card
- 5 Event cards
- 6 Utility cards
- 7 Face up Event card
- 8 Battle cards
- 9 Calendar

This is how the Game Goes

The game progresses by Day and by Steps within each day. A Day ends when all the Steps for that Day have been resolved. Then the next Day begins. Once you've learned the Steps in a Day, you know most of the rules governing the game.

So, let's explain the daily Steps
Step 1. Decide where to spend the Day

Step 2. Let's go! Move to that location

Step 3. The Commander flips over an Event Card and consults the Dead Sea Scrolls

Step 4. Re-movement phase

Step 5. Resolve the Event

Step 6. Roll the dice

Step 7. Record the day's events in the calendar

These are the seven Steps

Step 1. The Location Cards

used in each game vary based on the scenario in the Dead Sea Scrolls. The appropriate Locations are placed on the map at the beginning of the game. Location cards exist for places such as NERV headquarters or the middle school. Decide where you want to spend your day and record it on your calendar (See Figure 4 for an example). For this step, keep it secret from the other players and do not place your figure on the map yet.

Step 2. Let's go! Everyone

reveals where they intend to go at the same time. Move your character figure onto the Location card you chose. Any number of characters can share the same location.

Step 3. The Commander turns

over the Event card from the pile at the side of the map. Based on the card, one Event will happen that Day. The details

are written in the Dead Sea Scrolls. The Commander consults the Dead Sea Scrolls and reads the appropriate passage.

Depending on the Event, all persons called to the event must move to the Location where the incident occurs. (Example) Shinji was about to go to NERV headquarters, but because the contents of the Event card was a function at the middle school, he had to go there. In the same way, any other students, such as Rei and Asuka, must go to the middle school.

Since Misato and Ritsuko are not students, they do not need to go to the middle school. They remain in the location they selected in Step 1.

Step 4. Re-movement.

Persons not involved in the Event can now move from the Location where they initially moved in Step 2 to the Location of the Event.

To move, however, you must roll the dice and succeed in a [Quick Action] (step 6 gives you a detailed explanation of how to roll the dice). If you fail, you cannot move.

Even those who were not directly related to the Event may be involved in the Event if they are at that location. Those who fail to move, or choose not to move, will remain in their initial location. Not everyone has to be involved in the Event.

(Example) Misato was at NERV headquarters, but knew that Shinji had a function at the school, and thought she would go to help him. She rolls the dice for [Quick Action] and if successful, she moves to the middle school. If she fails, she must continue to work at NERV Headquarters.

Step 5. All persons involved in the case work to resolve the Event at the Location where the matter occurs until it is concluded.

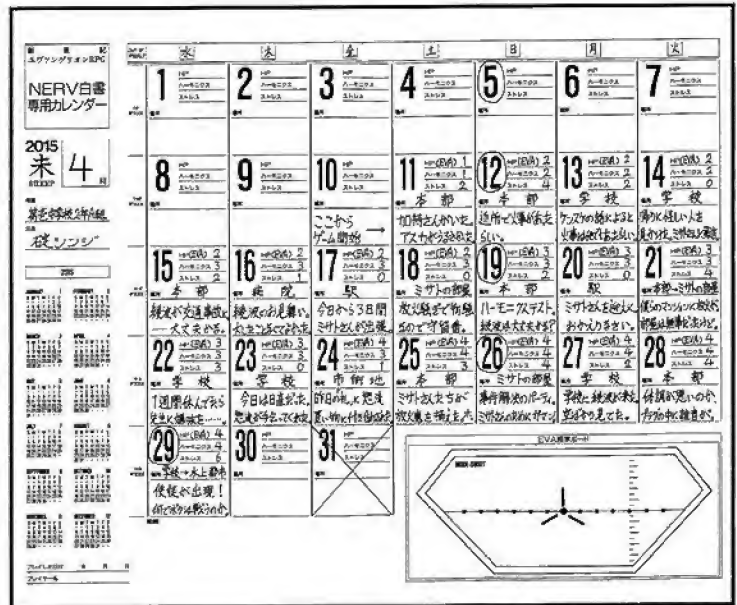


Fig. 4 example of calendar entry ①

All the ways to resolve the Event are listed in the Dead Sea Scrolls. The Commander will give you the instructions.

Step 6. Roll the Dice.

A person who selects to go to NERV headquarters in Step 1, if they are still in NERV HQ in Step 6 may roll the dice to try to do an action such as [EVA Synchro] for the pilots, [Operation Commander] for Misato or [EVA Support] for Ritsuko. Consult the Strengths and Weaknesses of the character then roll two dice. Rolling an odd number means success. Rolling an even number means failure. It's like [Quick Action] in Step 4.

Step 7. Record days events in the Calendar.

In this Step you will determine any increase or decrease in the values for Stress and Harmonics, as well as EVA HP and NERV HP. We will cover this in more detail in a moment. Calculate these and record them in the calendar.

This is the End of the Day.

With this repetition, the game goes on, with all the players advancing together. Each Step itself is simple, but what requires strategy is choosing where to go and what to do during each step. For example, in Step 4, will you choose to re-move or stay where you are and how do you decide? Of course, there are reasons. Let's explain them in this next section.

How do I decide what to do and based on what factors?

As a result of how you spend your day, there are values that change. It is important to understand what they are. What you do in each Step can increase or decrease your Stress, Harmonics, etc.

When do these values change?

The number will change after Step 6 based on the dice results. You calculate these changes in Step 7 when you record events in your calendar. They take effect the next day beginning with Step 1. In short, whether you want to decrease or increase certain numbers will influence how you want to spend your day. There are several types of values, some of which can be difficult to increase or decrease, so it is necessary to understand each of them well.

What is the value of each number?

First of all, let's introduce the things you want to increase. They are:

Harmonics NERV HP EVA HP

Harmonics

Shinji, Rei and Asuka are the only three characters who can pilot the EVAs. Their ability to do that is related to their Harmonics number. The EVA is a living weapon that moves with the spirit of the pilot as described in the first chapter. This harmonics value indicates how well the pilot synchs with his or her EVA.

The higher the number, the better the EVA will perform when fighting an Angel. If a pilot is in NERV HQ during Step 6, he or she may roll the dice to try to successfully synch with the EVA unit [EVA Synchro]. If the dice show an odd number the harmonics number rises. If the dice show an even number, the Harmonics number remains the same. However, Harmonics can never rise above 6 in this manner.

NERV HP

Have you heard the term HP (Hit Points) before?

It is a number that is often used in computer games to reflect the health of a character. When this number becomes zero the character dies and the game is over.

In this game, individual characters don't have hit points, but NERV does. When NERV HP is reduced to zero, the NERV facility collapses, destroying the characters with it. If this happens, the game ends.

It is the role of Misato to manage this number.

When she selects NERV HQ in Step 1 and successfully rolls for [Operation Commander] in Step 6, NERV's HP rises by 10 points. If she rolls an even number, NERV HP remains the same. However, there is also an upper limit: NERV HP cannot be more than 100.

EVA HP

EVA HP works in a similar manner to NERV HP, but rather than applying to the NERV facility, it applies to the individual EVAs. Don't be confused. NERV HP and EVA HP are separate things and cannot be interchanged. HP is just a word commonly used in games and all that's important to know here is EVA HP reflects the health of an EVA unit. If this number becomes zero, the EVA is severely damaged and will stop moving. Because it is about the health of an EVA, it may seem like this number should be related to the pilots, but because the EVAs are machines, the role of managing them falls to Ritsuko. When Ritsuko is in NERV HQ during Step 6 and successfully rolls the dice for [EVA Support], she may choose any one of the three EVAs and increase its EVA HP by 1. If she rolls an even number, EVA HP does not change.

If you want to make the EVAs strong, you need to repair them. Ritsuko is free to fix any EVA. There is no upper limit on an EVA's HP.

The higher these three numbers are, the easier it is to defend against an Angel attack. In other words, the basis for selecting a daily action is that some characters should work to increase one of these numbers in NERV HQ.

For the three factors outlined, the higher the value, the more benefits they yield. But there are also factors where it is detrimental to have a high value.

One of these is Stress.

STRESS

In this game you will be in trouble if your stress builds up too much.

There are different reasons why each person's stress rises, but there is one thing in common. Being in NERV HQ is stressful and it is easy to accumulate more stress there.

Therefore, when your stress is close to the limit, you need to spend time in locations other than NERV Headquarters in order to eliminate it.

Calculating Stress

Stress is calculated based on where a character spends the day. If the character spends the whole day in a stressful location, like NERV HQ, then her stress will rise by 1. If a character spends a whole day in a restful location, it decreases by 1. If a character starts the day in a stressful location and then changes location during Step 4 "re-movement" to a restful Location, stress will be calculated based on both locations.

(Example) Misato chose to be in NERV HQ in Step 1, but succeeded in [Quick Action] in Step 4 to change her location to the city. In the case of Misato, if she had spent her whole day at NERV HQ, her stress would rise by 1, but in this case, the last Location she spent time was the city, so her stress remained the same.

There are also complicating factors for increasing stress. In some cases, you may be caught in several conditions.

To prevent confusion, sum it all together when you record it on the calendar in Step 7.

You can decide to spend a day enjoying free time, either to increase Harmonics, HP or relieve stress.

What makes stress rise? And what relieves stress?

Each Character's card explains what works for that person, so please refer to it for more details.

How do you fight?

Optimizing the levels of HP, Harmonics and Stress allows you to increase your advantage in combat against all Angels. Therefore, it is important to understand how combat and raising these values are related. Let's look at how to fight using an EVA.

The first thing I want you to remember is the concept of time during combat.

Outside of combat, it is possible to perform only one action per Step. But during combat, it is possible to do one action per minute, with combat ending only in victory or defeat.

The order of battle is always
Asuka → Rei → Shinji →
Ritsuko → Angel → Misato.
Once this cycle is complete, one minute will have passed, and the next minute begins, starting with Asuka.

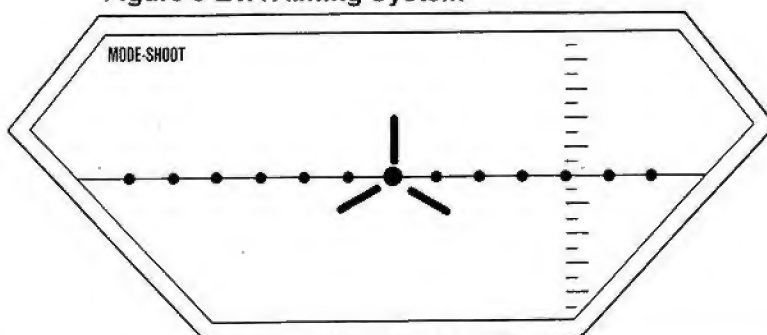
In the case of an EVA, this calculation of one action per minute is incredibly important, because there is a major weakness in that once the external power is disconnected, the EVA can only move for 5 minutes.

When the EVA runs out of power, it stops, but the battle continues. Keep that in mind!

So, what can you do during that minute? Let's start with the fact that there are three pilots, Shinji, Rei and Asuka who pilot the EVAs in combat.

The role of the pilot is to attack an Angel with an EVA.

Figure 5 EVA Aiming System



There are two ways that an EVA can attack an Angel.

1. Shoot the Angel with a long-range weapon.
 2. Fight at close range.
- Let's explain shooting.

Shooting from a distance with a weapon.

There are advantages to a shooting attack. It is very powerful. Instead of drawing just one Battle card when you hit, you draw three. But there are two big disadvantages.

First, it is difficult to hit the enemy. Shooting uses a "target in the center" aiming system. The board is modeled after an EVA cockpit as shown in Figure 5. The board is divided into 6 points on the left and 6 points on the right, counting from the central point.

At the beginning of the battle, the aiming starts at the outermost point. When it is your turn, roll the dice for [EVA Manipulation], and if successful, your aim moves toward the center by the pilot's current Harmonics value. If an even number comes up the aiming adjustment fails, and the aim point does not move.

This is repeated until your aim moves to the center at which time you fire your weapon and hit your enemy. In other words, you can only fire at an enemy within one minute if your harmonics = 6. If your harmonics = 2, it will take at least 3 rounds to aim.

In addition, every time you fail [EVA Manipulation] it takes more time to aim.

Another disadvantage is that when aiming at the enemy you cannot avoid an attack. If you are attacked by an Angel after shooting, or in the middle of shooting, you can't dodge the attack. The enemy's attack will automatically succeed and the EVA will be damaged. In addition, if the damaged EVA was in the middle of aiming, the effort is wasted, and the aim returns to the outermost of the six aiming points.

At first glance, shooting may seem like a bad attack, but it is enormously powerful. When multiple EVAs are firing, at least one of them is likely to make the shot.

Advantage: 3 times the power
Disadvantages: Difficult to aim.
You can't avoid the attack of the Angels.

Fight at Close Range

An alternative to shooting, is close combat. On your turn roll your dice for [EVA Manipulation]. In this it's similar to shooting. The difference is, if successful, you immediately Attack the Angel. If you fail, you will be attacked by it. You can see that it is considerably more useful than shooting because it can have a chance of hitting, regardless of your Harmonics. As long as the EVA succeeds, you will not be attacked by the Angel, and can continue your attack.

If you fail, the Angel hits you unless you make a successful [EVA manipulation] and dodge the attack. It is easy to make a hit, and there is also a chance to avoid an enemy attack. But the biggest advantage of fighting is supporting another Eva. The Angels will focus on the enemy in front of them. As long as you have an EVA that is attacking the Angel in close combat, an EVA that is shooting will not be attacked by that Angel. Thus one EVA attacking at close range is an advantage for any shooting EVAs.

"You won't die," Rei said. "I will protect you."

"I can't let you do that," Shinji said. "I won't let you sacrifice yourself for me."

Whether you call it strategy or sacrifice, by performing a combination of shooting and fighting, the effect of your attack can be many times greater.

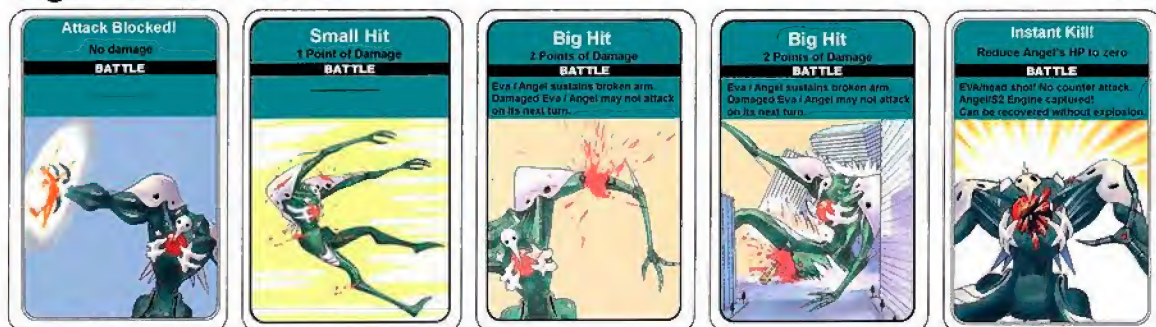
- * Advantage: Immediate attack
- * Chance to avoid enemy attacks.
- * Good shooting support.
- * Disadvantage: Angels counter-attack on misses, less damage

Battle cards decide the Damage

If an attack is successful, either through shooting or close combat, draw the appropriate number of Battle cards to determine the damage inflicted on the enemy.



Figure 6 Battle Cards



There are nine Battle cards, of which there are five different kinds (Figure 6).

In Close Combat, you draw one card. In Shooting, you draw three. But the advantage of shooting is more than just drawing three cards.

Three of the Battle cards do special damage. In close Combat, you have a 1 in 9 chance of drawing any given card. In Shooting, the probability of drawing a special card jumps to 1 in 3. A Small Hit card does 1 HP of damage. A Big Hit card does 2 HP of damage. (For those who have forgotten what HP is, see page 48). But there is also an "Instant Kill!" card which immediately defeats the Angel. Having a greater chance of drawing this card makes shooting very powerful.

By the way, when you receive an attack from an Angel, you will be damaged by the same cards.

The number of cards that are drawn is different for each of the Angels. The details are written in the Dead Sea Scrolls, so please refer to that.

Once you have used the card(s), return any you drew to the pile and shuffle the stack. Always remember to have all 9 cards in the pile when you draw.

Reminder: to determine if an attack is successful, roll the dice with [EVA Manipulation]. If the attack is successful, draw the appropriate number of battle cards and apply the damage. This is the end of the Action for that pilot. The Action turn now is transferred to the next person.

What should Ritsuko and Misato do when their turn comes around?
Let's talk about that now.

Figure 7 Ritsuko [EVA Support] combat table

[EVA Support]

2. An error occurred at the outlet! Any one EVA loses its next two actions.
3. Successful Synchro! Any one EVA Pilot succeeds without rolling the dice next time.
5. Synchro rate increase! Any pilot's harmonics value rises by 1.
7. Full EVA function rise! Next time all EVAs can draw an additional battle card.
9. Self recovery function improved! If an EVA Unit has suffered damage, restore 1 EVA HP to it.
11. Self Recovery function extended! If any two EVA Units have damage, restore 1 EVA HP to both.
12. It's not possible. EVA gun malfunction. Shooting not possible for the rest of the battle.

Figure 8. Misato [Operation Commander] combat table

[Operation Commander]

2. Falling stones in NERV HQ! 40 points of damage to NERV HP.
3. Buildings are unlikely to be damaged. NERV HP recovers by 10 points
4. Command line interrupted. Roll the Dice if you fail, apply 30 points of damage to NERV HP.
5. Tokyo 3 has no reported damage. Continue fighting!
6. The magazine supply building blew up. 10 points of damage to NERV HP.
7. Help the pilot! One EVA pilot can draw an extra 1 battle card during their next attack.
8. Serious damage to the Command Center. 10 points of damage to NERV HP.
9. Damage is not possible at this depth. Continue fighting!
10. The level's about to blow! 20 points of damage to NERV HP.
11. Prediction. All EVA Units gain one additional move on their next turn!
12. Obvious misdirection. One EVA Unit draws a battle card and damages NERV HQ. The damage caused by this card is applied to NERV HP.

What Ritsuko does

Ritsuko's role is to support the pilots and she is able to adjust the EVA's capabilities at a distance.

On the back of her Character card is her [EVA Support] combat table (Figure 7).

Consult this table when you roll the dice for [EVA Support] during combat.

The result is compared to the table and the effects applied. The absence of 4, 6, 8 and 10 in the table reflects that even numbers are failures, and are not of any help. But there are results for 2 and 12 which indicate you have made a terrible mistake and have caused harm.

Ritsuko must support the pilots well so they can have every advantage in battle.

What Misato does

Misato manages the EVA's with the [Operation Commander] combat table. All of Tokyo 3's response systems work according to her orders. This means that enhancing the EVA's ability to fight and mitigating the damage to the city depends on her leadership.

That is what her table does.

Her table is similar to Ritsuko's table (Figure 8). On her turn, Misato rolls the dice on the [Operation Commander] combat table. The result is compared to the table and the effects applied.

The contents of the table deal mostly with damage to NERV, and occasionally in terms of the EVAs.

Using the table, you must manage NERV's HP. However, when NERV'S HP reaches zero, it is game over. As much as possible, Misato's role is to prepare and maintain NERV so that the EVA's can have the maximum amount of time to fight.

So, do you understand the role of each person?

Just as there is a great need for cooperation in daily life, it is even more so in combat. Everyone is needed to protect Tokyo 3.

But there are certain situations when victory seems impossible. In these cases there is a final option.

Hyper Time Mode

When you are on the brink of destruction, certain situations can trigger Hyper Time Mode. Before explaining what the effects of this mode are, let's first introduce what conditions will trigger it.

- When an EVA becomes the last remaining unit
- When NERV HP has only 10 points left
- When the External power supply becomes unusable
- When a pilot's harmonics becomes 7.

Hyper Time Mode is triggered when any one of the above 4 is true.

The first and second conditions are things that can happen by taking damage in combat. Although the number of cases that apply to the third condition are limited, it is possible, depending on the content of the Dead Sea Scrolls. The last one is special. In Ritsuko's [EVA Support] combat table, Ritsuko is able to raise harmonics by 1. This causes the hyper-time mode to be triggered when a pilot's harmonics rises above the 6 limit and reaches 7.

When Hyper Time mode is activated, the remaining time suddenly becomes extended. However, this does not mean that you only get one action.

A basic principle of drama says "time slows down in the last minute." Hyper Time mode is an application of this rule. To illustrate the effect, each remaining pilot is given a chance to perform 5 actions in the last minute: one each at 1 minute, 30 seconds, 10 seconds, 5 seconds & 1 second.

During this time, the Angel is unable to move, so there is no need to worry about being attacked.

Only the affected pilots are in Hypertime Mode. But there is an exception.

The EVA pilots in Hypertime Mode may use one of their hyper time actions to call out the name of someone other than himself who may then take one action, for example Shinji can shout "Misato-san!"

Here's an example showing right and wrong uses of this "calling out." Let's say Asuka and Shinji are in Hypertime mode.

At 30 Seconds remaining... Misato calls out "Shinji-kun!" Ritsuko calls out "Asuka!" Asuka calls out "Shinji!" Shinji calls out "Misato-san!"

Only those who are called by Shinji and Asuka as pilots in Hypertime gain an action. Even though Misato and Ritsuko called out names, so it does not count. In this case, Asuka calls Shinji and Shinji calls Misato, so Shinji and Misato gain one action at 30 seconds.

Also, a person's name can't be called consecutively during hyper-time. So choose carefully who you call and when.



Figure 9 Strengths and Weaknesses

Strength/Weakness	Contents	Characters with Strengths	Characters with Weaknesses
EVA Synchro	Ability to Synchronize with EVA	Strength: Shinji	
EVA Berserk	Ability to stop EVA rampage		Weakness: Rei
Studying	Ability related to knowledge	Strength: Asuka, Ritsuko, Maya	Weakness: Touji
Observation	Ability to spot or identify things	Strength: Rei, Ritsuko	Weakness: Maya
Negotiation	Ability to convince people	Strength: Misato	Weakness: Shinji
Quick Action	Ability to move around quickly	Strength: Asuka, Misato, Touji	Weakness: Shinji, Ritsuko
Stress Relief	Ability to reduce stress	Strength: Shinji	
Daily Life	Ability to clean, wash, cook	Strength: Touji	Weakness: Rei, Misato
Directional sense	Ability to know how to navigate		Weakness: Asuka, Ritsuko
Calmness	Ability to remain calm and cool	Strength: Rei	Weakness: Asuka, Misato, Touji

Even if called it is not required to roll for [EVA Manipulation], [EVA Support], or [Operation Commander] at this time. But if you do and you roll a 7, in addition to succeeding, you may roll again on the appropriate table.

Hypertime advantages and disadvantages:

- * Affected pilots can take five turns in the last minute
 - * During this time, the Angel cannot move.
 - * If you roll 7 on a table, you succeed and can roll again.
 - * Affected pilots can use an action to call a name, giving that person an action
 - * The same name cannot be called consecutively.
- If you can, do your best so that you destroy the Angels without having to enter Hyper Time mode!

When Stress builds up, what happens?

Do you remember reading that when you're stressed, terrible things can happen? This is especially true in combat. Now that you have a clear understanding of how to fight, let's learn more about the impact of stress on your fighting ability. If you are in a situation where your stress is high (usually 5 or more), you will be in trouble.

Let us look at examples.
In the Case of Misato
In the Case of Ritsuko
In the Case of the Pilots

What happens in each case.

In the Case of Misato

Misato will be affected when rolling on the [Operations Commander] combat table. Misato must roll each time she can, but even if her roll is odd, she must re-roll the dice until an even roll, comes out.

When you think you have a complete understanding of these rules, let's move on to the rules for using the dice to resolve actions and events.

Dice related Bonuses

In this game, whether it is resolving the daily event or fighting a battle, there are lots of opportunities to roll the dice. The results of the die rolls are final. Be careful. But there are 2 factors related to this:

Strengths and Weaknesses

Each character has Strengths and Weaknesses that are defined on their Character card. These are not generally relevant in battle, but they can be important when taking actions during the daily Steps. They effect dice rolls in Step 4 [Quick Action] and actions performed during the NERV procedures in step 6.

When you resolve the daily Event in Step 5, you will roll the dice in different ways. For example, if Shinji's friend Touji is kidnapped and you're going to investigate the scene, you're going to have to roll the dice for [Observation], and if you talk to someone, you're going to have to roll the dice for [Negotiation].

If the dice are rolled in relation to a Strength, you will be successful even if you roll a 2 or 12. (Example) One of Ritsuko's Strengths is [Observation]. If she's using [Observation] to do a field study, it's going to be successful if she rolls any odd number or 2 or 12.

For a Weakness, if you roll a 7 on the dice, you will fail. (Example) One of Shinji's Weaknesses is [Negotiation]. If he tries to convince a listener, it's a success if he rolls any odd number except 7. If he rolls any even number or 7, he fails.



Figure 10 Utility Card List

So [Operation Commander] will be almost useless, and the HP of NERV will be reduced.

In the case of Ritsuko

Ritsuko is affected when using the [EVA Support] combat table. Unlike Misato, you can leave the success rolls intact, but the problem is rolling an even number. Instead of being a minor failure, rolling 4, 6, 8, and 10, are all major failures. When 4 and 6 are rolled, they have the same effect as rolling 2. When 8 or 10 are rolled, they have same effect as rolling 12.

In the case of the pilots

Shinji, Rei and Asuka, suffer the most. These three are not only directly in combat, but also in the EVAs where maintaining synchronization is a terrible strain. If you pilot an EVA with stress above the threshold, the pilot risks exposing the EVA to a major system failure.

Roll dice on the [EVA Berserk] table. If you roll an even number the EVA will go berserk.

For more information on what happens, see the back of the pilot's Character card.

You will not only be harmed by the table, but you will also have to be in the hospital for the next 2 days. That means 2 days off from all Events and actions. In addition, if the stress is over the threshold, you must roll on the [EVA Berserk] table every minute in combat. Be careful.

Thus, if you have accumulated too much stress, you are taking a terrible risk. There is no telling when an Angel may come so you must always be mindful of managing your stress level so that you can be ready to fight.

Hitting the pause button

I've explained a lot of rules. If you are confused, take a break and read it from the beginning until you are comfortable with moving forward. Here are the three key things to understand:

Items and their preparation Daily action steps How to do battle

If you divide the whole body into these 3 large blocks, and put them in your head in that order, you'll be able to grasp the game pretty easily.

Strengths and Weaknesses are often used in Step 5, "solving the event." I have summarized the Strengths and Weaknesses in the list (Figure 9), please refer to them during Event resolution.

If you know each other's Strengths and Weaknesses and support each other, you will be able to solve the events more effectively.

Rolling seven is lucky!

In this game, rolling a 7 is lucky and makes this a special achievement.

If you roll the dice and the result is 7, you draw 1 Utility card. This happens even if you fail due to a Weakness. There are several types of Utility cards as shown in Figure 10, and each is useful in a different situation, so please read the card carefully and use it wisely.

Each player can only keep 2 Utility cards in his or her hand at a time. You should use these cards without hesitation as the odds of rolling a seven are good, and you may gain a new card only to have to discard an old one. Used and discarded Utility Cards are returned to their stack which is then shuffled.

This is the end of the rules. Do you feel like you understand them? When you play, I think you'll see the rules are actually quite simple, and you'll be able to easily teach your friends.

Finally, let me offer some advice to enjoy the game more. Every character has a best-strategy way of winning. If you know what those are, it will make the game a lot more enjoyable. If you read this, you too can become a perfect NERV member!

Best-Strategy Guide

Everyone has different needs

Shinji

Before explaining Shinji's Best Strategy, let us first explain the Strengths and Weaknesses unique to Shinji. These are on the back of his card, so take a look at them.

Special Ability [Stress Relief]

The special ability that only Shinji has is [Stress relief]. This is unique to him and not shared by anyone else.

This action can be done once a day, at the time of Step 7. If Shinji rolls and succeeds, Shinji's stress will go down 1. Since [Stress Relief] is also a Strength for Shinji, it is also successful if he rolls 2 or 12. Shinji has a very good chance of reducing stress this way.

After you have grasped this special ability, let's continue to explain Shinji's best-strategy method.

Shinji does not react quickly in a crisis. [Quick Action] is a big weakness and it is difficult for him to move from the location that he selected in Step 1 to a new Location in Step 4 during re-movement. So, from the beginning of the day, it's very important to decide what to do.

[EVA Synchro] is also one of Shinji's strengths. He can almost certainly increase harmonics by going to NERV headquarters.

But remember, every time Shinji goes to NERV headquarters, his stress will rise by 3, so he should be sure to lower his stress whenever possible!

The way to reduce stress for Shinji is going to school. When Shinji goes to school, he has friends he can relax with, such as Touji and Kensuke, so the effect of rolling for [Stress Relief] is twice as effective. That means in Step 7 if Shinji was at school, his stress lowers by 2.

Summary

Basically, going to NERV headquarters and school will become a daily cycle for Shinji. In his case, there is little need to influence what others are doing. It's hard enough for him just to keep up with his own stress and training. Try to use the Utility cards that he gets when he rolls 7 on the dice to help others.

NERV

イカリ シンジ SHINJI IKARI

Strength	Weakness	Fighting Skills
EVA Synchro Stress Relief	Negotiation Quick Action	Eva Pilot

0001-137-22

NEON GENESIS

EVA BENCHMARK TABLE

Location Specific Influences

- At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
- At NERV HQ, Stress rises by 3.
- Called to another location by the Event Card, Stress rises by 2.
- Successful [Stress Reduction] at any location, Stress decreases by 1.
- Successful [Stress Reduction] at school (where Kensuke and Touji are), Stress decreases by 2.

Penalty Due to Stress

- If Shinji's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Benchmark] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

EVA Benchmark Table

- 2 Full blast: Destroy the Angel, but NERV is damaged down to HP10.
- 4 30 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 6 20 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 8 2 battle cards of damage to any EVA Unit. EVA stops functioning.
- 10 2 battle cards of damage to all other EVAs.
- 12 Full blast: The Angel is destroyed but all three of the EVA units damaged 2 HP. In any case, Shinji spends the next 2 Days in the hospital.

EVANGELION RPG

Figure 11: Shinji's Character Card

Figure 12 Misato's Character Card

		
NERVUN		
カツラギ ミサト MISATO KATSURAGI		
Strength	Weakness	Fighting Skills
Negotiation Quick Action	Daily Life Calmness	Operation Commander
0001-452-19		
NEON GENESIS		
Location specific influences At NERV HQ, success for [Operation Commander], NERV HP restored 10 points. At NERV HQ, Stress rises by 1. At NERV HQ for two consecutive days with Ritsuko, Stress rises by 2. When called to another location by the Event card, Stress rises by 2. At Misato's Apartment or in the city, Stress decreases by 1. At the Hilltop Park, Stress decreases by 2. In Locations other than NERV HQ, if Misato is alone with Shinji, Stress lowers 3. Penalty due to stress If Stress 5 or more during battle with the Angels, rolling 3, 5, and 9 on the [Operation Commander] Combat Table is ignored. Roll the dice again. Operation Commander Table 2. Falling stones in NERV HQ 40 points of damage to NERV HP 3. Buildings are unlikely to be damaged. NERV HP recovers by 10 points 4. Command line interrupted. Roll the Dice if you fail, apply 30 points of damage to NERV HP 5. Tokyo 3 has no reported damage. Continue fighting! 6. The magazine supply building blew up. 10 points of damage to NERV HP 7. Help the pilot! One EVA pilot can draw an extra 1 battle card during their next attack 8. Serious damage to the Command Center. 10 points of damage to NERV HP 9. Damage is not possible at this depth. Continue fighting! 10. The level's about to blow! 20 points of damage to NERV HP 11. Prediction. All EVA Units gain one additional move on their next turn! 12. Obvious misdirection. One EVA Unit draws a battle card and damages NERV HQ The damage caused by this card is applied to NERV HP		
EVANGELION RPG		

Figure 13 Ritsuko's Character Card

		
NERVUN		
アカギ リツコ RITSUKO AKAGI		
Strength	Weakness	Fighting Skills
Studying Observation	Quick Action Directional Sense	EVA Support
0001-463-85		
NEON GENESIS		
Location Specific influences At NERV HQ, if [EVA Support] is successful, the HP of any EVA will rise by 1 At NERV HQ, Stress rises by 1 If Ritsuko is at NERV HQ alone with Misato, Stress rises an additional 1. When called to another location by the Event card, Stress rises by 2 If Ritsuko is alone at Lake Ashinoko, Stress decreases by 2 Outside NERV HQ, if Ritsuko is alone with Misato, Stress decreases by 3. Penalty due to stress If Ritsuko's stress is more than 5, then [EVA Support] combat table rolls of 4 and 6 will have the same effect as 2, 8 and 10, it will have the same effect as 12. EVA Support table 2. An error occurred at the outlet! Any one EVA loses its next two actions. 3. Synchro Successful! Any one Pilot succeeds without rolling the dice next time. 5. Synchro rate increase! Any pilot's harmonics value rises by 1. 7. Full EVA function increase! Next time all EVAs can draw an additional battle card. 9. Self recovery function improved! If an EVA has suffered damage, restore 1 EVA HP 11. Recovery function extended! If any two EVAs have damage, restore 1 EVA HP to both. 12. It's impossible! EVA gun malfunction. One EVA can't shoot for the rest of the battle.		
EVANGELION RPG		

Misato Katsuragi

Every day for Misato will be a struggle with the Event. She is often dragged around to various Events as the chief of operations. Therefore, her time will be precious. If NERV'S HP falls below 70 points, Misato will need to go to NERV headquarters until it reaches 70 points. It is important to get the most out of NERV.

The key to lowering her stress is Shinji. Shinji's words and actions, because she is sympathetic with them, help her. If she can spend time with him in a location where Misato and Shinji are alone, her stress will lower by 3. For Misato [Quick Action] is a strength, so she should take advantage of it and get to Shinji (Figure 12).

Summary

Stress reduction should always be a priority. Misato should keep it at 3 or lower, given that she will often be called away by sudden events. [Quick Action] is a great ability for getting to Shinji. Cooperate with others to keep NERV HP over 70 points.

Ritsuko Akagi

Ritsuko is a scientist and a hard worker. Basically, she should spend most of her time tinkering with the EVAs at NERV. She has [Quick Action] as a weakness (Figure 13). It's difficult for her to move from her initial location unless she is called to the daily Event.

As long as the stress allows, she should go to NERV HQ

to work on HP recovery of the EVAs. When the Angels attack there will be enormous stress. Stress is relatively hard to get rid of, so try to take a break at Lake Ashinoko every few days to keep it from becoming a problem.

Summary

If she works two days in a row, she'll be fine if she spends the next two days at Lake Ashinoko. So if Ritsuko can spend two days at work and two days there Stress should not be a problem. After that, she should return to her job at NERV headquarters. Also, because [Observation] is her strength, if there is a difficult case that requires that skill, she should try to go and cooperate. If Misato and Ritsuko are together, most Events can be solved.

Rei Ayanami

Rei is going to go to NERV HQ most of the time.

Rei doesn't gain stress easily, but once it goes up, she's also the kind of person who can't let it go.

When she fails to synchronize with her EVA [EVA Synchro], her stress goes up by 1.

If Rei's Stress is 3 or more, she has to roll for [EVA Berserk], where the other 2 pilots need Stress of 5 or more.

What's more, [EVA Berserk] is her Weakness (Figure 14). If she enters an EVA with more than 3 stress, it will almost definitely go berserk, so she should take plenty of time to relieve Stress.

Like Misato, Rei's key to stress reduction is Shinji. If Rei and Shinji are the only two people at a location, her Stress lowers by 3.

[Quick Action] is neither her strength nor a weakness, so she can move relatively easily. If there is a chance, Rei should try to move where Shinji is.

Summary

Work on Rei's harmonics at NERV HQ until her stress is 2. When she gets to 2, she should go to school with Shinji. This is Rei's baseline behavior pattern. If Shinji is alone in another location, it is also good to move there using [Quick Action]. Rei has [Observation] as a strength. Unlike Ritsuko, she also has average [Quick Action], so she should move to Events to help resolve them if [Observation] can help.

Asuka Langley Souryu

Asuka will be moving around actively. When she's working at NERV HQ she's very stressed and can quickly get up to 4.

When she is with Shinji, her stress will go down by 3, so if she can go where he is, she should move to him aggressively.

Fortunately [Quick Action] is one of her Strengths, so the move should be easy (Figure 15). Try to go to NERV HQ when there are no other pilots. If someone else is successful in [EVA Synchro], but Asuka fails, her stress will go up by 2.

Summary

She can take advantage of [Quick Action] during Step 4. If no one is at NERV HQ she should move there. And if Shinji is alone, she should hurry to be with him. She's aggressive that way. Also, Asuka Strengths that can help solve Events, and she can rush to the scene with [Quick Action], so if she can help, she should move. The true value of Asuka is she never stops moving.



NERV

アヤナミ レイ REI AYANAMI

0001-225-09

Strength	Weakness	Fighting Skills
Calmness Observation	Daily Life EVA Berserk	EVA Pilot

図 14 登場人物カード (レイ)

NEON GENESIS

Location specific influences

At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
At NERV HQ, failed [EVA Synchro], Stress rises by 1.
If Rei is alone at a location with Asuka, Stress rises by 1.
If Rei is alone with Shinji at a location, stress lowers by 3.

Penalty due to Stress

If Rei enters an EVA with more than 3 Stress, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 3, roll the dice this way every minute.

EVA Berserk Table

- 20 damage to NERV HP. EVA stops functioning.
- 30 damage to NERV HP. EVA stops functioning and sustains 1 damage to EVA HP.
- 20 damage to NERV HP. EVA stops functioning and sustains 1 damage to EVA HP.
- 10 damage to NERV HP. EVA stops functioning and sustains 1 damage to EVA HP.
- 10 damage to NERV HP. EVA stops functioning.
- Unit 00 suffers 1 Damage to EVA HP. Unit 00 stops functioning.
- Do 1 Battle card of damage to any EVA Unit and to Unit 00.
- Do 2 Battle cards of damage to any other EVA Unit. Unit 00 stops functioning.
- Do 2 Battle cards of damage to any EVA Units and to Unit 00.
- Do 2 Battle cards of damage to all EVA Units.
- Do 2 Battle cards of damage to all EVA Units.

In any case, Rei spends the next 2 Days in the hospital.

REI

Figure 14 Rei's Character Card



NERV

ソウリユウ アスカ ラングレー ASUKA LANGLEY SOURYU

0001-196-74

Strength	Weakness	Fighting Skills
Quick Action Studying	Calmness Directional Sense	EVA Pilot

図 15 登場人物カード (アスカ)

NEON GENESIS

Location Specific Influences

At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
If someone else is successful in [EVA synchro], but Asuka fails, Stress rises 2.
At NERV HQ, stress rises by 1.
If Asuka is alone with Rei at any location, Stress rises by 1.
If Asuka is alone with Misato at NERV HQ, Stress rises by 1.
When called to another location by the Event card, Stress rises by 2.
If Asuka is alone with Shinji at any location, Stress decreases by 3.
If Asuka is in the city or at Lake Ashinoko, Stress decreases by 1.

Penalty due to Stress

If Asuka's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

EVA Berserk Table

- 20 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 30 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 20 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 10 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 1 Battle card of damage to any EVA Unit.
- 2 Battle cards of damage to any EVA and to Unit 02.
- 2 Battle cards of damage to all EVAs. Unit 02 stops functioning.

In any case, Asuka spends the next 2 Days in the hospital.

ASUKA

Figure 15 Asuka's Character Card

Figure 16
Calendar Entry Example ©

Using the Calendar

The calendar is used to record values, such as harmonics and stress and location.

But if you're just writing basic data, you're not using it 100%. It is a record of your story that remains even after you have finished playing, so you can review it days later and have fun reliving the experience. You can write what you imagine and feel. As a group, you can write even bigger memories together.

After the game is over, you and your friends can compare calendars or look at previous calendars. If you try it, you'll see that this can be a great deal of fun.

So how do you write down what you play?

It is not necessary to write full sentences. You are the person who is playing after all. The trick is to capture the heart of play, such as conversations with other people and feelings you had like "I must not run away" or "Because it's an order!" By jotting down simply what you feel, the words you write in the calendar should come naturally. The game itself will be more fun, so please try it.

As an example, I will show you the calendars of three people. Please use them as a reference (Figure 16).



Figure 16 displays three examples of the NERV White Calendar (NERV白書 専用カレンダー) for the year 2015, showing the month of May (5月).

The calendars are organized by day (1 to 31) and include a section for the month (5月) and a section for the year (2015).

The first calendar (top) shows the following entries:

- 1: 本館 (Main Building)
- 2: 本館 (Main Building)
- 3: ミサトの部屋 (Misato's Room)
- 4: ミサトの部屋 (Misato's Room)
- 5: 市街地 (City Center)
- 6: 本館 (Main Building)
- 7: 本館 (Main Building)
- 8: 本館 (Main Building)
- 9: 本館 (Main Building)
- 10: 本館 (Main Building)
- 11: 本館 (Main Building)
- 12: 本館 (Main Building)
- 13: 本館 (Main Building)
- 14: 本館 (Main Building)
- 15: 本館 (Main Building)
- 16: 本館 (Main Building)
- 17: 本館 (Main Building)
- 18: 本館 (Main Building)
- 19: 本館 (Main Building)
- 20: 本館 (Main Building)
- 21: 本館 (Main Building)
- 22: 本館 (Main Building)
- 23: 本館 (Main Building)
- 24: 本館 (Main Building)
- 25: 本館 (Main Building)
- 26: 本館 (Main Building)
- 27: 本館 (Main Building)
- 28: 本館 (Main Building)
- 29: 本館 (Main Building)
- 30: 本館 (Main Building)
- 31: 本館 (Main Building)

The second calendar (middle) shows the following entries:

- 1: 本館 (Main Building)
- 2: 本館 (Main Building)
- 3: 本館 (Main Building)
- 4: 本館 (Main Building)
- 5: 本館 (Main Building)
- 6: 本館 (Main Building)
- 7: 本館 (Main Building)
- 8: 本館 (Main Building)
- 9: 本館 (Main Building)
- 10: 本館 (Main Building)
- 11: 本館 (Main Building)
- 12: 本館 (Main Building)
- 13: 本館 (Main Building)
- 14: 本館 (Main Building)
- 15: 本館 (Main Building)
- 16: 本館 (Main Building)
- 17: 本館 (Main Building)
- 18: 本館 (Main Building)
- 19: 本館 (Main Building)
- 20: 本館 (Main Building)
- 21: 本館 (Main Building)
- 22: 本館 (Main Building)
- 23: 本館 (Main Building)
- 24: 本館 (Main Building)
- 25: 本館 (Main Building)
- 26: 本館 (Main Building)
- 27: 本館 (Main Building)
- 28: 本館 (Main Building)
- 29: 本館 (Main Building)
- 30: 本館 (Main Building)
- 31: 本館 (Main Building)

The third calendar (bottom) shows the following entries:

- 1: 本館 (Main Building)
- 2: 本館 (Main Building)
- 3: 本館 (Main Building)
- 4: 本館 (Main Building)
- 5: 本館 (Main Building)
- 6: 本館 (Main Building)
- 7: 本館 (Main Building)
- 8: 本館 (Main Building)
- 9: 本館 (Main Building)
- 10: 本館 (Main Building)
- 11: 本館 (Main Building)
- 12: 本館 (Main Building)
- 13: 本館 (Main Building)
- 14: 本館 (Main Building)
- 15: 本館 (Main Building)
- 16: 本館 (Main Building)
- 17: 本館 (Main Building)
- 18: 本館 (Main Building)
- 19: 本館 (Main Building)
- 20: 本館 (Main Building)
- 21: 本館 (Main Building)
- 22: 本館 (Main Building)
- 23: 本館 (Main Building)
- 24: 本館 (Main Building)
- 25: 本館 (Main Building)
- 26: 本館 (Main Building)
- 27: 本館 (Main Building)
- 28: 本館 (Main Building)
- 29: 本館 (Main Building)
- 30: 本館 (Main Building)
- 31: 本館 (Main Building)

Each calendar includes a section for the month (5月) and a section for the year (2015). The calendars are designed to be used as a reference for recording values, such as harmonics and stress, and to track the progress of the game.



Who's in charge? Role of the Commander

The Commander's main function is as follows.

Be the Moderator
Turn over the Event card and explain the contents
Control the Angels in battle
Be the Commander in Chief

Let me explain in this order.

Be the Moderator

This is the most important role. It is natural for the Commander to be the ultimate authority. For example, you declare when it is time to move on to Step 2, for example saying "Let's go!" You keep the pace of the game moving forward.

Turn over the Event card and explain the contents.

The Commander is only person given the privilege of reading the Dead Sea Scrolls. So, once you flip the Event card, you are the only person who knows what will happen. Look at the card, consult the Dead Sea Scrolls, then explain what happens to everyone.

Control the Angels in battle

The HP of the Angels and the power of their attacks are all written in the Dead Sea Scrolls as well as the contents of the cards. The players are not aware of each Angel's strength, and they will have to discover this as they go. It is the duty of the Commander to take on the role of the Angel and damage the EVAs and inflict harm on Tokyo 3. Please remember to also track the HP of the Angel.

Be the Commander in Chief

Just as the other players take on the roles of members of NERV, such as Shinji, the Commander should lean into this role as well. Join your hands in front of your mouth like Gendou and say, "no matter what happens, let's play!" If there is no one playing the Commander, you will not see the full extent of the Dead Sea Scrolls. This is a fun that can be experienced only by the Commander.

It is similar to the sense of superiority that comes from omniscience. Not only those playing the NERV members should have a great experience, but the Commander should as well. Now the explanations are over. If this was a computer game, you would have finished reading the instruction manual and know everything you need. So gather some friends and play!

The World of Evangelion!

Introducing Evangelion in other media!



"Neon Genesis Evangelion" has expanded beyond just a TV animation. It is in comics and games and a variety of media. Let's quickly introduce the world of Evangelion products.

Manga

The manga is currently serialized in the monthly magazine "Shonen Ace." It is by Yoshiyuki Sadamoto who was in charge of the original character design. The story and details are different from the anime. Currently up to Volume 2.

Original Soundtrack

This includes versions of the opening and ending themes as well as background music used in the animation. King Records released the second album. Three CD singles have also been released.

CD ROM

"Evangelion Collector's Disk," is a CD-ROM of the TV animation. It is packed with data, images and various icons as well as fan art. GAINAX has released Mac and Windows versions.

Computer Games

Become Shinji and protect Tokyo 3 and its people! This adventure game tells an original story different from the anime and manga. The characters are virtual, so you can enjoy a realistic feeling. Software for Sega Saturn.

RPG

In addition to the "NERV White Paper," another company, Fujimi Shobo has released "MAGIUS Neon Genesis Evangelion RPG: Battle for Tokyo 3!" It is an RPG that uses text to recreate the battles between the EVAs and the Angels.

Chapter 3



INTRODUCTORY SCENARIO

The Dead Sea Scrolls Preface

In this chapter, you will become Shinji and protect Tokyo 3 with Misato and Rei.

What parts do I read?

Begin by reading the boxed text and the content right beneath it for context before you read the entire passage. When you reach a choice, stop, make the choice and follow the instructions.

Let's Go!! EVANGELION





The first section of each Dead Sea Scrolls scenario consists of the following elements.

- **How to set up the cards**
- **Calendar Information**
- **Set starting values**
- **Event Card List**
- **Event Card contents**
- **Special rules for the current Angel**
- **Conclusion**

Each of these will be explained in some detail.

● **How to set up the cards**
Shinji's future in this game will be determined by the combination of Event cards and the contents of the other cards with the results of rolling dice. In this section we explain how to arrange the Event cards.

How you combine the cards can have a significant impact on the progress of the game. Also, in certain scenarios some of the Utility Cards are not needed, so this part explains which cards will or will not be used.

● **Calendar Information**
The provided calendar does not have any dates yet. It must be filled in with the name of the month and days of the week. This section tells you how to prepare your calendar.

● **Set starting values**
Values for Stress, harmonics, NERV HP and EVA HP are given here and then entered onto the Calendar. Also, sometimes the situation surrounding Shinji before

the game begins may be explained in this part. This helps you better understand the context of the scenario.

● **Event Card List**

An Event card is drawn in Step 3 of each day. What occurs as a result of each Event card drawn and the Dead Sea Scrolls page to consult is summarized in this section. During the game, you will regularly open to this page.

● **Event Card Contents**

Depending on the Event card that you draw in Step 3 of each day, various things can happen. The events that occur as a result of drawing a card are described in detail in this section.

● **Special rules for the current Angel**

This section describes the Angel that is scheduled to appear and its strengths. Also, if there is a special method to defeat the particular Angel, it is introduced here.

● **Conclusion**

This section describes how the game ends and the results.

Here's what comes next in terms of the Dead Sea Scrolls. Read the following passages through "Set starting values" but not past for the moment.

When you reach Step 3, you will draw an Event Card. Consult the list on page 64. Turn to the indicated page and read the contents. Make a selection and read the indicated Ending. The game ends when you pass through various Event cards and finally defeat the Angel.

Even if you don't understand everything you've just read, it's okay. Like a picture is worth a thousand words, as experienced people will tell you, it's time to play!

DEAD SEA SCROLLS

Scenario 1

“FIND YOURSELF”



How to set up the cards

There are 3 types of cards. Let's explain what they do and how to use them.

● Event Cards

First prepare the Event cards. From the Event cards remove two cards, "Kaji's Here (2)" & "UN Oversight Committee." In this game, you will use the other 19 Event cards, but not these two. Follow the instructions below for preparing the remaining cards.

- (1) Find the "Angel Attack!" Card and set it aside.
- (2) Divide the remaining cards into two piles of 9 cards each.
- (3) Place the "Angel Attack!" card into one of the piles.
- (4) Turn that pile face down and shuffle it well.
- (5) Turn over the remaining pile and shuffle it. Place this pile on top of the first pile. You want the "Angel Attack!" Card to go on the bottom half of the stack. (See the illustration below)

You have finished preparing the Event Cards.

● Utility Cards

In this scenario, only 7 Utility cards of 3 types will be used: 2 "MAX Power AT Field" cards, 2 "Show some spirit!" cards, and 3 "Casual Kindness" cards. Turn these seven cards face down, shuffle them and place them next to the map. Normally "Casual Kindness" has an effect that can only lower the stress of people other than yourself, but in this scenario, you can use it to lower your own stress. Use it wisely.

● Map Cards

The map cards to be used in this scenario are as follows:

NERV Headquarters Geofront
Tokyo 3 Middle School
Misato's Apartment
Tokyo 3 Downtown
Lake Ashinoko / Flooded City
Hilltop Park / The Old City
Hospital
New Hakone Yumoto Train Station

Place them face up on the map.

