



War. War never changes. The Romans waged war to gather slaves and wealth. Spain built an empire from its lust for gold and territory. Hitler shaped a battered Germany into an economic superpower.

But war never changes.

In the 21st century, war was still waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons: petroleum and uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarreling, bickering nation-states, bent on controlling the last remaining resources on Earth.

In 2077, the storm of war had come again. In two brief hours, most of the planet was reduced to cinders. And from the ashes of nuclear devastation, a new civilization would struggle to arise.

A few were able to reach the relative safety of underground vaults. Imprisoned safely behind the large Vault door, under a mountain of stone, a generation has lived without knowledge of the outside world.

Life in the Vault is about to change.

The controller chip for Vault Thirteen's water purification system has died. With dwindling reserves of water- enough only to last half a year at best- the Overseer is forced to send a lone Vault Dweller out into the wasteland.

The Vault Dweller is the last, best hope for Vault Thirteen. And not only will this individual change the future of their underground home, but the entire course of the wasteland itself.

You, too, will have the chance to leave your mark on this world. Whether you aid the Vault Dweller or choose to oppose them for whatever reason, be it as part of your Master's plans or as a consequence of your own designs, you will find yourself in the wastes all the same.

And so, you too must change.

Will you perish, your bones picked clean to gleam in the desert sun like so many others? Or will you instead forge a new future in the ashes of civilization? There are many roads ahead of you, Jumper, and many more possibilities lie at the end of each one.

Take **+1000 CP** to help you prepare for the trials ahead of you.

Wasteland Wanderer

Life in the Wasteland isn't pretty, and while there are still those that specialize in one field a lot of people are too complex to fit into one tidy category. Sure, you've got your Brotherhood of Steel tin-men and your wandering raider bands, but even your friendly neighborhood doctor keeps a sidearm or knife on him, to say nothing of what business he might get up to on the side.

In order to represent this versatility, there is ironically only one origin; Wasteland Wanderer. However, you'll have a great deal of freedom when it comes to determining what role you'll take in the world to make up for that.

Want to be a Vault Dweller? You can do that. Want to be THE Vault Dweller? You can step into his shoes if you'd like. A member of the Brotherhood of Steel, or a mutant in the Master's great army? With the right perks, anything is possible. Becoming a doctor or mayor is child's play in comparison, and becoming a mercenary or raider is as easy as picking up a weapon of choice. And that part's optional, if you prefer fisticuffs.

You can also choose to not have a history at all, though naturally this will prevent you from taking on the role of the Vault Dweller. In any case, you will start out in a location appropriate to your choices.

Finally, you can feel free to choose your age and change your gender. Though going below 16 isn't recommended; the wasteland is often harshest on the youngest, after all.

SPECIAL

Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck are the seven attributes that are most important for survival in the atomic wasteland. While these would normally be numbered from One to Ten, here we'll use a shorter metric of Very Bad to Heroic. You can only choose one option for each stat; for example, Average Strength and Very Bad Strength can't be taken together. Very Bad and Poor stats are essentially drawbacks; while you might potentially be able to train them up with time and effort or find other methods of increasing them, you will start at that level regardless of whatever level they were at before coming into this world and will find that supernatural methods of raising your stats that you might have obtained from other worlds won't work, including outside cybernetics. Average stats are unchanged if they would be weaker than what you were previously, while a Very Good or Heroic stat will provide a minor or major boost, respectively.

You get an additional +200 CP to spend on SPECIAL stats only.

Very Bad Strength (+200 CP)- You're a complete pushover; you can forget about fighting in melee, since you'd fail to out-punch a starving orphan. You even bruise easier, and you'll find it hard to carry even the bare essentials of wasteland survival gear. While Power Armor might help mitigate some of this condition, you'll be forced to dedicate a significant portion of your carrying weight to your armor, while still leaving you with below average strength.

Poor Strength (+100 CP)- You're a wimp; while you won't get knocked over by a stiff breeze, most people and especially most wasteland critters are still stronger than you. Power Armor will bring you up to an above average level of strength, though again you won't be hitting as hard as a normal person would in power armor, nor will you be able to carry as much.

