

## Evangelion- the RPG

Each character begins with a SANITY score of  $2d10+40$ .

Any action not related to an EVA or Angel requires a  $d100$  roll  $\leq$  SAN.

*For example, having normal relationships with people, shooting guns, running away from things.*

Any action related to an EVA or Angel requires a  $d100$  roll  $>$  SAN.

*For example, stabbing angels in the eye with a giant craft knife, synchronised kung-fu/dancing, running really fast in an EVA*

Each character is allowed one (yes... just one) obsession. When they make a roll related to their obsession they can flip-flop the dice before comparing to SAN.

### Sample Obsessions:

|   |
|---|
| Get revenge on angels for loss of father                      |
| Meddle with things best left alone                            |
| Fight things  |
| Gain fathers love   |
| Please your creator   |
| Come back from the dead                                       |
| Make passes at any woman in sight                             |
| Look inscrutable  |
| Drop gun and whine about not being trained                    |
| Unrequited love for boss                                      |
| Requited love for boss/repeat mistakes of previous generation |
| Beat up other children  |
| Make dinner/lunch   |
| Military equipment  |
| Have ambiguous sexuality                                      |
| Sleep in fridge   |

Sanity is lost and, rarely, gained through play. Each of the following events triggers a 2pt SAN loss, except those in **BOLD** which gain 2pts.

|   |
|---|
| See 'giant robot' bleed   |
| See 'giant robot' eat opponent  |
| Be forced to listen to wagner orchestral piece from giant eyelash creature in orbit |
| <b>Watch as father takes control of EVA you are in and kills friend</b>             |
| Find out your friend is a clone   |
| Lose against an Angel which uses tin-foil strips as its primary weapon              |
| Be absorbed by a black sphere... meet mother  |
| Be absorbed by mother... then kicked out again                                      |
| Have both arms ripped off (EVA)   |
| Have head ripped off (EVA)  |

|  |
|--|
| Have one arm ripped off (EVA)  |
| Have arm split in two (EVA/Character?)                                       |
| Get stuck in teeth of large fish   |
| Discuss breast size (each time)  |
| Go through an entire encounter without speaking                              |
| <b>Slap someone</b>  |
| <b>Sulk...</b>   |
| <b>Sulk again...</b>   |
| <b>Sulk even more...</b>   |
| Spit out dummy and storm off in a huff...                                    |
| <b>Make sexual advances on boss or an under-16</b>                           |
| <b>Getting drunk</b>   |
| Player having damp thoughts about pilots/tech crew (Lose 4 SAN) <sup>1</sup> |
| Damp thoughts about Pen-Pen (Lose 8 SAN)                                     |
| <i>The following are Daves fault:</i>  |
| <b>Killing Penpen</b>  |
| <b>Eating Misato's cooking</b>   |
| <b>Damp thought about your fellow pilots</b>                                 |
| <b>Damp thought about anyone else</b>  |

If you roll DOUBLES on any roll you react in a completely hysterical/insane way to the situation that required the roll. Refer to the table below for ideas (GM should choose most amusing result, if you can't find a suitable one make one up):

|  |
|--|
| Enter Coma                               |
| Shag ex-boyfriend                        |
| Grope someone                            |
| Get punched                              |
| Get embarrassing erection (boys only)    |
| Die..                                    |
| Run away                                 |
| Become momentarily entranced by cicada's |
| And many more....                        |

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<sup>1</sup> Bigger... the game's just collapsed... no players left sane.. but then if you even read this footnote you're probably totally whacked already.