Calendar Information

This game starts on June 1, 2015.

There is a space on the top left of the calendar for the month. Please write "June" there. June 1st is a Monday. There is a space for writing the day of the week at the top of each column, so write "Monday" in the first column. Similarly, on the 2nd day write "Tuesday." On the 3rd day, enter "Wednesday" and so on.

Set starting values

Record EVA HP as 1, Stress as 0 and Harmonics as 0.

Asuka has already been living in Misato's apartment for a few days.

Shinji is already familiar with life as an EVA pilot and living in Tokyo 3.

There have been no Angel attacks or major incidents recently and Shinji has lost sight of his own worth. He wonders why he is here. He wonders if to Misato is he just another person living in her apartment?

Shinji is worried. Can he really find his value?

For Shinji, every day in busy Tokyo 3 is about discovering who he is.

Try to spend every day improving Shinji's state of being.

How to set up the cards

First I find the Event Cards "Kaji's Here! 2" and "UN Oversight Committee." Remove these 2 Cards.

Then remove the "Angel Attack!" card and divide the remaining cards into two piles. ♥

Place the "Angel Attack!" Card into Pile A and shuffle it well.

Put "Angel Attack!" card in Pile A. Shuffle the cards.

Shuffle Pile B as well, then place it on top of Pile A.

Shuffle Pile B then stack it on top of Pile A

This way, the "Angel Attack!" card is in the bottom half of the stack.

Wow, that's it?

NEON GENESIS EVANGELION-RPG

CHAPTER:3
THE DEAD SEA SCROLLS-INTRODUCTION

Event Card List

Recall the steps of the day (see Page 47 for those who have forgotten). You draw an Event card in Step 3. This card is randomly drawn, making the events of each day for Shinji unexpected. There is a list at the bottom of this page with all the Event cards and the pages where you will find the relevant material.

When you draw an Event card, look here and then proceed to the indicated page.

Once you have resolved the event, completed the seven Steps for the day and recorded your notes in the calendar, you should return to this page.

Event Card List

Card name	Page
Come now! Gendou's Orders ①	64
Come now! Gendou's Orders ②	65
Kaji's here! ①	65
School Activities	66
EVA Harmonics Test	67
EVA Outdoor Practice	67
Special 1. Sunken Heart, Sinking Sun	68
Special 2. Dinner Table War	69
Special 3. Dating Invitation?	69
Special 4. Asuka's fever	70
Special 5. Empty Room	71
Special 6. Working Picnic	71
Special 7. The Reason for the Fight	72
Special 8. A Peaceful Day	73
A Normal Day	73
Angel Attack!	73

Event Card Contents

Finally, we will introduce what happens based on the Event card.

Events and their results can cause the values to go up or down.

These calculations should be performed in step 7 "Record on the calendar," modified by the conditions on the back of the Character card.

Now, let's introduce the Events.

Come now! Gendou's Orders ①



[Location] This occurs at the Location already selected by Shinji. You do not need to make any moves.

[Contents] Dusk was approaching when Shinji, who had been alone, saw two men approaching, his father Gendou and Deputy Commander Fuyutsuki, his confidant. Shinji didn't know how they appeared there. But that didn't matter to him. It was a chance to talk to his father. Shinji's mind reeled.

[How to Solve] If you decide to talk, roll for [Negotiation]. If successful, go to Ending 1. If unsuccessful, go to Ending 2. If you decide not to talk to Gendou, proceed to Ending 3.

[Ending 1] "Um, father ..." Gendou stopped when he heard Shinji's voice shaking with courage. Shinji saw his own nervous reflection in his father's glasses. Words came from his father's lips. "I heard the report from Misato Katsuragi. In this circumstance, you did your best." They were words of encouragement. "My dad needs me," Shinji whispered, feeling his chest rise as he stared at the back of his leaving father.

Lower Stress by 3.

If you are at NERV headquarters, you will automatically be successful at [EVA Synchro].

[Ending 2] "Ah, um ..."
Shinji spoke the broken words in a quiet, squeezed voice. But his father walked right on by.
Shinji could see the face of Deputy Commander Fuyutsuki flush just a little. That made Shinji's heart sink.
Staring at his father's back, Shinji's chest was shrouded in dark shadows.

Raise Stress by three.
If you are in NERV HQ, you will automatically fail [EVA Synchro].

[Ending 3] "I immediately regretted it."
Shinji didn't speak to him and was disappointed.
He thought he was a coward. He was angry at the father who never spoke to him.

Stress rises by 1.
If you are in the NERV HQ, you will automatically fail [EVA Synchro].

Come now! Gendou's Orders ②



[Location] NERV headquarters.
This does not occur if you are located outside of NERV headquarters. Treat it as a "normal day."

[Contents] Rei was heading for the EVA cage to adjust her synchro rate when Gendou stopped to speak with her. As he walked past, Shinji saw them. Gendou spoke casually and smiled at Rei – a gesture he never showed to Shinji. Without saying a word to Shinji, Gendou turned and walked away. Shinji's heart skipped a beat as he caught a sidelong glance of the smile on Rei's face.

[How to solve] please roll the dice for [Calmness].
If successful, the result will be Ending 1.
If you lose, go to Ending 2.
If you are not at NERV this time, please proceed to the ending 3.

[Ending 1] "Misato is on my side. But Ayanami has no one." Shinji felt that if his father was playing that role, it must be the right thing. He wasn't sure, but Shinji was able to convince himself. There is no change in stress. Roll for [EVA Synchro] as usual.

[Ending 2] "My father is a better father to her than to his real son. And Ayanami's cute – and she's too young for him." Shinji's heart never calmed down in the entry plug. There is no change in stress. Roll the dice for [EVA Synchro], if successful, it does not change. If it fails, lower harmonics by 1.

[Ending 3] At the end of the day and after eating dinner. Shinji heard Asuka and Misato talking animatedly.
"Why is the Commander always paying so much attention to a student? Is he sweet on her?"
"Now, I don't know, but I don't want to talk about it in front of Shinji-kun."
"I know."
Shinji realized the two were concerned for his feelings which should make him happy, he supposed. Still Shinji couldn't help it disturbing his mind.

Raise stress by two.

Kaji's Here! ①



This occurs at the end of the day, after you finish Step 7, "record in the calendar".

[Location] Misato's Apartment.

Since this takes place at the end of the day, it does not matter where you spent your day. Proceed with the remaining steps as usual. Especially Step 6. You will always be able to be at Misato's Apartment at the end of the day for this Event.

[Contents] It was midnight and Misato was not home yet.
Shinji was still up, unable to sleep when the front door opened with a rattle and he heard Misato's voice quietly calling out.
"Sorry I'm late. I'm okay."
Misato was obviously drunk. Apparently, Kaji had brought her home and left.
Detecting that, Asuka rushed to the front door – it wasn't a joyful conversation. She yelled at Misato,
"Wait a minute, why didn't you tell me Kaji-san was here?"

[How to solve] If you are thinking of soothing Asuka, roll the dice in [Observation].
If successful, go to Ending 1.
If it fails, go to Ending 2.
If you want to let it go, go to Ending 3.

[Ending 1] As Shinji came out to the entrance to soothe Asuka, he saw Kaji's sunglasses on the floor under Asuka's feet.

"Asuka, the sunglasses under your feet. Aren't they Kaji's?"
In response to Shinji's voice, Asuka hurriedly picked up the sunglasses.
"Danke Schön, third Child. Now I have an excuse to see him tomorrow!" She waved her hand dismissively, which was friendly for Asuka, and went straight to her room.

"You saved me, Shinji-chan. Thank you." Misato's words of appreciation were the most rewarding.

Reduce stress by two.

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CHAPTER:3
THE DEAD SEA SCROLLS-INTRODUCTION

[Ending 2] "Asuka, it's late and there's nothing anybody can do about it now," Shinji said, thinking what he was saying was just common sense.

But it ended up like pouring oil on the flames of Asuka's anger. At the end of her rage, Asuka stormed out. Misato turned to Shinji. "You still don't understand a woman's heart," she said. Back in bed, sadness overcomes Shinji as he worries he's a useless person.

Stress rises by 2.

[Ending 3] Shinji didn't know when Asuka's rage subsided. The fuss continued until near dawn, and in the end, Shinji never got to sleep.

Stress rises 1.

School Activities



[Location] Middle School. If you have chosen a different location, you will be forced to move to the school.

[Contents] This is the day of first semester physical exams. The boy's measurement was completed successfully, and it was now the girl's turn. "Wow, want to come along to see the girls change clothes?" asked Touji. "Yeah, it's a great opportunity. There's no way I'm missing this," replied Kensuke. "It's not like we live with two beautiful women. It's possible you could see them naked in the shower" Touji and Kensuke were always pushing him to take such unprecedented chances.

[How to solve] If you want to stop the two, roll the dice twice, once for [Negotiation] and once for [Quick Action].

If either succeeds, go to Ending 1.

If both fail, proceed to Ending 2.

[Ending 1] "What would she say if Misato-san knew about this?" said Shinji. It was most effective on the two boys. "I don't want this story getting back to her," said Touji. "Oh yeah, we can't let that happen," responded Kensuke. The two put their arms over Shinji's shoulders and laughed.

There is no change in stress.

[Ending 2] It was impossible to stop the pair and Shinji went along grudgingly.

He was not actually guilty, but he was caught, which is the same sin.

"Why are guys such stupid perverts!" shouted Asuka who continued to hurl furious words at Shinji and for a while thereafter she ignored him.

Stress rises by 2.



EVA Harmonics Test



There are two of these cards in the pile.

The content of the event differs depending on how many times it has been drawn.

If it is the first time.

[Location] NERV HQ.

If you selected another location today, you will be forced to move to NERV Headquarters.

[Contents] An EVA harmonic test was conducted. However, this is an experiment in which Unit 00 is used, not Unit 01. The last time Shinji entered Unit 00, he lost his consciousness and the EVA ran wild. What will happen this time? Tension runs in the heart of Shinji.

[How to Solve] Roll the Dice for [EVA Synchro].

However, because this is Unit 00 rather than Unit 01, to ride this time, Shinji does not treat [EVA Synchro] as a Strength. If he rolls an odd number, it is a success, and if it is an even number it is a failure.

If successful, the result will be Ending 1.

If you fail, please proceed to Ending 2.

[Ending 1] As expected, it was not possible to synchronize as well as with Unit 01. But overall the trial was completed successfully with some satisfactory results. "Not only can he successfully enter Unit 01, but by being able to enter Unit 00, Shinji is becoming a more valuable person." "Even if he cannot pilot Unit 00, Shinji-Chan is a precious human resource."

Overhearing Maya and Misato talking warmed Shinji's heart more than the success of the experiment.

Lower stress 3.

[Ending 2] "It smells like Rei," Shinji thought.

It was just then that Unit 00 tried to open his heart. Shinji panicked and tried to escape. His mind opened for a moment and he thought he saw Ayanami out of the corner of his eye.

Then there was only a white ceiling. He was laid out in a hospital bed.

The experiment with Unit 00 had ended in failure.

Reset both stress and harmonics to zero.

If this is the second time.

[Location] Hospital. If you chose another Location in Step 1, you do not automatically move here.

Of course, if you succeed in [Quick Action] in Step 4, you can move to the hospital.

[Contents] On this day, Rei was scheduled to conduct a harmonics test. It was only after lunch that Shinji heard that the experiment had ended in failure. EVA 00 went berserk and Rei was taken to hospital. "I hope Ayanami is okay," Shinji thought, a slight wave rising in his heart.

[How to solve] If you choose to go to the hospital and succeed in [Quick Action] go to the hospital and read Ending 1. If you fail [Quick Action] or choose not to go to the hospital, proceed to Ending 2.

[Ending 1] When Shinji arrived at the hospital, Rei's injuries were not too severe. The doctors allowed him to enter the room.

After an hour or so, Rei slowly woke up. She didn't speak, but just a little bit of a smile gave him the impression she recognized him. Shinji returned the smile almost apologetically, he was so overcome with relief.

Stress lowers by 1.

[Ending 2] That night when Shinji went to bed, he was attacked with regret and became angry with himself. When he had lost control of the EVA and had woken up in the hospital, he turned his eyes, and Rei was there watching over him. "Why am I lying here when I should be there?" he thought. "Even if I can't do anything, shouldn't I at least be there for her?" That night, the dark thoughts never left Shinji's head.

Stress rises by 1.

EVA Outdoor Practice



[Location] New Hakone Yumoto Train Station

If you are at another location, you must move here.

[Contents] The training this time was strange. Electric trains will be used to test the EVAs' performance. These include a speed test and a power test against the locomotive. In addition the plan is also to collect data related to physical fitness and various activities. However, since it's the first time it's been tried no one is sure if it can be done well or not.

[How to solve] Roll the dice for [EVA Manipulation].

If successful, the result will be Ending 1.

If you fail, please proceed to Ending 2.

[Ending 1] The experiment is a great success. All the data surpasses expectations. "Asuka, Rei and Shinji, you did well today. As a reward, Big Sister Misato's taking you out to dinner!" ♥

NEON
GENESIS
EVANGELION-RPG

CHAPTER:3
THE DEAD SEA SCROLLS-INTRODUCTION

The ramen they all ate at the stall was delicious, and Misato seemed happy. As for Shinji, it seemed like the first time he had been happy in a long time.

Stress decreases 1. In addition, harmonics rises 1.

[Ending 2] The experiment was not successful. In addition to destroying some vehicles and damaging the train, not much data was collected.

Commander Fuyutsuki was waiting for them when they returned to headquarters. "You embarrassed me," he said. Misato as commanding officer was especially embarrassed. Misato wasn't mad at Shinji but he blamed himself. That's the thing about Shinji. Guilt is more painful than being angry.

Stress rises by 2.

Special ①
Sunken Heart, Sinking Sun



This event occurs after the day's action has finished. Once you have completed Step 7 "record in the calendar."

[Location] Hilltop Park. You have already done the day's work, so it doesn't matter where you chose to go earlier.

[Contents] At sunset, Misato took Shinji for a drive. "I'm sorry, I just don't want to be alone," she explained. With no reason to refuse, he went along. The car carrying them passed through the city, and finally reached the hill overlooking all of Tokyo 3. "If I'm ever feeling bad, I come here to look at our city," Misato said to Shinji.

[How to solve] If you think that you will say something roll the dice for [Negotiation] 3 times. Of the 3 times, if you succeed even once, the result will be Ending 1.

If they are all failures, all the losses, the result will be Ending 2.

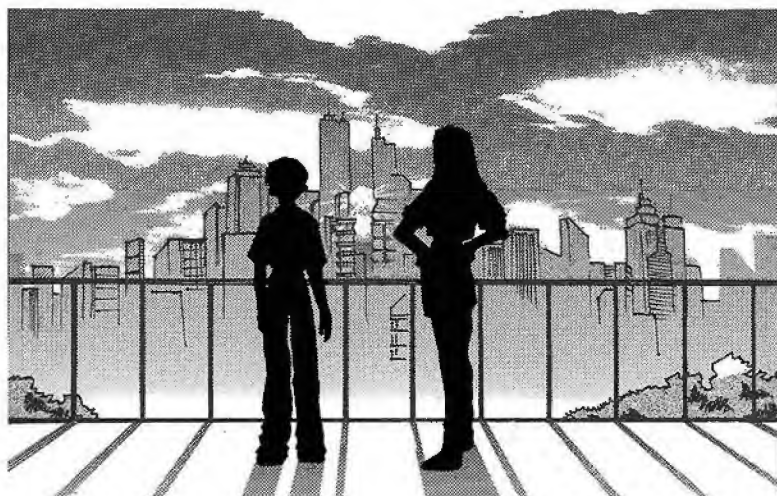
If you want to remain silent, please go to Ending 3.

[Ending 1] "It's beautiful, Misato-San," Shinji agreed. Somehow, he felt just saying it in simply like that was the best way. At that moment, the city was illuminated by the sun, and the side of Misato's face looking at it was also very beautiful. But he did not dare to say so out loud.

"It is," she replied and with that short answer, Misato gently hugged Shinji's shoulders. He felt like their hearts and minds were in touch. Shinji felt like Misato actually needed him. While surrendering to such comfort, Shinji continued to stare at the city until the sun went down.

Lower stress 3.

[Ending 2] "Misato-San..." Shinji's voice failed him. There were no further words. The expression on Misato's face when she turned to him was something that seemed lonely. "I'm sorry, Shinji-chan, if it seemed like I was worried about something. It's cold, and we should go back now."



Misato gave him a smile, but it seemed forced to Shinji. Sitting in the car, Shinji's heart sank heavily as they drove home.

Stress rises by 3.

[Ending 3] Shinji doesn't say anything.

Shinji stood next to Misato saying nothing and looking out at the city.

They stood there like that for a long time.

As the sun set, Misato turned to Shinji and said "Thanks for coming with me. We can go now."

Shinji saw that her expression had changed to something sympathetic.

Shinji wondered if he had been useful for a moment. And seeing the slight smile on Misato's face, he felt he had.

Stress decreases by 1.

Special ② First Dinner War



This event occurs at the end of the day's actions. After Step 7, record in the calendar" read the contents of the event.

[Location] Misato's Apartment
You have already done the day's work, so it doesn't matter where you chose to go in Step 1.

[Contents] Shinji was worried about returning home. Today was Misato's turn to cook. She was always a fan of junk food and tonight there was a huge pile of it on the table.
"I'm not going to be able to eat it all alone!" she said.
Pen Pen and Asuka stared uncertainly from the hallway.

Is it possible to have dinner safely?

[How to solve] If you think you can put on your hat and be in the kitchen with Misato, roll the dice for [Calmness].

If successful, the result will be Ending 1.

If you fail, go to Ending 2.

If you leave your luck to heaven and eat whatever Misato makes, do not roll the dice and go to Ending 3.

[Ending 1] Shinji helped Misato with the cooking and it turned out far beyond imagination, and it became very delicious.

"When I was in Germany, I never had such delicious food," exclaimed Asuka. "I didn't notice it until now, but I think you may have a talent for cooking," observed Misato.

The two women were both very happy. Of course, for Shinji too, it was a great meal.

Stress will be 2 lower.

[Ending 2] Shinji helped but there were so many other things to do.

The cooking went well, but, while he was cooking for Misato, he had completely forgotten it was his turn to do the dishes. He complained to both women, but they felt Shinji was being unreasonable. After all, it was his turn. In the end, it was a delicious meal and everyone had a good laugh except Shinji who got stuck scrubbing the dishes.

Stress rises by 2.

[Ending 3] Shinji left his luck to heaven and God's dice were even numbered. Dinner that night was delicious with a variety of tastes. But the dream suddenly turned into a nightmare. First Pen Pen fell ill with food poisoning. Then everyone who ate Misato's cooking. In the end, Shinji swore off junk food. It might be easy, but the price was too steep.

Stress rises 1.

Special ③ Dating Invitation?



If you chose another location to spend the day in Step 1, this Event will not occur.

[Contents] As soon as the school day was over and Shinji was about to leave, Asuka suddenly spoke.

"Hikari and I are inviting you, Suzuhara and Aida to go shopping with us. I don't extend this honor to just anybody. Do you think Ayanami would come too?"

Once Asuka had made up her mind, Shinji knew there was nothing to do but go shopping.

[How to solve] If you accept the invitation go to Ending 1. If you want to refuse, roll the dice for [Negotiation]. If you fail, go to Ending 1. If you succeed, proceed to Ending 2.

[Ending 1] Touji and Kensuke said "We've got a lot of things we want to buy too. We're happy to come along." Shinji didn't know why, but that seemed to please Class Rep Hikari.

Rei turned Asuka down, which made her grumble "that honor student bugs me, I don't know what it is about her." But for the most part it was a fun shopping experience.

On the way home, the Class rep quietly whispered to Shinji's ear. "Thanks Shinji-Kun. I'm so grateful you invited your friend Suzuhara along. Thanks for including everybody." Shinji wasn't sure why she was grateful, but he was happy because he felt useful.

Stress lowers 1.

EVANGELION-RPG

CHAPTER:3
THE DEAD SEA SCROLLS-INTRODUCTION

[Ending 2] "You can't do me this one little favor!?" Asuka raised her eyebrows and let her anger rage. "I don't think it's a good idea," Shinji stammered. "Not going straight home from school." Shinji's weakness only seemed to enrage Asuka more.

"Have it your way!" she yelled, turning around and storming off. Shinji couldn't figure out why she was so angry and failed to notice Class Rep Hikari looking sadly at Suzuhara as the students went their separate ways.

Stress rises by 2.

Special ④ Asuka's Fever



[Location] Misato's Apartment. Even if you chose another location in Step 1, ignore it. You can go to Misato's apartment in this Step with no penalty. On the other hand, if you don't want to move to Misato's Apartment, you don't need to.

[Contents] That morning, Asuka came down with an illness. She wasn't making a lot of sense, probably due to her terrible fever. The trouble is, Misato hadn't been home all day. Shinji said she should go to the hospital, but she didn't want to. Shinji needs to make a decision, and we have to do something about Asuka's fever right now.

[How to solve] there are several choices, so please think and choose.

If you want to take care of Asuka yourself, roll the dice for [Daily Life].

If successful, the result is Ending 1.

If it fails, go to Ending 3.

If you want to take her to a hospital, you have to succeed at [Negotiation].

If successful, the result will be Ending 2.

If it fails, go to Ending 3.

If you ignore Asuka, proceed to Ending 4.

[Ending 1] Shinji nursed Asuka back to health. He gave her a banana and yogurt, wiped the sweat from her forehead with a towel and changed her sheets and mattress. He spent the entire day with Asuka. He hoped that Asuka wouldn't be exasperated with him. Asuka's fever was considerably lower that night. His efforts had been fruitful. "Thank you, Shinji," she said weakly.

Shinji felt that all his efforts had been rewarded by the expression of gratitude that was so genuine it seemed uncharacteristic of Asuka.

Lower stress 1.

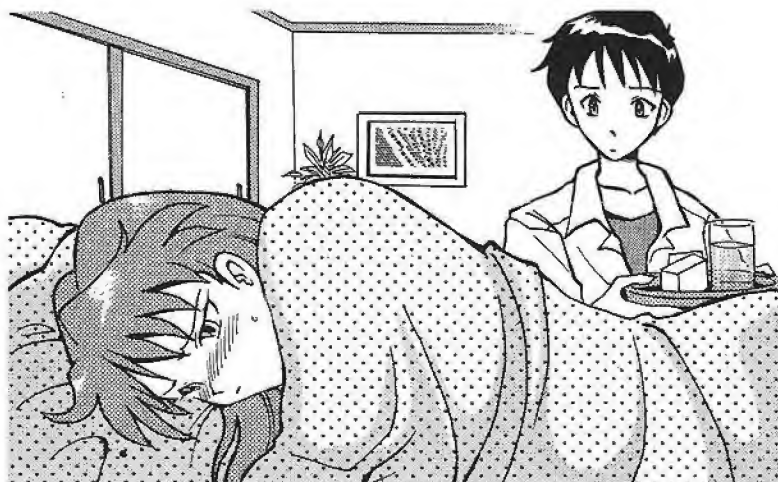
[Ending 2] "No, I don't have fever, I don't want to go to the hospital and I don't want your help!" Shinji was surprised at how loud and strong her voice was. Despite Asuka's threatening attitude, Shinji knew she didn't know what she was saying. When he pressed her, she obediently gave in and went to the hospital.

At the end of the day, Asuka's visit to the hospital paid off and the fever was reduced right away.

"Okay, I have to admit you did the right thing," Asuka said, feeling better. "Thanks."

The gratitude in Asuka's voice rang in Shinji's ears at the end of the day.

Stress is reduced by 3 points.



[Ending 3] The day passed without knowing what to do, and it was decided to entrust everything to Misato when she came back. Misato immediately took Asuka to the Hospital. Asuka and Misato did not say anything, but Shinji realized his own foolishness. "Maybe I'm not such a good person," he fretted.

Stress rises by 2.

[Ending 4] When Shinji came home after being away all day, Misato was waiting with an angry face.

"Shinji-Kun, what do you mean that Asuka had a fever high enough to go the hospital and you left her alone?" Asuka was very sick with an illness and had to be admitted to the hospital. "What's the point of living together, Shinji, if you don't act like this is a family?" Shinji knew Misato was right. Misato-san said nothing more, but that night Shinji continued to blame himself.

Stress rises by 4.

Special ⑤ Empty Room



[Location] Tokyo 3 Middle School. If you have selected any other location in Step 1, this Event will be disabled unless you move to the school in Step 4 using "Quick action".

[Contents] Rei had been absent from school for ten consecutive days. As a result, Shinji was told by their homeroom teacher to take Rei's homework assignment to her apartment.

But when he got there, she did not appear to be home. The door was unlocked, so he went inside the apartment to leave the homework there for her.

What do you do?

[How to solve] This time, it is not necessary to roll the dice. If you want to wait for Rei, the result will be Ending 1. If you want to leave, go to Ending 2.

[Ending 1] Even if Shinji waits, Rei does not come back, and the day was completely over before he noticed. He felt like he had wasted his time, but he was able to clean her room while he waited.

"So maybe it was a good thing," Shinji thought as he arrived home. But Asuka was waiting for him. "Shinji-chan, I got a phone call from Rei. She got the homework. But I wasn't really happy that I got a phone call from that girl."

Stress will be 2 lower.

[Ending 2] Shinji dropped off the homework and left as soon as he could. The thought of waiting in Rei's empty apartment felt awkward. Later, though, he thought maybe he should have waited a little longer until Rei came back. "Maybe I'm a cold person," he worried.

Stress rises 1.

Special ⑥ Working picnic



This event occurs after the day's action has finished, after Step 7 "record on the calendar."

[Location] Lake Ashinoko. You do not go there yet. Please read below for more details.

[Contents] Deputy Commander Fuyutsuki, Misato, Ritsuko, the 3 EVA pilots and 3 operators were in the Command Center, when the Commander instructed them to go on a picnic and relax the next day.

"But don't go too far because you don't know what could happen," he said. They were all looking forward to the picnic, especially the children. The decision was made that they would go the next day. But will they get the chance?

[How to solve] You do not need to roll the dice. If you select to go to Lake Ashinoko in Step 1 the next day, proceed to Ending 1.

If you are called to another location by the Event card on the next day or if you do not choose to go to Lake Ashinoko in Step 1, proceed to Ending 2.

[Ending 1] Asuka went riding on a boat. Misato and Ritsuko drank beer on the shore. Rei sat still, staring at butterflies fluttering between flowers. While walking through that same field, Shinji and Maya picked handfuls of white clover. The two of them worked hard to make flower garlands for Misato and Ritsuko. Normally Shinji found it difficult to be in large gatherings. He'd never felt happy in a crowd. Today was different. It was exciting.

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EVANGELION-RPG

CHAPTER:3
THE DEAD SEA SCROLLS-INTRODUCTION

Shinji, who did not know what it was like to have a family, could not fully understand why this was. He was able to taste a sense of unity with everyone.

Stress decreases by 3.

[Ending 2] The Picnic was suspended. No one said anything, but there was a sense of gloom in the command center. Maya sighed, and Misato was somber. The whole headquarters staff seemed full of discouragement. Shinji had not really been looking forward to the picnic, but he was dragged down by the atmosphere, and his mood became heavy. He wondered if it was his fault that the picnic had been cancelled.

Stress rises by 2.

Special ⑦
The Reason for the Fight



[Location] NERV headquarters. If you have chosen a different location, you will be forced to move to NERV HQ.

[Contents] Misato and Ritsuko get into a big fight. The women who are friends and can act as a great person are quarrelling in loud voices.

While talking, Maya tells Shinji that he is the cause. Shinji thinks to himself, "If it's my fault, I have to do something."

[How to solve] You have to decide where to go and what to talk about.

If you go to Misato, go to Ending 1.

If you go to Ritsuko, roll the dice for [Negotiation].

If successful, the result will be Ending 2.

If it fails, go to Ending 3.

If you do nothing, go to Ending 4.

[Ending 1] Shinji had an idea where Misato would go at a time like this. It was a far away place to walk, but Shinji felt compelled to go there.

When he reached the hill overlooking the city, the sun was already about to set. He was barely in time. Misato heard his footsteps and turned around. She spoke with a trembling voice.

"Have you walked so far?" Shinji could only nod. He was tired from walking and it was hard to speak. However, there was no need for words. Misato said nothing, but instead silently hugged Shinji. The cause of the fight was not

known to him, nor why Misato was crying. There was only one thing that was clear - the strength which Misato's arms embraced him with told him. What Misato needed was Shinji as a person, not just as the 3rd Child. It was something that no one had ever given him.

Stress becomes zero.

[Ending 2] Shinji caught up with Ritsuko in a hallway. "Misato's feelings for you have become too strong. She can't stay detached when you're out there..." Ritsuko told him, her eyes looking at him sadly. Shinji had never heard her speak like this in the Command Center.

"Maybe something will happen in the future, but don't worry about it," she said. "Misato is very fond of you, Shinji-kun. She believes in you." Shinji nodded in silence. He felt like Ritsuko was being honest about Misato's feelings. Watching Ritsuko's back as she walked away, Shinji knew the two friends would reconcile. But hearing Ritsuko's heartfelt words felt very uplifting.

Stress lowers 3.

[Ending 3] When Shinji caught up with Ritsuko on the hallway, he wasn't sure what to say. "Relax, Shinji." Ritsuko said. "You're not bad, and of course, Misato is not bad either. When the two of us fight, it's a clash between emotion and reason. I have to be the voice of reason for Misato. That's just the way it is."

Shinji couldn't understand everything Ritsuko was saying, and he doubted Ritsuko completely understood either. And though it looked like the two friends would reconcile, Shinji's heart was not at ease. "It's because I'm here that they don't get along well," he thought.

Stress rises by 3.

[Ending 4] When Shinji got back to the Apartment, his housemate Asuka was fuming. "You left the fight between Misato and Ritsuko untouched and you were probably the cause of it in the first place. Well, I don't have anything to do with it, but that's cold." Asuka's words haunted him. It was a sleepless night. "Today I felt that my own being was a nuisance," Shinji told himself.

Stress rises by 5.

Special ⑧ A Peaceful Day



This is treated the same as a "Normal Day" card.

A Normal Day



Nothing happens when you draw this card.

Steps 3 and 5 should be ignored.

Angel Attack!



[Location] Tokyo 3 Downtown. Even if you choose a Location other than that, you will be forced to move to the city.

[Contents] "Bloodtype: blue. The target has been identified as an Angel!" The tense voice of Hyuuga echoed in the Command Center.

The Angel had finally come.

The battle between the Angel and the EVAs was about to begin.

[How to solve] Refer to the section of Special rules for the current Angel

[Results] Refer to the section "Conclusion".



Special rules for the current Angel

First you need to calculate the HP of the EVAs.

Have any of the EVA's run berserk in the current game?

Any EVA which did not run berserk has EVA HP 4.

Any EVA which ran berserk once, has EVA HP 3.

Any EVA which ran berserk twice, has EVA HP 2.

Any EVA which ran berserk 3 times or more cannot fight.

When this calculation is over, the next thing to check is the strength of the Angel.

3rd Angel Zachiel.

[Number of Attacks] 1

[Number of Attacks] 1 per minute

[Number of Cards] 1

If the Angel's attack hits, then draw one combat card. The EVA will receive that much damage.

[AT Field] Ordinary. You can hit the Angel with the Battle Cards as they are.

[HP] 10.

When this becomes zero, the Angel will be destroyed.

Based on this strength, please fight in accordance with the rules.

Now, the original battle was fought differently, but this time the following order is issued by Misato.

"Unit 00 and Unit 02, split up and engage the target's AT Field at close range. Unit 01, set up for a long range shot with your palette rifle. Good luck!" In other words, Shinji will be the pilot to take the shot.

3rd Angel Zachiel



You don't need to worry about NERV's HP for this battle.

Use the following schedule for the attack.

1 minute	Shooting
2 minutes	Shooting (Unit 00 wrecked, pilot escapes)
3 minutes	Shooting
4 minutes	Shooting (Unit 02 wrecked, pilot escapes)
5 minutes	Begin close combat

If the HP of Unit 01 goes to zero before the Angel is destroyed it will go Berserk. The Angel is defeated by that power, but Tokyo 3 will also suffer enormous damage.

Let's do our best to defeat it on our own.

In addition, although the way the Angel fought in the TV version is different, please understand that this is a new story for this game.

Once the battle is over, the game is over, even if there are any Event cards left.

Proceed to the Conclusion.

Conclusion

After defeating the Angel, Shinji was able to show the people at NERV the value of his existence as a suitable Candidate, the Third Child. But now he knows he's more than that.

Shinji said: "I think it's important that people look at me as a whole person."

It was a bit of a window into his own mind, and he was able to grow up a little. However, his life in Tokyo 3 is just beginning.

The hot, hard Summer continues.

The first scenario is completed. This is the end of playing alone.

Now it's time gather some friends and play together.



Chapter 4

The Dead Sea Scrolls



Main Body

MULTIPLAYER SCENARIOS

EVANGELION

This chapter contains three Dead Sea Scrolls scenarios. You played and enjoyed the introductory scenario: now it's time for you to become the Commander, gather some friends and play the game for real.

Playing as a Group

The first Dead Sea Scrolls adventure was meant for people to play alone, but now it's different.

This is it!

It's time to play with a group! This is the greatest part of the game, playing with a group, which also unleashes its greatest power. The more players you have, the more proportionally fun it will be over the first scenario of the Dead Sea Scrolls. Invite good friends and please try to play by all means.

However -

If you want to play as a member of NERV, including Shinji, then you should stop reading here. Shinji and the others do not begin each day knowing what is going to happen. What lies ahead is a record of the future, and knowing too much about the future spoils the experience. It should feel like real life - so I want you to read nothing further so that you can enjoy this game 100%. If you knew what was going to happen everyday, life wouldn't be very exciting.

That's why -

From here on don't look any further unless you are the Commander!



Why only the Commander?

From now on, what will happen in the future is expressed in the prophetic words of the Dead Sea Scrolls. The way of writing is very specific. In order to get a better understanding, before reading the book, let me tell you what kind of things are written.

The scenario is divided into these 6 Parts.

- Story line
- Game start conditions
- Contents of the Events Cards
- Events that occur regardless of the cards
- Special rules for the current Angel
- Conclusion

One by one, let's introduce them in a little more detail.

Story line

This is just like the preface to a book. It introduces the story that is waiting for the characters to experience.

Game start conditions

A calendar is distributed to each player, but it does not yet have the month or date recorded in it. It is necessary to give this information to the players. That's what's written here as well as how to arrange the Event cards, which Location cards to use and detailed instructions for the Dead Sea Scroll encounters. Be sure to read the instructions carefully.

Contents of the Event Cards

Do you remember the rules and steps for each day? People who have forgotten should look at Page 47 and come back here again. In Step 3, the Commander turns over the Event card. This describes what things happen in the Event.

The Events are described in the following order

[Location]
[People]
[Contents],
[How to Solve]
[Results]

Events that occur regardless of the cards

Usually, things that happen that day are determined by the Event card, but there are also things that are scheduled to happen beforehand. For example, an end-of-term examination at the Middle School that must occur on a certain date, occurs regardless of the Event card. This is where all such Events are summarized.

It is described in the order of [Day and Time] the Event occurs [Location] where the Event occurs, [People] related to the Event [Contents] such as the basic situation or context of the Event. [How to Solve] by making choices, or using skills and dice rolls. [Results] which explains what happens.

Special rules for the current Angel

The Angel Card reveals the strength of the Angel when it is drawn. This section covers any special information about defeating this particular Angel.

Conclusion

This describes how the whole story, introduced in the synopsis, ends. After the game is over, it tells you "this is what happened, and these were the results."

So, do you understand what you've read?

From here on the Fourth Chapter of the Dead Sea Scrolls begins. No one but the Commander should read any further.

Flow of the Dead Sea Scrolls



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CHAPTER : 4
THE DEADSEA SCROLLS·MAIN SUBJECT

**DEAD
SEA
SCROLLS**
Scenario 2

“NON-STANDARD GIFT”



NERV ONLY

Access to information beyond this point is
Restricted to the Commander's Eyes Only

Attention to the Commander!

Before the game begins, you should carefully read through this adventure till the end. Have a good grasp on what happens. This will help the game go smoother.

Attention to anyone other than the Commander!

As I've said before, please don't read any further.

Let's begin the Dead Sea Scrolls Scenario Two!

Story Line

A new female pilot arrives from America.
Her name is Marie Vincennes. She is a brilliant young woman who holds a PhD.
She is a "non-standard pilot" chosen to advance the EVA program scientifically.
A few days after Marie's arrival, the entry plugs begin to experience noise in their systems.
The EVAs don't seem to operate any differently and the pilots don't notice any unusual effects.

There doesn't seem to be any cause other than Marie, but there is nothing strange in her behavior. Time passes without conclusive evidence, until on the final day of training an EVA runs berserk.

What is the cause of the noise?
Who is the perpetrator?
What is the relationship between Marie and the incident?
Can Shinji get through the chaos and unrest inside the Geofront and still be ready for battle?

The curtain opens in the twilight of Spring in Tokyo 3 on the eve of battle.

There are 5 items to start.

Calendar Information
How to set up the Event Cards
Place the Location cards
Utility cards used
Set starting values

Let's explain each one in turn.

Calendar Information

The game starts on July 1, 2015.

July 1st is a Wednesday.

Please record it in the calendar.

How to set up the Event Cards

Separate out the following cards into four piles.
1. "Specials" 1 and 2, "EVA Harmonics Test" x 2
2. "Specials" 3 to 8
3. "School Activities", "EVA Outdoor Practice", and "Angel Attack!"
4. The remaining cards

Shuffle pile 1, pile 2 and pile 4 separately. Don't combine them yet!

Place pile 1 on top of pile 2 then place them on pile 4. Set this combined pile aside.

Put "School Activities", "EVA Outdoor Practice" and "Angel Attack!" so the Angel is on the bottom!
OK!

Place pile 1 on top of pile 2 then place them on pile 4. Place the combined pile on top of pile 3.

In this way, Harmonics tests happen early, then special events and lastly the Angel.

It's vital it's in this order or the Angel will arrive too early!

You're too early !!



One Point Column

Marie Vincennes

Designated as a "non-standard pilot." She is 14 years old and was born in the United States. Why is she "non-standard"? Though she is an EVA pilot, she is not cleared for combat. She was chosen to support the technical development of the EVAs, and so is in a scientific position. She is a genius who holds a PhD. Although she has a gentle voice and soft manners, she is actually self-centered and arrogant. Her rudeness is masked by superficial politeness.

"I'm jealous. I wish I had some spare time."

"Even though I'm innocent, I'm worried."

"I'm just too smart for my own good."

She has a bad habit of overwhelming others with her humble opinion of herself.

How to set up the Event Cards

This is complicated, so please read it carefully.

First, divide the Event Cards into four piles: I to IV.

Pile I: "Specials" 1 and 2, EVA Harmonics Test x 2 (4 cards total)

Pile II: "Special" (3 to 8) (6 cards total)

Pile III: "School Activities", "EVA outdoor Practice" and "Angel Attack!" (3 cards Total).

Pile IV: All remaining cards (8 cards total)

1. After shuffling Piles I, II and IV separately, create a combined pile as follows:
 2. Put Pile I on top of Pile II. Put these on top of pile IV.
 3. For Pile III put the cards in the order "School Activities", "EVA Outdoor Practice", "Angel Attack!" so that the "Angel Attack!" is the last card on the bottom.
- Then put the combined pile on top of Pile III. Make sure the Angel is at the bottom (see the illustration on page 79). Set up of the Event Cards is completed.

Place the Location cards

Not all of the location cards will be used. The applicable ones are listed. Place them appropriately on the map.

NERV Headquarters Geofront
Tokyo 3 Middle School
Misato's Apartment
Tokyo 3 Downtown
Lake Ashinoko / Flooded City
Hillside Park / Old City
New Hakone Yumoto Station

You will also use the "Hospital." Don't place it yet, but keep it at hand. No other cards are used so you can place them aside.

Utility cards used

Only one Utility Card is not used. Remove "Neo-Positron Rifle" and lay it aside.

Set starting values

Adjust the starting values for NERV HP and EVA HP.

This time:

NERV HP starts at 10

EVA HP starts at 1 for each Unit.

All pilots start with stress zero and harmonics zero.

Please record these in the appropriate calendars.

Once you have finished these five steps, you are ready to begin. You can start the game at any time.

Contents of the Events Cards

One last reminder.

Stress is one of the hardest things to remember to track. It can change due to the Event Card and conditions on the Character Card. Be sure to write down changes in stress during the day. But unless the Dead Sea Scrolls give specific instructions otherwise, the change to Stress does not happen till the end of the day during Step 7 "Record in the Calendar."

Event Card List

Card name	Page
Come now! Gendou's Orders ① and ②	81
Kaji's here! ①	81
Kaji's here! ②	82
UN Oversight Committee	82
School Activities	83
EVA Harmonics Test	83
EVA Outdoor Practice	84
Special ① Marie's welcome party	85
Special ② Group Date?	85
Special ③ Lake Murder Case	86
Special ④ Marie's Harmonics Test	87
Special ⑤ Pen Pen goes Missing	87
Special ⑥ The Truth about Marie	88
Special ⑦ EVA Runaway inspection	89
Special ⑧ Red Marks, Test from Hell	89
Angel Attack! (*)	92

* When you see the "Angel Arrives!" card, refer to "Special rules for the current Angel."

Now, let's introduce the contents of the Event Cards.

Come now! Gendou's Orders ①②



[Location] NERV Headquarters

[People] All members of NERV

[Contents] Gendou appears. An overwhelming feeling of tension ran through everyone present. Their minds froze so that they could almost not work.

[How to solve] You must work hard so that you can deal with this irritating person. Everyone other than Rei must roll for [Negotiation]. Rei is enamored with Gendou, so she doesn't have to roll the dice.

[Results] The result will be different for each person.

In the case of Shinji: if successful, he receives a fatherly word of praise. Stress lowers by 3. If he fails, he is treated like dirt by Gendou. Stress rises by 3. In either case, he can't do [EVA Synchro] on this day.

In the case of Misato, Ritsuko, and Asuka: any who succeed can carry out their usual tasks. Roll for [Operation Commander], [EVA Support] & [EVA Synchro] respectively. Any who fail can't get their work done because of the tension. Stress rises by 1 and that person doesn't finish the job.

In the case of Rei, her mind is refreshed when she sees Gendou. Her stress decreases by 3. In addition, her [EVA Synchro] on this day will be successful without rolling dice. Her harmonics rise by 1.

Kaji's Here! ①



[Location] NERV Headquarters

[People] Persons at NERV HQ

[Contents] At NERV, one Man blows in like the wind. Ryouji Kaji drops by.

[How to Solve] When this card is drawn, it is not necessary to roll the dice.

[Results] The results will be different depending on each person..

In the case of Shinji and Rei: there is no relationship. As always, go to [EVA synchro].

In the case of Asuka: she shows off to impress Kaji. 3 lower stress. In addition, her [EVA Synchro] will be successful without rolling the dice. Harmonics rise by 1.

In the case of Misato: Having her ex in the workplace is Misato's worst nightmare. Her stress rises by 3. However, she has a lot of business to take care of, so roll the dice for [Operation Commander] as usual.

In the case of Ritsuko: because Misato is her friend, Kaji's presence is a distraction, depending on whether Misato is around or not. If she is with Misato, she is nostalgic. Increase stress by 1. Without Misato, stress will decrease by 1, because being with Kaji brings back fond memories. In any case, roll the dice for [EVA Support] as usual.

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CHAPTER 4
THE DEAD SEA SCROLLS-MAIN SUBJECT



This is applied after all daily procedures have been completed, that is, after Step 7, "recording in the calendar".

[Location] Misato's Apartment

[People] Misato, Asuka

[Contents] Misato gets a call from Kaji.

Misato heard Kaji's voice on the other end of the call. "I found a good restaurant, but I can't make reservations till tomorrow. Sorry for the suddenness, are you free tomorrow?" That's how the date was set.

[How to solve] It is not necessary to roll the dice. Misato must decide whether to accept the invitation or not. The outcome will change with the decision.



[Ending 1] If Misato refuses the invitation to go on a date, she later feels regret. Her stress rises by 1. Further, because Asuka is jealous that Kaji called Misato, Asuka's stress rises by 2.

[Ending 2] If Misato accepts the invitation to the date, the plan is set for Misato to go to the city next day. Be sure to record it in the calendar.

If Misato misses the date the next day, her guilt will increase her stress by 3.

Attention should be paid to the content of the next day's event card, to see how it impacts her ability to keep the date. If she manages things properly, she can forget about work and have a good time.

In this case, reduce her stress by 3.

In the case of Asuka: knowing that Misato and Kaji are going on a date causes her great anger and tears. Her stress rises by 3.



[Location] Downtown Tokyo 3

[People] Misato

[Contents] the UN inspection Committee wants to ask some questions about NERV's status. As the Operations Chief, it's Misato's responsibility to speak to them.

[How to solve] Misato must roll the dice on [Negotiation] to see if she succeeds with the Committee.

[Results] Based on success or failure of Misato's roll and the condition of NERV'S HP, one of four outcomes will happen.

If NERV HP is 70 or above and [Negotiation] is successful: The committee was pleased and found everything in order. With a feeling of satisfaction, Misato's stress lowers by 2.

If NERV HP is 70 or above and [Negotiation] fails: Tokyo 3's needs are being met, but the Chief auditor is a small-minded blow hard. Misato's stress rises by 1 due to the unpleasant work.

If NERV HP is under 70 and successful in [Negotiation]: The Committee recognizes Misato's hard work, but also is not pleased with the lack of progress in the Tokyo 3's defenses. Still she does a good job in front of them. Stress will not change.

If NERV'S HP is below 70 and Misato fails [Negotiation]: it was the worst day ever. Misato's mental fatigue is considerable, and her stress rises by 3.

School Activities



[Location] Lake Ashinoko

[People] Shinji, Rei, Asuka

[Contents] An extracurricular field trip to collect plants in Lake Ashinoko has been arranged.

During the field trip, Marie falls off the boat. The girl, who usually does not look down from her high horse, desperately reaches out for help. Will anyone save her?!

[How to solve] Three people, Shinji, Rei, and Asuka, roll the dice for [Calmness]. If any of them succeeds, they will quickly think of a way to save Marie and rescue her. If no one succeeds, the three will have to jump into the lake and help.

[Results] To any who succeed in [Calmness], and save her, Marie expresses sincere gratitude and says "thank you."

After this, the state of Marie changes slightly with respect to the people who succeeded in helping her. This can be an asset when interacting with her. If Touji helps, she will be positive towards Touji. If more than one people succeed in helping her, the Commander must decide who Marie feels closest to. Remember this for later.

EVA Harmonics Test



[Location] NERV HQ

[People] All NERVmembers

[Contents] All the pilots are called in to participate in a special EVA harmonics test. The test proceeds as usual at first, but 10 minutes after it starts, the entry plugs fill with an unpleasant noise, like scraping glass with a needle.

[How to solve] For each person, two different things that must be done. Please roll the dice in the following order. The first is for the pilots. To withstand the noise, you have to each roll the dice for [EVA Synchro].

Next, it's Ritsuko's turn. Roll the dice for [EVA Support] to forcibly eject the entry plugs. Finally Misato rolls for [Operation Commander] to make sure the pilots are rescued as quickly as possible.

[Results] the pilots will be able to withstand the noise if they succeed for [EVA Synchro]. For any that fail, the stress will rise by 1 immediately. If at this point the stress is over a certain amount -- if Shinji and Asuka are 5 or more, and Rei is 3 or more -- then you have to roll the dice for [EVA Berserk], so be careful.

If Ritsuko succeeds for [EVA Support], you can move on to rescuing the pilots. If she fails, the EVA's will not accept the signal to eject the plug. Once again, we have to start over from where the pilots stand as to the noise. In other words, if she fails, the risk of an EVA running berserk increases.

Once Ritsuko succeeds in [EVA Support], finally Misato's turn comes. If she succeeds in [Operation Commander], she can rescue the pilots. If she fails, it will take time for them to be rescued, and it will take a bit of a toll on them. Shinji, Rei and Asuka, all 3 pilots' harmonics will be lowered by 2.

If this card is drawn the 2nd time, after all these operations are over, Misato should roll the dice for [Calmness]. When successful, she notices that Marie, who was in the same room, was acting strange. She seems to be afraid of something. If Marie is asked a question, she'll reply "What are you saying?" Don't blame me for the failure of the experiment." If Misato fails, she will not notice this.

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CHAPTER:4

THE DEAD SEA SCROLLS-MAIN SUBJECT

EVA Outdoor Practice



[Location] Old City

[People] All NERV members

[Contents] To check the calibration of the new equipment, practice with the three Units has been scheduled in the mountain forest on the outskirts of the Old City.

There's no problem with the equipment, but the noise that was sensed during the harmonics test strikes again as practice comes to an end. However, the volume of the noise is louder than the last time.

[How to solve] What must be done is different for each person. Please roll the dice in the following order.

The first is for the pilots. To withstand the noise, they have to each roll the dice for [EVA Synchro].

Next is Misato. If any EVA goes on a rampage, it will be damaged, so she will have to evacuate the pilots who participated in the exercise. Please roll the dice for [Operation commander].

Last but not least, they have to determine the cause of the noise. The fact that the noise is louder does not mean it will be easier to isolate. Ritsuko needs to roll the dice for [Studying] and for [Calmness] of the dice separately.

[Results] The pilots can endure the noise if their [EVA Synchro] succeeds. If it fails, the stress rises to 3 immediately.

If at this point the stress is over a certain amount (if Shinji and Asuka are 5 or more, Ray is 3 or more) then they must roll the dice on the [EVA Berserk] table.

Of course, if you fail, the EVA will run rampage. For all three EVAs if one Unit goes berserk, the noise will stop altogether.

If Misato succeeds for [Operation Commander], the damage can be minimized. If she fails a number of power vehicles and the trailer carrying the equipment will be destroyed. NERV HP lowers by 10.

If Ritsuko succeeds in [Studying], she can see that the noise was sent from the outside and that the EVAs themselves have no problems. If she fails, she will not be aware of this fact. In addition, if [Calmness] succeeds, she remembers that the American branch was conducting research on a program that allowed an EVA to be piloted remotely from the outside. However, if her [Studying] roll failed, [Calmness] automatically fails and she will not make this connection.

When all the rest are done, Misato should roll for [Observation]. If successful, she noticed that Marie, who was attending the practice, turned pale in the corner of the command vehicle, and was heard to say, "I'm sorry..." Even if Misato fails, she notices that Marie is upset, but assumes it's because she feels for the other children. If Misato asks her a question, Marie will slump in her seat and say nothing.