Average Strength (Free)- You're about as strong as anyone else in the wasteland; you're not body-builder strong, but you can do a hard day's work and beat people with fists or melee weapons if push comes to shove. Power Armor will benefit you the most, enabling you to wield heavier weapons, hit harder, and carry more, without forcing you to sacrifice too much of your carry weight.

Very Good Strength (100 CP)- Your strength is at the peak of what most people consider possible for an unenhanced human. You're strong enough that going into melee might actually be preferred over fighting from a distance. Wearing Power Armor will only enhance your already massive strength further, bringing you to the apex of strength in the wasteland and letting you kill some of the meanest critters around with nothing more than your armored fists.

Heroic Strength (200 CP)- You're one of the strongest living creatures to ever walk the wasteland; a Hercules of the post-apocalypse. You could potentially out-wrestle mutants and men in Power Armor with raw strength alone. At this point, Power Armor or cybernetics can only offer you protection as your strength can't be enhanced any further than it already is.

Very Bad Perception (+200 CP)- As blind as a bat, with a sense of hearing, smell, touch, and taste to match. Delicate tasks such as lockpicking, setting or disarming traps, and medical skills will be much harder. Your low sensory abilities will make you an easier target in a fight since it takes you longer to figure out what's happening, and enemies will have a much easier time sneaking up on you. Noticing small details is impossible, and at this level you'll probably miss some obvious details, too. Effective firearm use is all but impossible at anything other than point-blank range.

Poor Perception (+100 CP)- Your senses aren't the best; you might need to wear glasses, if you can find some. While intricate tasks aren't impossible for you to do, they are much harder to start with unless you specialize in that area. While you might be able to compensate in less active areas with time or effort, you will still be somewhat easy to get the drop on and will have difficulty hitting far off targets.

Average Perception (Free)- Your perception is about what you'd expect from an average human; it's not amazing, but you're far from needing help with basic tasks, and you have a good chance at detecting less obvious details. If you're skilled with firearms you'll hit most targets at a moderate distance.

Very Good Perception (100 CP)- You excel at noticing hidden things, and can even notice when people are hiding something most of the time by watching them. It's hard to get the drop on you, and since you can see most trouble coming you react quicker in a fight, too. You have greater accuracy at long distances, though you're still far from a master sniper.

Heroic Perception (200 CP)- Nothing gets past you anymore; ambushes are a thing of the past, and people will have a hell of a hard time hiding anything from you. You can see in the dark with how good your eyes are, with the rest of your senses equally as formidable. Your powers of perception will allow you to pick the easiest locks or set and disarm some common traps even without any special training in those fields, and with the right training you could learn to shoot out someone's eyes from over a hundred yards away... with a pistol. At night.

Very Bad Endurance (+200 CP)- A stiff breeze could damn near tear you in two. That's an exaggeration, but only barely; not only do you take more damage from all sources, but you're also tremendously vulnerable to radiation, poison, and disease- which might necessitate becoming a picky eater with how even some natural food has traces of radiation in it, let alone the hundred-year-old stuff. It takes a lot less to put you down than an average person, and your natural healing ability is reduced to almost nothing, and you'll need frequent, long breaks to get through the day.

Poor Endurance (+100 CP)- You're generally weak of health and vulnerable to illness, but not grievously so. Staying away from radiation, filth, and venomous creatures is still a good idea, but you won't vomit your guts out after sampling the local cuisine anymore. You can handle the occasional fight, but you won't have the stamina or fortitude to keep it up for too long, especially if you start taking hits.

Average Endurance (Free)- You're as physically fit as most people in the wasteland. Radscorpion poison will work its way out of your system with some rest- though

multiple stings may still prove fatal- and you can also take a small amount of radiation without adverse effects. A bullet to the head'll still kill you though.

Very Good Endurance (100 CP)- You're about as fit as a bull brahmin, with the stamina to do twelve hours of hard labor a day and not feel it the next morning. Getting punched in the face wouldn't even make you flinch, and weaker poisons will burn out before they can have an effect on you. Even the silent killer known as radiation has less of an effect on your health, though you shouldn't take in too many rads all the same. You could take multiple gunshot wounds and stay standing, and even survive them so long as your enemies don't nail something vital.