Special ① Marie's Welcome Party



This is applied after all 1-day procedures have been completed, that is, after Step 7, "recording in the calendar".

[Location] Misato's Apartment

[People] All NERV members

[Contents] It was decided that they should throw Marie a welcome party with everyone at Misato's Apartment. It was a suggestion by Maya who was assigned as her chaperone (see page 89, "High Bee Girl, Welcome to Japan!").

[How to solve] To see whether they have enjoyed themselves or not, all characters should roll for [Negotiation].

[Results] Those people who were successful at

[Negotiation] were able to enjoy the party in their own way. Their stress lowers 2. Those who fail [Negotiation] felt Marie was looking down on them. Their stress will rise 2.

Marie does not open up to anyone till the end. The only one she seemed to like was Pen Pen and she gave him a hug when she left.

Note: It is necessary to convey the information about Marie and Pen Pen hugging as it is a clue for later.

Special ② Group Date?



This occurs after the daily procedure is complete in Step 7 "record in the calendar."

[Location] Tokyo 3 Downtown

[People] Shinji, Asuka

[Contents 1] At night, when Asuka returned to Misato's Apartment, her friend Hikari (the Class Rep) was waiting at the front entrance.

"This Saturday, let's take Miss Marie to the city, all of us. Shinji and Aida, and... Touji. We'll all go together!" Yes, Marie was a handful, but the aim of Hikari was to use the mixed gathering as a chance to be near Touji.

[How to solve 1] Asuka can decide whether or not to go. [Result 1] If Asuka refuses to go, Hikari will go home lonely. Asuka feels guilty, so her stress rises by 1.

If Asuka accepts, she then has to invite Shinji.

If Shinji wants to decline, he has to roll for [Negotiation].

If he fails, he cannot refuse. If he succeeds the date does not happen.

Of course, Shinji doesn't have to roll the dice if he's willing to accept it from the beginning. In any case, if you are going on the date, please mark as much on Saturday in your calendar so as not to forget it. The destination is the city.

The Commander should also make a note of this until Saturday arrives. The rest of the week continues as usual.

On Saturday, pick up with [Contents 2].

[Contents 2] It is the day to guide Marie.

They started with window shopping. Then they had crepes from a food cart. Later they drank tea on a terrace, and had a light dinner. They talked all day and watched the stars in the park at dusk. If there weren't so many people, it would be the perfect date. It took the whole day make the rounds.

[How to solve 2] Both Shinji and Asuka roll the dice for [Negotiation].

[Result 2] If one of those succeeded in [Negotiation], Hikari had fun, and it was a very happy day. Their stress is 2 lower.

Those who fail, also then roll the dice for [Observation]. A successful person will notice that there were a pair of foreigners tailing the group while they were window shopping. After that, they didn't see them again, but somehow they felt worried and couldn't enjoy the date. Stress rises by 1.

For someone who has lost both the [Negotiation] and the subsequent [Observation] rolls, today was just a waste of time. Stress will rise by 2.

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CHAPTER 4

THE DEAD SEA SCROLLS-MAIN SUBJECT



Special ③ Lake Murder Case



[Location] Lake Ashinoko

[People] Anyone

[Contents 1] NERV received information that two foreign male bodies were found dumped in Lake Ashinoko.

[How to solve 1] No special action is required. Misato can use her authority to get some answers. Each character may choose to do one action in relation to the case. They can talk to people in the surrounding area, in which case they roll for [Negotiation]. Or they may investigate the crime scene by rolling for [Observation].

[Result 1] when successful in [Observation], it will be found that there is a boat with one of the oars broken and the boat damaged. The damage is fresh, and it appears that there was a terrible fight on it.

If successful in [Negotiation], it is learned that the boat shed was closed due to strong winds at the time, and that no ordinary people would have entered it.

If everyone fails, neither of these facts will be known.

[Content 2] Two days after the card is pulled, progress is made in the case.

The Commander must not forget that he needs to convey this information in two days. The identity of the men is known. Both of them are United Nations employees. Furthermore, as a result of a police autopsy, it is clear that the cause of death was poisoning. The poison was not swallowed like a drink, but as in a spy movie was hidden in a capsule in the back teeth and the contents swallowed.

[How to solve 2] Ritsuko and Misato can access NERV's computers to find out more information about the dead men. In that case, they will have to roll the dice for [Studying] while in NERV Headquarters. Only Misato and Ritsuko can conduct this survey.

[Result 2] When successful in [Studying], it turns out that the men were delegates to the United Nations. They also seem to have been CIA intelligence officers. No one knows why they were killed or how two spies from the American Intelligence service wound up in the Lake. If the roll fails for [Studying] this matter has not been entered into the database.

Commander's Note: The truth is that the CIA was acting outside the United Nations' intentions. Since this is not crucial information, the Commander should keep the focus on moving forward, rather than letting the players get heated about the investigation.

Special ④ Marie's Harmonics Test



[Location] NERV HQ Geofront

[People] Misato, Ritsuko

[Contents] Marie finally gets a chance to board an EVA. Misato and Ritsuko have to take data and support this.

[How to solve] First, Misato has to decide which of the 3 Units Marie will use.

Once that is decided, it's Ritsuko's turn. Since this is the first flight for Marie, adjustments from the outside are extremely important. Roll the dice for [EVA Support].

[Results] If Ritsuko fails [EVA Support], the EVA goes berserk. Using the results of the die roll [EVA Support], consult the [EVA Berserk] table on the back of the pilot for the selected EVA. The relevant results are applicable. Both Misato and Ritsuko increase their stress by 2. In addition, the pilot whose EVA was damaged when it went berserk (Unit 01 is Shinji, Unit 00 is Rei and Unit 02 is Asuka), whether or not they were present, that pilot's stress rises by 1.

Special ⑤ Pen Pen goes missing



This occurs after all daily procedures are completed, after Step 7, "record in the calendar."

[Location] Misato's Apartment

[People] Shinji, Misato, Asuka

[Contents] At the end of the day, when returning to the apartment, they found the living room soaked with water.

It seemed that Pen Pen had taken a bath and left a terrible mess.

On the desk, there were letters clipped from the newspaper that spelled out "Don't search."

They knew they had to clean up the apartment and find Pen Pen as soon as possible.

[How to solve] Cleaning up the room will take an action for the next day.

In order to clean the room, you have to roll for [Daily Living].

In order to find Pen Pen, you have to go to the place where he is and roll successfully for [Observation].

[Results] First, the living room will remain waterlogged unless someone cleans the room. Until one of the 3 people who live in Misato's Apartment succeeds in [Daily life], the 3 people's stress will rise by 1 each Day.

Pen Pen is hiding at Lake Ashinoko. He won't be found until someone succeeds at [Observation] while at Lake Ashinoko.

Until you find Pen Pen, Stress will rise by 1 per day.

Special ⑥
The Truth about Marie



After drawing this card, please place the "Hospital" location card on the map.

[Location] Hospital

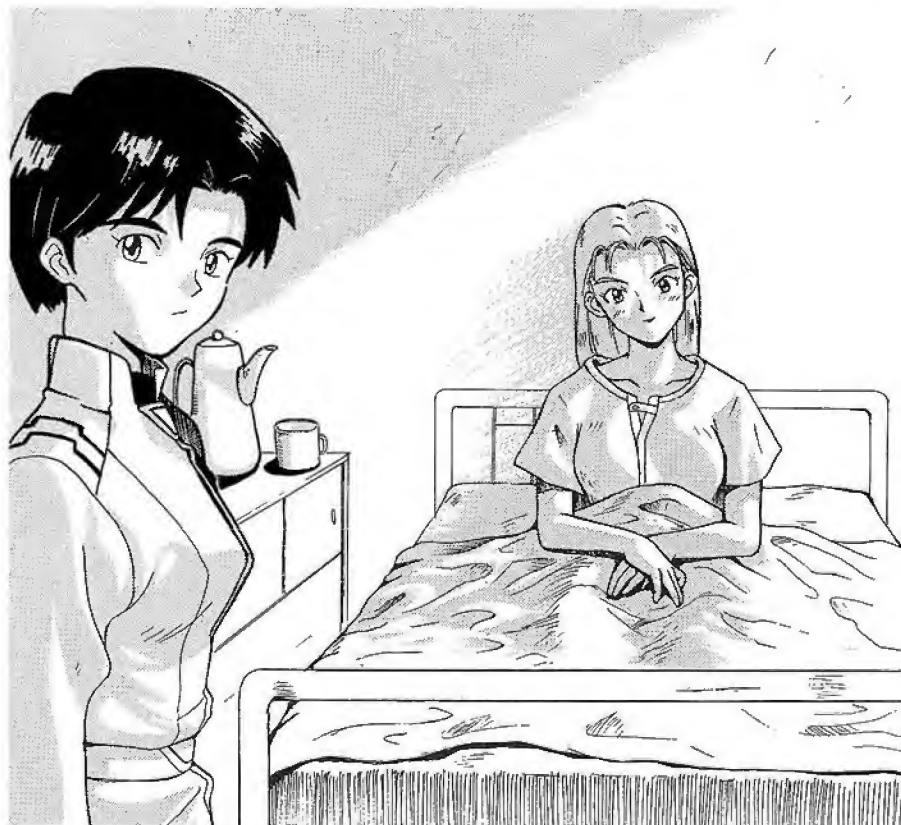
[People] Any people Marie has a favorable opinion of are called, if she isn't favorable toward anyone, only Shinji is called.

[Contents] Maya has called those who Marie has a favorable opinion of to visit her in the hospital. Marie was injured during the Harmonics Test and was taken to the hospital.

When she woke up, she said that she wanted to talk to some of the students who had saved her on the field trip. So she told Maya the names. Therefore, it is possible that all three of the pilots are called.

[How to solve] You are free to go or not to go.

[Results] If anyone chooses to go, they will find Marie very different. Even more surprising is what she has to say. "There is an important story you need to know. But this hospital belongs to NERV. I don't know who could be listening. On July 21 at school, I'll tell you everything. If you'll listen to me..."
Note: A reply here is not important. The Commander should make a note on July 21 on the Calendar as a reminder. Whatever the outcome of this encounter, once she leaves the hospital, Marie resumes her usual conduct and duties. When this Event is completed, remove the "Hospital" from the Map.



Special ⑦
EVA Runaway Inspection



[Location] Old City

[People] Misato, Ritsuko

[Contents] An order was issued to inspect the condition of the location where the EVA went Berserk during the "EVA Outdoor Practice."

[How to solve] If Misato or Ritsuko intend to inspect the scene roll the dice for

[Observation] If either goes to hear what the surrounding residents have to say, roll the dice for **[Negotiation]**.

[Results] If successful for **[Observation]**, they find evidence that someone had fiddled with the electrical panel of the destroyed power vehicle, but the details are inconclusive.

As far as the people on the scene are concerned, no NERV personnel were inside the vehicle.

Of course, if **[Observation]** fails or they do not visit the site, they don't know this. Successful **[Negotiation]**, reveals that before the EVA practice, several men were wandering around the testing field.

When asked if the men were NERV employees, it was determined they were not. Commander's note: The men were CIA operatives. They were setting up transmitters to send the signal that was the source of the noise to the EVAs.

Special ⑧
Red mark, the test from hell



[Location] Middle School

[People] Shinji, Rei, Asuka

[Contents] An additional test was added to the curriculum to make up for the pilots' poor Attendance and to supplement the end-of-term testing.

[How to Solve] All three students need to roll for **[Studying]**.

[Results] Those who succeed in **[Studying]**, will be able to get a good score, but find the additional testing annoying. Stress does not change. Those who fail **[Studying]**, will eventually have to take classes during summer vacation.

They're disappointed, so Stress rises by 2.

Events that happen regardless of the Cards

This section contains the Events that are destined to happen on certain dates from the very beginning, regardless of the Event cards. There are 4 in all, so be careful not to draw an Event card on the days specified.

Queen B Marie comes to Japan!

[Date] July 7, 2015

[Location] New Hakone Yumoto station

[People] All members

[Event card] Do not draw

[Contents] A "non-standard pilot", Marie Vincennes arrives from the United States. She is not a combat pilot, but a test pilot here to improve the performance of the EVAs. She is a genius with a PhD, and she provides valuable data for improving the entry plug systems.

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CHAPTER 4
THE DEAD SEA SCROLLS • MAIN SUBJECT

Because she is not a pilot participating in combat, her direct supervisor is Ritsuko, not Misato, and Maya will be her chaperone.

The girl who was selected to pilot an EVA seems to have a nice personality at the beginning but comments like "Oh, is this all the people you could get to come to welcome me?" make it clear she's got a pretty big opinion of herself.

[How to solve] Everybody rolls their dice for [Calmness].

[Result] Those who are successful can endure her words. There is no change in stress.

Those who fail, their stress rises by 2 because of her rude behavior.

Note: At the end of this day, take the "New Hakone Yumoto Station" off the map.

The End of the Year Test Grief

[Date] July 7th to July 9th

[Location] Middle School

[People] Shinji, Rei, Asuka

[Event Card] Still Drawn

[Contents] The end-of-semester tests have been scheduled since the beginning of the school year. They will be spread over 3 days.

[How to solve] It is not necessary to roll the dice in particular.

However, if one of the students is called by the Event card, the Event has priority. In other words, the student will miss the test.

[Results] The result will be different for each person. In Shinji's case: If there he misses a test, he knows there will be additional tests and supplementary training. It is the worst situation because the anticipation just builds dread in him. Each day he misses a test, his stress increase by 2.

In Asuka's case: For Asuka, missing a test isn't the worst thing in the world.

On the day of the test her Stress will rise by 1. If there is no test because of the Event Card, there is no change in Stress for missing the test.

In the case of Rei: No one is sure if she even feels stress at the times of the tests. There is no change in her stress.

Marie's Truth

[Date] July 21

[Location] Middle School

[People] Any Person who went to visit Marie in the Hospital in "Special 6 The Truth about Marie"

[Event Card] Not drawn

[Contents] Marie is waiting on the rooftop at lunch.

She tells the person she has been waiting for all she knows. She wanted a place where she could research her own technology and improve it. It didn't matter whether that meant working with NERV, or the United Nations, or both, as long as she could pursue her dreams.

When she was first called to Japan and her research was approved, she thought she could join EVA's main staff. However, when she arrived, she felt she was treated like an outsider, and wasn't given access to anything important. So she sold some of the technology she had developed to the CIA which had contacted her before.

The technology she developed was a single electron pulse that could influence other electrons.

She thought that if she could generate these pulses in a way that mimicked the harmonics flowing inside the EVAs, it would generate a noise that would resonate with the body and be able to control it. She she created the technology and a program to perform it.

This technology was provided to the CIA.

She thought that if the CIA could use this technology to prove her theories were correct, it would lead to an advancement in EVA technology.

The results were as she had expected. No, they were more than she had expected.

At first she was satisfied with the result, but that did not last long.

When she saw the EVA running wild during the outdoor practice, and realized that it was her technology that had caused the problem. She was horrified at what she had done. She became scared. If NERV learned the truth of things, she would be punished. But the CIA couldn't be trusted anymore. When she learned that the two CIA agents who had come to see her had been killed, she realized that she might become a target. "There was no one to turn to, and I told them everything to save my life. I don't know what to do," she cried.

[How to solve] First, roll the dice for [Negotiation]. If it fails, roll the dice for [Calmness]. If either one succeeds, it's okay. In other words, there are 2 chances for success.

[Results] In the event both rolls fail, nothing that can be said eases her pain. The stress will rise by 3 for hearing such a ridiculous thing. If it succeeds, she will be grateful for the understanding and remember something more. "I've been working on a program for the last few days, but with the accident, I'd almost forgotten about it. I've developed a program to disable what I gave to the CIA.

The memory chip that holds the program is hidden inside Pen Pen's necklace. The CIA wanted it destroyed, so I hid it in a safe place. If you give it to Ritsuko, she will complete the program in a day."

Time of the Big Run

[Date] July 23

[Location] NERV Headquarters

[People] Misato, Ritsuko

[Event card] Drawn

[Contents] Because the Angel Card is on the bottom of the pile, today is the day the "Angel Attack!" card is guaranteed to occur.

When the EVA's are about to launch, the noise suddenly reverberates loudly.

The EVAs cannot launch until the it is deactivated. Marie will work with everyone to stop it.

[How to solve] First get the Memory Chip from Pen Pen. If you have the chip, Ritsuko can roll for [EVA Support] to access it. If there is no memory chip, Ritsuko must roll on [EVA Support] as a weakness. Roll on [EVA Support] each turn until it is successful.

Until the noise subsides, Misato must hold back the Angel with conventional weapons without the EVAs. She needs to roll for [Operation Commander].

[Results] With or without the memory chip, Ritsuko must continue to roll each turn on [EVA Support] until she is successful. When she is successful, she will upload a program to the EVAs that cancels the noise. At that point, the EVAs can be launched and move to battle with the Angel. During this time, the Angel is attempting to drill a hole in the ground of Tokyo 3 to penetrate the Geofront. It is the role of Misato to stop this. Misato must roll on [Operation Commander] the same number of times Ritsuko rolls. Failure means the hole become larger and NERV's HP drops by 5. If successful, Misato manages to divert the Angel's attention and prevent the hole from expanding and NERV's HP is not reduced.



One Point Column

Single Electron

This is a free electron that is isolated from all others. The energy generated by the electron can be focused to create a single quantum pulse.

The technology inside the EVA is called "single electronics." It allows extremely fine changes to be controlled.

Marie succeeded in generating tiny electrical impulses that could not be picked up by ordinary equipment. They were sent directly into the EVAs through the umbilical cables.

The umbilical cable is like the blood vessel of an EVA.

The pulse that Marie programmed was like a virus that invades the blood stream. Only in this instance, it caused an imbalance in the EVA's living body which became a noise that resonated throughout the body of each Unit.

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CHAPTER:4

THE DEAD SEA SCROLLS•MAIN SUBJECT

Special rules for the current Angel

This time you will encounter the Angel in Tokyo 3 and fight it in the Geofront and NERV HQ. The strength of the Angel is expressed in the following terms.

The name of the Angel

[Number of attacks] The number of EVAs that the Angel can attack in a minute. The higher the number of times, the more EVAs it can attack in a single turn.

[Number of cards] Shows the number of battle cards that can be drawn in a single attack. The larger the number, the

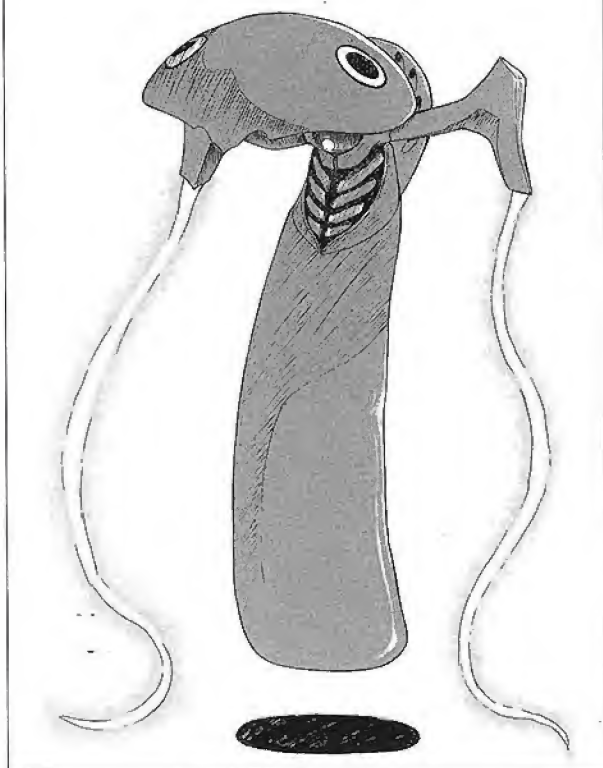
greater the power of each shot.

[AT Field] This indicates how much strength the AT field has. The higher this numerical value, the more effective the Angel is at preventing damage.

[HP] This is the Angel's HP. The HP number is reduced by the EVAs' attacks. When the Angel's HP reaches zero, the Angel explodes.



The 4th Angel, Shamshel



Angel Attack!

The 4th Angel Shamshel

[Number of Attacks] 2 times

[Number of Cards] 1 card

[AT Field] Ordinary

[HP] 12

This angel looks like a jellyfish. It has 2 tentacles that are similar to bands of light, which it uses like a whip to attack. This Angel is not in the strongest class of Angels.

If there is only one EVA Unit that is attacking, it will be attacked twice per turn if it fails [EVA Manipulation] to dodge, it will receive damage from both Battle cards. Even if the Unit succeeds in [EVA Manipulation], it will still have been attacked, though sustain no damage. Since the AT Field is not so powerful, the Angel can be damaged by the battle cards as they are.

This is not a particularly difficult operation, as the Angel is in a relatively weak category for its kind. Fight according to the usual rules.

If there is no Misato or Ritsuko in this game, set the following values:

NERV HP = 70

All EVA Units begin the battle with EVA HP = 4.

Also, though it is not related to game play, in the original series the explosion of this Angel created the Second Lake Ashinoko.

In spite of this being an Angel from the TV series, the situation of its appearance is different (as opposed to when this Angel appeared on TV).

These differences include the Angel's attack profile, Marie's storyline and which EVAs were engaged in the battle. Please accept and understand this.

Conclusion

Once you've eliminated the noise and defeated the Angel, the game is over. Let's move on to the day after.

Eventually, the noise-generating program was completely disabled by Marie. Through Intelligence, it was learned the CIA's goal was not the destruction of the EVAs. They had not intended to cause such problems. America simply wanted to be the leading partner of the Human Instrumentality Project and was not happy with Japan's dominance. They had hoped that by finding a method to remotely operate the EVAs without a pilot, thus breaking NERV's monopoly and shifting the balance of power in America's favor.

This time, the matter will not be exposed, and the loss falls on the US side.

The position of NERV Headquarters in Japan has increased.

But as for Marie –

She confessed to everything (see page 90, Marie's Truth, July 21st) and what she said was confirmed. But since the case was expunged from the official records, her guilt was no longer an issue.

Instead, she was recognized for developing an effective and powerful electronic defense program for the EVAs. It was decided that she should be sent to China as the deputy development chief for EVA Unit 8. Of course, this was a promotion. This addressed both the guilt and promise of Marie! Thus the curtain fell on that tumultuous month.

August 1, 2015
New Hakone Yumoto Station.

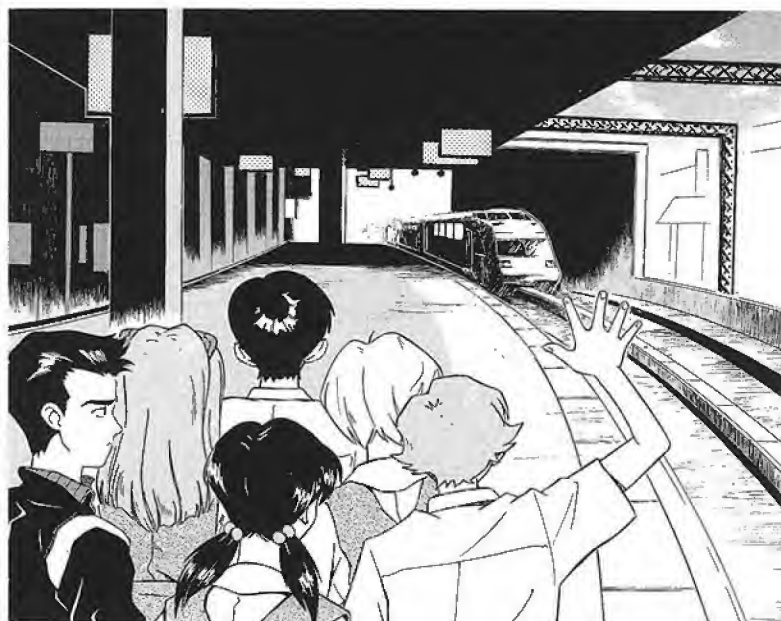
Marie stood on the platform with Maya, the only person who came to see her off. Marie said with a sad face, "It's a beautiful day, but a lonely goodbye."

Soon, the train slipped into the station and it was still just the girl and the woman on the platform.

Then as the moment for her departure approached, the doors of the station trembled and slid opened. Out came everyone she knew, spilling onto the platform and surrounding her with well wishes. It was overwhelming.

Her lips opened and voicelessly she mouthed the words.

"See you again, my friends."



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CHAPTER 4

THE DEAD SEA SCROLLS-MAIN SUBJECT

DEAD
SEA
SCROLLS
Scenario 3

“TRINITY”



● Set up the Event Cards

Arranging the Event Card pile for the Dead Sea Scrolls Scenario 3 is different from Scenario 2.

- ① First, remove "Angel Attacks!" and "Special" cards 5 to 8 from the Event cards.
- ② The remaining 16 cards should be turned over, shuffled and divided into 3 piles of, 4, 6, and 6 cards respectively.
- ③ The "Angel Attack!" card should be placed on the bottom of the 4 card pile.
- ④ "Specials 5 and 6" should be placed on the bottom of a 6 card pile.
- ⑤ "Specials 7 and 8" should be placed on the bottom of the other 6 card pile.
- ⑥ The pile containing Specials 7 & 8 is placed on top of the pile containing Specials 5 & 6. The combined pile is then placed on the pile containing the "Angel Attack!" Card so that it is on the bottom.

The stack should look like the one on page 95. Please check that this is so.

● Place the Location Cards

For Scenario 3, only the following Location Cards are used. Place them appropriately on the map of Tokyo 3.

NERV Headquarters Geofront
Tokyo 3 Middle School
Misato's Apartment
Tokyo 3 Downtown
Park on the hill
Hospital
Lake Ashinoko / Water City
Third Lake Ashinoko

(In this scenario, let "Third Lake Ashinoko" represent "NERV Russian Branch")

You will not use the other location cards, so you can put them aside.

● Utility cards used

This time, you will use all the Utility cards. Please shuffle and place them in a stack next to the map.

● Set starting values

At this time,
NERV HP is 20
EVA HP starts at 2 for each Unit.
Record this in the calendar.
If you want to play this adventure as a continuation of Scenario Two, use the numbers from the end of that.

● Special rules for the current Angel

In this Dead Sea Scrolls adventure, Russia is the setting for part of the story. To allow for this, some rules have been added. Please remember them and inform the players.

1. Misato and Ritsuko can move to the Russian NERV branch in this scenario as a location to spend their day. Russia is represented by the "Third Lake Ashinoko" card. When you record a place on the calendar, just write "Russia." No one else can go to the Russian branch. The staff at the Russian NERV branch will take a cold attitude toward Misato and Ritsuko. Therefore, every day they spend there, the stress for each of them will rise by 2. If an Event occurs in Russia, at least one of them should go there. The most important thing about being in Russia is that it takes you away from your other duties at NERV. As a result, there will be interruptions in the operation of NERV and the EVAs, so Misato and Ritsuko must choose their actions carefully.

Summary:

- The Russian branch is represented by the card "Third Lake Ashinoko."
- Only Misato and Ritsuko can go to the Russian branch.
- Every day spent in Russia, that person's Stress rises by 2.

2. What can they do in the Russia branch?
When an Event occurs, being in Russia can affect the outcome of the Event. What can be done concretely is described in the description of each Event.

Relations with the Russian Branch

STAGE 0

This is the starting Stage. The Russian side is uncooperative.

STAGE 1

The Russian side has begun to consider the two people's opinions. If this is before the first battle with the Angel, Misato and Ritsuko will be told by the Russian branch that they wish to try the new n2 bomb on the Angel on their own.

STAGE 2

I can't believe it! Relations take a bad turn. The Russians begin to feel that Misato and Ritsuko are getting in the way. Dislikes intensify. Stress for being in the Russian branch increases to 3.

STAGE 3

The relationship improves. The Russians reveal facts about the Angel that they had previously hidden. The effects are described by the Event cards. In addition, from the confirmed data, it is projected that the Angel will arrive in Tokyo 3 at the end of September.
If the battle of Vladivostok is already over, you are aware that the Angel also has the ability to dive underground.

In Step 6, Misato and Ritsuko can engage with the NERV Russian branch in a way that is like [Operation Commander] or [EVA Support] when they are at NERV headquarters. But the Russian branch requires cooperation, so [Negotiation] is rolled for in Step 6.

Let's explain how to do [Negotiation] with the Russian branch. First, roll the dice for [Negotiation]. If [Negotiation] succeeds, the relationship with the Russian branch will advance one Stage.

If both Misato and Ritsuko, are there and either succeeds, the relationship changes.

The relationship with the Russian branch moves from Stage 0 to Stage 3. Each success leads to the next stage.

But even if both Misato and Ritsuko are successful, only a single stage changes per day.

Once the Stage progresses, there is no way to go back. There is no way to go from the third Stage to the second Stage.

If [Negotiation] fails, it means that the stage has not changed. Please record the relationship between Misato and Ritsuko with the Russian branch in the calendar as to what Stage they are at present. The Stage starts at Level 0. If you don't want to do [Negotiation], you don't have to. If [Negotiation] succeeds, the relationship with the Russian branch advances 1 Stage.

Summary

- If either or both Ritsuko and Misato succeed for [Negotiation], the Stage advances by one.
- If both fail [Negotiation], the relationship remains unchanged.
- Relations with the Russian branch begin at the zero level

Preparation to begin is complete.

Come on! Let's move on to the game!!

Game start conditions

Here the Dead Sea Scrolls will explain the current situation. The Commander should read this portion aloud to all players.

"An Angel has been confirmed in Siberia. The target is being tracked and is currently moving to the East." This information was relayed to NERV headquarters on the morning of September 9th by NERV's Russian branch. The following information has been confirmed. When the Angel was identified, it was headed East toward Irkutsk.

United Nations Strategic Reconnaissance Unit No. 1303 initially sighted the Angel, but lost it before further analysis could take place.

NERV Headquarters requested more detailed information, but the Russian Branch responded with only vague replies such as "We can handle this ourselves" and "it would be bothersome for you to lend a hand." The latest reply was, "until we rediscover the Angel, there is no need for anyone to come from Headquarters" and "we will be able to do this ourselves." That was the last message.

In this urgent situation, Gendou turned to Misato and said, "I will leave this to you," and left for a meeting. However, he did not say whether they should go to Russia, or not go to Russia. Therefore, the decision is in Misato's hands.

The stage is set. The game begins.



One Point Column

Commander Nikolayev

He is the Commander of the Russian NERV branch. He is the person who serves as the contact with the Russian side. He appears to be friendly and have a good attitude. He is amiable, but he can be long-suffering in his problems, saying things like, "Alas! There are no major changes, and we are currently in the process of investigating." "I am in an urgent situation" "Oh, my daughter. I'm afraid there might have been some mistake." "Well, don't worry. Let's have some vodka and drink on it." "I'll gladly give you a quick reply" (but he never replies). The truth is he may not be a warm-hearted person at all. This may just be his way of stone-walling NERV HQ.

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CHAPTER 4

THE DEAD SEA SCROLLS-MAIN SUBJECT

The Event cards

Card name	Page
Come now! Gendou's Orders ① & ②	98
Kaji's Here! 1①	99
Kaji's Here! 2②	99
UN Oversight Committee	100
School Activities	101
EVA Harmonics Test	101
EVA Outdoor Practice	102
Special ① The Target is the 1st Child	103
Special ② Husband and wife fight?	104
Special ③ Angel from a Cold Country	104
Special ④ Touji's Sister	105
Special ⑤-⑥ The Angel closes in 1-4	106
Angel Attack!	108

Content of the Event cards

The following is an explanation of the Event Cards. The format is the same as in Scenario 2. When you find out which card you have drawn, please refer to the list for the page you want to turn to.

Let's take a look at the contents of each Event card.

Come now! Gendou's orders ①②



Since there are two of these cards, there are different results when the card is pulled a second time.



If this is the first time:
[Location] Shinji's location

[People] Any person who is with Shinji

[Contents] Shinji happens to run into his father.

[How to solve] All members other than Rei should roll for [Negotiation].

[Results] The result will be different for each person. In the case of Shinji: if successful, he will have a short conversation with his father which makes him happy. Reduce stress 2. Also, his stress will not rise the next day. If he fails, Gendou is harsh with him, saying, "We have no relationship. Don't interfere with my work." Stress rises 2. In the case of Rei: Their hearts are intimately matched, so lower her stress by 3. In the case of Misato, Ritsuko, and Asuka: those who fail, their stress will rise 1 because of the tense atmosphere. There is no change in the event of success.

If this is the second time:
[Location] NERV HQ

[People] Misato, Ritsuko, and anyone else at NERV HQ

[Contents] Gendou enters NERV Headquarters and calls for Misato and Ritsuko. Gendou asks how much information about the Angel is available.

[How to solve] It depends on the person. Ritsuko and Misato's results depend on NERV HQ's relationship with the Russian Branch. Shinji and Asuka roll for [Negotiation]. Rei does not roll.

[Results] The result differs depending on each person. In the case of Misato: If the relationship with the Russian branch is below the Third Stage, Gendou will turn silently and leave for Terminal Dogma. Misato's stress will increase by 3. If the relationship with Russia is in the Third Stage, there is no change.

In the case of Ritsuko: Her result is linked to the result of Misato. If Misato is stressed by Gendou, Ritsuko's Stress rises by 2.

In the case of Shinji: if Shinji succeeds for [Negotiation] he speaks a few words to his father and feels better, and will automatically succeed in that day and the next day's [EVA Synchro]. If Shinji fails, he tenses up and his stress rises by 3.

In the case of Asuka: If successful, Asuka will have no change. If Asuka fails, her stress rises by 1.

In the case of Rei: her heart is in agreement with Gendou. And Gendou takes her to Terminal Dogma beneath NERV headquarters. Her Stress lowers by 3.

Kaji's Here! ①



[Location] Asuka's current location.

[People] Anyone with Asuka

[Contents] Asuka arrived early, and Kaji happened to be where she was going. She thinks it's probably the best thing that has ever happened to her.

[How to solve] Asuka and Shinji roll for [Negotiation]. Since Ritsuko and Misato try to avoid the tension, because Ritsuko feels that Kaji is a spy, and Misato doesn't want to talk about their relationship, they must immediately roll for [Quick Action] and try to remove to another location.

[Results] The result will be different for each person.

For Asuka: if successful in [Negotiation], she will badger Kaji into agreeing to a "date." Asuka gets to specify any day during this week and any place she likes. Unless she is called by the Event that day, she will be able to go on the date. Asuka's stress will drop by 5. Even if she fails, at least she saw Kaji, so her stress is 2 lower. The worst thing is if she gets called by the Event on the day of the date and can't go. Her stress will rise by 5.

In the case of Shinji: if successful, he finds it heart-warming to talk with Kaji. His stress is 2 lower. If he fails, nothing happens.

In the case of Misato and Ritsuko: either one who fails [Quick Action], becomes stressed! Stress will increase by 1.

In the case of Misato, if Asuka succeeds in setting up a date with that jerk Kaji, her stress rises an additional 1.

Kaji's Here! ②



[Location] NERV Headquarters

[People] People at NERV HQ

[Contents] There is a possibility that anyone at NERV HQ might see Kaji as he is passing through.

[How to solve] People who are in NERV headquarters, roll the dice for [Observation].

[Results] A person who succeeds in [Observation] finds an ally in Kaji. Since each person can have a separate encounter (that is, in separate places in NERV at different times), the descriptions below will differ by person. If the roll fails, nothing happens.

NEON
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EVANGELION-RPG

CHAPTER: 4
THE DEAD SEA SCROLLS • MAIN SUBJECT



If Misato is successful, she will gain cooperation from his access to insider information. Misato may either improve the relationship with the Russian branch, raising it by 1 Stage or raise the level of any Plan against the Angel by 1 (see page 109).

If Ritsuko is successful, she will find Kaji wandering near a Restricted Area. Kaji immediately enters seduction mode by whispering sweet words to her. Ritsuko must roll the dice for [Calmness].

If she succeeds, she will warn Kaji to knock it off and nothing changes, but if she fails, she will be angry with herself for being weak, and her stress will rise by 3.

If Shinji, Rei and Asuka succeed, then talking with Kaji calms the mind, so each person's stress is reduced. Shinji lowers 2, Rei lowers 1, and Asuka lowers 3.

UN Oversight Committee



[Location] NERV Headquarters

[People] Misato, Ritsuko

[Contents] A UN Inspection Team comes to NERV HQ to look into Gendou's affairs. There is an opaque part of NERV's cash flow that they have come to audit. Such inspections are rare for the extraordinary organization NERV, which has been entrusted with the future of humankind. However, the chairman of the Human Instrumentality Committee, Kiel Lorenz, is suspicious of Gendou. "I think it's going to be a bit of a trick," Gendou noted, "to loosen the reins of the United Nations."

[How to solve] Ritsuko must determine whether or not it is possible to outwit the inspectors and see through their motives by rolling for [Observation]. She is a person with many secrets to keep.

Misato does not have to roll.

[Results] The results differ for Ritsuko and Misato. Let's talk about each one. In the case of Ritsuko. If she succeeds in [Observation], she is able to fool the inspectors. There is no change in her stress.

If she fails, the inspectors discover a clue that leads to the secret of the first Angel and Unit 01. They will convene a special inquiry. In that case, Ritsuko will have to be at NERV headquarters the following day, and she will not be able to do anything else except fight against the Angel. In any case, the scrutiny of the audit is stressful, so her stress rises by 2 on the day of the inspection and also on the day of the inquiry if there is one. In the case of Misato: the audit is not about her, but she has to be careful as a supervisor, so her stress will rise by 2. And if Ritsuko is called before the special inquiry, Misato develops a feeling of mistrust toward Ritsuko. In this case, if Misato is in the same place alone with Ritsuko at the end of the step, she must try to move to another place (she can choose where) as soon as possible. Also, she cannot [Quick Action] to a place where she would be alone with Ritsuko. If such a situation occurs due the Event card, please give priority to the Event.

School Activities



[Location] Tokyo 3 Middle School

[People] Shinji, Asuka, Misato

[Contents] This Event does not occur if Rei is abducted. It should be treated as a "Normal Day" card. At the school, there is a career discussion (three-way interview). Any of the three people who is in the hospital will not have the career-course discussion conducted.

[How to solve] Shinji rolls for [Negotiation], Asuka rolls for [Studying].

[Results] The results depend on the person. In the case of Shinji: if successful, he has a good conference with Misato. His stress will be 2 lower. If Shinji fails, he says "I can't think about the future because I might die tomorrow." This phrase makes Misato furious and it becomes a gloomy talk between them. The stress of both Shinji and Misato rises by 3. In the case of Asuka: if successful she does not have any particular problems, so nothing happens. If she fails, her performance will be bad, and it will lead to a quarrel with Misato. Her stress rises by 2. In addition, whether or not the [Studying] roll is successful, it leads Asuka to ask about Rei "Why doesn't the honor student have to have a career conference?" When she doesn't get an answer, she gets curious and decides to try to follow Rei to see what the deal is.

For the next 3 days, Asuka must roll for [Quick Action] to follow Rei to where she is located as much as possible.

During this time no normal actions such as [Observation] or [EVA Synchro] can be done. Her stress rises as normal, but it cannot be lowered except by a Utility Card. After 3 days without any answers about Rei, Asuka gives up the chase.

EVA Harmonics Test



Since there are two of these cards, the first time is different from the second time. Please follow these instructions.

If it is the first time:

[Location] NERV HQ

[People] All members except Misato

[Contents] "Pilot test". A joint harmonics test of the EVAs will be carried out with the participation of all the pilots. Since the Angel will soon attack, they need to carry out this check. Because Misato has a lot of things to do getting ready for the operation, she does not have to be there for the test.

This test requires EVA synchronization, even if the pilot has high stress. In some cases, the Angel is approaching, making the situation worse.

[How to solve] Each of the 3 pilots rolls for [EVA Synchro]. Ritsuko rolls for [EVA Support].

[Result] If [EVA Synchro] is successful each pilot's harmonics rises by 1. If it fails, nothing happens.

If Ritsuko is successful in [EVA Support], she increases the pilots' harmonics 1 further. If it fails, nothing happens. Note that pilots with elevated stress are at risk of causing the EVA to go berserk (see page 53). In addition, if the harmonics test fails, Shinji and Rei's stress rises by 1.

If this is the second time:

[Location] NERV headquarters

[People] All members except Misato

[Contents] A test of a new gun designed for the EVAs is to be performed. The goal is to see how well the pilots perform with the weapon to see if it is worth the cost of further development.

[How to solve] Each EVA pilot must roll for [EVA Manipulation] 5 times. The more successful they are, the more likely the weapon is to be developed. In this test, the pilots are not really synched with an EVA, so [EVA Berserk] cannot happen.

[Results] The pilot with the highest number of successful rolls (which is also true in the event of a tie) reduced stress by 2. Anyone who was successful all five times, their stress is further reduced by 1. However, if Asuka is not in that top number, her stress rises by 2. Ritsuko is satisfied with the outcome if the pilots combined score is 12 or more successes. Her stress is 2 lower. If Misato happens to be present at this location, she is also satisfied with the result, so her stress is reduced by 1. On the other hand, if the success number is less than 9, then Ritsuko will become frustrated and her stress will rise by 3. Otherwise, the result is as expected, and her stress will not change.

NEON
GENESIS
EVANGELION-RPG
CHAPTER 4
THE DEAD SEA SCROLLS • MAIN SUBJECT



When this card is drawn, place the "Second Lake Ashinoko" card on the map.

[Location] Second Lake Ashinoko

[People] All persons

[Contents] Using the data available about the current Angel, a practical training exercise was conducted around the Second Lake Ashinoko to simulate it. As well as practicing for the operation, it is a chance to work on everybody's team work. Will it have any effect?

[How to solve] In order to practice the combat moves, the pilots must roll for [EVA Manipulation]. Likewise, Ritsuko rolls for [EVA Support] and Misato rolls for [Operation Commander].

If the stress is above a certain value, drawing this card may cause the EVAs to run Berserk. Let's be careful!

[Results] If even one pilot's EVA goes berserk, all pilots receive the shock. The pilot whose EVA runs berserk raises their stress by 2. The others raise their stress by 1. If no Units go berserk, the number of people who have succeeded determines the results.

If 5 people (all characters) succeed: everyone is satisfied with the wonderful result and the feeling of being a team, the stress of all members decreases to 0.

If four people succeeded: it's a good result. Except for the one who failed, the others are satisfied and their stress is reduced by 2. The one who failed the die roll has their stress rise immediately by 3 points.

If three people succeed, it is a normal result. Successful people will experience a decrease in stress by 1, but failed people will rise by 1. If two people succeeded, the operation was not very good, and the evaluation of the operation was inconclusive. Only those who succeeded decrease Stress by 1.

If one person succeeds, or if no one succeeds, it seems that there was a problem with the operation. Misato's stress increases by 2 and one of the current operation Plans drops by one step (but it cannot be less than zero). Refer to page 109 for the Plans. The stress of the other people who are present will increase by 1.



Special ①
The Target is the 1st Child



[Location] Where Rei is

[People] Rei

[Contents] This Event will not occur unless either "UN Oversight Committee" or "An Angel from a Cold Country" has already occurred. If neither has occurred then this card is treated as a "Normal day". Agents from another country posing as investigators with the UN team or members of the Russian NERV Staff infiltrate NERV Headquarters. In an attempt to interrogate those working on the EVA project, one of the pilots (Rei) is kidnapped and threatened with violence. Remove the figure of Rei temporarily from the map. Rei's player chooses one of the location cards (except for "Russia/Third Lake Ashinoko") and secretly writes down that place on the back of the calendar. This will be the place where Rei is being held captive. Immediately increase the stress of Misato, Ritsuko and Shinji by 2.

[How to solve] Even if all the means are prepared, it is not easy to escape from Tokyo 3, which is a fortress city.



Those who want to search for Rei will be able to roll for [Observation] by selecting one location per day from the location cards on the map. In addition, Rei can try to escape by rolling for [Quick Action].

Rei is a prisoner until she is released. She cannot perform any other actions, participate in combat against the Angel or be involved in any Events even if she is called to them. She may benefit from Utility cards if applicable. If there are any Events while she is a prisoner, they must be resolved without her. Of course, the person in the role of Rei is not allowed to disclose the place of her confinement.

[Results] If any of the following works, Rei is found to be safe and the Agent is arrested by the security department. If a person is at Rei's location and succeeds for [Observation],

they will notice suspicious people and the Security Division will be notified. Rei is rescued.

If a person is at Rei's Location, Rei may roll for [Observation] to notice them. If she succeeds, she will signal them to call the Security Department and be rescued.

If Rei succeeds in [Quick Action] she manages to escape on her own. At the end of the day, the identity of the agent remains unknown, and the matter is unsolved.

Whichever way the matter is resolved it is reassuring and will reduce the stress on Shinji, Misato and Ritsuko by 2. Also, if Shinji was at the location when Rei was saved, Shinji will have helped Rei. Since this is an emotionally sympathetic moment for them (such as in TV Episode 6) reduce Shinji's stress to 0 and lower the stress of Rei by 2.

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CHAPTER:4
 THE DEAD SEA SCROLLS•MAIN SUBJECT

Special ②
Married Couple Fight?



[Location] Where Shinji is

[People] Shinji, Asuka, Rei

[Contents] Asuka thought that Shinji was taking Rei's side in things against her. The misunderstanding led to a fight. If Asuka is with the two people in the same location, stress for them will increase by 1 until the fight is resolved and the relationship restored. Also, Asuka's "if you are alone with Shinji, the stress will decrease by 3" does not apply till the fight is resolved. The focus of the fight is Rei, but Rei has no relation to resolving it.

[How to solve] Reconciliation can be made with Asuka if Shinji succeeds for [Negotiation]. But then, after he has spoken to her, Asuka must roll for [Calmness] and make a success of it.

[Results] Asuka faces them, holding out her hand and shrugging the whole thing off, settling the matter. Shinji laughs it off as well. That's how a fight between these two is.

Special ③
An Angel from a Cold Country



[Location] NERV Headquarters

[People] Misato, Ritsuko (except when in Russia)

[Contents] Commander Nikolayev arrives from Russia. The goal depends on the situation.

If this takes place before the battle of Vladivostok (the Siberian outpost being approached by the Angel), Nikolayev says "I brought important data on the Angel to NERV headquarters."

If this takes place after the destruction of Vladivostok, he says "It is regrettable that our Angel escaped. I would like to cooperate with you in the upcoming battle for HQ." It's not just that Nikolayev has brought with him a lot of information, but that he is cooperating with the war effort. Nikolayev will stay for 2 days, including this day and the next day.

The next day, either Misato or Ritsuko must come to NERV headquarters and take care of Nikolayev. You can do other things while you are working, but at the end of the day, stress will rise 1.

[How to solve] Nikolayev will automatically return to Russia after 2 days. Or, if the "Siberian war" occurs, he will return immediately to take command.

[Results] "The facilities of headquarters are not so good. There is trouble in my own country and my subordinates are incompetent to handle it." After saying this, Nikolayev will return to Russia.

Special ④ Touji's Sister



[Location] Middle School

[People] Shinji, Asuka

[Contents] The condition of Touji's little sister who is in the hospital has deteriorated. Shinji is bothered by the fact that he was piloting the EVA when she was injured. His stress is raised immediately by 1.

Also, Hikari (the Class Rep) is depressed for some reason, which affects Asuka as her friend (Asuka will have to do a lot of talking to cheer Hikari up).

[How to solve] Shinji, starting the next day, must go to the hospital every day as much as possible. Likewise, Asuka must go to school as much as possible starting the next day to speak with Hikari (except Saturday and Sunday, which take place at the Hilltop Park instead of the School). On any day that either of them chooses to perform another action, that person's stress will rise 1.

Each time Shinji appears in the hospital, the Commander should roll the dice 2 times. When Lucky 7 comes up, Touji's sister will recover because Shinji was there.

[Results] Touji goes back to being his old self. He shows the usual smile on his face as if to say "I'm sorry for worrying".



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CHAPTER: 4
THE DEAD SEA SCROLLS-MAIN SUBJECT



Special

5~8

Special 5-8 are seeded cards that are treated as the same card during Scenario 3. It does not matter which of these cards is drawn. But depending on which time it is, different Events occur.

If it is the first time: First Siberian War

[Location] Russia (Third Lake Ashinoko)

[People] Misato or Ritsuko may choose to go

[Contents] An Angel is detected along the Sino-Russian border. Nikolayev tries to carry out an audacious attack by the Russian Armed Forces against it.

[How to solve] If Misato or Ritsuko go to Russia, and the relationship is at Stage 1 or above, roll the dice for [Negotiation]. If successful, you can persuade Nikolayev to stop the attack. In that case, Nikolayev says he would like to try Russia's modified N2 weapons developed by the Russian army! Misato or Ritsuko must again roll for [Negotiation], to try to stop this attack.

[Results] If an attack is carried out, there will be no effect on the Angel. On the contrary, the Angel will be strengthened (see page 108). However, if the relationship with the Russian branch is at Stage 3, Misato or Ritsuko will observe that the Angel has the ability to retreat into the ground.

The Angel disappears again with or without an attack. If neither Misato nor Ritsuko are in Russia, no such intervention is possible. You can only receive reports of the battle. If the relationship is at Stage 3, they will still learn of the Angel's ability to go underground.

If it is the second time: Second Siberian War (Vladivostok)

[Location] Russia (Lake Ashinoko 3)

[People] All members of NERV

[Contents] The Angel has been confirmed near the Russian seaport of New Vladivostok (a few km north of the submerged old Vladivostok). If it breaks through the perimeter at New Vladivostok, the Angel will escape into the Sea of Japan. The next battle will be on the Japanese coast. You need to hurry to deploy the EVAs.

[How to solve] Because of the delay in reporting due to the hinderance of the Russian side, there is only one day before the New Vladivostok attack by the Angel. Do what you can today (synchro, repair, stress treatment), then the next day the EVAs will be flown to Siberia to help the Russians fight the Angel. Of course, on that day, it is not necessary to select the location on the map. Please follow the instructions on page 109 (Battle of Siberia). After this battle, Misato will be able to plan the special battle against the Angel.

[Results] You cannot yet beat the Angel. The EVAs are forced to withdraw and the Angel destroys New Vladivostok before submerging into the Sea of Japan. On the day after this card is drawn, the battle occurs and no new Event card is drawn.



If this is the third time:
**The Angel resurfaces
 near Niigata**

[Location] NERV HQ

[People] No one in particular

[Contents] Information on the fact that the Angel has landed in Niigata was received. No response is possible today.

[How to solve] Please hurry to prepare

[Results] The Angel is passing through Niigata and according to the MAGI's predictions, it will likely approach Tokyo 3 from Gunma Prefecture through the Three Kingdoms gorge, from the Northeast. At this rate, the slow Angel will arrive at the end of the month. The tense situation continues.



If this is the fourth time:
**The Angel comes to
 Tokyo 2**

[Location] NERV Headquarters

[People] Misato, Ritsuko

[Contents] The Angel suddenly veers from its predicted path. The Angel takes a westerly course compared to the calculations when it landed in Niigata. The changed course is toward Matsushiro. This is where NERV's auxiliary facilities are located and where the experimental site is. And ahead of that is the current capital of Japan, the Tokyo 2 metropolitan area!

[How to solve] Misato must decide what to do here. Desperate calls for help are coming from the government to send aid to defend Tokyo 2. In response, Misato must decide whether NERV should go to the rescue, or if they should leave the destiny of Tokyo 2 to heaven.

If she refuses to help, Japan could lose its capital, but mankind will not become extinct just because Tokyo 2 is destroyed. Furthermore, it is not certain that the Angel will pass through Tokyo 2.

NERV Headquarters is far more important to defend. If necessary, the Commander should remind Misato of this. If Misato chooses to fight to save Tokyo 2 anyway, please immediately go to page 110 for the tactical procedures (the Battle of Tokyo 3). The EVAs will be delivered by heavy cargo aircraft, supported by NERV mobile units. If she does not choose to go out to battle, the Commander rolls the dice.

[Results] If the EVAs are sent out and fight, the outcome of the battle will be the outcome. If they lose, the game can still continue, but whether the repairs happen in time for the Battle of Tokyo 3 is quite a different issue. It might be better to raise the white flag.

If there is no sortie, the outcome will be determined by the Commander's dice. If a 7 is rolled: Luck. The Angel bypasses the capital. If an odd number appears, the Angel goes through the Matsushiro test site instead of the capital city. Misato and Ritsuko's stress rises by 2. In the event of an even result, Tokyo 2 has received a major blow. Misato and Ritsuko's stress will rise by 4.

In any of these cases, the Angel will continue toward Tokyo 3.

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CHAPTER 4

THE DEAD SEA SCROLLS-MAIN SUBJECT

Angel Attack! Attack on NERV



[Location] All areas of Tokyo 3

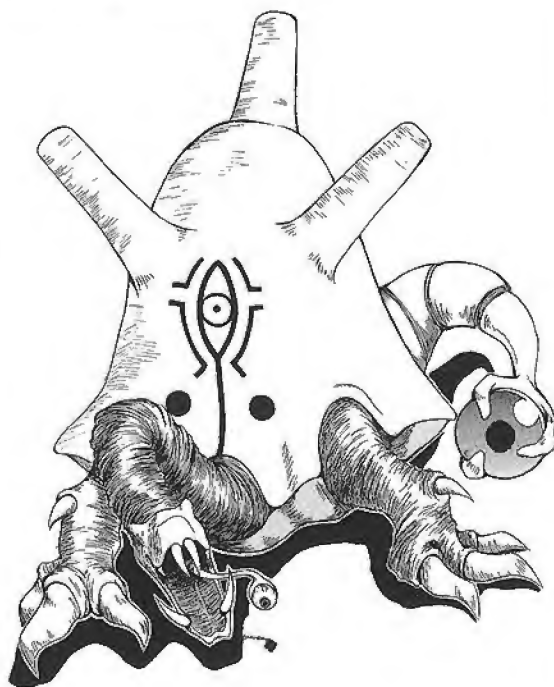
[People] No one in particular

[Contents] Finally, the Angel has arrived. The battle with the Angel will be tomorrow. Use today to make your final preparations.

[How to solve] Resolve using the procedure for fighting on page 110 (the Battle of Tokyo 3).

[Results] The result of the war is its own result. Is there a happy ending waiting for you?

The Angel Iblis



Special rules for the current Angel

Here, we will explain the Angel's characteristic just as we did in Scenario 2. However, the Angel in Scenario 3 is a special Angel, so there are differences in describing its powers.

The strength of the Angel, how to conduct the battle and the order of the operation will be explained in order.

The Angel Iblis

If this Angel was attacked by the Russian army it will have evolved. Use whichever form is appropriate to the situation.

Before evolution

[Number of attacks] 1

[Number of Cards] 1

[AT Field] Special

[HP] 12

After evolution

After receiving the attack of Russia's new type of N2 bomb, the Angel's ability is enhanced.

[Number of attacks] 1

[Number of Cards] 1

[AT Field] Special

[HP] 15

Special Features

This is an angel with a body like a turtle, a long neck and 3 humps on its back. Each of these 3 humps can generate a separate AT Field used for defense and attack.

When used for defense, it is a 3 layered barrier, and when used for attack, it is a weapon with an AT field effect.

In addition, it can use its tusks to burrow into the ground.

Special attack

"AT Field Resonance Attack"

This is a strange attack that appears as if an Aurora is attacking. The Angel's multiple AT Fields are concentrated and intertwined for use as a weapon.

During this attack, the Angel cannot carry out its usual attack. When used, it hits all three EVAs for one combat card worth of damage each.

Like many of the Angels in the TV series, this Angel has special abilities. But at first Misato and the others will not know what they are. It is only possible to learn about them through the information learned in Russia and during actual combat. The Commander must be careful not to let it slip out.

Battle with Angel

Since this Angel has special capabilities, it requires special operations to fight it. Here I will explain how to fight this Angel.

The kind of operation depends on whether this is the first battle or the second battle with the Angel. Please be careful to keep track.

Siberian War

This is the first battle between the Angel and the EVAs. The battle should start normally. However, since the Angel can set up triple AT fields, even if the three EVAs combined manage to negate the AT Field, only one EVA can attack (ignore additional damage). Misato rolls for [Operation Commander] and if she succeeds, she notices some abnormal readings. However, immediately after that, the Angel starts using its "AT Field Resonance Attack." The Commander should point out that the only logical choice here is to immediately withdraw. Misato again rolls for [Operation Commander], and if she succeeds, the EVA units are withdrawn at the end of the turn and any damaged bodies recovered. They will be returned to NERV Headquarters along with the return of Misato or Ritsuko. Note: At this point, the Commander should say, "It has a special AT field and a strange attack. You need to discover the true power of the Angel before the next attack."

Moreover, since this battle is not held in Tokyo 3, NERV Headquarters is not affected. Please ignore any NERV HP damage described in the [Operation Commander] table of Misato.

To defeat the Angel

After being defeated by the Angel, Misato and Ritsuko analyze the attack and learn the true power of the Angel. Tell them about the triple AT field and its Resonance Attack. In addition, if the ability to move in the ground is not yet revealed, it is possible to learn that it has this hidden ability. It can be learned from the Russian branch if they are at Stage 3. If not, then after the initial defeat in Siberia, Misato or Ritsuko can make the connection and begin to plan operations for the protection of NERV Headquarters. This action plan is called Plan A.

Strategic Planning

During Step 6, Misato may roll the dice at NERV headquarters, and if successful, she can proceed with advancing a strategic Plan to defeat the Angel.

When she succeeds for [Operation Commander] in Strategic Planning, it does not mean that the HP of NERV will rise. Misato must tell the Commander clearly before she rolls the dice, whether she intends to pursue Strategic Planning or Increasing NERV's HP. Depending on how many times [Operation Commander] was successfully rolled to develop a strategic plan, different possible operations will be available.

Please record how many times Misato succeeds in the calendar.

Let's introduce the different Strategic Plans.

PLAN A

[Outline] The three EVAs will be engaged in close combat at the same time and all three AT Fields of the Angel will be neutralized.

[Planning time] In Strategic Planning, if [Operation Commander] is successful only 1 time, this plan becomes feasible.

[Effect] Joint AT field attack. The EVAs can disable the AT Field's special attack and can fight in the normal way. However, if an EVA is damaged, the AT field of the Angel will be revived during the next minute. Further improvements to this plan may be required.

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CHAPTER 4
THE DEAD SEA SCROLLS • MAIN SUBJECT



PLAN B

(Plan A modified version)

[Outline] This operation is a modified version of Plan A. It is unlikely that the AT field of the Angel can be neutralized for long even with three Units. Therefore EVA Unit 01 will be equipped with an n2 bomb. Unit 01 will attempt to plunge the bomb through the open AT Field and detonate it.

[Planning time] In Strategic Planning if [Operation Commander] has been successful three times, this plan becomes feasible.

[Effect] If successful the attack does 4 Battle cards of damage to the Angel and destroys the AT field generator humps, permanently disabling the AT field attack. The Angel still has an AT Field for Defense. When Asuka, Rei and Shinji all succeed in [EVA Manipulation] in the same minute, it is possible to set off the explosives. The EVA that deploys the n2 bomb sustains 1 card of damage and the n2 is gone.

PLAN C

[Outline] The three AT Fields that work together are delicately balanced, and their resonance can be destabilized, disrupting the effect and causing self-destruction.

[Planning Time] In Strategic Planning if [Operation Commander] succeeds 2 times and have the Utility Card "AT Field Max Power" you will be able to execute Plan C.

[Effect] One of the pilot must enter into close combat, use the Utility Card "AT Field Max Power" and roll for [EVA Manipulation]. If successful, the attack immediately inflicts 1 battle card damage and disables the Angel's AT field Attack for the next remaining minute and the next.

PLAN D

[Outline] This is an operation to prevent the Angel who is submerged in the ground from directly attacking the Geofront. If the players do not know about the Angel's ability to travel underground, this operation cannot be planned. In the war zone, one EVA body will be buried in advance and the other EVAs used to lure the Angel there. If the Angel tries to escape into the ground, the buried EVA will stop it using its AT Field.

[Planning Time] In Strategic Planning if [Operation Commander] succeeds 3 times in total, you can execute this Plan.

[Effect] This prevents the Angel from escaping into the ground.

PLAN E

(Plan D modified version)

[Outline] To prevent the Angel from diving into the earth, N2 mines have been buried in the area.

If the characters do not know about the Angel's ability to travel underground, this operation cannot be planned. The n2 Mines are buried in the ground in the war zone in advance, and the Angel is lured into the area. The explosives will deter the Angel from attempting to dive underground.

[Planning Time] In Strategic Planning if [Operation Commander] succeeds 4 times in total, you will be able to carry out this plan.

[Effect] The Angel will sense the n2 bombs and recognize the trap. However, because using n2 bombs inside the city is impractical, the mines will not be detonated. But the Angel doesn't know that and will not go underground around them.

Battle of Tokyo 3

(Or the Battle of Tokyo 2 if Misato decides to fight there)

This is the 2nd battle between the Angel and the EVAs. The method of battle is the same as the first time, but if one of the planned operations (A, B or C) is not used, it is not possible to defeat the Angel. The Angel cannot be damaged as long as its AT Field remains. In addition, the Angel's special AT Field Resonance Attack can be performed every other minute (at 2 minutes, 4 minutes, etc.) from the beginning of the battle.

The Angel cannot be damaged as long as its AT Field remains. In addition, the Angel's special AT Field Resonance Attack can be performed every other minute (at 2 minutes, 4 minutes, etc.) from the beginning of the battle.

As the Battle begins, you must choose one of the available plans (A,B or C) to deactivate the AT field and either plan(D or E) to protect NERV.

When the Angel's HP is less than half, it will try to escape into the ground to attack the Geofront directly. Unless Plan D or E is used to prevent it, the Angel will then attack NERV Headquarters from underground. In this case, it is "game over." This time the war all depends on the planning and preparations taken during the daily routine. I'm sure Misato will be busy, so let's all work together as much as we can.

Conclusion

This third Scenario is a stand-alone battle with the Angels.

If NERV Headquarters is not destroyed and the Angel is defeated, life goes on.

However, if the Angel passed through Tokyo 2, NERV will later be subjected to considerable harassment by the Japanese government. Gendou and Deputy Commander Fuyutsuki won't care, but Misato will be put in a position to receive the direct verbal abuse and Ritsuko will needle her about it mercilessly (laughs).



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CHAPTER:4
THE DEAD SEA SCROLLS·MAIN SUBJECT



DEAD SEA SCROLLS

Scenario 4

“MARIE RETURNS”



The contents of this adventure are a continuation of Scenario 2 of the Dead Sea Scrolls. So, in order to play this fourth scenario, you need to play the second scenario. You may choose to carry over the starting values from that game. If you have played Scenario 3 in between, you can carry over the values from there as well.

Story Line

Tokyo 3 is the target of a terrorist organization. The power supply of the EVAs will be the next asset to be destroyed by these elusive ghosts. Without knowing where their base is, it is impossible to grab the tail of the terrorist organization, and the damage is only increasing. But the chaos doesn't stop there. In the middle of the counter-terrorist activities, an Angel suddenly appears. Fortunately, the initial attack of the Angel was repulsed, but as long as the power supply of the EVAs is not secured, the Angel cannot be defeated. But soon after, information arrived that an electronics genius in the development team of the Chinese NERV branch had developed a super high performance battery. That genius is coming to Japan with the equipment. Will the battery arrive in time? Can Misato root out the terrorist organization? Are Shinji, Rei and Asuka capable of defeating the mighty Angel? The decisive battle for Tokyo 3 begins at dawn

Game Start Conditions

There are 6 Starting conditions.

- Calendar Information
- How to set up the Event Cards
- Place the Location cards
- Utility cards used
- Set starting values
- Special rules for the current Angel

Let's explain each in turn.

● Calendar Information

The game starts on October 7, 2015. October 7 is a Wednesday. Please write this on the calendar.

● How to set up the Event Cards

This time, the card "EVA Outdoor Practice" is not used. You will use all 20 of the remaining cards.

How to set up the Event Cards

The cards other than "Outdoor Training" should be divided into 3 stacks.

Stack I.
"Special" 1-4
"Angel Attack!"

Stack II.
"Special" 5-8
"School Activities"

Stack III.
The remaining cards

Shuffle Stack III. From Stack III Put 5 cards on Stack I And 5 cards on Stack II On both the mountains of I and II Making each stack bigger.

5 cards go on Stack I

And 5 go on Stack II

Stack the two in this order

It's complete!

I don't know what went wrong.

Are you an idiot?

Event Card List

Card name	Page
Come Now! Gendou's Orders! 1	114
Come Now! Gendou's Orders! 2	115
Kaji's Here! 1	116
Kaji's Here! 2	117
UN Oversight Committee	118
School Activities	118
EVA Harmonics Test	119
Angel Attack!	120
Special 1 Terrorist Bomb Attack	120
Special 2 Power Building Explosion	121
Special 3 Everyone's here for a picnic	122
Special 4 Cockroach Invasion	123
Special 5 Explosive Terrorist Attack	123
Special 6 Preparations for the final battle	124
Special 7 Stop the runaway train	125
Special 8 Home Visit on a Turbulent Day	125

Divide the cards into the following 3 stacks.

Stack I. Special 1-4 and "Angel Attack!" (5 cards)

Stack II. Special 5-8 and "School Activities" (5 cards)

Stack III. The remaining 10 cards go in a third stack.

When you have finished turn the cards over and follow the instructions below.

Step 1. After stack III is shuffled, take 5 cards and put them on Stack I and put 5 cards on Stack II.

Step 2. These stacks are overlaid, with Stack I on top of Stack II respectively, so the two are combined.

Step 3. Make sure that Stack I is on top of Stack II.

Once the above is done, the stack is completed. Let's not make any mistakes (See the illustration on page 113).

Note: The Angel is in the top half of the stack. This is so it will make its first attack early in the story, then settle to the bottom of Lake Ashinoko to recharge. The final battle will take place when the Angel reemerges at the end.

- **Place the Location cards**
Use the following 6 Location Cards.

NERV HQ Geofront
Tokyo 3 Middle School
Misato's Apartment
Tokyo 3 Downtown
Lake Ashinoko / Flooded City
Hilltop Park / The Old City.

Place them appropriately on the map.

- **Utility cards used**
This time, you can use all the Utility cards. Please place them next to the map.

- **Set starting values**

This time,
NERV HP starts at 40
EVA HP starts at 2 for all the Units

Record this in the calendar.
Also, you can use the values from the previous scenario if you wish.
Once this is done, preparation is complete. You can start the game at any time.

Contents of the Event Cards

Since the Commander who is reading this has already read the contents of Scenario 2, it is not necessary to give detailed explanations.
Let's get into the description of the contents of the card.

Come Now! Gendou's Orders! ①



[Location] NERV headquarters

[People] All members of NERV

[Contents] Gendou calls each person before him and asks for the progress of their work.

[How to solve] Do not roll the dice. Each character must state the current value of their Harmonics, NERV HP or EVA HP respectively.

[Result] The result will be different depending on each person. Let's explain it in order.
In the case of Misato: if the HP of the NERV is more than 70, Gendou is satisfied and she can return to work. There is no change in stress. If it is less than 70, Gendou will stay silent. This is more intimidating than being lectured. Misato's Stress rises by 3.
In the case of Ritsuko: If the HP on any EVA Unit is less than 3, her Stress rises by 3.

If all of the EVAs have 3 or more EVA HP, then there are no issues. Her stress does not change.

In the case of Asuka: If her harmonics are 3 or more, Gendou says nothing in particular. Her stress does not change. If she has 2 or under, Gendou will say "It seems that your results are not as good as Shinji's." Her stress will rise by 3.

In the case of Rei: Regardless of her harmonics, Gendou will give her a kind word and a slight smile. Her stress will decrease by 3.

In the Case of Shinji: If his harmonics are 2 or less, Gendou will say "Your lack of power causes me to lose hope." Shinji's stress will rise by 5. If his Harmonics are 4 or more, Gendou says, "We are fortunate for this child." The words of Shinji's father boost his confidence. His stress becomes zero and his stress will not rise from this day through the end of the week no matter what.

Come Now! Gendou's Orders ②



If the Angel in Scenario 2 of the Dead Sea Scrolls was reduced to zero HP and exploded, the battle site became the Second Lake Ashinoko. Use the "Second Lake Ashinoko" location card. If you defeated the Angel with the "Instant Kill!" Battle card, the Angel did not explode and can be recovered. Flip the location card around so that it is now the "Angel Recovery Site." The contents differ depending on the case.

Note: if the Angel in Scenario 2 exploded, but the Angel in Scenario 3 was defeated with the "Instant Kill!" Battle card, then the Recovery Site for that Angel may be used.

If the Second Lake Ashinoko was created:

[Location] NERV Headquarters

[People] All members of NERV

[Contents] Gendou appears before everyone. But this is more than just a briefing, as he will continue to supervise Misato, Ritsuko and the children as they work at their assignments.

[How to solve] No one knows what Gendou is actually thinking. That's what wears on them. Each person must roll the dice for [Calmness] to see if they can do their jobs as usual. But because Gendou always has a smile for Rei, she does not need to roll.

[Results] Any person successful in [Calmness], can do their job as usual. They may roll for [EVA Synchro], [Operation Commander] or [EVA Support] respectively. Any person who fails [Calmness] will not be able to do their job because of the intimidating presence of Gendou. In this case, Misato, Ritsuko and Asuka's stress rises by 1. Shinji's stress rises by 3.

If the Angel in Scenario 2 or 3 did not explode and can be recovered:

On the map, place the location card for "Second Lake Ashinoko / Angel Recovery Site" or "Third Lake Ashinoko / Angel Recovery site" (whichever is more appropriate).

[Location] Angel Recovery Site

[People] One of the pilots (Misato decides which), Misato, Ritsuko.



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CHAPTER 4
THE DEAD SEA SCROLLS-MAIN SUBJECT

[Contents] As a result of a long-term investigation, it was confirmed that the body of the Angel had an s2 organ that could be removed with no risk of explosion. The body which had been left in place was subjected to antiseptic treatment and prepared to be taken into the Geofront.

The work will be carried out in the presence of Gendou, and one EVA unit is mobilized to assist with transporting the body and reacting to any emergencies. Initially, the work seems to be proceeding smoothly, but suddenly the site is engulfed in flames. Explosives have been detonated.

[How to solve] Each person will do a different thing. It is the job of the pilot to carry the Angel into the Geofront quickly with no damage. Roll the dice for [EVA Manipulation]. Misato must take control of fire suppression and evacuation. Roll the dice for [Operation Commander]. Ritsuko is under the command of Misato and must find out if there are any more explosive devices. Roll the dice for [Observation].

[Results] The results will be different in each case, and the explanations should be made in order.

If the pilot fails [EVA Manipulation], the EVA loses its balance and drops the Angel into the flames. NERV will not be able to recover the Angel and the pilot will be blamed for the catastrophe. The pilot's stress rises by 3. If successful, the EVA escapes the flames and brings the Angel into the Geofront. The pilot's stress lowers by 3 for a job well done.

If Misato fails [Operation Commander], the flames will spread to the surrounding buildings. Reduce NERV HP by 10 and increase her stress by 1. If successful, the damage is minimized. Her Stress lowers by 1.

If Ritsuko fails [Observation] she will be caught in a second explosion. Her next 2 days must be spent at the hospital. After resting in the hospital, her stress goes down to zero. But for 2 days, no matter what happens, she will not be able to leave the hospital or perform other actions.

If successful, she will find several other explosives, and NERV Security will disarm them. Her stress lowers by 1. If a terrorist attack has happened before, Ritsuko's examination of the bombs reveal they are the same as those used before. But a subsequent investigation fails to identify the perpetrators.

Kaji's Here! ①



[Location] NERV headquarters

[People] All members of NERV

[Contents] Everybody needs to take a break once in a while. When the characters go to the lobby where a vending machine is located, they find Kaji treating Maya to a snack.

[How to solve] Misato and Ritsuko roll for [Calmness]. The three pilots are not required to roll the dice.

[Results] Each person's reaction is different. In the case of Misato: If she is successful for [Calmness], she will be able to say to herself "I am a good person and I am proud of myself for staying calm." Her stress rises only 1. If she fails, she will not be able to stand the sight and feel guilty for feeling jealous. Her stress rises by 3. In the case of Ritsuko: If she succeeds for [Calmness], she laughs at the behavior she witnessed. There is no change in stress. If she fails, she is not pleased to see her subordinate being so frivolous when there's so much work to be done. Her stress rises by 2. In the case of Shinji: Seeing how easy it is for Kaji to speak to a woman makes Shinji uncomfortable. His stress rises by 1. In the case of Rei: She pays no attention to them. Her stress is unchanged. In the case of Asuka: She's too angry to ask questions. Seeing Kaji and Maya together, eating and laughing, causes her deep anger. Her stress rises by 3.



Kaji's Here! ②



[Location] Tokyo 3 Downtown

[People] Any person Downtown

[Content 1] As you walk around downtown, you are surprised to find a familiar face who is also wandering around the city.

[How to solve 1] Roll the dice for [Observation].

[Result 1] If anyone succeeds in [Observation], there will be a brief moment, when they feel that Kaji's mind is elsewhere. If asked, he doesn't want to talk about it. But right after that, he makes an invitation to them, saying "I know a good tea shop. How about we take a break and grab some tea?" Proceed to [Content 2]. On the other hand, if no one succeeds at [Observation] Kaji does not make the invitation and the matter ends at this point. If it ends here, Asuka's Stress is 3 lower. Shinji and Misato are 1 lower. Ritsuko and Rei do not change. Note: If everyone fails, it is still possible to follow him to the Tea shop, as his deception raises interest in them. In this case, they will see him enter the Tea Shop.

[Result 2] If Kaji invited anyone to join him, he brings them to a tea shop.

When they arrive, they go to the back of the shop. The waiter comes and gives them menus. Kaji quickly asks for an espresso. The waiter nods slightly, indicating understanding, and then takes Kaji's menu. Kaji tells the others, "The Espresso coffee here is really good. First, try the taste. If you don't like it, just order something else."

[How to solve 2] Roll the dice for [Calmness].

[Result 2] Anyone successful in [Calmness], will notice that something doesn't fit.

Looking at the menu, it is noticed that Espresso is not on it. Also notice Kaji's behavior and words don't quite feel natural. Other than that, nothing else seems strange. Note: It does not matter if the person orders Espresso or something different. What matters is they notice the discrepancy in the menu and Kaji's behavior.

If the person fails, they will not notice the subtle difference. In either case, the Espresso is absolutely excellent. The stress is reduced by 3 points.

Note: This store is a front for the Terrorist organization. Kaji has come to gain the Terrorist organization's cooperation. Therefore, it was not the menu that was the message delivered to the store, but what Kaji said. It was a way to covertly communicate with them. "Espresso" was the code that means "maintain neutrality" in regard to the series of terrorist incidents occurring at this time.

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CHAPTER 4

THE DEAD SEA SCROLLS • MAIN SUBJECT



UN Oversight Committee



[Location] Tokyo 3 Downtown

[People] All NERV members

[Contents] The UN Oversight Committee has come to do an inspection. As Operation Chief, Misato does downtown to meet them. In the middle of the meeting, in the building that Misato he just entered, she and the UN Committee are caught in a terrorist bomb attack.

The building doesn't collapse, but the base is cracked and it's only a matter of time before the whole structure comes down. The elevators and stairs of the building are blocked, so it is impossible for Misato and the others to escape by themselves. In order to rescue Misato in this emergency, a rescue sortie is ordered for all the EVA Units.

[How to solve] Each person's case is different.

Ritsuko must take over EVA command for Misato, saying "I don't have the ability to command during combat, but we will make an exception this time." When she rolls for [Operation Commander] she must treat it as a Weakness. In other words, only 7 is a success.

The pilots are in charge of the actual rescue. Please roll the dice for [EVA Manipulation]. In the meantime, Misato has to calm the commotion, which is not easy when the floor is gone, so it is difficult to succeed. She must roll the dice for [Negotiation]. [Results] Depending on the outcome of Ritsuko's [Operation Commander], the conditions for rescue will change. If successful in [Operation Commander] and if two pilots in the EVAs succeed in [EVA Manipulation], it is possible to safely rescue Misato and the others. If Ritsuko fails her roll for [Operation Commander], the EVA operations are not successful and they could not rescue the Misato. Ritsuko and the EVAs get two chances. If the rescue is not accomplished on the second try, the building collapses. Even if the damage is minimized, Misato was injured and admitted to the hospital for 2 days. Upon release, her stress is zero, but she could not perform any actions during the two days.

Moreover, even if the rescue operation succeeds, if Misato fails in [Negotiation], an inspection committee member falls through the floor. You want everyone rescued, so be careful.

If successful, they will all share joy for a safe outcome. Let all participants stress be 3 lower. If they fail, the participants other than Misato will feel the responsibility. Their stress rises by 3.

School Activities



[Location] Tokyo 3 Downtown

[People] Shinji, Rei, Asuka

[Contents] Due to the recent terrorist attacks, there have been even more deaths than when an Angel attacks, and the number of children who have lost both parents is increasing. So the students at the Middle School decide to organize a joint party with an elementary school in the city.

[How to solve] Shinji and Rei roll the dice for [Observation]. Asuka is not required to roll.

[Results] As an extrovert, Asuka finds herself popular with the elementary students. Since Asuka thrives on being the center of attention, her stress lowers by 2. In the case of Shinji and Rei, they don't fit in at the party and drift away from it. If either of them is successful in [Observation], they find a second grader who doesn't seem to have any friends except for his pet dog. Feeling a kindred sympathy for a lonely person like themselves, makes them feel a little more adult.

The second grader shows the two treasures that his dog collects from various places. Among them, is a chewed-on menu for a restaurant. Looking inside, they discover it is not just a menu but a map showing the location of the EVA power supplies in the Tokyo 3 area and a plan for attacking the power generating mirror buildings. The date of the attack is October 27. The fact that no one knew the secret headquarters of the Terrorist Organization was one of the factors that made it difficult to carry out an investigation. However, this has revealed that the restaurant is their base. The unexpected discovery lowers their Stress by 2. If they fail [Observation], they will have an uncomfortable time at the party. Their stress rises by 2.

EVA Harmonics Test



[Location] NERV headquarters

[People] All members

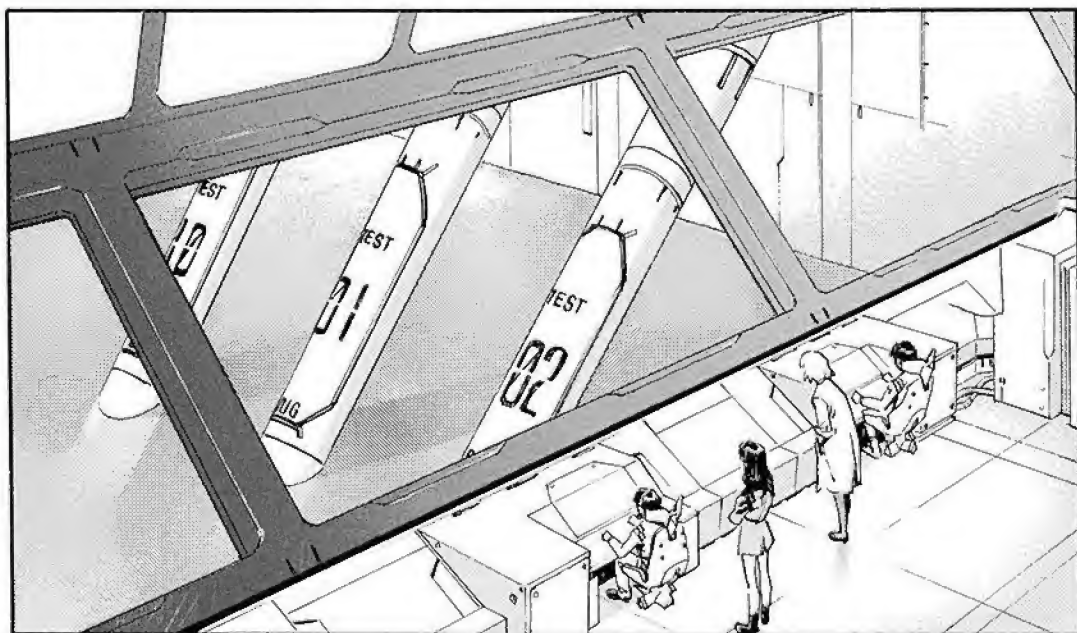
[Contents] All the pilots are called in to participate in an EVA harmonics test.

[How to solve] The 3 pilots roll for [EVA Synchro]. If anyone fails [EVA Synchro], Ritsuko must follow up by rolling the dice for [EVA Support]. Misato does not roll the dice. The results of the dice thrown by the other people will change her outcome. It's tough to be the Commander.

[Results] Each pilot who succeeds in [EVA Synchro], raises their Harmonics by 1, and their stress decreases by 2.

Those who fail [EVA Synchro], and if Ritsuko also fails [EVA Support], the harmonics of those pilots will be 2 lower, and their stress will rise by 3. If Ritsuko's roll for [EVA Support] is successful, the pilot's stress will only rise by 1. The stress of Misato and Ritsuko changes depending on how many pilots succeed in [EVA Synchro]. If all 3 succeed, their stress will decrease by 3. If 2 people succeed, their stress will decrease by 1. If only 1 person succeeds, their stress will rise by 1. If all members fail, their stress rises by 3.

Please note that there is no relationship between Ritsuko's [EVA Support] success or failure with the stress of Misato and Ritsuko.



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CHAPTER 4
THE DEAD SEA SCROLLS • MAIN SUBJECT

Angel Attack!



[Location] Anywhere in Tokyo 3

[People] All NERV members

[Contents] Suddenly, the Angel attacks. The Angel has the appearance of a thorny sphere floating in a light-yellow liquid, reminiscent of a moving animal cell.

[How to solve] The EVAs attack. The pilots should roll for [EVA Manipulation].

[Results] When the EVAs attack, the Angel's AT field opens up, and the liquid inside sprays out. The liquid is a strong acid. If [EVA Manipulation] succeeds the EVA's dodge and their HP will only be reduced by 2 HP.

But even if an EVA has HP remaining, it will stop working until the acid is rinsed off. If you fail [EVA Manipulation], the EVA HP is reduced to zero and it stops functioning.

After releasing the acid, the Angel dives to the bottom of the Third Lake Ashinoko (or the Second Lake Ashinoko if there is no third lake), without attacking again. At the bottom of the lake, the Angel stops all activity.

Note: The Angel is actually making acid by taking in the lake water. Ritsuko should roll for [Studying]. If she succeeds, then later that same day, she goes to the lake to investigate, and can see that the lake water is gradually becoming acidic. She can also estimate that the Angel will wake up on October 30 by examining the rate at which the water is turning to acid.

Special ① Terrorist Bomb Attack



When you draw this card, please place the "Restricted Area" location card on the map.

[Location] Restricted Area

[People] Misato, Ritsuko

[Contents] The power cable for the EVAs and the buildings where the outlet is stored will be destroyed. If this takes place after the Angel Attack, it is a building that hangs down like a chandelier from the roof of the Geofront, so it is a place where it is absolutely impossible for the general public to gain access.

[How to solve] Misato must take the command of the fire suppression activities. Roll for [Operation Commander]. Ritsuko examine the area to see if there are any other explosive devices. Roll for [Observation].

[Result] If Misato succeeds in [Operation Commander], the explosion damages some of the electrical system, but the complete destruction of the building itself is prevented. There is no change in stress.



If she fails, the building collapses and NERV suffers significant damage. NERV's HP is reduced by 10 and Misato's stress rises by 2. If Ritsuko succeeds in [Observation], it will be possible to find and remove several plastic explosives. If she fails, she will not be able to find the bomb, and she will be caught in the 2nd explosion. She must be hospitalized for 2 days after being injured. When she leaves the hospital, her stress will be zero, but she cannot perform any actions during those two days. If she finds the bomb, roll for [Studying]. If successful, she knows that it is a highly advanced military bomb. Moreover, although the invasion route was found, the criminal's fingerprints were not left behind.

If this is the 2nd time you have found a bomb, you will definitely be able to determine it was built by the same criminal as the previous bomb. It is also almost certain that it is a terrorist organization, not an individual or a small number of perpetrators. However, there are still some important points that remain unknown such as the identity of the organization, their motives and where the bomb came from.

Note: When this is over, you should remove the location card for the "Restricted Area" from the map.

Special ② Power Building Explosion



When you draw this card, please place the location card for the "Restricted Area" on the map.

[Location] Restricted Area

[People] Misato and 3 pilots

[Contents] This is a very serious matter. The building that houses the electrical outlet and the power cable that plugs into the back of the EVA, called a power supply building is attacked. At the same time several other power stations explode. It is the biggest terrorist incident so far. Moreover, these buildings hang like chandeliers in Geofront ceilings when the city is in a warlike state. There is a risk that these will fall due to the explosion. We have to hurry.

[How to solve] This is done differently for each person. Let us explain them in order. Misato must take the lead in extinguishing the fires. She doesn't have to supervise at the location, but her leadership will determine how much damage the others sustain. Please roll the dice for [Operation Commander] 3 times.

Even if Misato's leadership was successful, the scope of the attack is too wide, so damage will be done. Pieces of the damaged buildings rain down from the Geofront's ceiling on NERV HQ below. It is possible even entire buildings will fall. It is the role of the pilots of the EVAs to stop this. However, the dice do not need to be rolled.

[Results] Depending on how many times Misato's [Operation Commander] rolls were successful, the situation will change. The damage results will be multiplied by 10 and applied as NERV HP according to the following method. If all three rolls were successful, only a few building pieces fall. The damage from falling objects is 3.

If she succeeds twice, noticeably large portions of the buildings fall. Damage from falling objects is 4.

If she succeeds only once, an entire large building drops. The damage is 5.

If she does not succeed at all, several buildings fall. The damage is 7.

In response, the EVA pilots each draw a battle card to try to block the falling debris from hitting NERV HQ. The sum total of the damage on the cards is applied against the damage done by the falling buildings. For example, if all 3 pilots draw a "Small Hit" (1 point of damage), they are able to intercept 3 HP worth of damage before the falling debris hits NERV HQ.

In this case, if the damage done was 4 HP, then 1 damage will be done to NERV HQ, because the EVA's only blocked 3 damage.

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CHAPTER 4
THE DEAD SEA SCROLLS-MAIN SUBJECT

After determining how much HP damage was done, you must multiply by 10 to find the amount of NERV HP lost. (For example, the formula here would be "(Damage - EVA blocked damage) X 10. Therefore $(4-3) \times 10 = 10$ NERV HP damage). If the damage from falling debris had been "7" then the NERV HP lost would be 40 because $(7-3) \times 10 = 40$ NERV HP. If NERV HP does not decrease at all, the stress of all members lowers by 3. When NERV'S HP is damaged, the stress rises by 1 for every 10 NERV HP lost.

After the completion of the Event, Misato can search the site. If [Observation] succeeds, she will know that the bomb was military grade. Also, when the bomb exploded, the city was in a defensive state with the buildings retracted below ground. But when the bomb was planted it had to have been on the surface. After this incident, 90% of the power supply systems to the EVAs have been destroyed. This is a devastating blow. Recovery requires at least a full month.

Note: when this is over, remove the location card for "Restricted Area" from the map.

Special ③ Everyone's Here for a Picnic



This matter applies after all the procedures for the day have been completed, after Step 7 "Record in the calendar."

[Location] Misato's Apartment

[People] Shinji and those he invites

[Content 1] When he returns to the apartment at the end of the day, Shinji finds Touji waiting for him at the entrance. Touji tells Shinji that his little sister, who was injured and hospitalized, now has permission to go outside, and she would like to invite everyone on a picnic this Sunday. She wants Shinji to come along.

[How to solve 1] if Shinji wants to decline this, he must roll the dice for [Negotiation] and succeed. Otherwise, he will definitely go to Lake Ashinoko. Of course, he doesn't have to roll the dice if he doesn't want to turn it down. "I think it's going to be a great experience," Touji said. If Shinji decides to go, he may then invite any of the other people. If anyone wants to decline the invitation, they must roll for, [Negotiation]. If they fail, they will go. If they accept Shinji's invitation, they don't have to roll the dice for [Negotiation].

[Result 1] If Shinji refuses the invitation he says, "Really? I'm sorry I have to say no. I'd rather not." Touji leaves, feeling rebuffed. Shinji feels bad about it and his stress rises by 2. Anyone who refuses Shinji's invitation has their stress rise by 1. Anyone who will go to Lake Ashinoko, there is no change in stress. Don't forget to record it on the next Sunday of the calendar.

The Commander should not read the text below until Sunday when the picnic takes place. Please proceed to the next [Content 2].

[Content 2] The day of the picnic was a beautiful day. The sun was out and there was a light breeze that was pleasant. It was ideal.

[How to solve 2] Everyone rolls the dice for [Negotiation] to determine if they had a good time.

[Result 2] Anyone successful in [Negotiation], goes along with Touji's little sister completely. She is a bright and good-natured girl and her heart is always pure. Anyone who participated in the picnic and succeeded in [Negotiation] lowers their stress by 1. Anyone who failed [Negotiation] found it boring. At the end of the day, their Stress rises by 1.

Special ④ Cockroach Invasion



This event takes place after all the steps of the day have been completed, that is, after Step 7 "Record in the calendar."

[Location] Misato's Apartment

[People] Shinji, Misato, Asuka

[Contents] Just before dawn, Asuka woke up for a drink of water and heard a strange sound. She quickly turned the lights on and saw something scurrying behind the furniture like a black river. Its true nature was the world's most hated thing: cockroaches. They've multiplied in great numbers because of the trash and dishes stacking up (a whole month's worth). If the housemates don't do something, they're going to start getting sick living in such a filthy place.

[How to solve] Because of the terrorist fuss, cleaning services are not working. They'll have to clean up the place on their own, rolling for [Daily Life] to do the cleaning.

[Results] When [Daily Life] succeeds a total of 3 times, the cockroach infestation is over. The successes can be all in one day or spread over successive days. It may take a while to finally eradicate the cockroaches from Misato's Apartment. However, they cannot sleep in the apartment until they have achieved those three successes. They must spend each night at NERV until that happens, where their Stress rises by 2 nightly.

Special ⑤ Explosive Terrorist Attack



[Location] Tokyo 3 Downtown

[People] Misato, Ritsuko

[Contents] During the day, suddenly, there are explosions in the roads where the power cables and connections for the EVAs are stored. If the situation is not cleaned up immediately, there will be a lot of problems such as traffic jams, and it will become an unacceptable situation.

[How to solve] Misato must pour her full force into the situation. Roll the dice for [Operation Commander]. Ritsuko must examine the location to see if there are any more explosives. Roll for [Observation].

[Results] If Misato succeeds in [Operation Commander], the electric system has been damaged, but the collateral damage is minimized and the worst is avoided. She has no change in stress. If she fails, the city's infrastructure is paralyzed. NERV'S HP will drop by 10 and Misato's stress rises by 2. If Ritsuko succeeds in [Observation], it will be possible to find and remove several plastic explosives. If she fails, she will not be able to find the bombs, and she will be caught in a 2nd explosion. She must be hospitalized for 2 days after being injured. When she is released from the hospital, her stress will be zero, but she will not be able to take any actions during those two days.

If she finds the bomb, roll for [Studying]. If successful, she knows that it is a highly capable military bomb. If a Terrorist incident has happened before, it is determined that it was the same perpetrator as the last time.

It is also almost certain that it is an organized terrorist act, not that of an individual or a small group. Given their knowledge of the layout of the power grid, it can be deduced that the terrorists are either citizens of Tokyo 3, part of NERV or a group of people in the United Nations.

However, they still do not know what is the motive for the attacks, where the base of the organization is, how the attacks are connected and where the bombs are coming from. Note: When this Event is over, remove the "Restricted Area" location card from the map.

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CHAPTER 4
THE DEAD SEA SCROLLS • MAIN SUBJECT

Special ⑥
Preparations for the final battle



If you draw this card, please place the "Angel Recovery Site" location card on the map.

[Location] Angel Recovery Site

[People] Misato, Ritsuko

[Contents] As a result of discussions with Marie, an operation was planned to defeat the Angel which is manufacturing strong acid at the bottom of the lake. The operation proceeds according to the following plan.

1. Make a pitfall trap in the middle of Tokyo 3.
2. Lure the Angel into the hole and use one of the EVA Units to keep it stationary.
3. Another EVA neutralizes the AT Field of the Angel. Because this EVA will be in the direct line of fire of the Angel's acid, it should be equipped with the D Type extreme environment suit.
4. The third EVA will be equipped with an injection gun which is already being planned, which it will plunge into the hole that was opened in the AT field in step 3.
5. Through the injector, a large amount of strong alkaline water is introduced, changing the strong acid into neutral water.

After the strong acid is neutralized, the EVAs should be able to fight normally.

In order to carry out this operation, Misato will supervise construction of the pitfall while Ritsuko must develop the alkaline water solution and the injector.

[How to solve] For Misato's pitfall, she can use the large hole that was opened by the Angel destroyed in the Second Scenario.

However, the surface must be coated so that it can withstand the acid. Roll the dice for [Operation Commander]. Since Marie and Maya can create the water solution, Ritsuko can devote all her energies to the development of the delivery weapon. Roll for [EVA Support].

[Results] Neither project can be completed in a single day. Misato's pitfall will be completed if she succeeds for 2 days rolling for [Operation Commander] while at the "Angel Recovery Site" location. It does not have to be two continuous days. It can take place over successive days as long as she is successful twice. Ritsuko's new weapon will be completed after 2 days of successful [EVA Support] at NERV headquarters. Like Misato, these days do not need to be consecutive. It does not matter how many days she takes off in between as long as she succeeds twice.

In each case, as each of them completes her responsibility, that person's stress will decrease by 3.

Special ⑦ Stop the Runaway Train



If you draw this card, place the location card for "New Hakone Yumoto Station" on the map.

[Location] New Hakone Yumoto Station

[People] Shinji, Ray, Asuka

[Contents] The ultra-high-performance battery designed by Marie arrives today. It is being transported on a cargo train, but the train runs away for unexplained reasons. The EVAs are urgently dispatched, to stop the train.

[How to solve] All EVA pilots must roll for [EVA Manipulation] three times.

[Results] The dice will be rolled a total of 9 times (3 times for each of the 3 pilots) of which 5 must be successful to stop the train.

If successful, the train will be stopped and the pilots' stress is reduced by 2.
If they succeed 4 or fewer times, they are still able to stop the train, but they do an unreasonable amount of collateral damage in the process. Reduce the HP of each participating EVA by 2 points. In addition, each pilot's stress rises by 2.

Note: When this incident is over, remove the card "New Hakone Yumoto Station" from the map.

Special ⑧ Home Visit on a Turbulent Day



[Location] Misato's Apartment

[People] Misato, Asuka, Shinji

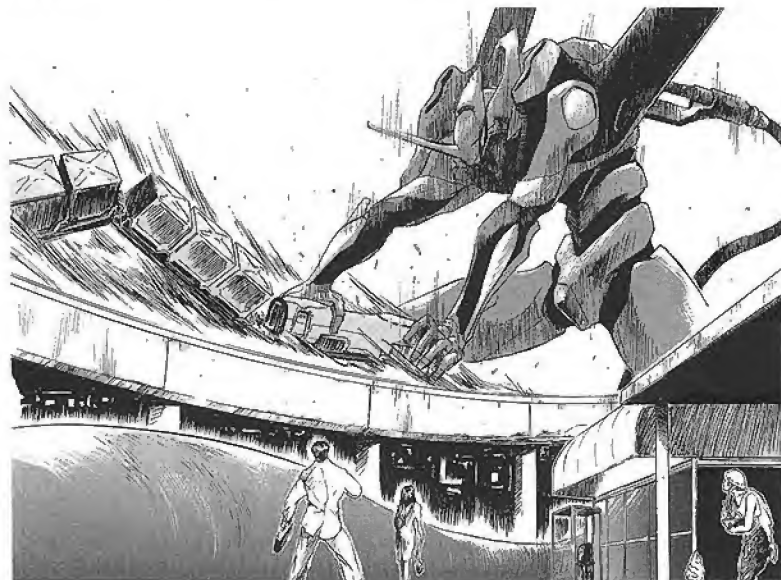
[Contents] It is the day of Shinji and Asuka's teacher's Home Visit. Misato may not be the parent of the students, but she can hear how they are doing behind the scenes from their teacher at her apartment.

[How to solve] First, you can set the date and time of the Teacher's home visit. Be sure to specify a good day. The content of the day's talk varies depending on the student's test attendance record, so it is not necessary to roll the dice.

[Results] Since Misato's Stress results depend on Shinji and Asuka, let's introduce the results of each person.

In the case of Shinji: If the mid-term test was not taken on the day it was scheduled, Misato will be angry. Her stress will rise by 2. If he has taken all the parts of the test, the teacher says to Misato "recently you seem to have been doing a good job with the student, I want you to keep working hard in this way" She gets a little satisfaction out of the compliment. Her stress is 2 lower.

In the Case of Asuka: If Asuka missed any test days, Misato's stress will rise by 1. If she attended all the tests, she was already ahead anyway and Misato is praised because she is so aggressive. Misato's stress is 1 lower. In addition, Shinji and Asuka are stressed just by their teacher's House Visit. Asuka's Stress rises by 1, Shinji's Stress rises by 2.



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CHAPTER 4
THE DEAD SEA SCROLLS • MAIN SUBJECT

Events that happen Regardless of the Cards

These are events that happen regardless of the cards.

Do not forget to make note of them on the Calendar.

Suspicious Shadow

First place the location card "Restricted Area" on the map.

[Date] October 8, 2015

[Location] Restricted Area

[People] People who went to school today

[Event card] Do not draw

[Contents] For those who went to school today, on the way home they come across a person invading the Geofront with a card that is different from the official NERV identity card.

[How to solve] Those who want to chase must roll the dice for [Directional Sense]. Those who want to leave do not need to do anything in particular and this day will end.

[Results] For those who succeed in [Directional Sense], they can see that the person is heading towards a building that is not part of NERV headquarters, but a chandelier building. After that, they will lose sight of the person. If they fail, they completely lose sight of the person before seeing where he went.

Note: At the end of the Event, remove the "Restricted Area" card from the map.

Tragic Middle School Test

[Date] October 14-16, 2015

[Location] Middle School

[People] Shinji, Rei, Asuka

[Event card] Still drawn

[Contents] This is the midterm test for the second-year students. It is carried out over 3 days. Of course, the test is compulsory, so the students have to attend unless they are called by the power of the Event card.

[How to solve] It is not necessary to roll the dice. If any student is called by the Event card, it has precedence. In that case, the test will be missed.

[Results] Each of the 3 people has a different reaction. In Shinji's case: If he doesn't take the test, it is decided that there will be a follow-up test, and he will not know what to say during the home visit. On the day of missing the test, his stress will rise by 1. In the case of Asuka: Asuka hates tests anyway, because they keep her from doing what she wants to do. Therefore, on the day of actually attending a test, her stress increases 1. In the case of Rei: It is not clear if she feels stress over tests anyway. There is no change in stress.



A Master Genius Visits Japan

When this day comes, please put the location card for the "New Hakone Yumoto station" on the map .

[Date] October 18, 2015

[Location] New Hakone Yumoto station

[People] All NERV members

[Event card] Do not draw

[Contents] Now that 90% of the power sources for the EVAs have been destroyed, it is vital to secure new power sources. At this time, development was concluded on a new electronic technology in the Chinese branch. It was a prototype for an ultra-high performance battery for the EVAs. It was decided that the genius who developed the technology should come to NERV HQ to oversee its use. The train slid into the station and a familiar person appeared at the door. "Well it's been a while. What's with all the funny looks? Who else were you expecting?" It was none other than the NERV China branch, EVA Development Deputy Chief, Dr. Marie Vincennes.

[How to solve] All members roll for [Calmness].

[Results] Those who succeed in [Calmness] are immune to Marie's brashness or are patient with her behavior and can bear it. Their stress does not change. Those who fail will feel her force, knowing that they will have to work together with her for the duration. Their stress will rise by 3.

Note: When this Event is finished, please remove the Location card for the New Hakone Yumoto Station from the map.

Mirror Building Attack

[Date] October 27, 2015

[Location] Flooded city

[People] Misato, Ritsuko

[Event Card] Not drawn

[Contents] Since power for Tokyo 3 is important, the solar concentrator building is the next target of the Terrorists. Their attack is planned for this day.

[How to solve] There is a difference depending on whether or not you have the information from the "School Activities" Event at this time. If you have the information, the attack is known, but the remedy is not. What is the plan that should be used? Misato rolls for [Operation Commander]. At the same time Ritsuko needs to find the terrorist base so that it can be attacked. This means that the team will be making a two-pronged attack that must both be successful to pay off. They know that the menu that was found is suspicious, but it is not very specific. Ritsuko must take this information and determine where the base is located. She will roll the dice for [Observation].

If the characters never found the menu in "School Activities" They do not know that there is a Terrorist attack planned for today. In this case, the explosion will occur in the Solar Concentrating Mirror Building, Misato must roll for [Operation Commander] in order to minimize the damage. Ritsuko and a bomb disposal squad must search for any other explosive devices. Roll for [Observation].

It is possible for the pilots to work together with either Ritsuko or Misato.

[Results] First, let's explain based on what information is available.

If the menu was found during "School Activities" The date and target of the attack is known.

Misato rolls for [Operation Commander]. If she succeeds, the terrorists are eliminated and her stress is reduced by 1. If she fails, NERV Security will still capture the terrorists, but they will cause a lot of damage to the building. Reduce the HP of NERV by 10. Misato's stress rises by 1. If Ritsuko succeeds in [Observation], she will discover the menu contains clues to the location of the terrorist base. NERV Security will capture the remaining terrorists. Let her stress be reduced by 1. If she fails, the base will still be found but it is already abandoned. Ritsuko's stress rises by 1. If both Misato and Ritsuko succeed, the terrorist organization will be completely destroyed and their plot foiled. Everyone's stress will be 3 lower.

If the menu was not found. Misato rolls for [Operation Commander]. If she succeeds, the damage is minimized. There is no change in stress. If it fails, considerable damage will be caused to the building. Her stress will rise by 3. Ritsuko rolls for [Observation]. If she succeeds, a bomb was not found, but the fingerprints of the perpetrating group were. This may be able to determine the perpetrators. Let the stress be 1 lower. If she fails, Ritsuko cannot find anything, but Marie who was doing the same will find the fingerprints of the offenders and say "Dr. Akagi seems to be very tired, doesn't she?" Ritsuko's Stress will rise by 2.

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CHAPTER 4

THE DEAD SEA SCROLLS-MAIN SUBJECT



BARAQIJAL

The Angel Revives

[Date] October 30, 2015

[Location] Lake Ashinoko (either Second Lake Ashinoko or Third Lake Ashinoko – whichever has been established)

[People] All NERV members

[Event card] Do not draw

[Contents] Finally, the Angel begins to move.

[How to solve] Please refer to the section "Special rules for the current Angel."

[Results] See the "Conclusion."

Special Rules for the Current Angel

There are two battles this time. Since the first battle is not the decisive battle, it is detailed in the explanation of the "Angel Attack!" Card. Below is a detailed explanation of the second battle.

First, due to the destruction caused by the terrorists, there is currently no external power supply for the EVAs. They will have to fight using the new batteries developed by Marie. These batteries last 5 minutes, and with the 5 minutes of internal power already in the EVAs, they can fight for a total of 10 minutes.

But even so, standard combat won't be enough to kill the Angel. The Angel has recharged its acid which it stores inside its AT Field. So, if the EVAs attack as normal, they will be exposed to the acid and will be destroyed. Therefore, NERV must develop a strategy to eliminate the acid first.

The operation proceeds according to the following plan.

1. First, the EVAs must throw the Angel into the pit Misato has prepared. If 2 of the 3 EVAs succeed in [EVA Manipulation], the Angel will fall into the trap. If they fail, the HP of the EVAs will be reduced by 1 HP from contact with the Angel's body. You must continue with this step until you succeed.

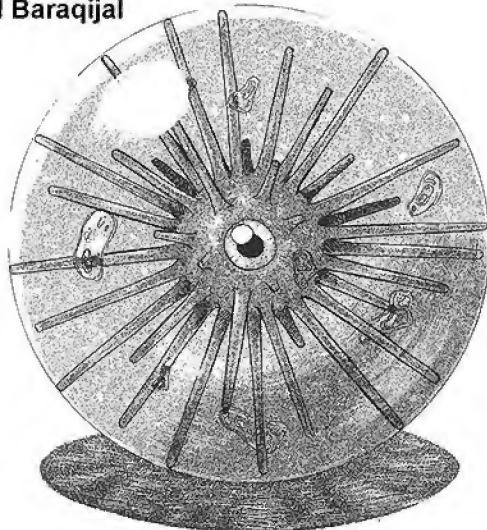
2. Each of the 3 Units will share the work to neutralize the acid. The 1st EVA's Goal is to prevent the Angel from escaping from the pit. Roll for "EVA Manipulation].

The 2nd EVA's Goal is to make a hole in the Angel's AT Field. The Utility card "MAX Power-AT Field" is required. In the absence of the card, then the EVA may sacrifice 1 of its EVA HP to drill a hole in the Angel's AT Field.

The 3rd EVA must use the injector that Ritsuko has developed to insert the highly alkaline water solution into the AT Field. If it succeeds for [EVA Manipulation], it neutralizes the acid, but if it fails, it has merely lowered the acid content. HP of the EVA is reduced by 1.

After the above 2 steps succeed, you can now fight normally.

The Angel Baraqijal





The strength of the Angel is as follows:

Angel Baraqijal
[Number of attacks] 1
[Number of cards] 2
[AT Field] Small hits are ineffective
[HP] 8

Like a sea urchin or a Chestnut Iga, the whole body of the Angel is a sphere covered with needles.

It has the ability to turn water into an acid, and the produced acid can be focused and sprayed using its AT field.

When the acid is no longer a viable weapon, it will attack with its body.

This Angel is original to this game and does not appear in the TV version.

Because this Angel is able to roll around like a ball, it randomly selects one EVA to attack each minute.

Roll one die. If you roll a 1 or 2, it attacks Unit 00, 3 or 4 it attacks Unit 01, and 5 or 6 it attacks Unit 02.

Of course, if you choose to shoot at this time, you will not be able to dodge it, so be careful.

Also, remember that you only have 10 minutes, including the time to neutralize the acid.

If you defeat the Angel, the game ends.

Conclusion

The battle with the Angel was over, and as a result of further investigation, the true identity of the terrorist group was discovered. It turned out there were two organizations behind it.

One was a big Japanese company that didn't like the existence of the EVA project.

The other was the Japanese government itself, which had grown deeply concerned about NERV's unchecked power. The two of them colluded to try to diminish NERV's authority.

Of course the information was never made public, but behind the scenes both were made to contribute twice the usual amount of compensation.

The Japanese government was unable to publicly express the facts because it would undermine its own sovereignty.

The matter was quickly buried and efforts were made to repair the damage from both the Angel and the terrorist attacks.

As an aside, Marie will be stuck in Japan until the EVA's external power supply can be secured.

During that time, it is not certain whether or not the harmonics of the pilots will be disturbed....

NEON
 GENESIS
EVANGELION-RPG

CHAPTER 4
 THE DEAD SEA SCROLLS • MAIN SUBJECT

The Dead Sea Scrolls could only be recorded up until the fourth Chapter, but it is not the end of the story. There just wasn't space to include everything that could have been told, but I would like to introduce suggestions for five more scenarios. As mentioned before, the previous scenarios can only be played three times before becoming repetitive. If you have understood and enjoyed Chapters 2 through 4 and want to continue playing, please try creating your own Dead Sea Scrolls stories using this section.

Idea 1 The Search for Kensuke!

Story Line

One day, an evacuation drill was conducted. From that day on, Kensuke stopped coming to school. At the same time, NERV discovered that suspicious people had entered the restricted areas inside the secret facility. Shinji, after learning of the discovery of a video camera and camouflage clothes left behind at the site was forced to confront a singular possibility. Maybe Kensuke, a military maniac, had been trying to sneak into NERV headquarters.

Shinji and Touji began their own search operation. Could the suspicious person have been Kensuke?

Is it possible for Shinji and Touji to find him before the Security Division does? Shinji casts a long shadow in the early morning sun of Tokyo 3 as the day begins.

Contents and results

In fact, Kensuke was planning to sneak into NERV to see the EVAs. However, he gave up quickly because there were many heavy locks that could not be opened. But he lost his way and couldn't get out. But he soon made an unexpected discovery as he wandered lost through the restricted area. He found a suspicious visitor also trying to infiltrate NERV headquarters. They are still in the labyrinth of tunnels and no one has found them.

Planning Ideas Dead Sea Scrolls - Lore Make your own adventures

Fortunately, Kensuke's backpack was full of military rations he brought with him during the evacuation drill. The infiltrator has decided to wait in place and monitor NERV before moving on. But the military maniac is getting anxious. Luckily the incident was caught on camera, and a little bit of sleuthing by Shinji and Touji can save him and thwart the plans of the spy.

Idea 2 Pen Pen's Last Day

Story Line

Pen Pen caught a fever of unknown origin. During his medical treatment at Lake Ashinoko he witnessed a murder. But Pen Pen made a surprised noise and attracted the criminal's attention. By jumping into the lake quickly, he managed to escape from the perpetrator, but he dropped his nameplate that always hangs around his neck. He's back in Misato's apartment. In order to kill Pen Pen, who is the only witness, the assassins of a murderous organization approach the apartment where Pen Pen is located. In the dark of Tokyo 3, the cry of a penguin echoes...

Contents and results

Unlike Kensuke's story, the action here unfolds with a central focus. Therefore, discovering the truth behind events is more important than simply reacting to them. The first assassin will try to kill Pen Pen by making it look like an accident, but this attempt fails. Since it is difficult to attack Pen-Pen directly, Misato will become the next target. Before that happens, the key to solving the case will be to find out the truth behind the murder attempts as quickly as possible.

When the attacks intensify, the NERV Security department will become particularly sensitive to guarding Misato and the two pilots. But protecting Pen Pen is not their focus. It comes down to all the characters joining together to save Pen Pen.



Idea 3 Flying Evangelion

Story Line

EVA-based air combat. If this is possible, the range of operations will be expanded. An EVA flight unit is being developed in response to a great push by the operations and engineering departments.

Due to Ritsuko's tests, two types of improvements can be made. One allows a Unit to fly around in a relatively free manner ("Cyclone" mode), but it cannot stop moving. The other is relatively static – the Unit can change its altitude, but other than that is immobile ("Vertical" mode).

Suddenly, an Angel attacks Tokyo 3. But the Angel does not come down from the air. It repeatedly bombs NERV from above.

NERV won't be able to last long like this. But it is now possible to try using the flying units! Do you think the flying unit can make it through actual combat? EVAs dance over the city.

Contents and results

This time around, the focus is on preparing to fight the Angel. Misato and Ritsuko will be involved in the development of the flying Units, and the 3 pilots will be trained to fly in the sky. Each of the 3 EVAs has been outfitted with one of two options, Type C "Cyclone" or Type V "Vertical". Type C makes it easy to avoid an enemy attack, but it is also difficult to hit the enemy. Roll the dice for [EVA Manipulation], even if the number is odd the Angel avoids the attack, but likewise, even if the roll is even, you avoid the Angel's attack. Only when the dice come up 7 will the attack hit the enemy.

The V type is the opposite. Roll the dice for [EVA Manipulation], and if there is an even number, the enemy's attack hits, if there is an odd number, your own attack does. But when the 7 roll comes out you hit and the enemy's attack is evaded.

After this battle, it was decided these modifications were too expensive to maintain, so the flying units were retired. Further work on this technology was abandoned.

Idea 4 Eye of the Typhoon

Story Line

South of Okinawa, the largest typhoon in history was born. The news reported that its route was going north and east, and that it was slowly moving toward NERV HQ. Inevitably, it will hit Japan. The Tokyo 3 metropolitan district has declared an emergency. Damage caused by Typhoons is not uncommon. However, it was discovered that the typhoon would hit the Tokyo 3 metropolitan area directly, and NERV Headquarters was filled with tension.

As the staff in the Geofront was being evacuated, they were hit with the message that another Angel was on its way.

In addition, the time of its attack on Tokyo 3 will coincide with the arrival of the typhoon. Can Tokyo 3 survive two disasters at once?

Can the EVAs survive the raging storm?

The curtain of the decisive battle opens as Tokyo 3 prepares for the coming storm.

Contents and results

The focus of this episode is not only on the damage of the attack by the Angel, but also the damage caused by the typhoon in Tokyo 3. During the battle against the Angel, Misato must roll on the [Operation Commander] combat table twice, once for the Angel and once for the storm.

In addition, the pilots also have to roll the dice for [EVA Manipulation] twice. If they do not succeed both times, they will lose control and miss. This is because it is difficult to maneuver during the storm. If they can survive this battle, they will be able to see the beautiful and clear sky through the Eye of the Typhoon.

Idea 5 First Municipal Middle School Ghost Story

Story Line

"There's a ghost in the school!" That rumor reached the ears of Shinji and Asuka.

In the city of Tokyo 3, where the number of leisure activities is small, there was no way the students could let such an interesting story just lay there. Of course, Shinji and Asuka put their luck to the test by sneaking back into the school in the middle of the night to check out the story.

It wasn't long before the two saw it. The shadow that seemed to be a ghost were reflected in the eyes of the two in the shape of an EVA.

Asuka and Shinji were confused. In addition to the concerns of these two, the situation grew more strange. The sightings of ghosts have been spoken of in the same way in certain parts of the city.

What is the real nature of the ghost?

Is there really a relationship with the EVAs?

What are the people of Tokyo 3 seeing?

Before they can get their answers, the shadow dissipates.

Contents and Results

The identity of the spirit is indeed an Angel, but it is not what it appears.

This is not its main body.

The spirit of the Angel manifests at the place where people are afraid. When too much fearful energy is gathered at one place, the physical presence of the Angel will appear there and destroy the surrounding area.

Before the fearful energy accumulates, NERV must discover the whereabouts of the Angel and destroy it or the city will be destroyed from the inside. The Angel's place of residence is the bottom of the Second Lake Ashinoko.

If they can defeat the Angel, the ghosts will never be seen again. But where the ghosts appeared will be described as a haunted place for a while, but in time even the ghosts will be forgotten.

NEON GENESIS EVANGELION RPG NERV WHITE PAPER

Q AND A

Big sister Misato's Questions & Answers ♥



I, Misato Katsuragi, will answer your questions and clear up any mysteries so that everyone understands.

Q

When and how does stress change? It seems to have a lot of rules?

A

That's a very stressful question! Well, that's okay. I hate Okazu so I eat that first, so I'll answer this question now. Keep in mind two rules for changing Stress.

1. It depends on where you spend your day.
2. It changes depending on the situation.

I'll explain.

Pull out my Character Card and look at the back.

There is a column describing the Locations and conditions that influence my stress.

1. It depends on where you go. Does my stress change when I'm at NERV HQ? You better believe it!

But you need to make sure that all the appropriate items are combined.

For example, if I was alone with Shinji at my apartment then two items are true:

"I was in my apartment" and "I was alone with Shinji."

When these are combined, my stress lowers by 4 (3 for being alone with Shinji and 1 for being in my apartment). At the end of the day in Step 7, I subtract 4 from the previous day's Stress to find today's ending Stress.

2. The Event Card can cause Stress.

Resolving the daily event can increase or decrease Stress, sometimes both. This is based on what is written in the Dead Sea Scrolls along with what the Commander describes to you.

The calculation of this stress is done at the end of the day. Hopefully you've been keeping track of all the things that happened today. Just add or subtract all that up, then add or subtract that number from the previous total. Then write that on the calendar.

There may be exceptions to this, such as waiting till the beginning of the next day or in some cases changing stress immediately. But unless the Dead Sea Scrolls have specific instructions, stress is calculated at the end of the day.

Q

I tried to go to NERV HQ at the beginning of the day, but then did a [Quick Action] and moved to school. In this case, because I selected NERV first, do I have to raise my stress by 1?

A

Good question! You don't have to be stressed!

If you don't move all the way to the Location you chose at the beginning of the day, the answer is no. This can happen because you were called by the Event Card or performed a [Quick Action] as in the question.

The answer comes down to where you really were. In the case of this question, you were only at school, so it's okay to ignore that you tried to go to NERV headquarters. So don't get all stressed out!

Q The contents of the Event Card is a harmonic test. I was called to NERV HQ. I had 3 Stress up until then, but I've exceeded 5 because I was called.

When you get on the EVA for testing in this state, do you still have to roll the dice for [EVA Berserk]?

A You don't have to roll on [EVA Berserk] if that's the case. You're safe. The stress calculation is at the end of day.

For example, if the previous day's stress was 3, as in this case, even if the stress rises by 2, and the stress for the day exceeds 5, that happens at the end of the day. This is after the harmonics test is over, so get through that harmonics test and take a couple of days off! You need it.

On the other hand, if the stress from the previous day is greater than 5, it's a different story. You're already over 5 stress, so now you have to roll for [EVA Berserk]. The problem is the stress of the previous day affecting you. I hope your EVA doesn't break anything important!

Q There are not enough pilots, and only one EVA can be sortied. If you don't have all three, can the Angel be defeated?

A Been there, done that. There is a strategy that is triggered when you are down to one EVA. That's hyper-time mode. The fact that only one EVA can make a sortie means that you can fight in hyper-time mode from the very beginning.

You stand a pretty good chance of defeating the Angel. In the scenarios in Chapters 3 and 4 of the Dead Sea Scrolls, people who played were able to win regardless of the number of players. By playing wisely and rolling successfully, even a lone player can win the game. That said, when only 2 or 3 people play, the Commander can take over other characters to help eliminate the shortage of people. Similarly, each player can play multiple characters.

Q When I'm playing with only 2 characters and I'm in hyper-time mode, how many times can I call a character's name?

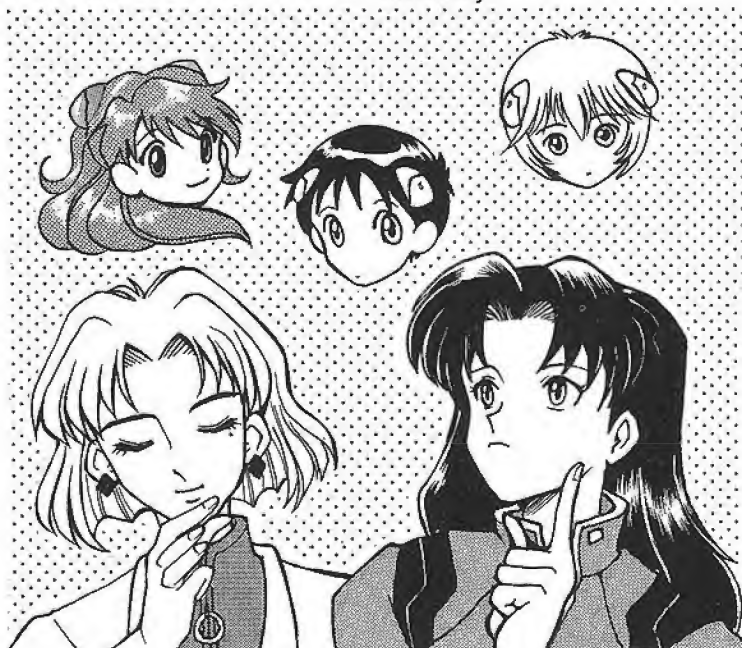
A Do you remember the rule that you can't call the same person's name 2 times if you go into the hypertime mode? But if you were playing with only 2 characters, you'd have no choice but to call each other's names. In this case, do it at one step, then skip doing it on the next step. Since Hyper Time Mode has five steps, in other words, you can do it at steps 1, 3 & 5. So 3 times. Steps 2 and 4 in between you have to take off.

Q I'm happy that Maya Ibuki and Touji-kun's cards are included, but none of the rules touch on them. Do they have any purpose?

A If you're worried games are getting repetitive, you can play with Maya and Touji-kun, and it might be interesting. Also the inclusion of the blank character card means that you can create any character you want, like Hyuuga or Aoba-kun. You can be the game designer. And you can play with more than 7 people. The number of players doesn't have to be limited. I just couldn't include everyone in this book... I'm sorry, fans.

Q Can you play with Misato and Ritsuko alone without the EVA pilots? On the contrary, can we just play with the pilots?

A You can't play with Misato and Ritsuko alone. Without the EVA pilots, you won't be able to defeat the Angels. If you're a pilot, on the other hand, you can play alone. After all, the EVA pilots are the heroes of this story.



INDEX

SOURCE MATERIAL

Source Material	Page	Source Material	Page
A Plan	20	MAGI	19
Adam	37	Makoto Hyuuga	30
Aida, Kensuke	31	Marduk Corporation	18
Akagi, Ritsuko	28	Matriel	37
Angels	36	Matsumoto	15
Angels, dormant form	36	Matsushiro	17
Antiaircraft Cable Skyway	5	Middle School	31
Aoba, Sigeru	30	N2 Bomb	35
Asama, Mount	17	NERV	18
AT field	41	NERV branches	18
Ayanami, Rei	27	NERV Headquarters	23
Bakelite	39	NERV Ranks	28
Battery	39	New Hakone Yumoto station	25
Berserk	39	New Yokohama naval base	17
Class 2A	31	Odowara	17
D Suit	9	Operation Yashima	32
Dead Sea Scrolls	20	Palette rifle	38
Dummy plug	38	Pen Pen	30
E plan	20	Plug, Signal Stop	42
Entry Plug	40	Plug suit	40
EVA	38	Positron rifle	39
EVA entry plug	41	Progressive knife	38
EVA Unit 01	40	Ramiel	37
EVA Unit 00	41	Ryouji Kaji	29
EVA Unit 02	41	S2 Engine	10
EVA Unit 03	37	Sandalphon	37
EVA Unit 04	41	Science department	19
EVA Launch Procedure	42	SDF (Self Defense Force)	35
Fuji SDF Training Area	17	SDF Airforce	35
Fuyutsuki, Kouzou	29	SDF, Former Japanese Army	35
Gaghriel	37	SDF, Maritime	35
Gehim	12	SDF, Strategic	35
Geofront	32	Second impact	12
Hakone	16	Seele	21
Heavy transport	42	Self-repairing ability	10
Horaki, Hikari	31	Shamshel	37
Hot spring Penguin	30	Socket	39
Human Instrumentality Committee	18	Sonic Glaive	39
Human Instrumentality Project	20	Souryu, Asuka Langley	27
Ibuki, Maya	30	Special bazooka	39
Ikari, Gendou	29	Stigmata	39
Ikari, Shinji	26	Suzuhara Touji	31
Israfil	37	Synchro	38
Ireul	37	Tokyo 2	16
Japanese government	21	Tokyo 3	22
Katsuragi, Misato	28	Tokyo Government	16
Lake Ashinoko	17	Umbilical cable	39
Lake Ashinoko, Second	17	Umbilical bridge	42
LCL	40	UN Army	14
Lilith	37	UN World System	19
Lilith (mystery)	37	Valentine Agreement	14
Linear Rail	35	Zachiel	37
Lorenz, Kiel	18	Zeruel	37

Game Material	Page
Angel card	45
Backstory Summary	13
Baraqijal , Angel	129
Battle	49
Battle cards	50
Calendar	45
Calmness	52
Cards	45
Cards, Content	77
Cards, Using	61
Character card	45
Character Special Ability	54
Combat, Close Range	50
Combat, Shooting	50
Commander	58
Daily actions	47
Daily life	52
Dead Sea Scrolls	45
Directional sense	52
Ending	61
EVA Aiming Board	49
EVA Berserk	52
EVA Card	45
EVA Flight	131
EVA HP	48
EVA Support	48
EVA Support Combat Table	51
EVA Synchro	52
Event Card	45
Event Card List	61
Event Contents	61
Game Play Introduction	44
Game start conditions	76
Harmonics	48
Hyper Time Mode	52
Iblis, Angel	108

Game Material	Page
Location card	45
Middle School Ghost Story	131
Negotiation	52
NERV HP	48
Nikolayev	97
Observation	52
Operation Commander	48
Operation Commander Combat Table	51
Pen Pen's last day	130
Planning Ideas	130
Q&A	132
Quick Action	52
RPG	44
Russian Branch, move to	96
Russian Branch Relations	96
Scenario 1 (Solo)	59
Scenario 2 (Group)	78
Scenario 3 (Group)	94
Scenario 4 (Group)	112
Search for Kensuke!	130
Shamshel, Angel	92
Siberian War	109
Single electron	91
Special Angel rules this time	77
Story line	76
Strength	53
Stress	49
Stress, Calculation	49
Stress Relief	52
Study	52
Tokyo 3 map	1
Utility cards	54
Vincennes, Marie	80
Weakness	53
Zachiel, Angel	74

INDEX

GAME MATERIAL

Neon Genesis
EVANGELION-RPG
The NERV White Paper



About CompRPG Magazine

Have you enjoyed the NERV White Book? Computer RPGs are fun, but don't you think that games we can play together are also fun?

With this book alone, you can only play with friends about three times, so some people may feel unsatisfied.

For those people we have a great deal of information to share.

There is a magazine full of information about similar fun RPGs everyone can play. It is called "Comp RPG" and it is published every other month by Kodakawa Shoten. There are many kinds of software for computer games. It's the same for games like these, which have been very popular. They're not all games about Evangelion, but they're guaranteed to be fun. For those who want to enjoy a variety of games, reading "Comp RPG" is perfect.

And it is all in a magazine which is reasonably priced.

Let's briefly introduce some of the works that have already been released. If you find a book you are interested in, please try to find it in a nearby bookstore. If you want to know more about it before you buy it, it is useful to read about it in "Comp RPG," the magazine mentioned earlier.

You read Neon Genesis Evangelion RPG NERV White Paper

"RPG I'm Curious." "I'm going to do it!"

You began by playing the "NERV White Paper." If you enjoyed this game there is more information on the next few pages to give you unlimited fun adventures with many more RPGs!



- ◀ Left - RPG magazine "Comp RPG". Bimonthly. Price: 880 yen (tax included)
- ◀ Right - "Lodoss War Card Game Collection." Price: 2300 yen (tax included)
- ▼ Left - Any character can be made using "Lodoss RPG Basic Rules."
- ▼ Right - Replay Lodoss Island with a Scenario Module. Price: 500 yen (tax included)

Lodoss War Series

Did you know that there is an island called Lodoss? It is a popular series that started with the book "Record of Lodoss War" (published by Mizuno Ryoiku / Kadokawa Shoten)? It is set in a fictional fantasy world named Lodoss and is an adventure story that follows the battles and growth of many heroes.

It is not only a series, but an anime, a comic, a video game and represented in many other forms, so there are many people who know of it.

Just as "NERV White Paper" is based on Evangelion, there are two games based on the Record of Lodoss War.

● Lodoss Card Game Collection

There are 2 points to consider.



Like the "NERV White Paper" this game uses cards based on characters and events in the series of three books.

Unlike "NERV White Paper" it is a type of game in which each person plays a different character competing against each other and it can be played many times repeatedly.

However, the atmosphere is much like that of the "NERV White Paper." It's easy to play and very fun.

For those who played NERV White Paper and found the game fun, this is the next game you should play.

● Lodoss the RPG

"NERV White Paper" also belongs in the ranks of RPGs, but because it pursued ease of play over depth, there were many parts that had to be shaved off for this book.

For example, in the "NERV White Paper" you are only able to play a main character. But what if you wanted to play one of those protecting Shinji and Rei at NERV, or a completely separate pilot who did not appear in the original series, like Mari.

The parts that were shaved off in "NERV White Paper" can greatly expand an RPG's play potential.

It is the Lodoss RPG that makes this possible.

It may seem like a very strange thing to say, but it is not so difficult a game for those who have already played "NERV White Book".

The next step after "Lodoss Island card game collection" is this.

GURPS Series

"Lodoss RPG" is written as a full-fledged RPG. But there is a limit. You cannot leave the fantasy world of "Lodoss Island." It's a world of swords and magic, so you can't use a pistol or a machine gun as weapons.

The "GURPS series" is a work that unites all types of worlds into one game for a limitless playing experience.

If you take a look at the titles released, you'll see how many different ways there are to play.

"Runal" is based on a popular manga and anime set in a mystical fantasy world that is different from "Lodoss Island". It is the story of the Battle of the monsters and Warriors who live in the shadows of present-day Japan. "Psionics," introduces Super-Abilities. There is a game about girl wrestling "called Girl Brawls." "Cocoon" is a comedy fantasy. You can also play with a variety of fighting skills, such as "Martial Arts". These settings are just a few of those available.

Moreover, even though there are so many options, it is possible to play all of them with the same set of rules!

The book that summarizes the rules is called "GURPS Basic." There are a lot of games that you can play by using this book, and each supplemental book you buy is connected by it.

Since it represents such a big step up in the RPG class, it is recommended you try the two games of "Record of Lodoss War," first in order to get used to this style of play.

Let's Invite our Friends

Now that you have had an introduction to this kind of game, what comes next? There are still many other games like this for sale so if you go to the bookstore.

Please try looking for them.

And, now a final reminder.

There is an aspect to games that is not limited to RPGs, and that is the real enjoyment of games is that they should be played.

If you haven't played this book yet, please read it and play it. If you thought it was fun to play, please invite some friends.

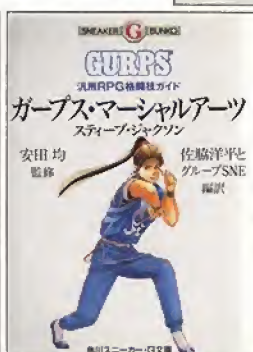
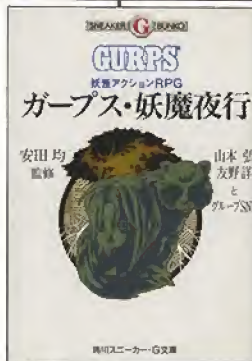
When the players change, the contents also change. It is the goal of an RPG to give everyone a chance to play. Friends who are Evangelion fans, friends who like any anime series, childhood friends and classmates or neighbors. Don't just settle with a fixed group. Enjoy the game with a variety of friends.

If you're going to try GURPS, start with "GURPS Basic." Price: 800 yen (tax included) right -7 months of fantasy world "GURPS - magazine" Price: 760 yen (tax included)



◀ If you play GURPS, the first thing is "GURPS Basic". Price: 800 yen (tax included)
◀ Right "GURPS Lunar" a fantasy world with seven moons. Price: 760 yen (tax included)

▼ Left - Become a Superhero with "GURPS Psionics." Price: 760 yen (including tax)
▼ "GURPS Cocoon" lets you play in the comedy world of this popular series. Price: 800 yen.
▼ "GURPS Martial Arts" lets you enjoy the world's different fighting techniques. Fixed price: 680 yen.



▲ "GURPS Demon Night" lets you be the monster. Price: 760 yen (tax included).
▲ "Girl Brawls ★ Dream Girls". Fight like a Girl Price: 800 yen (tax included)

Comp Collection Special
Neon Genesis Evangelion RPG



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0001-137-22

NERVUN



イカリ シンジ SHINJI IKARI

Strength	Weakness	Fighting Skills
EVA Synchro Stress Relief	Negotiation Quick Action	Eva Pilot



0001-225-09

NERVUN



アヤナミ レイ REI AYANAMI

Strength	Weakness	Fighting Skills
Calmness Observation	Daily Life EVA Berserk	EVA Pilot



0001-196-74

NERVUN

ソウリユウ
アスカ ラングレー ASUKA LANGLEY SOURYU

Strength	Weakness	Fighting Skills
Quick Action Studying	Calmness Directional Sense	EVA Pilot



0001-452-19

NERVUN



カツラギ ミサト MISATO KATSURAGI

Strength	Weakness	Fighting Skills
Negotiation Quick Action	Daily Life Calmness	Operation Commander

NEON GENESIS

Location specific Influences

At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
 At NERV HQ, failed [EVA Synchro], Stress rises by 1.
 If Rei is alone at a location with Asuka, Stress rises by 1.
 If Rei is alone with Shinji at a location, stress lowers by 3.

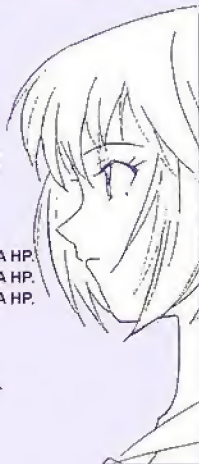
Penalty due to Stress

If Rei enters an EVA with more than 3 Stress, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 3, roll the dice this way every minute.

EVA Berserk Table

- 30 damage to NERV HP. EVA stops functioning.
- 30 damage to NERV HP. EVA stops functioning and sustains 1 damage to EVA HP.
- 20 damage to NERV HP. EVA stops functioning and sustains 1 damage to EVA HP.
- 10 damage to NERV HP. EVA stops functioning and sustains 1 damage to EVA HP.
- 10 damage to NERV HP. EVA stops functioning.
- Unit 00 suffers 1 Damage to EVA HP. Unit 00 stops functioning.
- Do 1 Battle card of damage to any EVA Unit and to Unit 00.
- Do 2 Battle cards of damage to any other EVA Unit. Unit 00 stops functioning.
- Do 2 Battle cards of damage to any EVA Units and to Unit 00.
- Do 2 Battle cards of damage to all EVA Units.

In any case, Rei spends the next 2 Days in the hospital



REI

E V A N G E L I O N R P G

NEON GENESIS

Location specific Influences

At NERV HQ, success for [Operation Commander], NERV HP restored 10 points.
 At NERV HQ, Stress rises by 1.
 At NERV HQ for two consecutive days with Ritsuko, Stress rises by 2.
 When called to another location by the Event card, Stress rises by 2.
 At Misato's Apartment or in the city, Stress decreases by 1.
 At the Hilltop Park, Stress decreases by 2.
 In Locations other than NERV HQ, if Misato is alone with Shinji, Stress lowers 3.

Penalty due to stress

If Stress 5 or more during battle with the Angels, rolling 3, 5, and 9 on the [Operation Commander] Combat Table is ignored. Roll the dice again.

Operation Commander Table

- Falling stones in NERV HQ! 40 points of damage to NERV HP.
- Buildings are unlikely to be damaged. NERV HP recovers by 10 points
- Command line interrupted. Roll the Dice if you fail, apply 30 points of damage to NERV HP.
- Tokyo 3 has no reported damage. Continue fighting!
- The magazine supply building blew up. 10 points of damage to NERV HP.
- Help the pilot! One EVA pilot can draw an extra 1 battle card during their next attack.
- Serious damage to the Command Center. 10 points of damage to NERV HP.
- Damage is not possible at this depth. Continue fighting!
- The level's about to blow! 20 points of damage to NERV HP.
- Prediction: All EVA Units gain one additional move on their next turn!
- Obvious misdirection. One EVA Unit draws a battle card and damages NERV HQ. The damage caused by this card is applied to NERV HP.



MISATO

E V A N G E L I O N R P G

Location Specific Influences

At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
 At NERV HQ, Stress rises by 3.
 Called to another location by the Event Card, Stress rises by 2.
 Successful [Stress Reduction] at any location, Stress decreases by 1.
 Successful [Stress Reduction] at school (where Kensuke and Touji are). Stress decreases by 2.

Penalty Due to Stress

If Shinji's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

EVA Berserk Table

- Full blast! Destroy the Angel, but NERV is damaged down to HP10.
- 30 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 20 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 2 Battle cards of damage to any EVA Unit. EVA stops functioning.
- 2 battle cards of damage to all other EVAs.
- Full blast! The Angel is destroyed but all three of the EVA units damaged 2 HP. In any case, Shinji spends the next 2 Days in the hospital



SHINJI

E V A N G E L I O N R P G

NEON GENESIS

Location Specific Influences

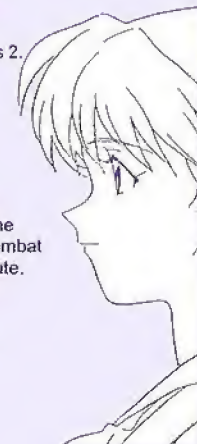
At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
 If someone else is succeeds in [EVA synchro], but Asuka fails, Stress rises 2.
 At NERV HQ, stress rises by 1
 If Asuka is alone with Rei at any location, Stress rises by 1
 If Asuka is alone with Misato at NERV HQ, Stress rises by 1
 When called to another location by the Event card, Stress rises by 2
 If Asuka is alone with Shinji at any location, Stress decreases by 3
 If Asuka is in the city or at Lake Ashinoko, Stress decreases by 1.

Penalty due to Stress

If Asuka's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

EVA Berserk Table

- 30 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 20 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 10 damage to NERV HP. EVA stops functioning and is damaged 1 EVA HP.
- 1 Battle card of damage to any EVA Unit.
- 2 Battle cards of damage to any EVA and to Unit 02.
- 2 battle cards of damage to all EVAs. Unit 02 stops functioning.
- In any case, Asuka spends the next 2 Days in the hospital



ASUKA

N E O N G E N E S I S N E O N G E N E S I S

Location specific influences

If Touji is with Shinji, Shinji's [Quick Action] is a Strength
At the Hospital, Stress rises by 1
When Touji is with Shinji, Stress decreases by 2
Touji cannot go to NERV HQ, Restricted Areas or Angel Recovery sites

Penalty due to stress

When Touji's Stress rises above 5, it affects Shinji's [Stress Relief].
Normally Touji's presence decreases Shinji's Stress by 2. But when Touji's Stress is more than 5, this feature disappears.



Location Specific influences

At NERV HQ, if [EVA Support] is successful, the HP of any EVA will rise by 1
At NERV HQ, Stress rises by 1
If Ritsuko is at NERV HQ alone with Misato, Stress rises an additional 1.
When called to another location by the Event card, Stress rises by 2
If Ritsuko is alone at Lake Ashinoko, Stress decreases by 2
Outside NERV HQ, if Ritsuko is alone with Misato, Stress decreases by 3.

Penalty due to stress

If Ritsuko's stress is more than 5, then [EVA Support] combat table rolls of 4 and 6 will have the same effect as 2. 8 and 10, it will have the same effect as 12.

EVA Support Table

2. An error occurred at the outlet! Any one EVA loses its next two actions.
3. Synchro Successful! Any one Pilot succeeds without rolling the dice next time.
5. Synchro rate increase! Any pilot's harmonics value rises by 1.
7. Full EVA function increase! Next time all EVAs can draw an additional battle card.
9. Self recovery function improved! If an EVA has suffered damage, restore 1 EVA HP.
11. Recovery function extended! If any two EVAs have damage, restore 1 EVA HP to both.
12. It's impossible! EVA gun malfunction. One EVA can't shoot for the rest of the battle.



E V A N G E L I O N R P G E V A N G E L I O N R P G

N E O N G E N E S I S N E O N G E N E S I S

Location specific influences

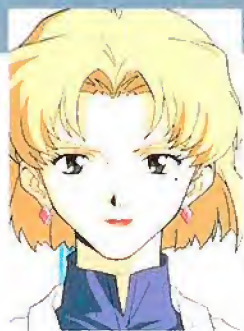
When Maya is with Ritsuko, Ritsuko gains [Calmness] a Strength.
At NERV HQ, Stress rises by 1.
When an EVA harmonics test is performed, Stress rises by 1
When an EVA outdoor practice is performed, Stress rises by 3
Outside NERV HQ if Maya is alone with Ritsuko, Stress rises by 1
If Maya spend two days in the city, her stress will be 2 lower.

Penalty due to stress

If Maya is with Ritsuko when her Stress is more than 5, Ritsuko's [Studying] will become a Weakness.



E V A N G E L I O N R P G E V A N G E L I O N R P G



NERVUN



アカギ リツコ RITSUKO AKAGI

Strength	Weakness	Fighting Skills
Studying Observation	Quick Action Directional Sense	EVA Support

0001-463-85



NERVUN



スズハラ トウジ TOUJI SUZUHARA

Strength	Weakness	Fighting Skills
Rapid Action Daily Life	Calmness Studying	—

0001-254-62



NERVUN



イブキ マヤ MAYA IBUKI

Strength	Weakness	Fighting Skills
Studying	Observation	—

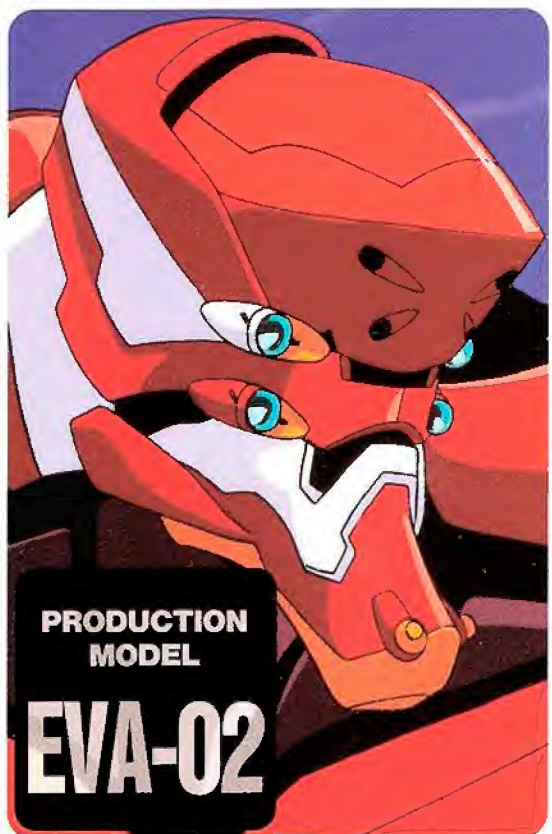
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NERVUN



Strength	Weakness	Fighting Skills



Ritsuko	Ritsuko
Misato	Misato
Asuka	Asuka
Rei	Rei
Shinji	Shinji



YOUR ENTRY



01



YOUR ENTRY



00



YOUR ENTRY



02

■ ANGELS ■

Ramiel
Number of Attacks
1 Attack
Number of Cards
3 Cards
AT Field
Small Hits and Big Hits are ineffective
HP
8

■ ANGELS ■

Shamshel
Number of Attacks
2 Attacks
Number of Cards
1 Card
AT Field
Normal
HP
12

■ ANGELS ■

Zachiel
Number of Attacks
1 Attack
Number of Cards
1 Card
AT Field
Normal
HP
12

■ ANGELS ■

Matriel
Number of Attacks
1 Attack
Number of Cards
2 Cards
AT Field
Normal
HP
8

■ ANGELS ■

Israfel
Number of Attacks
4 Attacks
Number of Cards
1 Card
AT Field
Normal
HP
10

■ ANGELS ■

Gagiel
Number of Attacks
1 Attack
Number of Cards
2 sheets
AT Field
Normal
HP
12

■ ANGELS ■

Baraqijal
Number of Attacks
1 Attack
Number of Cards
2 Cards
AT Field
Small Hits are ineffective.
HP
8

■ ANGELS ■

Iblis
Number of Attacks
1 Attack
Number of Cards
1 Card
AT Field
Special (see page 108)
HP
12 (before)-->15 (after)

■ ANGELS ■

Sahaquiel
Number of Attacks
1 Attack
Numbers of Cards
4 Cards
AT Field
Small Hits are ineffective
HP
12

■ ANGELS ■



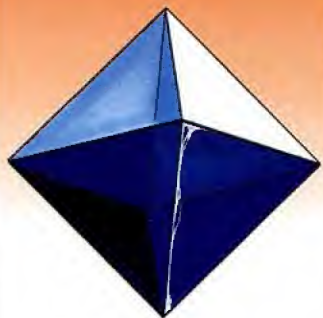
ZACHIEL

■ ANGELS ■



SHAMSHEL

■ ANGELS ■



RAMIEL

■ ANGELS ■



GAGIEL

■ ANGELS ■



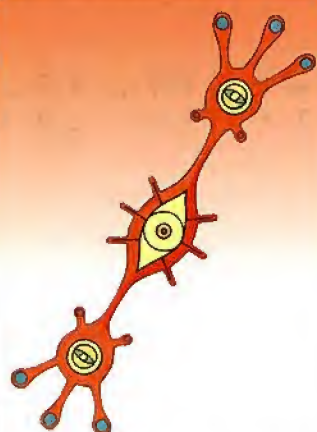
ISRAFEL

■ ANGELS ■



MATRIEL

■ ANGELS ■



SAHAQUIEL

■ ANGELS ■



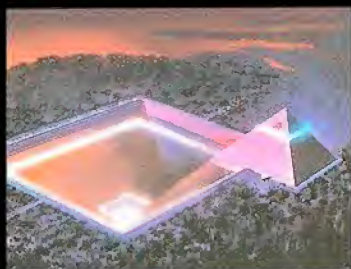
IBLIS

■ ANGELS ■

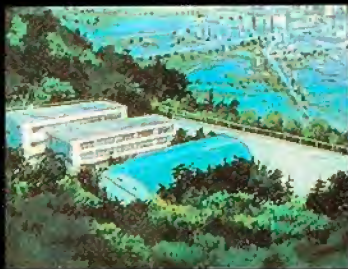


BARAQIJAL

**NERV
Headquarters
Geofront**



**Tokyo 3
First Municipal
Middle School**



**Misato's
Apartment**



**Tokyo 3
Downtown**



Lake Ashinoko



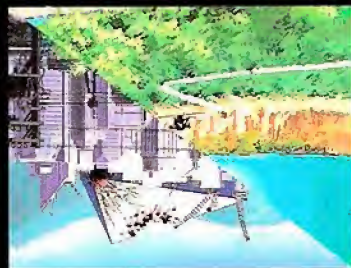
Hilltop Park



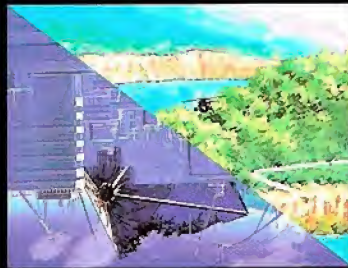
Flooded City

The Old City

2nd Lake Ashinoko



3rd Lake Ashinoko



**Area closed
to Civilians**



**Angel Recovery
Site**

**Angel Recovery
Site**

NEON GENESIS



EVANGELION RPG

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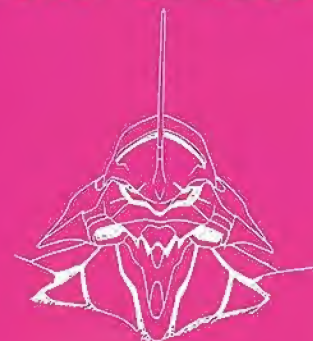
EVANGELION RPG

NEON GENESIS



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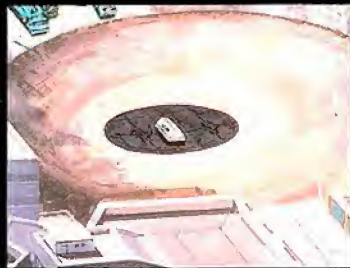
Hospital



New Hakone Yumoto Train Station



Angel Excavation Site



Small Hit

1 Point of Damage

BATTLE



Small Hit

1 Point of Damage

BATTLE



Small Hit

1 Point of Damage

BATTLE



Small Hit

1 Point of Damage

BATTLE

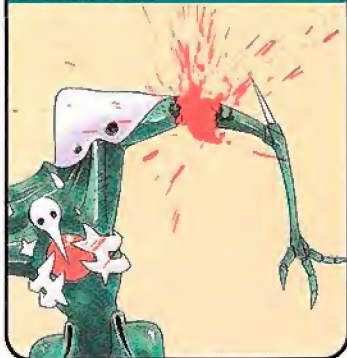


Big Hit

2 Points of Damage

BATTLE

Eva / Angel sustains broken arm.
Damaged Eva / Angel may not attack
on its next turn.



Big Hit

2 Points of Damage

BATTLE

Eva / Angel sustains broken arm.
Damaged Eva / Angel may not attack
on its next turn.

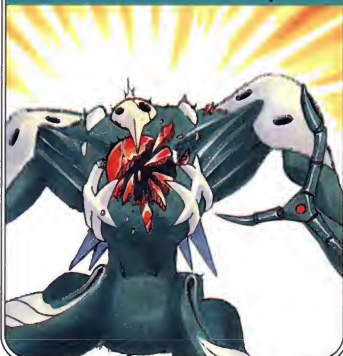


Instant Kill!

Reduce Angel's HP to zero

BATTLE

EVA/head shot! No counter attack.
Angel/S2 Engine captured!
Can be recovered without explosion.



Attack Blocked!

No damage

BATTLE



Attack Blocked!

No damage

BATTLE



Come now! Gendou's orders! ①

EVENT



Come now! Gendou's orders! ②

EVENT



Kaji's here! ①

EVENT



Kaji's here! ②

EVENT



United Nations
Oversight Committee

EVENT



School Activities

EVENT



NEON GENESIS



EVANGELION RPG

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EVANGELION RPG

Harmonics Test

EVENT



Harmonics Test

EVENT



EVA Outdoor Practice

EVENT



Special ①

EVENT



Special ②

EVENT



Special ③

EVENT



Special ④

EVENT



Special ⑤

EVENT



Special ⑥

EVENT



Special ⑦

EVENT



Special ⑧

EVENT



A normal day

EVENT



A normal day

EVENT



A normal day

EVENT



Angel Attack!

EVENT



UTILITY

A word of encouragement

You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone in the same location.



UTILITY

A word of encouragement

You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone in the same location.



UTILITY

A word of encouragement

You may use this card when a person other than yourself rolls an even number on the dice. That person can instead roll the dice again. This card can only be played on someone in the same location.



NEON GENESIS



EVANGELION RPG

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NEON GENESIS



EVANGELION RPG

NEON GENESIS



EVANGELION RPG

UTILITY**Casual
kindness**

This Card can be used at any time.
Reduce the stress of one person
other than yourself by 2 points.
This card can only be played on
someone at your map location.

**UTILITY****Casual
kindness**

This Card can be used at any time.
Reduce the stress of one person
other than yourself by 2 points.
This card can only be played on
someone at your map location.

**UTILITY****Casual
kindness**

This Card can be used at any time.
Reduce the stress of one person
other than yourself by 2 points.
This card can only be played on
someone at your map location.

**UTILITY****Show some
spirit!**

You can use this card when an
even number is rolled on the dice.
Ignore the even number and roll
again until it is an odd number.

**UTILITY****Show some
spirit!**

You can use this card when an
even number is rolled on the dice.
Ignore the even number and roll
again until it is an odd number.

**UTILITY****AT Field
Max Power!**

Play this card if you have 4 or more
harmonics during an EVA Battle.
Choose one of the two options below.
① Ignore the battle cards played by the
Angel when it attacks you this turn.
② The AT field of the Angel is neutralized
and ignored this round.



If Misato or Ritsuko draw this card,
return it to the pile and draw again.

UTILITY**AT Field
Max Power!**

Play this card if you have 4 or more
harmonics during an EVA Battle.
Choose one of the two options below.
① Ignore the battle cards played by the
Angel when it attacks you this turn.
② The AT field of the Angel is neutralized
and ignored this round.



If Misato or Ritsuko draw this card,
return it to the pile and draw again.

UTILITY**Neo Positron
Rifle**

This is a positron rifle that is stronger
than normal.
It can be used during an EVA battle
during a shooting attack.
Instead of drawing only three battle
cards, draw four.



If Misato or Ritsuko draw this card,
return it to the pile and draw again.

UTILITY**Lance of
Longinus**

This can only be used if 3 conditions
are met and if Misato succeeds an
[Operation Commander] roll.
① An Eva is in battle
② It is in Hyper time mode.
③ The pilot is synchronized.
The pilot draws 6 battle cards,



If someone other than Misato draws
this card, return it to the pile and
draw again.

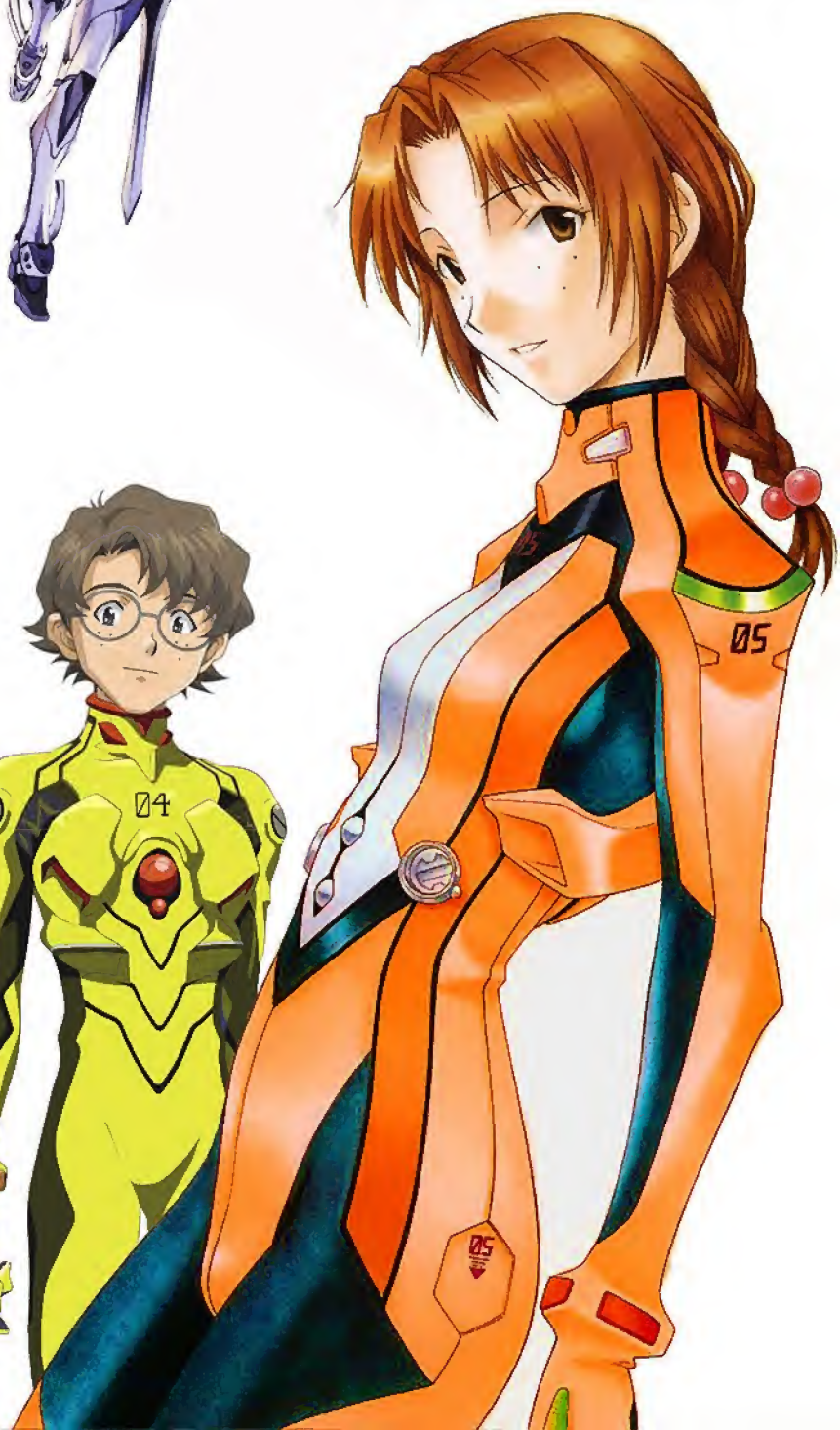
NEON GENESIS EVANGELION RPG

SPECIAL EXCLUSIVE GAME SCENARIO

Original by GAINAX

Scenario by TROTTI

EVANGELION
RE TAKE
HIKARI



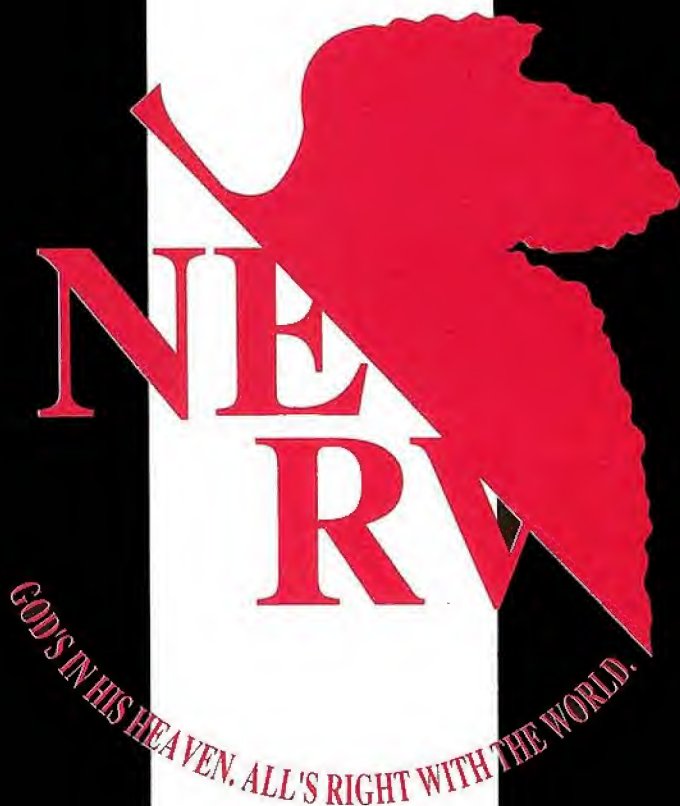
NEON GENESIS EVANGELION RPG [EVANGELION RE TAKE] HIKARI

Original by GAINAX
Scenario by TROTTI

Neon Genesis Evangelion RPG



*Special Exclusive Game Scenario
Neon Genesis EVANGELION-RPG
Evangelion Re Take: Hikari*



Original by GAINAX
Scenario by TROTTI

Forward

The Evangelion Role Playing Game was published in Japan in May of 1996, a mere two months after the final episode of Neon Genesis Evangelion aired on Japanese TV.

Those of you who've read through *The NERV White Paper* (the translated book that precedes this section) may have noticed that it only covers the first half of the series. This is because much of it was written while the show was still in production. It was followed in December of 1997 by a companion book, *Descent of Angel*, which covered the remaining Angels as well as the final battle between the EVAs and the EVA Series Units.

The RPG was a collaboration between Gainax and Kadokawa Shoten, which held the publishing rights to books based on the series. Such books would later include the *Evangelion Newtype 100% Collection* which came out in February of 1997.

Much of the art in *The NERV White Paper* comes from Gainax's own production material. Also writers Mitsuhiro Nakazama and Hirokazu Koreeda were given access to Gainax's files regarding the characters, mythology and backstory of the world. This makes the Evangelion Role Playing Game a valuable resource for those interested in studying the origins of the initial series.

Because this book has never been available in English and 25 years have passed since it was last printed in Japanese, I felt comfortable giving it a breath of life for an English-speaking audience who might otherwise never know it existed. I hope that the original creators and copyright owners will forgive me for presenting their work and if they ever run across this, accept that it was done in a spirit of admiration and appreciation. Their game lives on, in a new language, among fans who can now enjoy it for the first time.

Trotti - July 2020

CONTENTS

C O N T E N T S

Neon Genesis Evangelion RPG

EVANGELION

RE TAKE

HIKARI

Original by GAINAX

Game Design Mitsuhiro Nakazawa (ORG)

Scenario Written by TROTTI © 2020

Art Sources

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Evangelion Anima, Dengeki Hobby Books 2018

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Introduction

Special EVAs, characters and enemies 02

Brief Game Play Summary

Recap of the rules 11

Dead Sea Scrolls – Scenario Five

Preface to the Dead Sea Scrolls 16

Setting up the Game 17

Contents of the Events 19

The Angel Tabris – Kaworu Nagisa 44

Conclusion 46

Map Page 48

Character Sheets 49

Entry Plugs and Token Sheet 54

[illegible]

HIKARI'S WORLD



So what is “Evangelion Re Take: Hikari”?

This is a brand-new adventure written to celebrate the translation of the Evangelion Role Playing Game into English. Having worked hard on the translation I wanted to include something new to celebrate 25 years of Evangelion.

The original NERV White Paper includes four scenarios. But in them, you can only play Shinji, Asuka, Rei, Misato and Ritsuko. In this scenario, some of the lesser characters get a little fan-service. Hikari, Touji and Kensuke are the pilots, while Shinji, Rei and Asuka are regular students.

This is not so outside canon as it may seem. In the original series, all of the students in Shinji's Middle School Class were potential pilot candidates whose mothers were dead or missing. Both Gainax and Studio Khara (the successor to Gainax) have released art and games where Touji, Kensuke and Hikari are the pilots of Units 03, 04 and 05 respectively (the video game Battle Orchestra and the Anima light novels being two examples).

The story takes place in the aptly named “School” Universe created by Shinji during the Third Impact as seen in Episode 26. Shinji, Rei and Asuka are just regular students. It strikes out on its own in that here Hikari is the hero and Kensuke and Touji are her fellow pilots. It also gives a nod to the Evangelion “Re Take” doujinshi, where Shinji becomes unstuck in time and refights his way through the battles with the Angels. This story borrows a little of both concepts, hence the title “Evangelion Re Take: Hikari.”

Together Hikari, Touji and Kensuke must defeat the Angel Tabris (Kaworu) who is moving between Shinji's shifting realities, attempting to reshape Third Impact in his own image. To stop Kaworu, Hikari will have to sacrifice her relationship with Touji in this world and restore the prime timeline. The pilots must build their Synch rates, manage their stress and use their skills and luck to save Shinji and stop the Third Impact.

Do you have what it takes to save the world?

It's time to find out!

Hikari's World Setting

It has been 15 years since the Second Impact destroyed Antarctica, shifted the Earth's Axis and wiped out nearly half of the World's population. The first few years brought many struggles as refugees flooded away from submerged coastal regions and national governments collapsed. But there were also new lives that came out of Second Impact. Some of the Children born in the following year were very special. And a select few of these have been gathered together in the new capital of Japan, Tokyo 3.

The reason for this is shrouded in secrecy, and the truth is known only to a handful of individuals. This truth is that Second Impact was not caused by an Asteroid slamming into the Earth, as has been told to the general public, but was due to the awakening of a slumbering giant of light – a creature mankind has named an Angel. There are more of these Angels coming, and their arrival signals the extinction of humanity. Because it is said that if an Angel breaches NERV HQ's defenses and descends deep beneath the site, it will trigger a Third Impact that will destroy the world.

But standing against this threat are the Evangelions, multi-purpose, humanoid shaped fighting weapons. This is the reason these special children have been gathered in Tokyo 3. But so far, only three have been selected to become pilots of the Evangelions. They are all 14 years old. One girl and two boys. Their names are Hikari Horaki (the Class Rep), Touji Suzuhara (the tough kid) and Kensuke Aida (the military fanboy).

Five months ago, the Angels returned. Hikari and her fellow pilots have fought repeatedly against the Angels, who have descended on Tokyo 3 with increasing ferocity. It has taken a toll on the pilots and their EVAs, Unit's 03, 04 and 05.

It has also not been easy on NERV's Chief of Operations, Misato Katsuragi and the head of NERV's science division, Ritsuko Akagi. These two have struggled to maintain and improve the EVA's strength and fighting ability as well as the defensive capabilities of Tokyo 3 and NERV HQ. As the end of the year draws near, in what used to be Winter, but now is the hottest part of the world's perpetual Summer, nerves are getting frayed and stress is high.

To make matters worse, much of the civilian population has been evacuated from Tokyo 3, including Hikari's father and sisters, forcing Hikari to live with Misato in her apartment along with a brash transfer student from Germany, Asuka Langely Souryu and a warm water penguin named Pen Pen who make strange roommates.

But there is a glimmer of hope. Commander Ikari and his wife, the brilliant scientist Yui Ikari, the mother of the Evangelion program, have hinted that they may be nearing the last of the predicted Angels. If this is true, and the EVAs can withstand them just a little longer, mankind might survive.

But until that day, the pilots and NERV staff must be prepared and vigilant. There is no telling where the next Angel may come from or what its powers might be.



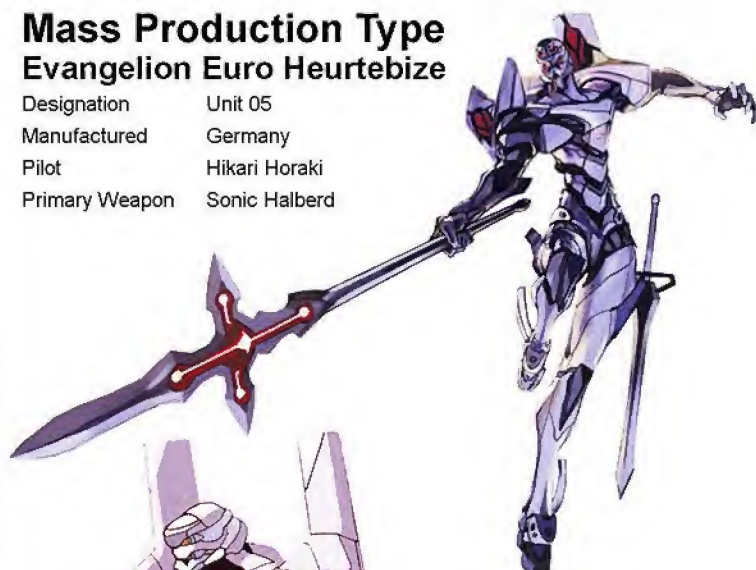
The Scenario is set in the "School Universe."

Shinji, Rei and Asuka are regular students while Hikari, Touji and Kensuke are EVA pilots.

Much of history has remained the same. But details in Shinji's life and the lives of those around him have changed. Can the clues to those changes help the characters save the world?

Mass Production Type Evangelion Euro Heurtebize

Designation	Unit 05
Manufactured	Germany
Pilot	Hikari Horaki
Primary Weapon	Sonic Halberd



EVA-05

The Three EVA Units

After initial problems with the Prototype and Test Types, there was a breakthrough in Synchronization technology at the NERV Branch in Germany.

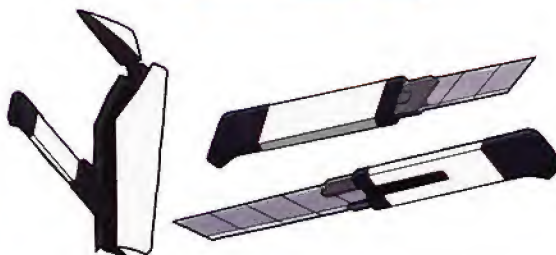
The German built Units 02 and 05 used the same design but a mishap with Unit 02 resulted in its destruction prior to delivery.

Units 03 and 04 were built in the United States and have similar appearances.

EVA Unit 05

Unit 05 is white in color. Hikari Horaki is Unit 05's exclusive pilot. Due to a high synch rate between the pilot and her EVA, Unit 05 has participated in the most battles and defeated the most Angels.

The primary weapons of Unit 05 are the Progressive Knife and a Halberd based on the same technology. Unit 05 is also the most agile of the three Units.



Unit 05's Progressive knife uses a unique segmented blade that snaps as it dulls to maintain maximum sharpness in combat. This is unique to the German EVA models.

EVA Unit 03

Unit 03 was built in the United States, but much of its design was based on the Test Type from Japan. Unit 03 is the most effective EVA in close combat and has developed a punch move capable of penetrating an AT Field. Its color is black and it is piloted by Touji Suzuhara. In the battle with the 8th Angel in the volcano of Mt. Asama, Unit 03 used the D Type protective suit for the first time. In the battle with the Angel Bardiel, Unit 03 was protected by an AT Field of unknown origin.

EVA Unit 04

Unit 04 was built at the Nevada test site in the United States. It saw its first combat against the 5th Angel Ramiel when it used an SST heat shield to defend Unit 05 which shot the Angel at long range. Unit 04 is piloted by Kensuke Aida and its color is silver. It has also run Berserk the most number of times.



EVA-04



EVA-03



School Universe Characters



Hikari Horaki

The Sixth Child

Hikari is the hero of this story. She is the pilot of EVA Unit 05, with which she shares a unique bond. She is easily the most adept pilot with the highest synchronization rate.

Hikari lost her mother at a very early age while her mother was working for Gehirn in Germany. Though she comes across as bossy especially to many of her classmates in her role as Class Rep, she is actually quite shy. She has a crush on her fellow pilot, Touji, but has never admitted it to anyone but her best friend Asuka.

Touji Suzuhara

The Fourth Child

Touji is as surprised as anyone that he was selected as an EVA pilot. Rough around the edges, a mediocre student and considered by his teachers as a borderline delinquent, he has proven to be an effective combat pilot. The brawling style he employs with his EVA is unique to say the least.

Touji loves his little sister and goes out of his way to be with his best friends Shinji and Kensuke. He's not quite sure why the Class Rep seems to have it in for him though, with the way she follows him around.

Kensuke Aida

The Fifth Child

Being an EVA pilot is Kensuke's dream come true. He is a military fanboy, who spends his free time brushing up on the latest loadouts for the EVAs. He is best friends with Touji and Shinji, who are in his class. Kensuke has pretty much raised himself, with his father working at NERV all the time. Recently, Kensuke has begun to take an interest in the quiet transfer student, Rei Ayanami, though he hasn't worked up the courage to talk to her yet. Kensuke is the best pilot when it comes to shooting.



HIKARI



TOUJI



KENSUKE

School Universe

Other Characters

Ryoji Kaji

NERV Intelligence
Ryoji is driven by his past to learn the secrets behind the Angels and NERV. He plays both sides and knows it is a dangerous game.

Ritsuko Akagi

Chief of Project E
Ritsuko is a genius computer scientist and is in charge of the secret E project. She is an old friend of Misato and Ryoji. She is focused on her work at NERV.

Shinji Ikari

Student
Shinji is a pretty typical student. He is best friends with Kensuke and Touji. He is also in an up-and-down relationship with Asuka.

Gendou Ikari

NERV Commander
Gendou has devoted his life to defeating the Angels and saving his family and the world. He is the head of NERV and married to Yui, its Chief Scientist.

Kouzu Fuyutsuki

Deputy Commander
Fuyutsuki is both a scientist and a leader at NERV. Yui and Gendou Ikari trust him implicitly. He knows the secret of the EVA's and of the Angels.



Misato Katsuragi

NERV Operations Chief
Misato is in charge of the EVAs and responsible for insuring that NERV is ready to defend itself from the Angels. She is the lone survivor of the Antarctic expedition during Second Impact.

Asuka Langley Souryu

Student
Asuka is a transfer student from Germany. Her mother is head of research at the Third NERV Branch in Berlin. An outspoken young woman, she is Hikari's best friend and has a love/hate relationship with Shinji Ikari.

Rei Ayanami

Student
Rei is distantly related to Shinji and lives with the Ikari family. She is quiet and shy and spends much of her free time reading. She is very much a free spirit.

Yui Ikari

NERV Chief Scientist
Yui is Shinji's mother. She is the "mother" of the EVA project. She is very closely involved in the plans of NERV and is aware of its deepest secrets. She knew Hikari's mom at Gehirn.



The "Bridge Bunnies"

Makoto Hyuuga - Analysis Expert - Fiercely loyal to Misato.

Maya Ibuki - Computer Specialist - Dr. Akagi's protege.

Shigeru Aoba - Communications - Guitar is his passion.

School Universe Angels

Armisael

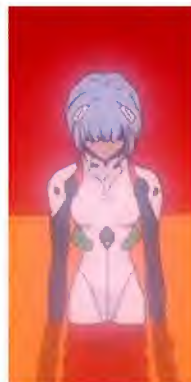
The 16th Angel

Armisael appeared as a glowing ring in the sky with a double helix structure. It was virtually impervious to physical attacks.

Once it made contact with Unit 00, the Angel penetrated its armor and invaded the body and spirit of the pilot.

It carried within it the genetic code of the preceding Angels. It also was able to assume the physical form of the pilot it had invaded to attack the other EVAs.

Armisael was destroyed when Unit 00 self-destructed.



Kaworu Nagisa

The 17th Angel

The Angel Tabris manifested as a 14 year old boy named Kaworu Nagisa who had been sent to NERV HQ as the Fifth Child by the secret organization Seele.

During his brief time among humans, Kaworu bonded with Shinji Ikari and came to understand certain human emotions including love and loneliness.

The Angel demonstrated the unique ability to move between the shifting realities of Shinji's mind and its powerful AT Field could not be penetrated.

The Angel was only defeated because it allowed Shinji to choose between its destruction and the destruction of mankind.



TOKYO 3 / NERV HQ LAYOUT COLLAGE

It can be hard to wrap your head around the layout of NERV HQ. Here's a quick orientation of how key locations fit together.

Tokyo 3 Surface



NERV HQ Entrance



Tokyo 3 Suspended City



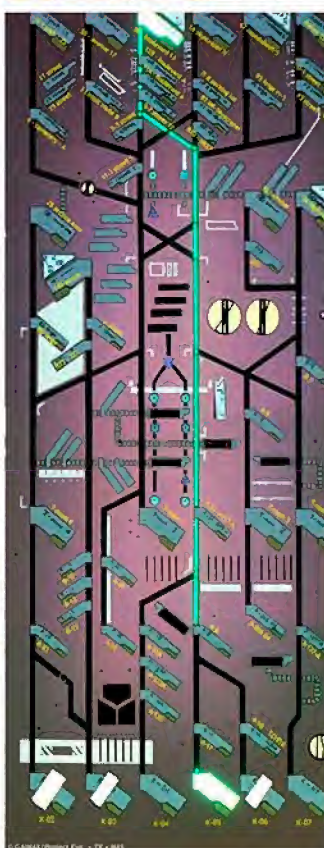
Security Gates



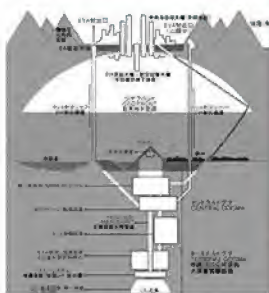
Lifts & Escalators



22 Layers of Armor



Launch Tubes



Lab Facilities



Hospital



Geofront



NERV Pyramid



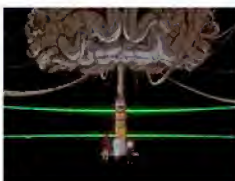
Central Dogma



EVA Cages



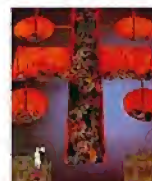
Terminal Dogma



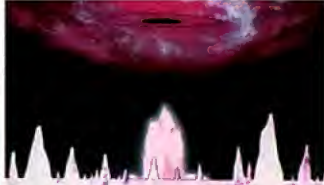
Heavens Door



Lilith



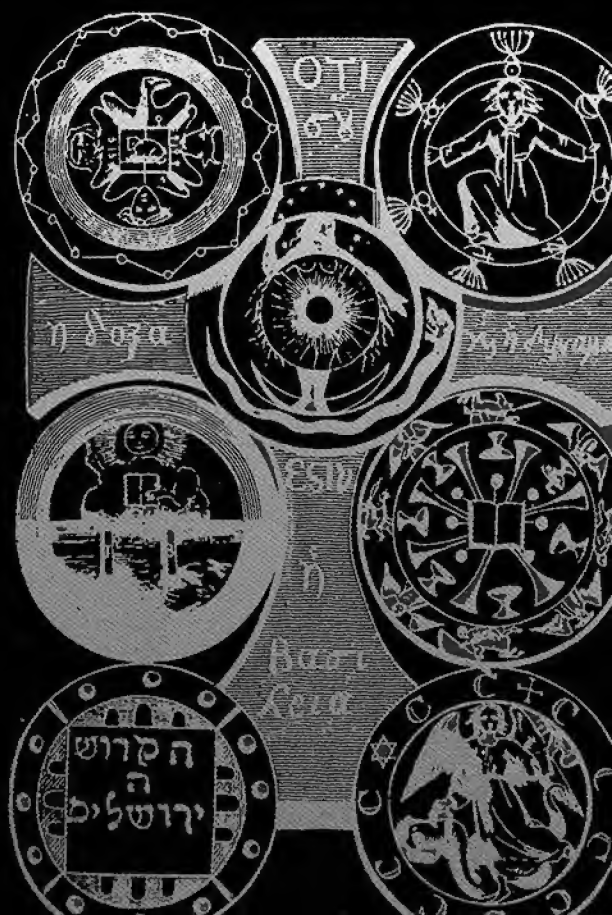
Adam



NERV

RULES

RECAP



Brief Game Play Summary

The included book, The NERV White Paper, contains the rules for playing the game. They aren't long and they aren't complicated, but I'll summarize them here with page references for the pertinent sections.

So, is this really an RPG?

I know the title "Neon Genesis Evangelion RPG" implies that this is a Role Playing Game, and yes, there are Role Playing elements to it – characters, dice and a story. But I think more accurately, this qualifies as a "Beer and Pretzels" game. For me, the distinction lies in that this is really not an "open sandbox" experience. It's more like a video game where there's a fixed story leading to a "Boss" level.

The character strengths and weaknesses are predetermined, but you can "buff" attributes to better be able to handle later threats. That's all good by me, because when I sit down to play a game like this, I don't usually want to get deep into learning game mechanics and creating intricate characters when I'll probably only play it a few times.

The good news is the rules aren't deep, there's lots of social interaction and it takes about an hour to an hour and half to play a game. It's also not a difficult game to run as a Game Master (who in this case is called "the Commander"). The Commander can even run a character if you're short of players, treating that character like an NPC. The Commander should take care not to abuse any omniscient knowledge in doing so, however.

Before playing, the Commander should read through all the rules in the book. It's 15 pages with lots of pictures. Just for the novelty of seeing what a Japanese RPG structures like, it's worth the read. I'll recap the rules here for reference or for those who are just really lazy.

As for the players, a quick explanation and playing the first few rounds of the scenario should get them up to speed.

Preparing for the Game

Here's what you should do to prepare to play the game:

Print the following pages:

The Map Page.

For this Scenario I've created a Map Page that already has the Location Cards laid out on it, so you don't need to print the location cards. It also has a Daily Steps chart on it for easy reference during play.

The Character Sheets.

There are character sheets for each player to use. There are five characters: Hikari, Touji, Kensuke, Misato and Ritsuko. These sheets each contain a Calendar to record values and notes on a daily basis, the Character's Strengths and Weaknesses, charts for tracking values (Harmonics, Stress and HP) and Stress modifier and Dice Roll tables specific to that character.

The Event Cards

If you want to treat your players to the full experience, print out the Event cards from The NERV White Paper and use those. If you want to save ink or just want to start playing right away, you

can substitute a deck of regular playing cards. In the section "Set up the Event cards" is an explanation of how to use regular playing cards for the Event Cards.

The Utility Cards

Just like the Event Cards, for the full experience, print up the Utility Cards from the NERV White Paper. However, you can use regular playing cards to stand in for the utility cards. See the explanation under "Utility Cards."

The Battle Cards

Again, print the Battle cards for the best experience. Or you can use that same deck of playing cards for these as well. See the explanation under "Battle Cards."

OTHER ITEMS NEEDED

Two dice.

Pencils for each player.

Character and Numerical value tokens. You may print and cut out the included character tokens or use anything you want to represent the characters on the map locations and track the numerical values on the Character sheets.



RECAP OF THE RULES

1. THE DEAD SEA SCROLLS:

The "Dead Sea Scrolls" refers to a scenario and all the information you need to play it.

What it contains:

Calendar Information

Set starting values

Set up the cards

Event Card List

Event Card contents

Special rules for the

current Angel

Conclusion

Calendar Information

The provided calendar has the dates for this scenario on it.

Set starting values

Values for Stress, harmonics, NERV HP and EVA HP are given here and should be entered onto the Calendars by the players. Also, any backstory information will be conveyed here to help better understand the scenario.

Set up the cards

The characters' future depends on a combination of Event, Utility and Battle cards as well as decision making and the results of rolling dice. This section covers how to arrange the cards in an order that allows the story to unfold in a pleasing manner.

Event Card List

An Event card is drawn in Step 3 each day. What occurs as a result of that card is found in the "Event Card Contents" section. The list tells you what page to turn to when a particular card is drawn.

Event Card Contents

Depending on the Event card drawn in Step 3, various events can happen. The events that occur are described in detail in this section.

Special rules for the current

Angel

This section describes the Angel for the scenario and its strengths. Also, if there any special method to defeat it is introduced here.

Conclusion

This section describes how the game ends and the results.

2. THE DAILY STEPS

Each calendar day, the players will perform the same seven steps unless otherwise directed.

Step 1. Decide where to spend the Day

Step 2. Move to that location.

Step 3. Draw an Event Card & consult "Event Card Contents"

Step 4. Re-movement phase.

Characters called to the Event move to it, others move there by successful [Quick Action].

Step 5. Resolve the Event as described in "Event Contents."

Step 6. Characters at NERV HQ roll to improve numerical values.

Step 7. Record the day's events in the calendar and calculate changes to Stress.

Please see Page 47 of The NERV White Paper for an explanation of each of the Daily Steps.

3. RULES FOR COMBAT

The characters will eventually fight the Angel. Pilots can choose Close Combat or Shooting.

Dice are rolled for success or failure. Damage is determined by drawing Battle Cards. The number of cards drawn is 1 for close combat and 3 for shooting. But shooting is harder and takes time.

Misato rolls to defend NERV and mitigate NERV damage.

Ritsuko rolls to support the EVAs as they fight.

There are special rules for too much Stress in combat.

There is a rule for a dramatic save just before the Angel wins called Hypertime mode.

See page 49 of The NERV White Paper for the combat rules.

4. NUMERICAL VALUES

A lot of this game is about managing Numerical Values to optimize them for the final battle with the Angel.

There are 3 values you want to raise:

EVA HP
NERV HP
HARMONICS

Each Character Sheet has a table that affect each of these values. Events can also change them.

The normal way to increase EVA HP, NERV HP and Harmonics occurs during Step 6. Any characters at NERV HQ in Step 6 (either because they moved there in Step 2 or moved there in Step 4 by [Quick Action] or as a result of the Event) may roll the dice in their respective specialty to try to improve a Value.

Pilots roll for [EVA Synchro] to try to improve Harmonics.

Misato rolls for [Operation Commander] to try to improve NERV HP.

Ritsuko rolls for [EVA Support] to try to improve EVA HP.

There is also a value you want to lower. This value is:

STRESS

Stress is the key factor in this game. Stress results from Events, Locations and Character interactions. These are modified character traits and summarized on a Table on each Character Sheet. I won't go into detail about Stress here. It's an important enough aspect, you should read the rules about it. But here are a few things to keep in mind about Stress:

1. Unless indicated by the Event, Stress does not change until Step 7, at the end of the day, after all the daily events are done. So even if you gain stress during the day, it doesn't take effect until after the day is over.

2. Too much Stress can cause bad things to happen. Pilots with too much Stress can make their EVAs run Berserk. Misato can damage NERV. Ritsuko can make mistakes that limit the EVAs' ability to fight.

3. Regularly relieving Stress is as important as building up HP in this game. Mechanically in terms of game play, it is more important. The EVAs can manage damage in combat, but if the pilot loses his or her mind, a Berserk EVA will gut you worse than any Angel.

5. DIE ROLLS AND APPLYING STRENGTHS AND WEAKNESS

Rolling Dice in this game is pretty straightforward.

Roll two dice.
Odd rolls succeed.
Even rolls fail.
If you roll 7, you succeed and draw a Utility Card. Lucky!

The modifiers to die rolls are Strengths and Weaknesses.

Rolling dice for a strength:
Rolling a 2 or 12 is a success.
Rolling dice for a weakness:
Rolling 7 becomes a failure, but you still draw a Utility Card.

That's pretty much it when it comes to rolling dice.

6. MISC THINGS ABOUT THE GAME TO KNOW

- EVAs can go Berserk if pilots have too much Stress. This can happen in combat and even during a Harmonics Test. There are tables on the Character Sheets for what happens when an EVA runs amok. See page 53 of The NERV White Paper for details.
- Pilots can go into Hypertime Mode during combat under certain conditions. Hypertime mode is a dramatic "Time slows down" rule. A pilot can take 5 actions in a single turn during combat with the Angel. See page 52 of The NERV White Paper for details on how this works.
- Roll a 7, draw a Utility Card. But be aware, you can only have two Utility Cards in your hand at one time. So don't bother hoarding them.
- Even if you are not called to an Event, you can still try to move to it using [Quick Action] in Step 4 to participate in the Event.
- If you try to move to a location in Step 2, but are called by the Event to another location in Step 4 or re-move using [Quick Action] your Stress calculation is based on where you were in Step 4, not where you tried to go in Step 2.

That's it for the recap of the Rules. They really aren't that complicated. Consult the relevant pages of The NERV White Paper for specifics. And when in doubt, just go with what makes for a fun game experience. Or as the Commander, just tell the players that's the way it is.

That's why you're the Commander!

Dead Sea Scrolls Evangelion Re Take: Hikari

- Attention to the Commander! You should read through the entire scenario so that you have a good understanding of it before guiding the players through it.
- Attention to anyone other than the Commander!

If you intend to play this scenario as a character, don't read any further. The best way to enjoy this game is to experience it the first time while playing.

Let's begin the Dead Sea Scrolls Fifth Scenario!



DEAD SEA SCROLLS

Scenario 5

“EVANGELION RE TAKE: HIKARI”





Story Line

The Commander should read the following to the players:

"Hikari Horaki is being haunted by the same dream every night. In it she sees her friend Asuka wearing an EVA plug suit while her classmate Shinji chokes her on a beach by Lake Ashinoko. But the water of the lake is blood red and Asuka has never been an EVA pilot. Only Hikari, Touji and Kensuke are the designated pilots of EVA Units 03, 04 and 05.

Hikari wakes up after each dream feeling unsettled and ill. Something is not right. At school, the only thing out of the ordinary is the anticipated arrival of a new student, the pilot candidate Kaworu Nagisa. Otherwise the stormy triangle between Shinji, Asuka and the quiet transfer student Rei Ayanami remains the most interesting topic in classroom 2 A.

Elsewhere, life goes on in Tokyo 3. The pilots and NERV prepare for the next inevitable Angel to appear. But Hikari, Touji and Kensuke can't shake the feeling that something is very wrong in their city of Tokyo 3, and it has something to do with Shinji.

What is the cause of Hikari's dream?
Is there a relationship with the arrival of the new student Kaworu?
Can Hikari, Touji and Kensuke learn the truth before they fight their greatest battle together as the pilots of EVA Units 03, 04 and 05?

The sun rises on the blood red waters of Lake Ashinoko, with the fate of existence itself still in doubt and resting on the shoulders of three unlikely heroes. "

Setting up the Game

The Dead Sea Scrolls for this scenario are divided into 7 parts.

Calendar Information

Set starting values

Set up the cards

Event Card List

Event Card contents

Special rules for the current Angel

Conclusion

Calendar Information

The game starts on December 8, 2015. December 8th is a Tuesday. It is also Misato's Birthday! The date has been recorded in the Calendar already, but the players should note her birthday.

Commander's knowledge only:

There are four Fixed Events that will take place on specific days. The Commander should record them in the Calendar and reveal them to the characters on the appropriate days. They are:

- Dec. 12, 2015 – Hikari's Dream
- Dec. 19, 2015 – Phantom Angel Attack
- Dec. 24, 2015 – Kaworu Arrives
- Dec. 29, 2015 – Kaworu kidnaps Shinji



Third Impact and the School Timeline

On January 1, 2016, Shinji Ikari, piloting EVA Unit 01 became the vessel of Human Instrumentality and initiated Third Impact. The AT Fields separating every person on Earth collapsed, and mankind merged into a single being. Shinji, protected by the soul of his mother in EVA Unit 01, merged with the Angel Lilith, the primordial mother of all mankind in the form of Rei Ayanami. In that moment, Shinji was given the choice to destroy all mankind by merging all life into a shared existence free from hate and fear, but also without hope or love, or to create a new world where individuals could exist, subject to pain and rejection, but also love and acceptance. Having grown during his time in Tokyo 3, Shinji recognized that the emptiness he felt could only be filled through others despite the suffering that individuality could bring. Shinji chose a world with other people and mankind was restored. But he also had the choice to create other worlds. One of those Universes was depicted in Episode 26 of the TV series and has been dubbed the "School Universe." In this universe, Shinji, Rei and Asuka are just typical students. These Universes collapsed and rejoined the Prime Timeline when Shinji chose to restore the real world instead of living in an illusion of his own creation. Hikari's world is one of those Universes, but Third Impact is still going on and the end result is still very much in doubt. This is because the Angel Kaworu is within Shinji's heart. And if he defeats Shinji, all mankind will be destroyed.

Set Numerical Values

Adjust the starting values for NERV HP and EVA HP.

NERV HP starts at 30.
EVA HP for all Units is 2.

All pilots start with stress zero and harmonics zero.

Misato and Ritsuko start with zero stress

Record these in the calendars.

Set up the Event Cards

In this story, there are five "Acts." The five piles of cards you are about to create correspond to those acts. It is important that the cards are in this order so that the story unfolds in a natural and satisfying way. There is an element of randomness within each pile, as they are shuffled. But this shuffling happens before the piles are combined!

Separate out the following cards into five piles.

1. Special 1 & 2, Come Now! Gendou's Orders 1 and Kaji's Here! 1 (Act I, four cards)
2. School Activities, EVA Outdoor Practice, 2 X EVA Harmonics and 2 X "Normal Day" (Act II, six cards)
3. UN Oversight, Come Now! Gendou's Orders 2, Kaji's Here! 2, 1 X Normal Day (Act III, four cards)
4. Special 3, 4, 5 and 6 (Act IV, four cards)
5. Special 7 and 8 and Angel Attack! (Act V, three cards)

Don't combine the piles yet. Shuffle piles 1, 2, 3 and 4 separately.

Now combine the piles by stacking them so the order of the Piles is 1, 2, 3, 4., with 1 on top and 4 on the bottom.

Put "Special 7," "Special 8" and "Angel Attack!" on the bottom of the combined stack in that order, so that the "Angel Attack!" is on the bottom.

The most important thing is to make sure the Angel is the last card (see the illustration on page 18).





Using regular playing cards for the Event Cards.

There are 21 Event Cards. You can use the full Hearts suit (13 cards) and the Ace through 8 of the Diamond suit of a regular playing card deck to represent them.

- A♥ Come Now! Gendou's Orders 1
- 2♥ Come Now! Gendou's Orders 2
- 3♥ Kaji's Here 1
- 4♥ Kaji's Here 2
- 5♥ UN Oversight Committee
- 6♥ School Activities
- 7♥ Harmonics Test
- 8♥ Harmonics Test
- 9♥ EVA Outdoor Practice
- 10♥ Normal Day
- J♥ Normal Day
- Q♥ Normal Day
- K♥ Angel Attack!
- A♦ Special 1
- 2♦ Special 2
- 3♦ Special 3
- 4♦ Special 4
- 5♦ Special 5
- 6♦ Special 6
- 7♦ Special 7
- 8♦ Special 8

Location cards Set Up

The included Map Page already has the Location cards printed on it. For reference the locations used in this scenario are:
 NERV Headquarters Geofront
 Tokyo 3 Middle School
 Misato's Apartment
 Tokyo 3 Downtown
 Lake Ashinoko / Flooded City
 Hilltop Park / Old City
 In addition to this, the "Hospital" will be a special location. The characters can only enter the Hospital when instructed by the Commander.

Utility cards Set Up

Remove the "Lance of Longinus" Utility Card and set it aside. It has a special role at the end of the game. If certain conditions are met, the Commander will present it to Misato. All the other Utility Cards are used. Shuffle them and place them face down by the map.

If you are using regular playing cards for the Utility Cards, use the Spades suit from Ace to Queen. There are 12 Utility Cards.

- A♠ Lance of Longinus
- 2♠ A Word of Encouragement
- 3♠ A Word of Encouragement
- 4♠ A Word of Encouragement
- 5♠ Casual Kindness
- 6♠ Casual Kindness
- 7♠ Casual Kindness
- 8♠ Show Some Spirit
- 9♠ Show Some Spirit
- 10♠ AT Field Max Power
- J♠ AT Field Max Power
- Q♠ Neo Positron Rifle

Battle cards Set Up

All the Battle cards are used in this scenario. Shuffle them and set them next to the map. If you are substituting regular playing cards for the Battle Cards, use the Clubs suit, Ace through 9. There are nine Battle cards.

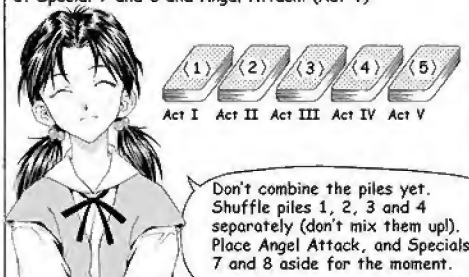
- A♣ Small Hit
- 2♣ Small Hit
- 3♣ Small Hit
- 4♣ Small Hit
- 5♣ Big Hit
- 6♣ Big Hit
- 7♣ Instant Kill!
- 8♣ Attack Blocked!
- 9♣ Attack Blocked!

Once you have finished these steps, you are ready to begin. You can start the game at any time.



How to set up the Event Cards

Separate the following cards into five piles
 1. Special 1, Special 2, Come Now! Gendou's Orders 1 and Kaji's Here 1 (Act I)
 2. School Activities, EVA Outdoor Practice, 2 X EVA Harmonics and 2 X Normal Day (Act II)
 3. UN Oversight, Come Now! Gendou's Orders 2, Kaji's Here 2, and one Normal Day (Act III)
 4. Special 3, 4, 5 and 6 (Act IV)
 5. Special 7 and 8 and Angel Attack! (Act V)



Now, stack the piles so that from top to bottom the order of the Piles is 1, 2, 3, 4.

Stack in this order from top to bottom:

- Pile 1
- Pile 2
- Pile 3
- Pile 4
- Pile 5

Do not shuffle.



INTRO THE DEAD SEA SCROLLS

The Dead Sea Scrolls for Scenario 5.

This is where the contents of the Event Cards are explained as well as how to resolve them.

The section has been broken up into five "Acts." This is so the Events will occur in a specific order. It is also laid out this way to help the Commander find the material and reference it quicker.

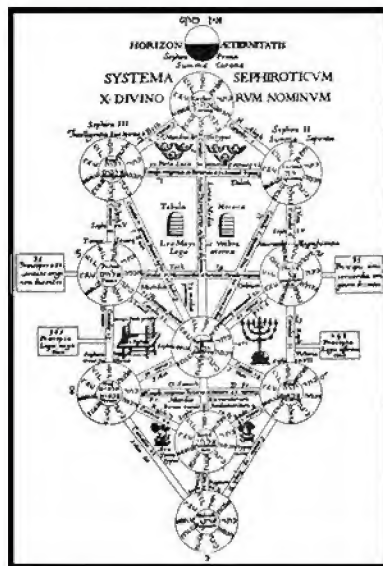
Each "Act" ends with a Fixed Event that is also described in this section. On the days of these Fixed Events, wait to draw a daily Event card until you have read whether one is to be drawn that day or not. Some Fixed Events tell you not to draw an Event Card, while others occur at the end of the day, in which case an Event Card is still drawn. Basically just follow the instructions for the Fixed Event on that day and you'll know whether an Event Card is to be drawn or not.

Even though there is a general structure to the occurrence of the Events, there is also a random element within each Act because each Act's cards are shuffled. Cards from different Acts should not be shuffled together and the Commander should be careful to make sure that the stacks for each of the Acts are arranged in the proper order.

A final note: this scenario follows certain canon dates. Misato's Birthday is December 8th. Kaworu arrived in Tokyo 3 on Christmas Eve. Third Impact started on December 31, 2015 and ended on January 1, 2016. Although subtle in the TV series, the significance of these dates allows for a good structure to this scenario. The Commander is encouraged to use them to enhance and deepen the game experience as appropriate.

Contents of the Events Cards

As you draw the Event Cards, please refer to the following list and then consult the appropriate page in this scenario's Dead Sea Scrolls section.



ACT STRUCTURE

Like any good story, the scenario has an act structure. The Commander should use this chart to keep track of where the characters are in the story. It's a useful way to pace the game and find your place if you get lost.

ACT	Event Card List	Page
Act I	A♦ Special 1 - Misato's Birthday Party	20
	2♦ Special 2 - Double Date	20
	A♥ Come now! Gendou's Orders 1	21
	3♥ Kaji's here! 1	21
	● Dec. 12 Fixed Event - Hikari's Dream	22
Act II	6♥ School Activities	23
	7♥ EVA Harmonics Test (First Time)	24
	8♥ EVA Harmonics Test (Second Time)	25
	9♥ EVA Outdoor Practice	26
	● Dec. 19 Fixed Event - Phantom Angel	27
Act III	5♥ UN Oversight Committee	28
	2♥ Come now! Gendou's Orders 2	29
	4♥ Kaji's here! 2	30
	● Dec. 24 Fixed Event - Kaworu Arrives	32
Act IV	3♦ Special 3 - Kaworu's Class Project	34
	4♦ Special 4 - The Unfamiliar Room	35
	5♦ Special 5 - The Boy Who Never Was	35
	6♦ Special 6 - Harmonious Instrumentality	36
	● Dec 29 Fixed - Kaworu abducts Shinji	37
Act V	7♦ Special 7 - Countdown to Third Impact: Rei	39
	8♦ Special 8 - Countdown to Third Impact: Asuka	40
	K♥ Angel Attack!	44

ACT 1 THE DEAD SEA SCROLLS

Special ①

Misato's Birthday Party



This occurs after all daily steps have been completed, after Step 7, "record in the calendar."

[Location] Misato's Apartment

[People] All NERV members

[Contents] Though Misato's Birthday is December 8, the party takes place on whatever day the card is drawn. This was the first evening everyone could be gathered after work. The pilots, NERV Staff and all their friends were invited to celebrate with Misato at her apartment. Needless to say, too much junk food and beer was consumed.

[How to solve] To see whether they have enjoyed themselves or not, all characters should roll for [Negotiation].

[Results] Those people who succeed at [Negotiation] are able to relax and enjoy the party. Their stress lowers by 2. Those who fail [Negotiation] either drank too much or were uncomfortable with how much Misato was drinking, especially when she started belting old karaoke tunes. Their stress rises by 2. In addition, if Misato fails [Negotiation] her hangover extends into the next day. If she goes to NERV HQ, she will not be able to concentrate on her work and will fail [Operation Commander] during Step 6. She should take the next day off and relax assuming the Event doesn't send her scrambling to fix a problem.

Special ②

Double Date



This occurs after all daily steps have been completed, after Step 7, "record in the calendar."

[Location] Misato's Apartment

[People] Hikari, Touji, Kensuke

[Contents 1] At school Hikari saw Asuka storming away from classroom 2A. Asuka was angry with Shinji again, which wasn't unusual for the two. This time it turned out she was jealous of Shinji spending too much time with the transfer student Rei Ayanami. "That honor student thinks I don't know what she's trying to pull with that idiot Shinji." Asuka proposed that the coming Saturday, Hikari should invite Touji and Kensuke into town and have them invite Shinji.

[How to solve 1] Hikari may decide whether or not she wants to go. If she decides she doesn't want to go, roll the dice for [Negotiation].

[Result 1] If Hikari succeeds in [Negotiation], she tells Asuka she can't go. Asuka sulks for the rest of the day. Hikari feels guilty, so her stress rises by 1. If Hikari fails [Negotiation] or she accepts, she then has to get Touji or Kensuke to invite Shinji.

If Touji or Kensuke want to decline, each has to roll the dice for [Negotiation]. If either fails, they cannot refuse. If both succeed the date does not happen, but because they

know they will have to face the wrath of Asuka, their Stress rises by 1.

If they accept, the date automatically happens. Mark it on Saturday December 12th in your calendar. The location is Downtown Tokyo 3.

The Commander should also note this. Until Saturday arrives, the rest of the week continues as usual. Saturday, pick up with [Contents 2].

[Contents 2] On Saturday no Event Card will be drawn as there is a "Fixed Event" at the end of the day, so if the double date occurs, it will not be interrupted by an Event.

[Location 2] Downtown Tokyo 3

[People] Those on the date

Asuka takes charge, which is fine by everyone else. She leads them down to the waterfront by Lake Ashinoko to a little café for coffee and pastries. Next, she shepherds them on a whirlwind trip through the Old City to see the sights. Then they all take a leisurely trip on the cable skyway for a dramatic view of the city and surrounding area from high up in the mountains.

[How to solve 2] Hikari, Touji and Kensuke each roll the dice for [Negotiation].

[Result 2] If anyone succeeds in [Negotiation] Asuka has such a good time she forgets she was mad at Shinji and even lets him walk her home. Those who went on the date lower stress by 2. Any who fail also roll the dice for [Observation]. A successful person will notice out of the corner of their eye a figure that looks vaguely like Asuka in a red plug suit with an eye patch and bandaged arm glaring at the real Shinji and Asuka on their date. When they turn to take a closer look, however, there is no one there. That person's stress rises by 1.

ACT 1 THE DEAD SEA SCROLLS

Come now! Gendou's Orders! ①



[Location] NERV HQ

[People] All members of NERV

[Contents] Gendou arrives at NERV Headquarters and summons the pilots and staff. Since the last Angel attack, there have been a number of anomalies in the fabric of reality. This could be a residual effect of the last Angel, or something new. All members of NERV are to be tested to see if there is a pattern to the anomalies.

[How to solve] All members of NERV are to be called before Commander Ikari and Deputy Commander Fuyutsuki. The questions are probing and personal. It seems Gendou is curious about gaps in memory and feelings of Déjà vu. Everyone must roll the dice for [Negotiation].

[Results] The result will be different depending on each person.

In the case of Hikari: if successful, she feels that Gendou was satisfied with her answers. Her Stress lowers by 2. If she fails, she is disturbed by certain gaps in her memory. Her Stress rises by 2 and she cannot perform [EVA Synchro] on this day.

In the case of Misato, Ritsuko, and Kensuke: if successful, they

can carry out their usual tasks. Their next roll for [Operation Commander], [EVA Support] or [EVA Synchro] respectively will automatically succeed. Anyone who fails [Negotiation], can't get their work done because of the tension. Their stress rises by 1 and that person cannot perform tasks in Step 6.

In the case of Touji, if Touji succeeds in [Negotiation] there is no change in his stress and he will succeed in his next [EVA Synchro] in Step 6. But if he fails, Gendou asks specifically about his little sister and Touji has a flash of her in a hospital bed after an Angel attack. But since that never happened, he is confused by the memory. His Stress rises by 1 and he can't perform [EVA Synchro] today.

Kaji's Here! ①



[Location] NERV HQ

[People] People at NERV HQ

[Contents] Kaji breezes into NERV HQ from the German Branch. There is a chance that anyone at NERV HQ might see Kaji as he is passing through.

[How to solve] People who are in NERV headquarters, roll the dice for [Observation].

[Results] Anyone who succeeds in [Observation] sees Kaji trying not to be noticed on his way somewhere. Since each person can have a separate encounter

(that is, in separate places in NERV at different times), the descriptions below will differ by person. If the roll fails, nothing happens.

If Misato is successful, she runs into Kaji leaving a meeting with Gendou. Kaji takes her to a secluded hallway and shares information with her from Seele. A new pilot has been referred to NERV by the Marduk Institute. But he has really been selected by Seele. He will arrive Christmas Eve. Misato should mark this on her calendar to remember it. Knowing there's a new pilot coming increases her Stress by 1.

If Ritsuko is successful, she will find Kaji wandering around the EVA cages. Kaji turns on the charm to try to distract her. Ritsuko must roll the dice for [Calmness]. If she succeeds, his charm doesn't fool her and her stress lowers by 1. But she is able to see he was accessing the pilot information on Unit 05 – Hikari's EVA. Specifically he was looking at her Synch Ratings after her encounter with the Sea of Dirac. If she fails [Calmness] she becomes flustered by his advances. Her stress rises by 3.

If Touji or Kensuke succeed, they interact with Kaji in a positive way. Kaji talks baseball with Touji, and tells Kensuke about the latest fighter plane in Germany. Their stress lowers by 1.

If Hikari is successful, Kaji shares a recipe for Strudel with her from his trip to Germany. This reminds Hikari about her dreams about Asuka on the beach with Shinji, which she shares with Kaji. Kaji is interested, but any attempts by Hikari to ask him questions results in the answer "well, dreams are a very private thing. Who knows what they mean." Still, having someone to talk to about it lowers her Stress by 2.

Anyone who fails [Observation] doesn't notice Kaji. Their Stress remains unchanged.

Fixed Event 1 Hikari's Dream

This occurs after all daily steps have been completed, after Step 7, "record in the calendar."

[Date] December 12, 2015

[Location] Misato's Apartment

[People] Hikari only

[Event card] Do not draw

[Contents] It was late at night in Misato's apartment after the day of the double date. Misato was snoring after a few too many beers and Asuka was sleeping soundly exhausted by the day's adventure. Hikari was in her room, troubled by yet another bad dream. But it was not the dream that had disturbed her for the last few days, with Shinji and Asuka on the shores of blood red Lake Ashinoko. This time the angry visage of Asuka appeared in Hikari's room, wearing a bright red plug suit, a patch over her eye and an arm wrapped in a tight bandage. "What are you doing in stupid Shinji's room?" Angry Asuka demanded of her. "And where is he? I'll never forgive that idiot for what he did to me. Not ever!"

[How to solve] Hikari rolls for [Calmness]. If she succeeds, proceed to [Ending 1]. If she fails, proceed to [Ending 2].

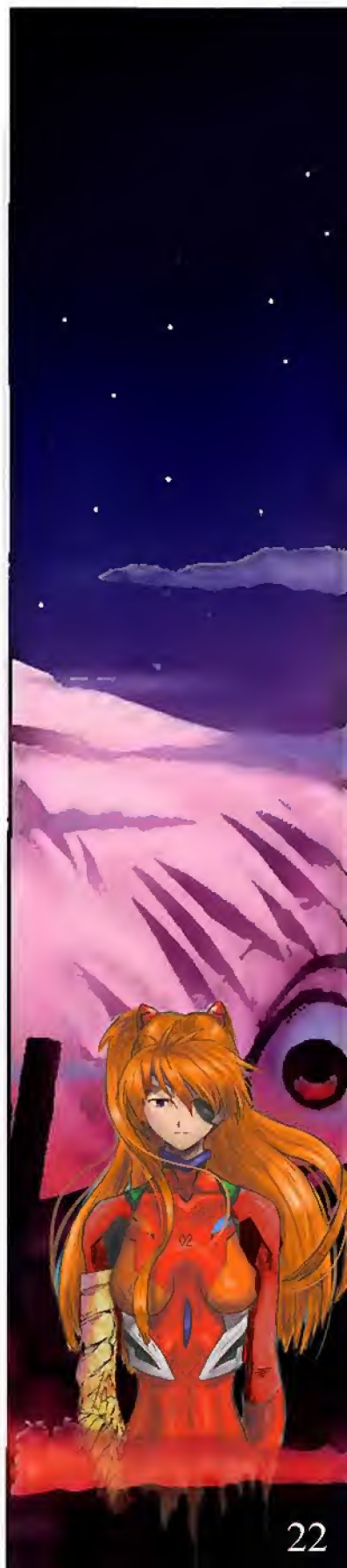
[Ending 1] "Asuka? Is it you?" asked Hikari in an uncertain voice. "Of course it's me. What's left of me anyway thanks to that idiot Shinji. But he'll never kill me. No matter how that idiot botches Third Impact I'll haunt him forever." The mention of Third Impact made Hikari get out of bed. "What does Shin-chan have to do with Third Impact?" she asked. Angry Asuka rounded on her. "What are you stupid? This is Third Impact! And it's all that idiot's fault! And if you can't see it you're as bad as him. Or maybe you are him!" Asuka's hands snapped out to grab

Hikari around the throat and she hissed, "I won't let you kill me!"

Hikari snapped awake, soaked in sweat. She was alone, but she could still feel Asuka's bandaged fingers still on her throat. Quietly she slipped into the hallway and peaked into Asuka's room. Asuka was sound asleep, the stuffed monkey toy she was too proud to admit she slept with, cradled in her arms. Troubled, Hikari slipped back into her own room and onto her tatami. But she did not sleep at all that night. Her stress rises by 1.

[Ending 2] In her dream Hikari panicked. She threw off her covers and hurled herself past the angry specter of Asuka who yelled after her "Idiot! There's nowhere to run!" At that moment, Hikari ran into what should have been the living room of Misato's Apartment, only to find herself alone on the beach of the blood red Lake Ashinoko. Alone except for Angry Asuka. "Don't you get it? This is all stupid Shinji's fault!" "Wha... what is?" Hikari managed to stammer. Asuka sneered at her. "What are you stupid? We're all dead. This is hell. And it's all that idiot's fault. Look for yourself if you don't believe me." Asuka dragged Hikari by the hand into the water and pointed across the lake. Never before in her previous dreams had she seen anything as horrific. There in the distance, big as the mountains was the bone white head of Rei Ayanami, split in two down the center. Hikari screamed and fell back into the water, her head disappearing into the murky fluid that smelled of blood and LCL and something else. Her last thoughts were "It smells like Shinji."

Hikari woke up in a panic. Her heart racing. Her pajamas soaked in sweat. The sweat still had that LCL smell – the smell of blood. Hikari recoiled at the scent as her eyes filled with tears. She could only manage one word that summed up how she felt. "Disgusting." Her stress rises by 3.



THE DEAD SEA SCROLLS

School Activities



[Location] Middle School

[People] Hikari, Touji, Kensuke

[Contents] The students of each class at the Middle School are called on to do a presentation on some aspect of living in Tokyo 3. Class 2A has chosen to do a report on the EVAs that protect the city. The students break up into pairs to work on different parts of the assignment. Hikari is paired with Shinji. Touji is paired Asuka. Kensuke is paired with Rei.

[How to solve] The three people, Hikari, Touji and Kensuke, roll for [Studying]. The results will be different depending on the person.

[Results] If Hikari succeeds in [Studying] with Shinji, she will learn that Shinji's mother Yui and his father Gendou were part of the EVA project before NERV even existed, when it was part of Gehim. But Shinji's mother stopped working on the project when he was born. Hikari senses Shinji is happy to have his parents, but this happiness is somehow hollow. Still, hearing that somebody has a happy home with both parents comforts her, because her own mother died working at Gehim around the time Yui left. Hikari's stress lowers by 1. If she fails, working with Shinji seems vaguely unreal, as if they are going through the motions of a normal task when the world is so chaotic. Also, working with Commander Ikari's son makes her uncomfortable. After all, why isn't he a pilot? Her Stress rises by 1.

Touji is at a disadvantage studying, and working with temperamental Asuka only adds to his Stress. If he is successful in [Studying] with Asuka, he will learn that her mother is the top German scientist at Gehim and developed the EVAs, and her work is probably the only reason someone as dense as him can pilot an EVA. Asuka's

mother is still working on the EVAs being built in Germany which is why she has to live in Misato's Apartment with Hikari. Even though he succeeds in [Studying] working with Asuka causes his stress to rise by 1.

If Touji fails, Asuka spends the entire session complaining about that idiot Shinji, his idiot friends and how can Touji not know anything about the EVA he pilots. Her mother who is in Germany would be mortified to know such an idiot was piloting one of her beloved EVAs. Touji's Stress rises by 2. If Kensuke succeeds in [Studying] with Rei, he learns that the transfer student has been told she was an orphan from the Second Impact. She is distantly related to Shinji's mother Yui Ikari, somehow, who she calls Auntie Yui. Rei is perpetually optimistic but knows very little about military matters and has almost zero interest in the EVAs. Still talking to her in such a simple and honest way boosts Kensuke's mood. His stress lowers by 2. If Kensuke fails, he gets the feeling that there is something artificial about Rei, like she's just going through the motions of being happy because she's supposed to be, but underneath there is an emptiness and loneliness that he can't fathom. His stress rises by 2.



EVA Harmonics Test



When this card is drawn the first time:

[Location] NERV HQ

[People] All members of NERV

[Contents] An EVA Harmonics Test has been called for today to evaluate the Pilots' Synchro performance and look for any abnormalities. The test involves the Pilots in their entry plugs, but not inserted into the EVAs, so there is no chance of a Unit running Berserk.

[How to solve] For each person, two different things must be done. Please roll the dice in the following order. The first is for the pilots. Each should roll for [EVA Synchro].

[Results] Any Pilot who succeeds, [EVA Synchro] feels a reassuring presence with

them in the plug. The feeling is vague and almost maternal. It passes quickly. That pilot's Harmonics rise by 1.

In the event that all pilots are successful, Misato and Ritsuko do not need to roll. The test has gone well and their stress lowers by 1.

If a pilot fails, that pilot has a sudden overwhelming sense that he or she does not belong in an EVA. The results for each pilot now depend on Misato and Ritsuko's rolls.

For each pilot who fails, Ritsuko must roll on [EVA Support] and Misato must roll for [Operation Commander]. If Ritsuko is successful, she quickly sees that the EVA Synchro is affecting the pilot and cuts off the connection to the pilot's A10 NERV. Her stress does not change.

In the case of each pilot, a successful roll ends the test and nothing further happens. If Misato is successful, Misato makes a split second decision to abort the test, ejecting the entry plug. In each pilot's case when Misato is successful, the test ends and nothing further occurs. In any case where all three fail their rolls - the Pilot, Ritsuko and Misato - a special event occurs for that pilot.

In the case of Hikari, Hikari suddenly imagines she is Asuka in a red EVA, surrounded by white winged EVAs, tearing her

apart. Her vision ends with her eye being pierced by a long red lance. Her Stress immediately rises by 3. The Stress of Misato and Ritsuko rises by 1.

In the case of Touji, Touji imagines he is at the controls of EVA Unit 03 as an Angel races through it, taking over and entering his body and mind. As the Angel's power burns inside him, he imagines Shinji in EVA Unit 01, ripping Unit 03 apart and crushing his entry plug. His Stress rises by 3. The Stress of Misato and Ritsuko rises by 1.

In the case of Kensuke, Kensuke sees a vision of his EVA being corrupted by an Angel that is a glowing circle in the sky. When it lances its tendrils into him, it fills his mind with an absolute sense of loneliness, at the heart of which is Rei Ayanami. As Kensuke screams into the void, he passes out. His stress rises by 3. The Stress of Misato and Ritsuko rises by 1.

If any pilot suffered one of these visions, place the Hospital Card on the map. That pilot's next 2 days must be spent at the hospital. After resting in the hospital, that person's stress goes down to zero. But for 2 days, no matter what happens, that person will not be able to leave the hospital or perform other actions.



ACT II THE DEAD SEA SCROLLS

EVA Harmonics Test



When this card is drawn the 2nd time:

[Location] NERV headquarters

[People] All members of NERV

[Contents] The pilots are called to perform a test measuring their harmonics in the EVA Units. This test is performed in the EVAs and can result in a Unit going Berserk if a pilot's Stress is too high.

[How to solve] As the pilot's are inserted into the units, one of two things will happen. If the Pilot's Stress is below the threshold to cause the EVA to run berserk, the test will go according to plan. If a Pilot's Stress is above the threshold, that Unit runs Berserk. The pilot rolls on the [EVA Berserk] table, Ritsuko then rolls for [EVA Support] and Misato rolls for [Operations Commander].



[Results] In all cases, as the pilots Synch with their EVAs, a strange pattern is observed. All the readings are within expected parameters, but where there should be individual fluctuations all three pilots seem to have a unified Synch rate – and it's the Synch rate of someone who is absolutely harmonized with his or her EVA. Then the anomaly vanishes and the test begins. For all pilots who succeed in [EVA Synchro], they have never had a more satisfying Harmonics Test. Stress lowers by 1 and Harmonics rises by 1.

For all pilots who fail, it is as if they are a stranger inside the EVA. Stress rises by 1.

If any of the EVAs run Berserk, Ritsuko rolls for [EVA Support] and Misato for [Operation Commander]. If Ritsuko succeeds for [EVA Support], Misato can move on to rescuing the pilots. If she fails, the EVA's will not accept the signal to eject the plug and she must start over with the pilot(s) rolling for [EVA Berserk] and Ritsuko rolling for [EVA Support] until Ritsuko succeeds or the EVA HP is 0 at which point the Unit stops.

When Ritsuko succeeds in [EVA Support], Misato's turn comes. If she succeeds in [Operation Commander], she can rescue the pilots. If she fails, it will take time for them to be rescued, and it will take a toll on them. Any pilot whose EVA goes Berserk has their harmonics lowered by 2.



THE DEAD SEA SCROLLS

EVA Outdoor Practice



[Location] Hilltop Park/Old City

[People] All NERV members

[Contents] It was decided that the EVA's should practice outside in the hills around Tokyo 3, near the emergency shelters. Kensuke especially was eager to take his EVA out. He was tired of being cooped up in school and NERV HQ all the time. "I hope this is a live-fire exercise with the new Positron Rifle," he said with a grin and a faraway look of dreamy anticipation. "I need the target practice."

[How to solve] What happens during the Outdoor Practice depends on each person. First it is necessary to determine if any pilot's stress causes that person's EVA to go Berserk. If so, the test ends and the other EVAs and the NERV units supporting the test must be used to restrain the Berserk EVA. In this case Proceed to [Results 2]. If none of the EVAs go Berserk, proceed to [Results 1].

[Results 1] The test is indeed a live-fire exercise, using drones for target practice. Each pilot will use the combat rules for Shooting at a distance to resolve. The order for combat is Hikari, Touji, Kensuke, Misato, Ritsuko.

At the beginning of the Practice, each pilot's aim starts at the outermost point of the EVA target display.

On each pilot's turn, he or she rolls for [EVA Manipulation], and if successful, the aim moves toward the center by the pilot's current Harmonics value. If an even number comes up, the aiming adjustment fails, and the aim point does not move. Each pilot performs this action once, then play passes to the next pilot. When Misato and Ritsuko's turn comes, they each roll appropriately for [Operations Commander] or [EVA Support]. When successful, Misato or Ritsuko can modify the aim of one EVA by one aim point toward the center.

This is repeated until the aim of any unit moves to the center at which time that unit fires its weapon and destroys the drone. There will be three drones. As soon as the first drone is destroyed by a pilot, the next pilot whose turn it is aims at the next drone and the process continues until all three drones have been destroyed.

A pilot who destroys 2 or more drones lowers his or her stress by 3. A pilot who destroys no drones has his or her stress rise by 1. In the event of a tie, where all three pilots destroy 1

drone each, all pilots stress lowers by 2 and Misato and Ritsuko's Stress lowers by 1.

[Results 2] If an EVA goes Berserk, the test immediately ends. The remaining EVA pilots must roll for [EVA Manipulation] to restrain the Berserk EVA. If successful, they stop the EVA and no damage is done. Stress does not change. If they fail, the Berserk EVA damages all three units for 1 EVA HP before the NERV support team is able to restrain the Unit. Stress rises for all characters by 1. If more than one EVA goes Berserk, damage to all EVAs is one and Stress for all characters rises by 1.

In either case, following the outdoor practice, Ritsuko may roll for [Studying]. If successful, she will notice that for a moment during the time the EVA's were operating, all three of them had a pattern of an unknown EVA and pilot. If Misato then makes a successful [Observation] roll she will be aware that the pattern is distinctively like that of Commander Ikari's son Shinji whose Marduk Institute file was shared with her by Kaji.



ACT II THE DEAD SEA SCROLLS

Fixed Event 2 Phantom Angel

[Date] December 19, 2015

[Location] NERV HQ

[People] All members of NERV

[Event Card] Do not draw

[Contents] Without warning the alarms sound all across Tokyo 3. A great ring of light, like intertwined strands of DNA, appears in the sky. It is Armisael, the 16th Angel. The pilots and their EVAs scramble to defend NERV as they have so many times before. But this time there is a different feeling in the air. A sense of unreality. Is this an aspect of the Angel or is something new happening?

Note to the Commander: this should initially be treated as an Angel Attack. The card for Armisael should be laid before the players and combat engaged as normal. But as soon as the first EVA is struck by the Angel in close combat, the nature of the entire battle becomes something very different.

[How to solve] Combat starts as usual, with the pilots rolling for [EVA Manipulation], Misato for [Operation Commander] and Ritsuko for [EVA Support]. But once an EVA suffers a hit from the Angel, go straight to [Results].

[Results] As the tendrils of Armisael whip around, an EVA is hit. The tendrill drills its way through the EVA's AT Field and penetrates the EVA's armor, sinking deep into the EVA's abdomen. Like some great, glowing umbilical cord, it links the EVA to the Angel and no matter how much it struggles, it cannot break free. Each of the Pilots will have different results.

The Commander should first address this to the pilot who has been struck:

"As you feel the tendrill writhing inside the EVA's belly, it is as if it is inside you as well. The pain is intense. It spreads like an infection. You can see it spreading through you, your skin raising in a branching pattern. But behind the pain, there is an unspeakable emptiness. It takes you a moment to recognize what it is and then you hear a voice speak."

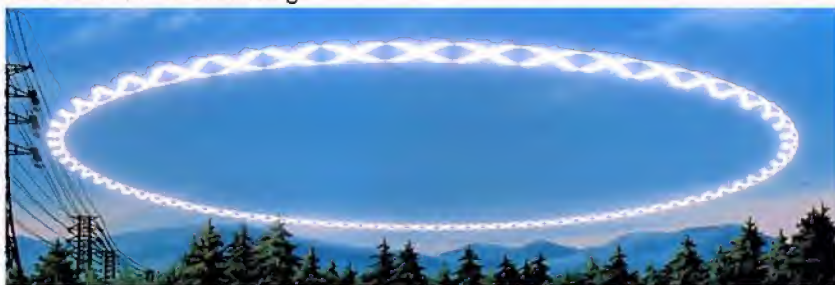
"You are lonely," says the voice you recognize. It is Rei Ayanami. And suddenly you are no longer in the cockpit of your EVA, but standing at the edge of a vast lake of LCL between two versions of Rei Ayanami. Both wear white plug suits with the Unit designation 00. They are speaking to each other, unaware you are between them. One is clearly Rei. And the other is the Angel! And from both of them you feel waves of loneliness, sadness and naivete – as if neither of them truly knew until this moment what loneliness was. And in that moment, you sense both of them desire the same thing to end that loneliness. Rei, the real Rei, says the name first "Shinji." An explosion of white light rips through your reality. The next thing you know, you are waking up in the Hospital."

That pilot's next 2 days must be spent at the Hospital. After resting, that person's stress goes down to zero. But for 2 days, no matter what happens, that person will not be able to leave the hospital or perform other actions.

For the other pilots who fought in the battle, but were not struck by the Angel, the Commander should read the following:

"Suddenly the other EVA was struck by one of the tendrils. No matter how hard you tried, you could neither shoot the tendrill nor tear it free. As you continued to fight, you saw something miraculous that you could not then understand and later could not fully explain. Another EVA, one you had never seen before, Blue with a single eye, and glowing like a ghostly vision, emerged from the stricken EVA, like a soul emerging from a body. It was impaled on the tendrill just as your friend's EVA was. But then this phantom EVA seemed to absorb the Angel into itself and once this was done it exploded, destroying the Angel. In the last moment before your monitors were knocked out you glimpsed a glowing white giant standing where the EVA and the Angel had been. And for a moment, as impossible as it seems, you could have sworn the lithe, naked figure was that of Rei Ayanami." That person's Stress rises by 1. If this passes the threshold for stress for that pilot, he or she must roll on the [EVA Berserk] table once. After this initial outburst, the affected EVA stops working, though it is not otherwise damaged beyond the results of the [EVA Berserk] table.

For Misato roll for [Observation]. If successful, she notices that the pattern switches from the Blue of an Angel to Orange at the last moment, and a harmonics signature for an unknown EVA is recorded by the sensors. If she fails, she does not notice this. For Ritsuko roll for [Studying]. If successful, in the few moments she glimpses the phantom EVA, she recognizes it as the Prototype that was abandoned during testing at Gehirn – EVA Unit 00. But she also remembers that Unit was yellow, not Blue.



ACT III THE DEAD SEA SCROLLS

UN Oversight Committee



[Location] Downtown Tokyo 3

[People] Misato, Ritsuko

[Contents] After the battle with the last Angel, which vanished mysteriously, the UN has sent a special inspection committee to look into the event. Misato and Ritsuko must meet with them in Downtown Tokyo 3.

[How to solve] Misato must roll the dice on [Negotiation] to see if she can get the Committee to understand the event from NERV's perspective. Ritsuko must roll for [Negotiation] to see if the Committee accepts her scientific explanation.

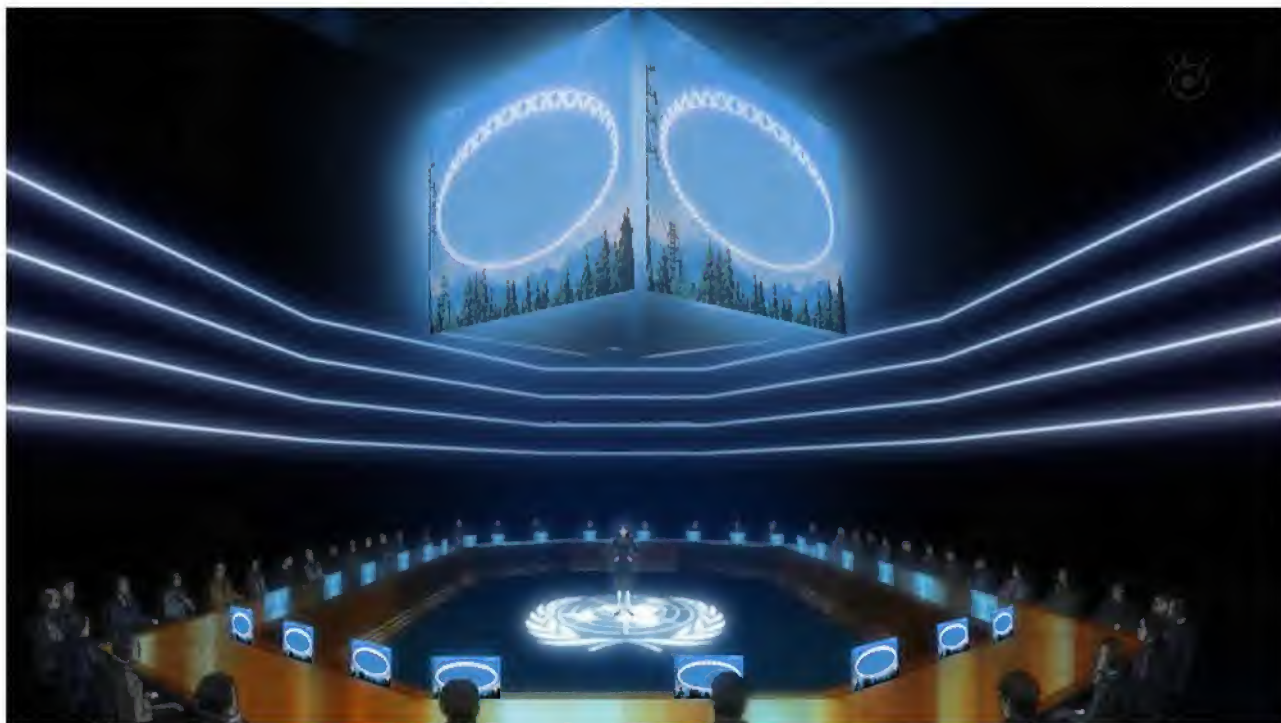
[Results] Based on success or failure of Misato's roll combined with the success or failure of Ritsuko's roll, one of four outcomes will happen.

If both Misato and Ritsuko's rolls for [Negotiation] are successful: The committee accepted what they had to say at face value. Misato's assessment that the Angel may have been a projection from an alternate timeline fighting an EVA in that universe, backed up by Ritsuko's data leaves the UN Committee puzzled but satisfied that NERV is on top of the situation. With a feeling of satisfaction, Misato and Ritsuko's stress lowers by 2.

If Misato succeeds but Ritsuko fails: The Committee believes that NERV acted appropriately to counter the Angel, but Ritsuko's data does not convince them that the last Angel and the EVA that destroyed it were projections from an alternate universe. It's just too preposterous. Misato's stress remains unchanged, but Ritsuko's stress rises by 1.

If Misato fails but Ritsuko succeeds: The Committee accepts Ritsuko's data and difficult as it is to believe her hypothesis that the latest Angel and the EVA that destroyed it were projections from an alternate universe, but they feel NERV's response to the threat was lacking. Ritsuko's stress remains unchanged, but Misato's Stress rises by 1.

If both Ritsuko and Misato fail [Negotiation] the UN Committee does not believe the preposterous claim that the Angel and the EVA that destroyed it were from an alternate universe. They feel NERV is just covering up the real facts and tell Ritsuko and Misato as much. Both Misato and Ritsuko's mental fatigue is considerable, and their stress rises by 2.



Come Now! Gendou's Orders ②



[Location] NERV Headquarters

[People] All members of NERV

[Contents] Gendou summons the members of NERV before him to evaluate their readiness for the battle to come. It is clear that something has the Commander worried. His plans and the plans of NERV seem not to be going according to plan.

[How to solve] Each person will need to roll for [Negotiation]. The results in each case will be different.

[Results] In the case of Hikari if she is successful at [Negotiation], Hikari is interviewed by Yui Ikari, Commander Ikari's wife and the head of research at NERV. She learns that the EVA Units deployed (Units 03, 04 and 05) were based on early prototype and test types. But for some reason, they would not synch with their pilots and were abandoned. Yui also asks after her two sisters. Yui knew her mother in Germany at Gehirn and is very proud of how she has excelled as an EVA pilot. Her stress lowers by 2. If she fails, it is awkward for her to be interviewed by Shinji's mother after her dreams. She does not mention them. Her stress rises by 1.

In the case of Touji if he succeeds at [Negotiation], he is interviewed by Commander Ikari. He learns that his EVA was built in America and was sent to Japan after other Units suffered failures.

Commander Ikari knew his mother and grieved at her loss. This knowledge comforts Touji. His stress lowers by 1. If he fails, he feels that the Commander is comparing him to his son Shinji. His stress rises by 1.

In the case on Kensuke if he is successful at [Negotiation], he is interviewed by Deputy Commander Fuyutsuki. As a military fanatic, Kensuke is eager to speak to anyone with firsthand knowledge of the EVA project. From Fuyutsuki, Kensuke learns that the EVAs being developed in Japan and Germany suffered an anomaly ten years ago. A test was about to be conducted with Shinji's mother, Yui, but instead Hikari's mother conducted the test in a different Unit and was regrettably killed. After the interview, Kensuke and Fuyutsuki play a game of Go that satisfies both of them. His stress lowers by 2. If Kensuke fails, he senses that Fuyutsuki knows something about the origin of the EVAs he isn't saying. As a tactician, he receives one more [Negotiation] roll to try to get to the bottom of things. If that fails as well, all he gets out of Fuyutsuki is some advice on chess. His Stress rises by 2.

In the case of Misato if she is successful at [Negotiation], she is interviewed by Commander Ikari. Misato learns that the Commander is concerned about the recent series of anomalies and that somehow his own son

Shinji may be at the heart of the matter, which pains him greatly. Still, the fact that the Commander felt comfortable enough to confide in her makes her feel necessary. Her stress lowers by 1. If she fails, she feels that she is letting the Commander down in her position. Her stress rises by 1.

In the case of Ritsuko if she is successful at [Negotiation], she is interviewed by Yui Ikari, Commander Ikari's wife and the head of research at NERV. Yui and her mother work very closely together, so Yui feels comfortable enough to tell Ritsuko about their early years at Gehirn, and at Fuyutsuki's lab before Second Impact. Back then, Fuyutsuki was a respected scientist and Yui was his student. Then she met Gendou. They were married and Gendou took her name. Fuyutsuki was initially not a fan of Gendou, but after their tests at Gehirn, he was won over. Ritsuko learns that the Magi, which were based on her mother's work, have recently been coming up with conflicting projections. Yui is concerned that either the MAGI are overtaxed, or there is an anomaly at the heart of this universe which no one can understand. Such a frank conversation relaxes Ritsuko. Her stress lowers by 2. If Ritsuko fails, she lets her secret attraction to Gendou color her interview as she judges Yui. Even Yui's friendship with her mother is an irritation for her and she learns nothing useful. Her stress rises by 1.



Kaji's Here! ②



[Location] Where the characters are

[People] All characters. No one needs to move, Kaji finds the people where they are.

[Contents] Kaji returns to Tokyo 3 from the NERV branch in Germany, having gone there once more on a secret mission. This time he returns with small gifts for everyone. With Christmas right around the corner it seems appropriate.

[How to solve] It is not necessary to do anything in particular. Kaji makes his rounds like Santa Claus, bestowing gifts and cheer. The encounters take place where the characters are, so it is not necessary for them to move anywhere and as the time varies, Kaji meets each person separately even if they are in the same location.

[Results] In the case of Hikari, Kaji has brought three hand-made cookie presses from a little shop in Berlin, one each for her and her two sisters. He knows she likes to bake things for her friends. They are a snowflake, an angel and a star. Hikari thanks him profusely. Intrigued by the snowflake, she mentions she has never seen snow. It hasn't snowed in Japan since the Second Impact. Kaji gets a wistful look and tells her he has a feeling she will see snow someday. Who knows what the new year will bring? He asks her if she has had anymore dreams and she confides in him about her dream with Angry Asuka and Third Impact. Kaji is silent for a long time, then tells her not to let what others feel

change how she feels. If she can find happiness in this world, or any world, she should embrace it. Talking to Kaji makes her feel comforted. Her Stress lowers by 3.

In the case of Touji, Kaji brings him a soccer ball signed by the players of the German national team. He apologizes for a scuff on the ball. It was a long wait at Berlin's airport and he played an impromptu game with some kids from several countries.

Kaji has also brought something for his little sister, a harmonica. Touji is touched and grateful for the gifts. Kaji asks Touji about what he saw during the last Angel encounter. When Touji describes the phantom EVA Unit 00 appearing and destroying the Angel, Kaji takes a breath and has him describe exactly what he saw. Even he was not aware of this, as the whole event was classified. When Touji is done, Kaji puts his hand on Touji's shoulder and thanks him for telling him. He then offers to kick the ball around with Touji. Just because a ball is unique, doesn't mean it shouldn't be played with. That's what a ball is for. Relating with Kaji in such a natural way lowers Touji's stress by 3.

In the case of Kensuke, Kaji has brought him a real UN helmet. Kensuke the military fanatic is even more excited to discover the helmet has a bullet hole in it. Kaji admits he was wearing the helmet when that happened. Things can get a little rough out there. We wear some kind of armor. But it's better to let you guard down and enjoy being around others. Kensuke shares with Kaji what he knows about the phantom EVA attack. Kaji is especially interested in the white giant Rei Kensuke saw when the Angel and the phantom EVA exploded. When he's done, Kaji smiles and taps the helmet meaningfully. Whatever Kensuke saw, he was safe inside his EVA, with armor and an AT Field. But he should never be so afraid of anything that he forgets to take off that armor now and then and enjoy



ACT III THE DEAD SEA SCROLLS

spending time with friends. Especially someone as cute as Ayanami. Kaji grins and asks Kensuke if he has asked her out yet. Kensuke blushed and sputtered, but he felt his chest swell with a new boldness from Kaji's encouraging words. His stress lowers by 2. In addition, if Kensuke goes to school on any of the next 3 days, he will have the courage to speak to Rei who will respond warmly, if somewhat confused by his sudden bravado. His stress will lower by 1 each day this happens.

In the case of Misato, Kaji finds a private moment to give Misato her gift - a pair of diamond earrings cut by a master craftsman in Belgium. As he slips them on her, he whispers in her ear, "the real gift is inside, if you look hard enough." It is a pleasant moment for once between these contentious two. Her Stress lowers by 2. In addition, Misato should roll for [Observation]. If she succeeds, she will notice there seems to be something about the way the diamonds sparkle that is strange. A trip to NERV's labs reveals data has been inscribed in the molecular structure of the diamonds. The data is about a new pilot about to arrive in Tokyo 3. The information is highly classified. It also includes a report on the Marduk Institute, the body charged with finding and recommending EVA pilots to NERV. The information Kaji has dug up suggests the Marduk Institute is an elaborate front for Gendou Ikari. There is no other body that selects pilots than Gendou and the mysterious group "Seele." Misato's stress lowers an additional 1 if she learns this information. If she fails in

[Observation] she still happily wears the new diamond earrings for the remainder of the year.

In the case of Ritsuko, her gift was the hardest for Kaji to decide on. As much as these two are friends, they are also adversaries when it come to the plans of Gendou and Seele. In Germany he found a snow globe with a pair of porcelain kittens inside, batting at the falling snowflakes, one white and one black. When Ritsuko shook the globe to make the snow fall, Kaji mused, "I wonder which of the cats we are." "You're definitely the black cat," she replied without missing a beat. "Always somewhere in the dark, prowling around." Kaji leaned in close to purr to her, "At least some of us cats know when to come out of the shadows." Ritsuko felt him slip something into her hand as he gave her an unwanted kiss. After he left, Ritsuko checked what she had been given, careful of any cameras or observers who might be watching. It was a simple slip of paper. And on it was written in Kaji's hand, "Gendou has Adam now. All the pieces are in place. The old men are sending a new Child by Christmas. So, Merry Christmas! - An old friend." She will then notice that the snow globe has been etched with the Harmonics and Synch data of the new pilot Seele is sending to NERV HQ. Ritsuko is both relieved to have Kaji's message, but also troubled by it. Her stress remains unchanged, but for the next three days, his information will help her in her work. She will succeed in [EVA Support] for the next three days if she is able to perform her work at NERV HQ.



THE DEAD SEA SCROLLS

Fixed Event 3 Kaworu Arrives

This occurs after all daily procedures have been completed, after Step 7, "record in the calendar."

[Date] December 24, 2015

[Location] Flooded City

[People] Hikari only

[Contents] That night was Christmas Eve. As the sun set over the mountains above Tokyo 3, Hikari felt compelled to take a walk by the shores of Lake Ashinoko. She wasn't sure if it was her recurring dreams that drew her there of something else. As she stood on the beach looking out, the sun reflecting off the water made it look like the blood red lake from her dreams. The thought chilled her. Then she heard humming, and a voice called her from the water. "You must be the other child. Strange, I was expecting a boy." She looked and sitting on one of the strange rocks that looked

vaguely like an angel was a 14 year old boy. Something about him reminded Hikari of Rei. Perhaps it was his pale skin or his eyes that seemed red in this light. "I'm the Fifth Child. Kaworu Nagisa," he said. "It's a pleasure to meet you at last."

[How to solve] Hikari must roll for [Negotiation] to determine if she speaks to Kaworu or not. Based on if she speaks to him, one of two endings will result.

If Hikari is successful for [Negotiation] she finds her voice and speaks to Kaworu. Go to [Result 1]. If she chooses not to speak to Kaworu, or fails for [Negotiation] go to [Result 2].

[Result 1] "I'm Hikari Horaki," she heard herself say. "How were you expecting me?" Kaworu looked around. "This beach is very familiar. I think we've been here before. Do you ever get that feeling of Déjà vu now and then? Like something out of a dream? That's what this is for me now." "What was that you were humming?" Hikari asked.

"Ode to Joy," said the boy. "Music is one of Lillim culture's greatest achievements. Wouldn't you agree, Hikari-kun?" Hikari had no idea what Lillim was but she nodded agreement anyway and looked out across the water which was slowly turning from red to black as night came on. "I don't like this place," she said. "It frightens me." "Then why did you come here alone?" His direct question stopped her for a moment. "I don't know," she said finally. Kaworu smiled broadly. "Perhaps it is because you knew you wouldn't be alone." Hikari looked at his smile. Though it seemed innocent there was something unsettling about this strange new boy. Go to [Result 3].

[Result 2] If Hikari chooses not to speak to Kaworu, or she fails for [Negotiation], seeing this strange boy who seems so strange unsettles Hikari. She feels the wind pick up as if a storm is blowing in and uses the excuse to turn away. She hurries back to Misato's Apartment and doesn't look back. Go to [Result 3]



ACT III THE DEAD SEA SCROLLS

[Result 3] Whether she spoke to Kaworu or not, Hikari returns to Misato's apartment to find it dark and empty. The apartment is decorated for Christmas with tinsel and snowflakes and stars on the tree. But no angels. Misato made that very clear.

Under the tree were a few presents. Misato was still out, probably at a bar with Ritsuko. Asuka had flown home to Germany for a few days to visit her mother at the NERV branch there. The thought made Hikari miss her own mother all the more and her family. But it couldn't be helped. Her mother was long dead and she didn't have the luxury of going home like the others in her class. She was a pilot, and on duty. Still, she was also just a child herself and wished more than anything she could go home.

That night as she slept she felt herself shaken from her sleep. At first she was afraid to find another vision of Angry Asuka standing by her bed. But this time there was no wounded Valkyrie in a red plugsuit with an eyepatch and bandaged arm glaring at her. This time it was a Little Girl who stood before her. A little girl who looked a little like Shinji and a little like Asuka and a little like everyone depending on how you looked at her. As cute and innocent as she looked, smiling at Hikari from beside the bed, Hikari would have preferred Angry Asuka.

"Hello," said the little girl.

"Who... who are you? Are you an Angel?" Hikari asked.

"Me? No. I'm not an Angel." The little girl said smiling even broader.

"I'm God."

Hikari must roll for [Calmness].

If she fails, the dream ends. When she wakes up, she is strangely refreshed and remembers with a chuckle having had such a naive dream.



"Talking to God," she laughed at herself. "What next? A conversation with a burning bush?" Her stress becomes zero.

If she succeeds, she remains calm and focused. Her dreams had been trying to tell her something. This time she was determined to listen.

"You're God?" Hikari laughed and then caught herself. "I'm sorry, but you don't look like God."

"What should God look like?" asked the little girl.

"I don't know. An old man with a white beard."

"That would be Santa Claus."

"No. I mean... what are you?"

"I am. I was. And I will be."

"Why are you here?"

"I am everywhere. Right now, I am talking to Asuka, whose anger blinds her to what she must do, what she will do, what she has done. I am talking to Shinji who judges and is judged. I am talking to Rei who is the void and the sum of creation. And I talk to you who is sacrificed and who must sacrifice.



Hikari found her courage to ask the question that had been bothering her since her last dream. "Asuka said Shinji had caused Third Impact. Is this Third Impact?"

The little girl smiled.

"It was. It is. It will be."

"How does it end?" Hikari asked.

"That depends on you." The little girl smiled a final time. And her smile was as bright as the sun.

Hikari woke up late on Christmas morning. The sun was shining bright on her face. Misato was snoring on a spare tatami mat tossed on the floor where she must have passed out the night before.

Hikari stared at the ceiling, the dream already fading in the harsh light of day. Then she got up to start her Christmas day.

Special ③

Kaworu's Class Project



[Location] Middle School

[People] Hikari, Touji, Kensuke

[Contents] As Kaworu settles into Class 2A, he finds many opportunities to interact with the students. He is especially friendly with Shinji. When a Class project is assigned, Kaworu quickly invites Shinji to be his partner, much to the annoyance of Asuka. Hikari, Touji and Kensuke are concerned that there may be more to Kaworu's interest in Shinji than meets the eye. It is decided they will each in turn spend time with Kaoru and Shinji as they work on their project.

[How to solve] Each student will have to assist in one of three phases of the project. They may choose between them which phase each will take. If they cannot agree, the Commander will assume the role of the teach and assign them. Phase 1 will be planning the project which will require a roll for [Studying] since it involves research and knowledge. Phase 2 will be constructing the project which will require a roll for [Daily Life] since it involves practical skills. Phase 3 will be helping Shinji and Kaworu present their project, which will require [Negotiation]. Success in each phase will reveal new information.

[Results] For the student who assists in Phase 1 planning, roll the dice for [Studying]. The project is to create a volcano based on the Hakone region. Success in studying with Shinji and Kaworu will reveal that Kaworu knows more about the ancient volcano beneath NERV and Tokyo 3 than any 14 year old should. Kaworu seems to intuitively know that the Geofront is part of a vast underground cavern that extends far below the NERV complex itself. He mentions a shaft that extends down deep into the earth. But whether he is talking about a lava tube or not is unclear. But the project is well planned. Stress lowers by 1.

If the roll fails, the student should have spent more time listening to those dull boring lectures about geothermal vents and volcanic upwellings. As it is, most of what Shinji and Kaworu talk about goes over the person's head. The student is unsure if their participation was useful. Stress rises by 1.

For the student who assists in Phase 2 construction roll the dice for [Daily Life]. Kaworu and Shinji build a working model of the volcano beneath the Hakone region. It involves a lot of Paper-Mache, glue and paint. A successful roll allows the skilled student to accurately help depict that leading down from the Geofront is a vertical shaft that extends deep into the Earth. Kaworu seems to spend a great deal of time on the accuracy of this tube, which he claims is a lava tube, but because the student is able to craft so well, is clearly artificially straight and precise and leads somewhere distinctive. The craftsmanship also leads to much praise from Shinji and Kaworu. Stress lowers by 1.

If the roll fails, the student proves fairly unskilled as a Paper-Mache artist and though the volcano holds together, the details are not so

good. Shinji and Kaworu seem disappointed in the results and not much else is learned than arts and crafts may not be a good career choice for this student. Stress rises by 1.

For the student who assists in Phase 3, presentation, roll the dice for [Negotiation].

If successful, that student makes a very good introductory speech introducing the project, and making sure everyone is far enough back after which Shinji and Kaworu trigger the volcano, resulting in an eruption of fake lava that splatters where everyone would have been if the speech had not been made. Everyone in the class applauds. Stress lowers by 1.

If the student fails, no speech is made and the entire class crowd around the volcano, which when triggered splatters everyone with fake green lava. Stress rises by 1.

In all cases, whether they succeed or not, all three pilots get the distinct feeling that there is something unnatural about Kaworu and that his interest in Shinji has something to do with whatever is buried deep beneath the Geofront, down that long vertical shaft.



Special ④ The Unfamiliar Room



This occurs after the daily procedure is complete in Step 7 "record in the calendar."

[Location] Misato's Apartment

[People] Misato, Hikari

[Contents] Late that night, Hikari woke up in a panic. She looked around. It wasn't her room. She was in a strange apartment. No. Not strange. It was Misato's Apartment. This was Shinji's room. But instead of Shinji's things, her things were here. And Pen Pen was sleeping at the end of her bed.

She rushed into Asuka's room and shook her friend awake. Soon Misato was awake too, trying to calm her down, saying this was where she had been living for the last six months.

[How to solve] First Misato must roll for [Negotiation] then Hikari must roll for [Calmness]. Until they both succeed, Hikari will panic and her Stress will increase. Finally Hikari will roll for [Observation] to search her room which may hold a clue.

[Results] Misato tries to calm Hikari by rolling for [Negotiation]. If she succeeds, Hikari must then roll for [Calmness].

If Misato fails, Hikari's stress rises by 1 and she must start over, rolling for [Negotiation] until Hikari becomes calm.

Once Misato succeeds, Hikari must roll for [Calmness].

If Hikari succeeds, she calms and remembers where she is and why. She feels foolish but her stress does not change. If she fails, her Stress rises by 1 and starting with Misato rolling for [Negotiation] the process starts over until she succeeds for [Calmness]. After she is calm, Asuka and Misato listen to her tell them how she woke up and didn't know where she was, or more precisely that the room she was in was Shinji's. Asuka gets a good laugh at that thought. "Me, roommates with an idiot like Shinji!" Even Misato had to laugh. "I think the Commander would have something to say before letting his son move in with three wild ladies like us! Am I right girls!" Once Hikari is calm enough, she returned to her room. Hikari should make a final roll for [Observation]. If she succeeds, out of the corner of her eye, she sees Shinji standing there in a plug suit, looking at her. But when she turns to look, he's gone. In the air however, is a faint scent. "It smells like Shinji." Hikari said, only to herself. Her stress does not change from this awareness. But the next day if she rolls for [EVA Manipulation] she will automatically succeed.

Special ⑤ The Boy who never was



[Location] NERV HQ

[People] Misato, Ritsuko

[Contents] Misato and Ritsuko are called to NERV by Maya and Hyuuga. They have been probing into the mystery behind the arrival of the Fifth Child, and what they have found is

concerning. Still these junior officers can only take the research so far. Now it is up to their Sempai to carry on.

[How to solve] Misato must roll for [Negotiation] to use her contacts at the other NERV branches to learn what she can without alerting suspicion about what she is doing. Ritsuko must roll for [Studying] to access use the MAGI computers to hack into the computers at the other NERV branches to see what she can find without setting off the intrusion alarms.

[Results] If Misato is successful for [Negotiation], she learns that as far as anyone at the other NERV branches knows, Kaworu never existed before appearing at the NERV branch in Germany a few weeks ago. During the last two weeks, he has travelled to all the NERV branches with EVAs under construction. And in that time, he managed to synch with every EVA Series Unit. Because she was successful, her inquiries are kept confidential and her stress does not rise. If she fails [Negotiation] she still learns the same information, but she is visited by the NERV Security. She is questioned for the remainder of the day and released. Her stress rises by 2 and she cannot perform [Operations Commander] tasks in Step 6 today.

If Ritsuko is successful for [Studying], she is able to use the MAGI computers to hack into the supercomputers of the NERV branches where the EVA series are under construction. She is able to determine that not only was Kaworu able to synch with all of the EVA series Units, but that the synch tests continued after he left the facilities, suggesting that Dummy Plugs based on his harmonics pattern were successfully created. This should be impossible, but it is the only conclusion the evidence points to. Further, there are no records of Kaworu's existing before three weeks ago, when he was delivered to the NERV branch in Germany by Kiel Lorenz, the Chairman of the Human Instrumentality Committee, himself. Because she was successful, her computer hacking is not detected and her stress does not change. If she fails [Studying] she still learns this, but her intrusion was detected and the MAGI supercomputers are taken offline by NERV security for the rest of the day. Her stress rises by 2, and she cannot perform [EVA Support] today in Step 6.

Special ⑥
Harmonious Instrumentality



[Location] Middle School

[People] Hikari, Touji, Kensuke

[Contents] The students are called to school to practice for their Winter concert. The music teacher has discovered that Kaworu is a musical prodigy and has placed him in charge of one of the songs to be performed. It is Beethoven's Ninth, the Ode to Joy. Each of the children in Class 2A has musical abilities but Kaworu is able to bring them all into a unique harmony that is unnaturally resonant. This is particularly true of Shinji. As the students of Class 2A fall under the spell of the music, the three pilots recognize a striking relationship between the music and the sensation of piloting an EVA. Can they strike break the spell or will they be captivated by Kaworu's charm? And why is Shinji particularly stricken?

[How to solve] At first the students are wrapped up in keeping up their own performance in the sweeping music. Shinji is on Cello. Hikari is on flute. Touji on kettle drum. Kensuke on horn. Asuka and Rei are on violins.

The rest of the class are on other instruments. As Kaworu leads them through the music, they begin to feel a harmonious resonance run through them. The musicians begin to feel they are merging into one perfectly crafted instrument, losing themselves in the pleasing synchronization. Yet there is also something alien to it.

The harmony is not just flowing naturally from them, it is being led by Kaworu. And Kaworu seems to be searching through each musician's synchronization, pushing and probing each, then moving on. Until his search settles on Shinji.

Kaworu's conducting focuses more and more in on Shinji, whose cello seems to be the force driving the entire. Only Hikari, Touji and Kensuke are able to resist the full effects of the music enough to see Kaworu smile at Shinji, like a wolf that has spotted its prey. "Yes. There you are," he says, the music swelling.

Until the three pilots between them have made three successful rolls for [Calmness], the music continues and their Harmonics value lowers by 1.

The rolls are made in the following order, Hikari – Kensuke, Touji. At the end of this cycle, if the number of successful [Calmness] rolls equals 3, they have played enough discordant notes to bring the orchestra to a stop and break the spell. If this has not happened yet, each ones Harmonics value lowers 1 and the cycle begins again until the third successful roll has occurred. It does not matter which pilot succeeds.

If Ritsuko or Misato are present at the school location, they may roll for [Observation]. If successful, either has an overwhelming sense of Déjà vu, where Shinji was the pilot of EVA Unit 01 and it is very important that they support him. The feeling quickly fades.

No matter who was succeeds, they will both succeed for [Operation Commander] or [EVA Support] on their next roll, ignoring any even rolls if they are applied to the combat tables. If they fail, then they only have an eerie sense listening to the music that something is wrong with the very nature of the world and they are on the verge of something bad happening. Stress rises by 1.



ACT IV THE DEAD SEA SCROLLS

Fixed Event 4 Kaworu Kidnaps Shinji

[Date] December 29, 2015

[Location] NERV HQ

[People] All members of NERV

[Event card] Not drawn

[Contents] All of the following in the contents and how to solve should be read to the players by the Commander. It happened the morning of December 29th. Alarms rang out all across Tokyo 3. The home of Commander Ikari and his wife Yui had been attacked. But what was most surprising was the attacker was none other than the Fifth Child, Kaworu Nagisa. Using a powerful AT Field, he had ripped open the side of their apartment building and kidnapped their son Shinji.

In the confusion that followed, Kaworu was able to penetrate deep into NERV's Geofront and is now on his way to Terminal Dogma with the unconscious Shinji wrapped in his AT Field. There can be no doubt that the Fifth Child is an Angel. But why has he taken Shinji and what is his purpose? The NERV staff is assembled and the pilots are scrambled. Knowing that their classmate's life is in their hands, as well as the fate of all mankind, the EVA's launch!

[How to solve] At this time the EVAs will not be able to attack the Angel Tablis, who they know of only as Kaworu. Hikari in Unit 05 leads Kensuke and Touji in the other EVAs down the central shaft into Terminal Dogma. As they drop down into the vast cavernous space, they are shocked to discover a great white giant Angel crucified on the red cross.

But they are even more stunned to discover Shinji lying on the platform beneath it and Kaworu standing over him, smiling up at

the Angel, having only just arrived himself.

"Adam. That from which we came. Must one who is born from Adam return to Adam even though it would destroy man?" Then he face changed. The Angel was surprised. "Wait. This isn't Adam! Lilith? I understand now!"

Kensuke was the first to speak. "Adam? Lilith? Do these things have names?"

Touji's EVA drew its Progressive. "I don't care what he's called. He has Shinji!"

"Kaworu! What the hell are you doing?! Stop it!" yelled Hikari.

Kaworu turned calmly, floating above the platform containing Shinji's unconscious body.

"Stop it? Don't you Lilim see? It has already begun. Shinji Ikari is the sacred vessel of Third Impact and the battle I fight with him is not!"

"Like hell it's not!" shouted Touji as he swung his Progressive Knife at the Angel.

The blade hit Kaworu's AT Field and stopped dead.

Up in the control room, the sensors were going insane. "Heaven's door is open!" Hyuuga reported. "The Angel's AT Field is blocking out light, subatomic particles, everything!" shouted Aoba. "It's true. I can't get a fix on anything," confirmed Maya. "Unit 03, Unit 04, Unit 05, the Angel, they're all dark!"

"Hikari!" yelled Misato. "Get out of there! All EVA's withdraw now!"

[Results] The Pilot's must roll for [Calmness]. As each succeeds, that pilot realizes further attack is useless and stops attacking. If a pilot fails, he or she continues to attack the Angel's AT Field, but only manages to damage their own EVA 1 HP per attack. They continue to attack until they successfully roll for [Calmness] or one of the other pilots rolls for [EVA Manipulation] and manages to restrain them. Once all three EVAs have either been calmed or restrained, all three EVA's together withdraw



THE DEAD SEA SCROLLS

back up into the Geofront, leaving Kaworu and Shinji at the foot of the Angel they now know is the Angel Lilith. Any pilot whose EVA went Berserk in Terminal Dogma spends the next two days in the Hospital. After this their stress is zero, but they may not take any actions for the next two days.

After the EVAs have withdrawn, the Commander should read the following to the players:

"To withdraw was the only decision that could have been made as hard as it was to leave Shin-chan and the Angel calling itself Kaworu there at Heaven's Door.

Still, though the Angel has reached Terminal Dogma, there is still an AT Field separating it from reaching the Angel Lilith and destroying mankind. Analysis has shown that this AT Field is being generated by Shinji himself. It is

not known how this is possible, but what is clear is the Angel is breaking down the AT Field and if the MAGI's calculations are correct, in three days Kaworu will destroy Shinji and nothing will stand between him and Lilith.

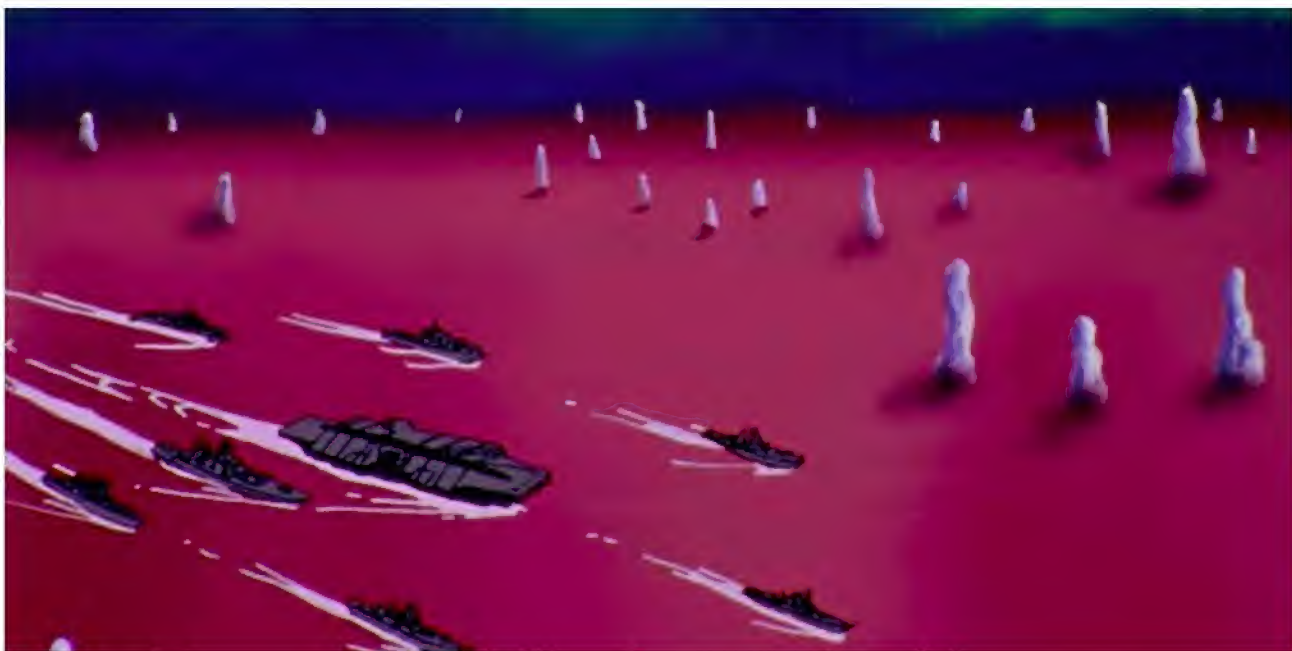
But there is hope. Based on the information provided by Kaji to Misato and Ritsuko and the experiences of the pilots with Shinji and Kaworu over the last month, a plan has been devised. It will take two days to implement. On January 1st, the EVAs will once more descend into Terminal Dogma. But this time they will go with the Lance of Longinus which must be recovered from the Antarctic test site where Second Impact happened 15 years ago. While one EVA tears open Kaworu's AT Field and a Second EVA protects Shinji, the third EVA must strike Kaworu through the heart with the Lance. They will only get one shot. If they fail, the

world will end. Even if they succeed and Hikari's dreams are true, and they are in the middle of Shinji's Third Impact, it may already be too late. But to save Shinji and the world, they must try. The operation begins tomorrow.

Today perform [Operation Commander], [EVA Support] and [EVA Synchro] as usual in Step 6.

For two days, December 30 and 31, NERV recovery teams descend on the Antarctic to recover the Lance of Longinus. Commander Ikari and Deputy Commander Fuyutsuki go to supervise in a specially prepared EVA Cargo Transport, leaving Misato in charge to prepare for the attack.

The next two days should be spent relieving stress or working on HP and harmonics as needed.



Special ⑦

Countdown to Third Impact: Rei



[Location] NERV HQ

[People] Anyone at NERV HQ

[Contents] While the characters are preparing for the coming conflict, Yui Ikari, Shinji's mother and also the chief scientist overseeing the EVA project, brings Rei Ayanami to NERV HQ. Rei has been living with the Ikari family, so it is not unusual to see the two together. But still it is a strange time for a civilian child to be brought inside the facility. Anyone at NERV has a chance of noticing and interacting with Yui and the mysterious Rei.

[How to solve] As Rei and Yui are moving through various parts of the facility on their way to a lab deep beneath NERV's HQ complex inside the Geofront, any encounters will take place at separate times and places, so each person's encounter will be different.

[Results] The results for each person are as follows:

In the case of Hikari, roll for [Observation]. If successful, Hikari notices her classmate Rei being escorted by Yui into the Harmonics lab, usually reserved just for testing the pilots. As she quietly follows them into the pilot locker room, she discovers Rei putting on a plug suit that has been fitted for her. The suit is white and has the numbers 00 on the chest. Hikari should then roll

for [Studying]. If successful, she remembers seeing among the giant discarded EVA Unit bodies beneath NERV HQ, the Prototype Unit 00. At that moment, Hikari is noticed by Yui, who tells her it isn't polite to stare. Yui tells Hikari Rei is simply there to be tested, but any further questions are met simply by a tap on the shoulder from NERV security escorting Hikari out of the lab area. If she fails [Observation], Hikari does not notice Rei. If she fails [Studying] she does not remember the Prototype being Unit 00, but is still escorted away by NERV Security.

In the case of Kensuke, he automatically notices Rei in her white plug suit being escorted by Yui (she's hard to miss). He immediately tags along. Kensuke should roll for [Calmness]. If he succeeds, he remembers Kaji's advice, gathers his courage and talks to Rei. Rei, who had been feeling uncomfortable walking around in a plug suit, is encouraged by Kensuke's company. She admits she has no idea why she is being tested by Yui, but confides that she has been having strange dreams that began the same time as Hikari's dreams. But in her dream she is a glowing giant towering over the earth, but she is alone and empty. It reminds Kensuke of the white giant in the phantom EVA fight, but he does not share that with Rei as Yui hustles her off to the lab where the test plugs are. If he fails [Calmness] he is so flustered by seeing Rei in her form fitting plug suit he can't think of anything to say. Yui gently scolds him for making Rei feel uncomfortable in her plug suit, then has him ushered off by NERV security.

In the case of Touji, he notices Rei being loaded into one of the test plugs in the huge LCL pool. He must roll for [Quick Action] to dart into the lab before the door slides shut. If successful, he slips into the lab unnoticed. Inside, Touji overhears Yui and the technicians talking about Rei. As the test begins, Yui remarks about how similar Rei's harmonics

are to the background resonance of everything in this Universe. Touji doesn't understand most of what's being said, but as the test continues her should roll for [Observation]. If he succeeds, he glimpses out of the corner of his eye, ghostly copies of Rei in her school uniform standing behind everyone in the lab. No one else seems to notice. He looks quickly behind him and finds the face of a ghostly Rei, smiling at him enigmatically. Touji stumbles out into the lab and is caught by Yui and the surprised technicians. He tries to explain what he just saw, but all the ghostly figures have vanished. He's quickly grabbed by NERV security and tossed out of the lab.

In the case of Misato, roll for [Observation]. If she fails, she is too distracted with her work and does not notice Rei and Yui. If successful, Misato notices on a security monitor as Yui leads Rei into the plug test lab. She arrives in the middle of the test as Rei is in the plug and Yui is conducting the experiment. Misato demands an explanation from Yui. Roll for [Negotiation]. If successful, Misato learns from Yui that the Angel that has kidnapped Shinji is projecting an AT Field that is synchronized with Rei's harmonics. Yui does not understand fully what is happening, but she believes that if she can isolate the resonance pattern, she might be able to disrupt Kaworu's AT Field long enough for the EVA's to attack the Angel. If Misato fails, Yui is vague about her reasons for conducting the experiment. But Misato knows it has something to do with Shinji and the Angel in Terminal Dogma.

In the case of Ritsuko, roll for [Studying]. If successful, Ritsuko has analyzed Yui's research and realized at some point today she will bring Rei to the lab for testing. Ritsuko is waiting in the lab when they arrive. Yui is not bothered by Ritsuko's presence, in fact she welcomes her assistance. Rei is loaded into the entry plug while Ritsuko monitors the experiment. If she fails, she does not make the connection and does not go to the lab. Ritsuko should then roll for [Observation]. If she succeeds, she notices within the field Harmonics

of Rei, an anti-AT Field resonance that seems completely counter to Kaworu's AT Field. If she fails, she notices only that Rei's harmonics are abnormally strong.

[Results] Anyone who interacted with Rei, their Stress rises by 1. But the Commander should note Misato and Ritsuko's successes. If they have succeeded in both rolls, then during the final battle with the Angel a special result will occur. That result is detailed in the section "Special rules for the current Angel."

Similarly, the Commander should note any of the pilots who successfully spoke to Rei. In the final battle with the Angel, they may roll for [Calmness] as a strength when that roll is called for by the contents of the Event in the battle with Kaworu.

Special ⑧

Countdown to Third Impact: Asuka



This occurs after the daily steps are complete in Step 7 "record in the calendar."

[Location] Misato's Apartment

[People] Hikari, Touji, Kensuke, Misato

[Contents] After a day of preparing to face the Angel, the pilots gather at Misato's apartment to try to relax and regroup, but Asuka, who is worried about that idiot Shinji, is not herself – or more the point she seems to be a self from another universe. Angry Asuka is a ghostlike aura surrounding the real Asuka, who seems to be sleepwalking.

Angry Asuka is a vision from Hell and she's hunting Shinji. This world's Asuka has been inhabited by the angry spirit of Asuka from the prime timeline who wears an eyepatch and has one arm bandaged.

All characters present except Hikari must roll for [Calmness] when facing angry Asuka. Those who stay calm may then roll for [Negotiation] to convince Angry Asuka that this is not her Universe, and the Shinji she's looking for is not here.

[How to solve] This will require all the characters to combine their efforts. It will take 6 successful [Negotiation] rolls to banish Angry Asuka. Every round they fail to banish her, each person's stress increases by 1. With the upcoming Angel battle, more stress is the last thing they need.

Each character except Hikari begins by rolling for [Calmness]. Hikari does not need to roll because she has seen this vision before. Any who are successful then begin rolling for [Negotiation]. If they fail, play passes to the next player, and they must wait for their next chance to roll the dice. As [Negotiation] rolls succeed, they are added together over as many rounds as are required to reach a total of 6 successes. It does not matter who is successful or how many rounds it takes.

[Results] As the Characters [Negotiate] with Angry Asuka, the Commander should read each passage depending on how many successes they have had.

1st successful [Negotiation]: "As the characters try to speak to Angry Asuka, she lashes out at them, "Where is that idiot Shinji? He's trying to kill me. But I won't let him. I'll kill him first!" And as she says it a shockwave of energy swirls around her like an AT Field.



ACT V THE DEAD SEA SCROLLS

2nd successful [Negotiation]: The characters answer that Shinji isn't here. To which Asuka rages "Just like that coward to run away again! But I'll find him." The real Asuka underneath is starting to stir. The AT Field is slightly dimmer.

3rd successful [Negotiation]: The characters tell Asuka that Shinji didn't run away. He was kidnapped by Kaworu. "Kidnapped by such a weirdo? Well it serves him right. And my poor Unit 02!" At this point Asuka notices Hikari is wearing an EVA interface head band. Asuka touches her own red buds on top of her hair. "Hey, where'd you get those? You're no EVA pilot."

4th successful [Negotiation]: The characters explain to Asuka that Touji and Kensuke are pilots too. "Those buffoons? Misato, I didn't know you were that desperate for pilots! What's the prerequisite around here? Being able to fog a mirror?! Let me guess, the "ubermensch" Shinji's off saving the world right now!" Her AT Field is noticeably weaker.

5th successful [Negotiation]: The characters tell Asuka Shinji isn't a pilot in this world. And that neither is she. Asuka scoffs at them, "If I'm not a pilot, then how did I lose my eye?! Just look at my arm!" The bandages on her arm fall loose, revealing the ghostly Asuka's arm is split down the middle. But the real Asuka's arm within is whole and unmarred. "What the hell?" As Asuka looks at her arm, her eyepatch falls away, revealing Asuka's real face beneath, intact with both eyes. "I don't believe it!" The AT-Field suddenly expands and intensifies as if it's going to go critical.

6th successful [Negotiation]: Whichever character rolls this has the insight to grab a recent photo of Asuka and her mother, who is very much alive. The character thrusts it into the hands of Angry Asuka, who stares at it in disbelief. "Mama?" she gasps. "Alive? And that's... me!" Suddenly the AT-Field around Asuka flares and becomes an Angelic form – and somehow, strangely, it looks like

the woman in the picture – Kyoko Souryu. The Angelic figure embraces Asuka. "Mama you were here all along!" Asuka exclaims as the AT Field flares. And as it vanishes, the character sense for a moment that they can see inside the cockpit of an EVA. And in it is Asuka, in a red plug suit, suddenly filled with energy and spirit. Then the AT Field is gone, and Asuka, their Asuka, is standing in the middle of the living room looking at them, confused.

"What are all of you doing here?" she asks. "And where the hell is that idiot Shinji. He said he was going to cook dinner tonight and I'm starving." The characters should calculate their stress and mark it on their calendars.

Note to the Commander: At the Commander's discretion, if any character's stress has passed the threshold where it will impact combat as a result of this encounter with Asuka, the Commander may award a "stress lowers" adjustment for saving the real Asuka so that the stress of the character drops to 1 below their stress threshold.



ACT V THE DEAD SEA SCROLLS

Fixed Event 5 Hikari's Last Vision

[Date] Dec 31, 2015

[Location] Misato's Apartment

[People] Hikari

[Event card] Still Drawn

This occurs after the daily steps are completed in Step 7 "record in the calendar."

[Contents] It was New Years Eve, the end of 2015. Across Japan, there were fireworks and parties. Those who knew nothing of the Angels and the EVAs celebrated the last day of the old year. But those who knew of the coming battle knew that the first day of 2016 might very well be the last day of mankind. Hikari stayed up late that night, long enough to see the fireworks. But she did not enjoy them as she had when she was young. Was it only a year since she and her sisters had watched them together bursting over Lake Ashinoko? It seemed a lifetime ago.

The apartment was quiet. After the possession incident, Asuka had left for Germany and even Misato was subdued. Hikari felt the Chief of Operations had not had a single drink that night. This in itself worried Hikari more than anything else.

In this troubled state of mind, she fell asleep. And in her sleep, she dreamed.

[How to solve] Hikari should roll the dice for [EVA Synchro]. If she succeeds, go to [Result 1]. If she fails go to [Result 2].

[Result 1] In her sleep, Hikari felt herself bathed in warmth. It was like being inside an EVA. The sensation of being in perfect synch filled her mind. She wondered why it felt so familiar.

"It is because this is the sea of LCL," she heard a familiar voice say. "It is where humans come from. It is where they are returning."

Rei Ayanami in her white plug suit was perched on the edge of the TV stand, looking at her.

"Rei. Why are you here?"
"I am here so that we can become one." But it wasn't Rei who spoke. It was Touji at the end of her bed. Touji smiled at Hikari and Hikari felt all of her loneliness and emptiness being swept away. "Don't you want to become one with me?" Touji asked, reaching out his arms to her.

Hikari felt tears streaming down her face, tears of joy and rapture as she reached for Touji. But just before their hands touched, out of the corner of her eye, she

thought she saw the little Girl who called herself God. And she remembered her words. She had said that Hikari would have to sacrifice. And in that moment, Hikari realized what it was she would have to let go.

"This isn't real," she said. "You aren't Touji. This is Third Impact."

Touji gave her a sad smile and suddenly Rei was standing at the end of her bed.

"Shinji needs our help," Hikari told her.

Rei said nothing, but her silent nod as she vanished spoke volumes. And out of the corner of her eye, Hikari thought she saw the little Girl float to the ceiling and disappear. Resolved with what she will do the next day, Hikari's stress lowers by 1. And her Harmonics rise by 1. Both take effect immediately.



ACT V THE DEAD SEA SCROLLS

[Result 2] In her sleep, Hikari felt a cold wind blow across her, chilling her to her core. It was the touch of something alien. It was the sensation of an EVA about to go berserk – the loss of all control.

"It is because this is the End of the World," she heard a familiar voice say. Kaworu was standing at the end of her bed. "This is how mankind passes – into nothingness."

"Kaworu. Why are you doing this?"

Kaworu considered the question for a long moment, then smiled. It was not a comforting smile. "You still do not understand. You humans, your lives mean nothing. Your death is a mercy."

Kaworu reached out his hands to kill her, but Hikari's AT Field stopped him. Hikari marveled at the glowing barrier. Kaworu frowned.

"An AT Field? Why do you humans fight so hard to protect your lives that mean nothing?"

"Because they're all we have," Hikari said. "That and love!"

"Love," Kaworu mused. "Yes. I understand love."

"You don't know love. You wouldn't be doing this if you understood love!"

Out of the corner of her eye, Hikari saw the Girl. Kaworu seemed to see her too.

"The Lilim have a saying: 'God does not play dice with the Universe.' Tomorrow we shall put that to the test."

Kaworu was gone and with him, the chill. Hikari lay in bed, feeling the hot January wind blow in through the window, carrying the sound of cicadas. Hikari remembered her mother had told her that before the Second Impact it had snowed in Japan. She remembered how Mr. Kaji had told her that someday, it might snow again. If it did, Hikari doubted she would be there to see it.

It was the morning of January first. The first day of the 2016. And perhaps the last day for the world.

Hikari's stress rises by 1. Her Harmonics rise by 1. Both take effect immediately.

The Last Battle

The Commander should read the following to the players:

"As dawn breaks over Tokyo 3, the pilots and NERV staff assemble. There are no more preparations. All that remains is to descend into the abyss and fight for the future of humanity.

Yui has completed her tests on Rei and will use her harmonics to disrupt those of the Angel by placing her in the abandoned body of Unit 00. It is similar to a test performed ten years ago at Gehirn. In that experiment, the test subject was lost. That subject was Hikari's mother.

The MAGI computers calculate that there are only thirty minutes remaining before the AT Field keeping Kaworu from Lilith will collapse. Before that happens, the pilots will have to defeat the Angel and rescue Shinji.

Commander Ikari and Deputy Commander Fuyutsuki have returned from the Antarctic with the Lance of Longinus. It is not known if it will stop the Angel or trigger Third Impact itself, but it may be man's last hope.

The Commander should then present the Lance of Longinus Utility Card to Misato, saying to her "Fifteen years ago, your father died to protect this. Use it wisely today."





Special rules for the current Angel

In this section the rules for fighting the current Angel will be explained. In this battle, the characters will have to enter Terminal Dogma, defeat Kaworu and save Shinji. Then based on Shinji's state of mind, Shinji will either embrace Instrumentality or reject it.

The properties of the Angel are expressed in the following terms:

The name of the Angel

[Number of attacks] The number of EVAs that the Angel can attack each minute.

[Number of cards] Shows the number of battle cards drawn in a single attack. The greater the number, the more powerful the attack.

[AT Field] This indicates how much strength the AT field has. The higher this numerical value, the more effective the Angel is at preventing damage.

[HP] This is the Angel's HP. The HP number is reduced by the EVAs' attacks. When the Angel's HP reaches zero, the Angel explodes.

The Seventeenth Angel - Tabris



The Angel to be fought this time is as follows:

The 17th Angel - Tabris

[Number of Attacks] 2

[Number of Cards] 1

[AT Field] Special (see below)

[HP] 8

The angel has the appearance of a 14 year old boy named Kaworu Nagisa. In fact, he is a multi-dimensional creature existing in many planes of reality.

Special Combat Rules

Kaworu can control an EVA if its pilot's Stress rises beyond the threshold that would cause a it to run berserk, rather than rolling on the Berserk Table, Kaworu can use one of his attacks to take control of the Unit and use it in combat against the remaining EVAs.

Because the Angel is inside Terminal Dogma, shooting will not be possible. All attacks must occur in close combat.

To attack the Angel, one of the EVAs will have to act to negate its AT Field, allowing the others to attack. This EVA will not be able to attack or defend while it is negating the AT Field, so attacks on it by the Angel automatically hit. But even when it is hit, it may still act to negate the AT Field until it stops functioning.

Misato may give the Lance of Longinus to an EVA for use when the three conditions on the card are met. The Lance may be used to attack the Angel even if its AT Field is not being negated by another EVA.

If Misato and Ritsuko both succeeded in the "Special 7" Event they gain a special ability against the Angel's AT Field described below.

Special rules for the Angel's AT Field.

The Angel has an AT Field that cannot be penetrated unless one EVA is specifically acting to negate it. To do this a Pilot must state at the beginning of each minute that he or she is acting to negate the Angel's AT Field. That pilot then rolls for [EVA Manipulation]. If successful, an opening is created in the AT Field and the other EVAs may attack as usual.

If both Misato and Ritsuko succeeded during Special 7, they may use Rei's harmonics to neutralize the AT Field. The Commander should roll for [EVA Synch] for Rei inside the abandoned Unit 00. If successful, Yui is able to channel Rei's harmonics and neutralize the Angels' AT Field for this round.

The Lance of Longinus does not require the AT Field to be neutralized in order to hit. It is always able to penetrate it.

Aftermath

If the characters are defeated by the Angel, the game is over. The Angel Tabris initiates Third Impact. Mankind is propelled into a new form through the Human Instrumentality Project controlled by Seele. Life on Earth is reshaped in the form of Tabris. Nothing remains of mankind and all that the characters were vanishes into the void.

If the characters defeat the Angel, there is still one thing they must do. They must act to secure and recover Shinji who is still in the midst of initiating Third Impact. If the characters fail to make physical contact with him, Shinji will embrace Instrumentality and everyone will lose their physical forms and merge into a sea of LCL. If they make contact with him, there is a chance they can influence his decision.

This will require one or more of them to be successfully ejected from their entry plug and then move to Shinji and interact with him.

Step One

First Misato should roll for [Operation Commander]. If successful, she gives the order to eject the Entry Plugs. Go to Step Two. If she fails, she does not give the order. In this case, Ritsuko should roll for [Quick Action] to eject the plugs on her own. If she succeeds go to Step Two. If she fails, each of the pilots may roll for [Quick Action] to eject their own plugs manually. Any who are successful go to Step Three. If all fail, go to [Ending One].

Step Two

Ritsuko now rolls to send the signal to the entry plugs to eject the pilots. She should roll for [EVA Support]. If successful go to Step Three. If she fails, the signal fails. In this case, each of the pilots may roll for [Quick Action] to eject their own plugs manually. Any who are successful go to Step Three. If all fail go to [Ending One].

Step Three

Any pilot successfully ejected from the entry plug immediately rushes to Shinji lying unconscious beneath the great crucified Angel Lilith. Each of them in turn rolls for either [EVA Synch] or [Negotiation] (players choice) as they physically make contact with Shinji. If any are successful, go to the [Conclusion]. If none are successful, go to [Ending Two].

[Ending One] Trapped inside their entry plugs, the pilots can do nothing as Shinji consummates Third Impact. Ayanami appears to each of them in the form of their greatest desire. Hikari sees Touji. Touji sees Misato. Kensuke sees Ayanami. Their AT Fields collapse and they merge into the sea of LCL. Within moments, the world is swept up in the Third Impact and then there is only Oneness. Separation between souls is erased. The last thought of collective humanity comes in the voice of the girl. "Let there be light." And the world vanishes in light.

[Ending Two] Shinji is unconscious at the base of the great crucifix containing the Angel Lilith. The pilots who eject from their EVAs rush to him. But though they call his name and try to sympathize with him, the stress and distractions of the world they knew keep them from truly reaching him. Shinji's eyes open. Standing before them is Rei Ayanami. Like a silent observer, looking at them without attachment. And as they tremble they feel their AT Fields dissolve and hear the voice of the little girl saying "It is done." And there was darkness.

Conclusion

Shinji lay unconscious beneath the great crucifix containing the Angel Lilith. The pilots who had left their EVAs rushed to him. They cradled him in their arms and called his name. And in that moment, they felt a great sympathy welling up, not just for Shinji but for every human being and all life. When they looked, they saw that this sympathy that flowed from them was like a glowing presence surrounding them and binding them.

Shinji opened his eyes and looked and saw his friends around him. Shinji smiled. And they heard a little girl's voice say, "And it was good."

They found themselves standing together, gathered around Shinji. Hikari, Touji, Kensuke, Misato, Ritsuko, Gendou, Yui and everyone with whom they had shared so much, were applauding. Each knew in their heart that Shinji, who

had been at the heart of Third Impact, had discovered in his own heart the ability to love others and himself and grown to accept the risks of rejection and pain that living a real life meant. And so each in turn smiled at Shinji and said to him the word that seemed most appropriate.

"Congratulations."



Epilogue

Hikari awoke from her dream. The memory of it was quickly fading. But what a strange dream it had been.

She dressed quickly and went downstairs where her mother and father and her two sisters were already gathering, talking animatedly around the breakfast table. As she passed the garden door, Hikari felt a sudden urge.

She opened the door and went outside. It had snowed the night

before and the garden was covered in a blanket of soft whiteness. A light snow was still falling even now. The snowflakes danced in the air like Angels.

Hikari heard a voice call her name.

"Hikari, breakfast!" It was her mother. For a moment, Hikari barely remembered the voice, as if it had been an eternity since she had heard it. Then the feeling left her and Hikari knew everything was as it should be.

What was the saying she had heard once? "God is in His Heaven and all's right with the world." Hikari smiled at the thought, then spun around.

"Coming," she called and darted inside where it was warm and the people who loved her were waiting.

The End

**EVANGELION
RE TAKE
HIKARI**



Epilogue... January 2, 2016, Tokyo



Shinji and Asuka meet for the first time, again.
From Neon Genesis Evangelion the Manga
by Yoshiyuki Sadamoto

NEON GENESIS EVANGELION RPG

Map for The Dead Sea Scrolls Scenario Five
“Evangelion Re Take: Hikari”

Hilltop Park



The Old City

Misato's Apartment

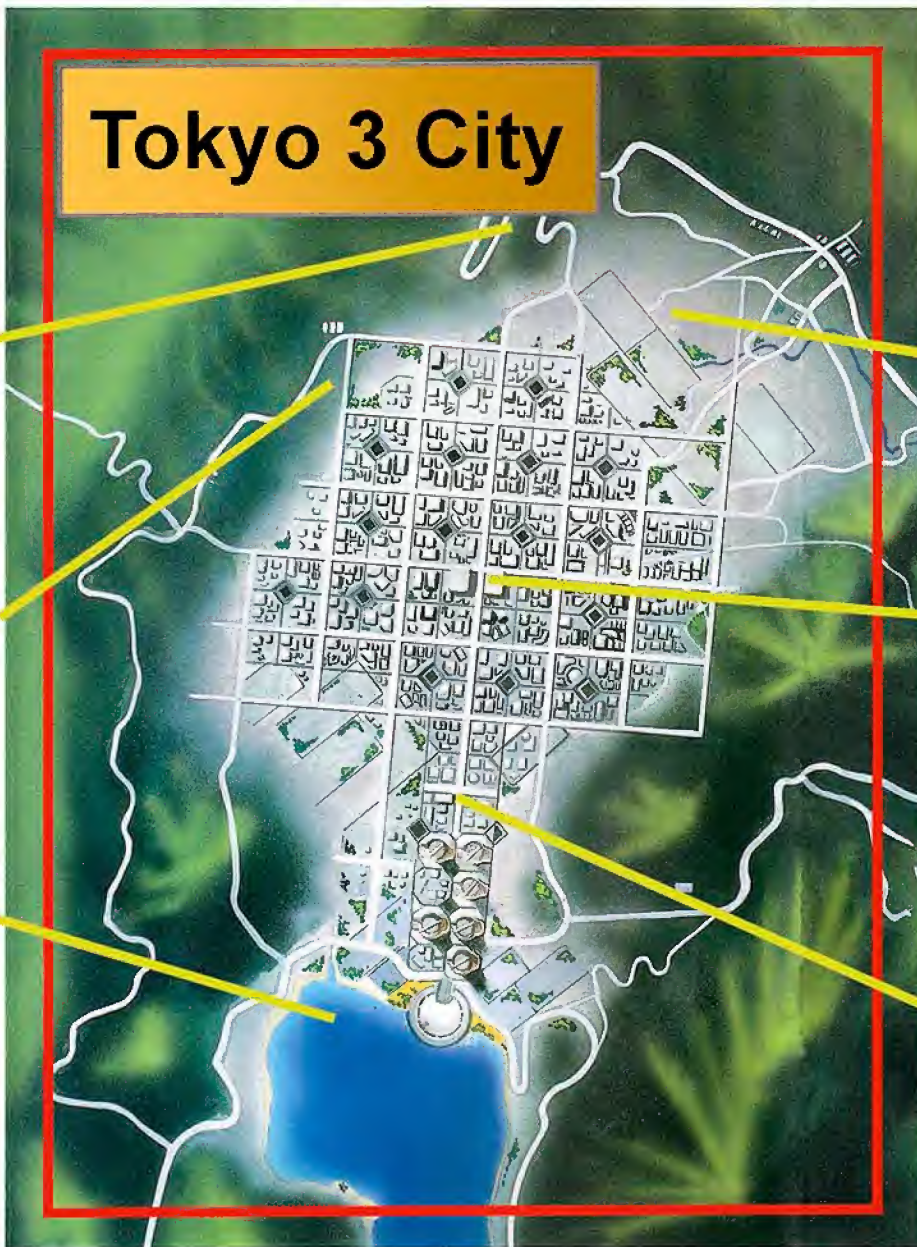


Lake Ashinoko



Flooded City

Tokyo 3 City



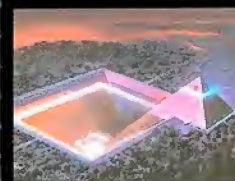
Tokyo 3
First Municipal
Middle School



Tokyo 3
Downtown



NERV
Headquarters
Geofront



The Seven Daily Steps:

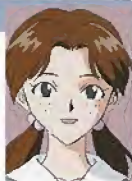
- Step 1. Decide where to spend the Day
- Step 2. Move to that location
- Step 3. The Commander draws an Event Card and consults the Dead Sea Scrolls
- Step 4. Re-movement phase
- Step 5. Resolve the Event
- Step 6. Those at NERV HQ roll the dice for [EVA Synch], [Operation Commander] and [EVA Support]
- Step 7. Record the day's events in the calendar and calculate Stress.

Hospital



Use Hospital Location only when indicated by the Commander.



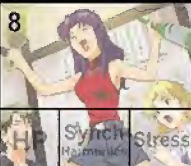
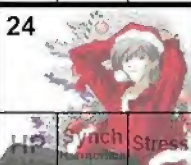
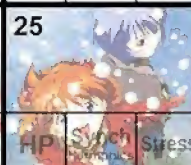
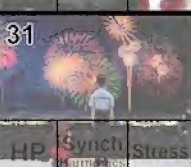


NERV		
Hikari Horaki		
Strength	Weakness	Fighting Skills
EVA Synch	Negotiation	EVA Pilot
Daily Life	Quick Action	

0001-452-19

NEON GENESIS EVANGELION RPG

Calendar for The Dead Sea Scrolls Scenario Five "Evangelion Re Take: Hikari"

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
December 2015 						
		  	  	  	  	  
13	14	15	16	17	18	19
  	  	  	  	  	  	  
20	21	22	23			26
  	  	  	  	  	  	  
27	28	29	30		1	
  	  	  	  	  	  	



Location specific influences

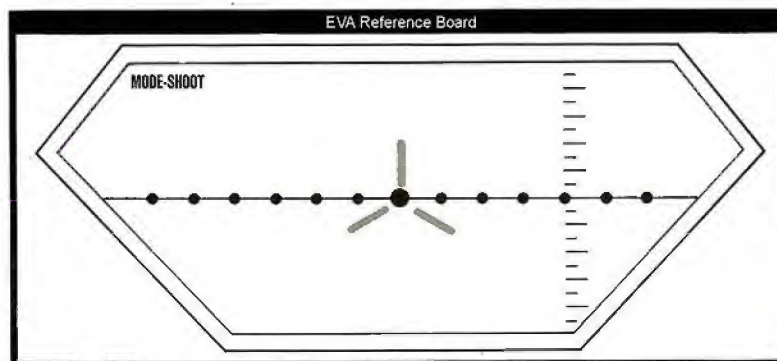
- At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
- At NERV HQ, Stress rises by 2.
- Called to another location by the Event Card, Stress rises by 1.
- Successful [Daily Life] at any location, Stress decreases by 1.
- If Hikari is alone with Touji at any location, Stress decreases by 3.
- If Hikari is at school (where Asuka is), Stress decreases by 1.

Penalty due to stress

If Hikari's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

[EVA Berserk] table

- 2 Full blast! Destroy the Angel, but NERV is damaged down to HP10.
 - 4 30 damage to NERV HP. Unit 05 stops and is damaged 1 EVA HP.
 - 6 20 damage to NERV HP. Unit 05 stops and is damaged 1 EVA HP.
 - 8 2 Battle cards of damage to any EVA Unit. Unit 05 stops functioning.
 - 10 2 battle cards of damage to all other EVAs.
 - 12 Full blast! The Angel is destroyed but all 3 EVAs damaged 2 HP.
- In any case, Hikari spends the next 2 Days in the hospital



H=Hypertime Mode





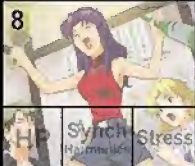
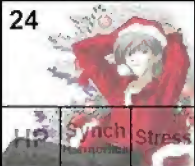
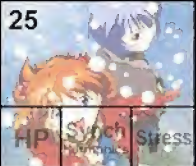

Touji Suzuhara

Strength	Weakness	Fighting Skills
Quick Action	Calmness	
Daily Life	Studying	EVA Pilot

0001-254-62

NEON GENESIS EVANGELION RPG

Calendar for The Dead Sea Scrolls Scenario Five “Evangelion Re Take: Hikari”

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
December 2015 未 SHEEP		8 	9	10	11	12
		HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress
	13	14	15	16	17	18
	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress
	20	21	22	23	24 	25 
	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress
27	28	29	30	31 	1	
HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	HP Synch Stress	

Location specific influences

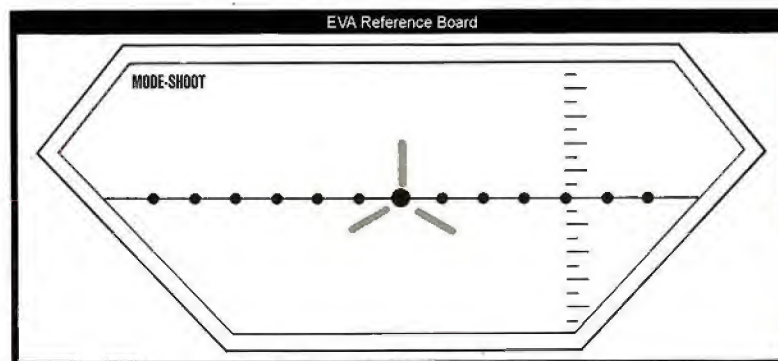
At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
 At NERV HQ, stress rises by 1
 If Touji is alone with Hikari at any location, Stress lowers by 1.
 If Touji is alone with Misato at NERV HQ, Stress lowers by 1.
 If Touji is alone with Shinji at any location, or with Kensuke and Shinji Stress decreases by 2

Penalty due to stress

If Touji's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

[EVA Berserk] table

2. 30 damage to NERV HP. Unit 04 stops and is damaged 1 EVA HP.
 4. 20 damage to NERV HP. Unit 04 stops and is damaged 1 EVA HP.
 6. 10 damage to NERV HP. Unit 04 stops and is damaged 1 EVA HP.
 8. 1 Battle card of damage to any EVA machine.
 10. 2 Battle cards of damage to any EVA and to Unit 04.
 12. 2 battle cards of damage to all EVAs. Unit 04 stops functioning.
 In any case, Touji spends the next 2 Days in the hospital



H

6

5

4

3

2

1

0

Pilot Harmonics CURRENT STATUS

H=Hypertime Mode





NERV



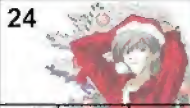
Kensuke Aida

Strength	Weakness	Fighting Skills
Quick Action	Daily Life	
Calmness	Directional Sense	EVA Pilot

0001-452-19

NEON GENESIS EVANGELION RPG

Calendar for The Dead Sea Scrolls Scenario Five
 “Evangelion Re Take: Hikari”

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
December 2015 未 SHEEP		8 	9	10	11	12
		HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress
	13	14	15	16	17	18
	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress
	20	21	22	23	24 	25 
HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress
27	28	29	30	31 	1	
HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	HP Synchron Stress	



Location specific influences

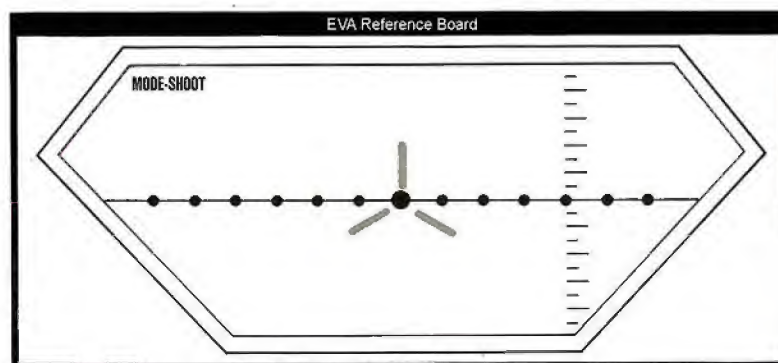
At NERV HQ, successful [EVA Synchro], Harmonics rise by 1.
 If Kensuke is alone at a location with Ritsuko, Stress rises by 1.
 If Kensuke is alone with Shinji at a location, or with Touji and Shinji stress lowers by 2.
 If Kensuke is alone with Misato or Rei at a location, stress lowers by 1.

Penalty due to stress

If Kensuke's stress is more than 5 when entering the EVA, roll the dice. If the roll fails, roll on the [EVA Berserk] table below to determine effects. In combat with an Angel with a stress more than 5, roll the dice this way every minute.

[EVA Berserk] table

2 30 damage to NERV HP. EVA stops functioning.
 4 20 damage to NERV HP. EVA stops and loses 1 EVA HP in damage.
 6 10 damage to NERV HP. EVA stops functioning.
 8 Unit 03 suffers 1 Damage to EVA HP. EVA stops functioning.
 10. 2 Battle cards of damage to any other EVA Unit. Unit 03 stops.
 12 2 Battle cards of damage to all EVA Units.
 In any case, Kensuke spends the next 2 Days in the hospital



H

6

5

4

3

2

1

0

Pilot Harmonics CURRENT STATUS

H=Hypertime Mode



NERV		
Misato Katsuragi		
Strength	Weakness	Fighting Skills
Negotiation	Daily Life	Operation
Quick Action	Calmness	Commander

0001-452-19

NEON GENESIS EVANGELION RPG

Calendar for The Dead Sea Scrolls Scenario Five "Evangelion Re Take: Hikari"

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
December 2015 		8	9	10	11	12
		HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress
13	14	15	16	17	18	19
HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress
20	21	22	23	24	25	26
HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress
27	28	29	30	31	1	
HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	HP Synchronicity Stress	



Location specific influences

At NERV HQ, success for [Operation Commander], NERV HP restored 10 points.

At NERV HQ, Stress rises by 1.

At NERV HQ for two days in a row with Ritsuko, Stress rises by 2.

When called to a new location by the Event card, Stress rises by 2.

At Misato's Apartment or in the city, Stress decreases by 1.

At the Hilltop Park, Stress decreases by 2.

Outside NERV HQ, if Misato is alone with Shinji, Stress lowers 3.

Penalty due to stress

If Stress 5 or more during battle, rolling 3, 5, and 9 on the [Operation Commander] Combat Table is ignored. Roll again.

[Operation Commander] combat table

2 Falling stones in NERV HQ! 40 points of damage to NERV HP.

3. Buildings are undamaged. NERV HP recovers by 10 points

4. Command line interrupted. Roll the Dice. If you fail, 30 points of damage to NERV HP.

5 Tokyo 3 has no reported damage. Continue fighting!

6 The supply building blew up. 10 points of damage to NERV HP.

7. Help the pilot! One EVA pilot can draw an extra 1 battle card during their next attack.

8. Command Center is hit. 10 points of damage to NERV HP.

9 Damage is not possible at this depth. Continue fighting!

10. The level's about to blow! 20 points of damage to NERV HP.

11 Prediction. All EVAs gain one additional move on their next turn!

12 Obvious misdirection. One EVA Unit draws a battle card and damages NERV HQ. The damage caused by this card is applied to NERV HP (Damage x 10).

100

90

80

70

60

50

40

30

20

10

NERV HP CURRENT STATUS



NERV

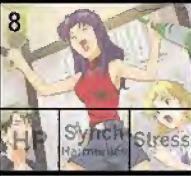
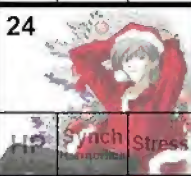
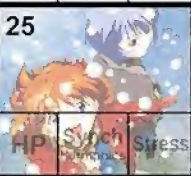
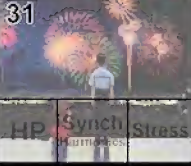
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Ritsuko Akagi

Strength	Weakness	Fighting Skills
Studying	Quick Action	EVA Support
Observation	Directional Sense	

NEON GENESIS EVANGELION RPG

Calendar for The Dead Sea Scrolls Scenario Five "Evangelion Re Take: Hikari"

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
December 2015 		8  HP Synch Stress	9 HP Synch Stress	10 HP Synch Stress	11 HP Synch Stress	12 HP Synch Stress
13 HP Synch Stress	14 HP Synch Stress	15 HP Synch Stress	16 HP Synch Stress	17 HP Synch Stress	18 HP Synch Stress	19 HP Synch Stress
20 HP Synch Stress	21 HP Synch Stress	22 HP Synch Stress	23 HP Synch Stress	24  HP Synch Stress	25  HP Synch Stress	26 HP Synch Stress
27 HP Synch Stress	28 HP Synch Stress	29 HP Synch Stress	30 HP Synch Stress	31  HP Synch Stress	1 HP Synch Stress	



Location specific influences

At NERV HQ, if [EVA Support] is successful, the HP of any EVA will rise by 1
 At NERV HQ, Stress rises by 1
 If Ritsuko is at NERV HQ alone with Misato, her stress rises an additional 1.
 When called to another location by the Event card, her stress rises by 2
 If Ritsuko is alone at Lake Ashinoko, her stress lowers by 2
 Outside NERV HQ, if Ritsuko is alone with Misato, her stress lowers by 3.

Penalty due to stress

If Ritsuko's stress is more than 5, then [EVA Support] combat table rolls of 4 and 6 will have the same effect as 2. 8 and 10, it will have the same effect as 12.

[EVA Support] combat table

- An error occurred at the outlet! Any one EVA loses its next two actions.
- Successful Synchro! Any one EVA Pilot succeeds without rolling the dice the next time.
- Synchro rate increase! Any pilot's harmonics rises 1.
- Full EVA function increase! Next time all EVAs can draw an additional battle card.
- Self recovery function improved! If an EVA has suffered damage, restore 1 EVA HP to it.
- Self Recovery function extended! If any two EVAs have damage, restore 1 EVA HP to both.
- It's not possible! EVA gun malfunction. Shooting not possible for the rest of the battle.



Unit 03
(Touji Suzuhara)



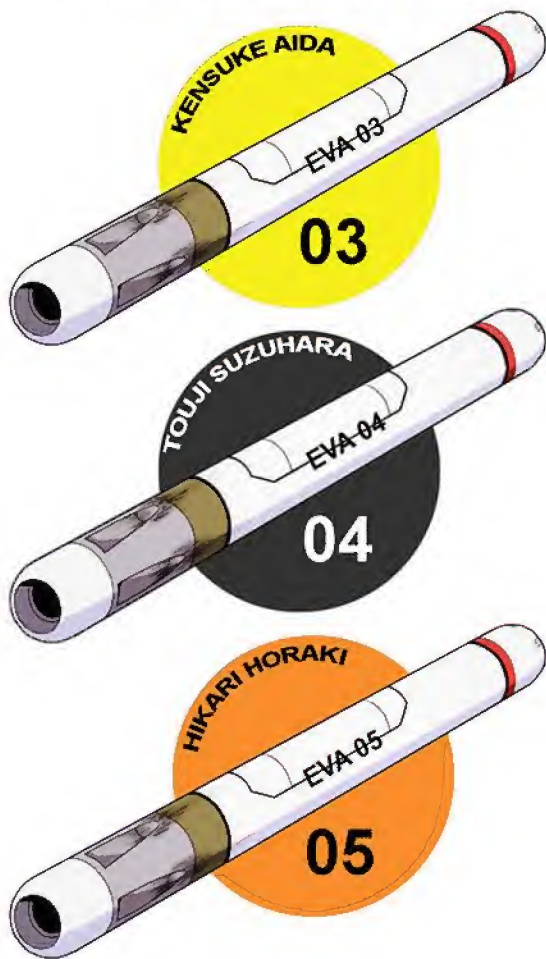
Unit 04
(Kensuke Aida)



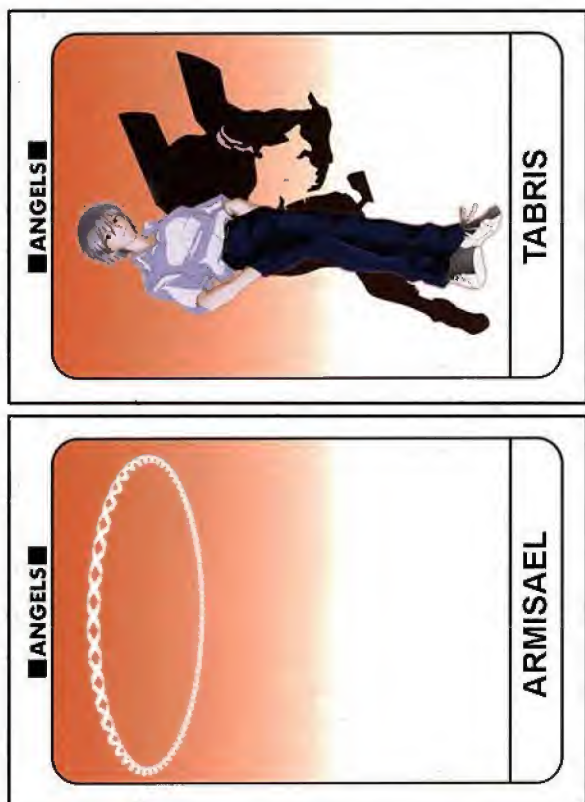
Unit 05
(Hikari Horaki)

EVA HP CURRENT STATUS

Place Pilot Tokens on Plugs
When Pilots enter the EVAs



Print and Cut out these tokens
for tracking Stress and NERV HP



Print and Cut out these Character
Tokens to place on locations on the map