Heroic Endurance (200 CP)- Your resistance to damage, disease, and the other dangers of the wasteland is nothing short of miraculous. Mundane poison has little to no effect on you, at least not in the amounts that poisonings usually come in; radiation is also far less harmful. While you're far from immune, you'll only start to be adversely affected by all those rads when you start glowing. You can keep on your feet for a day or two without rest. Lastly, you'll find that it takes a lot more damage to put you down. Even getting shot in the head might not take you out of the fight with a skull as thick as yours, not unless your opponent's packing some decent firepower.

Very Bad Charisma (+200 CP)- Not even your own mother could love an ugly mug like yours. In fact, you'd be hard pressed to find someone who wouldn't wretch at the sight of you. Your ability to convince people is similarly low; even intimidation is harder, as most would rather put you out of your (and their) misery than give in to your demands. A lot of shopkeepers will also charge you through the roof for "scaring away their other customers" and such, which is probably accurate.

Poor Charisma (+100 CP)- You're not quite to the point of being ugly as sin, but you still look like you got hit with a shovel a couple of times while growing up and people will treat you accordingly. Shopkeepers will probably try and get more money out of you than usual, unless you've helped them out some already; you just look like a sucker.

Average Charisma (Free)- You look decent and speak decent, too. You're not the most charming of people, though you do have your moments, and while your looks aren't anything to write home about neither are most people's, especially nowadays. Doing favors for people will more likely than not be your best bet at getting people to do stuff for you, though.

Very Good Charisma (100 CP)- A diamond in the rough is the best way to describe you. You have a persuasive air about you that is augmented by your naturally great looks, which are on par with some Pre-War actors. People are more liable to favor you because of that, and your silver tongue will ensure that merchants treat you fairer, too.

Heroic Charisma (200 CP)- A person as beautiful as you comes only once in a generation; in a world of mutants and scavengers, your beauty is akin to Cleopatra. With your radiant looks comes great skill at haggling and convincing others; while you might not get any freebies, you'll certainly get low, low prices- even more so if you do something actually worthy of getting a discount.

Very Bad Intelligence (+200 CP)- There are more intelligent plants in the wasteland than you, which might be saying more about the plants, really. Communication with other people is all but impossible as you're only capable of making grunts and similar noises. Science, as far as you are concerned, is magic- though you might have a savant-like ability to use them, true understanding is beyond you. Learning even the most basic of concepts will be slow going, to say nothing of more advanced ones.

Poor Intelligence (+100 CP)- You're uneducated or perhaps possess a minor learning disability, but your problem is mostly a lack of teaching. You can hold a conversation, but your vocabulary is a bit lacking, and while you might be able to recognize some words reading is also pretty dang hard. Advanced science is still something that mystifies you, but you know it's not actually magic. Probably.

Average Intelligence (Free)- While poor intelligence might be the actual average for most wasteland denizens, this is what most Vault Dwellers and educated people would consider average intelligence. You can speak somewhat eloquently and can read, and while you might not possess knowledge of advanced technologies like laser weaponry or robotics you do know some basic scientific information, equivalent to what you might have been able to learn in a Pre-War high school.

Very Good Intelligence (100 CP)- If science is magic to primitives, then you might be considered a wizard or shaman. While you might only start out with basic knowledge of science, medicine, and engineering you could easily learn more from the right people or books. You also possess a great deal of knowledge about survival, including farming and agriculture- something that might come in handy if you decide to settle down.

Heroic Intelligence (200 CP)- A mind like yours is rarer and more precious than anything that can be brought up from the earth. With the right knowledge you could easily invent new technologies in the wasteland, as your brainpower is at the very least a match for the greatest minds at Vault Tec, RobCo, and the labs of the Pre-War government. Learning new ideas is a breeze as you absorb entire medical or scientific texts in the course of a single afternoon, though your existing knowledge base is equal in breadth if not depth to the greatest scientists in history already.

Very Bad Agility (+200 CP)- Your hand-eye coordination leaves much to be desired. Same with your feet-eye coordination and, well, your coordination in general; you're a total klutz, and move at a snail's pace even when you aren't tripping all over yourself. Your skill with all weapons has taken a massive hit due to your lack of finesse, as has your ability to sneak and dodge attacks or make the fine manipulations necessary for lock-picking or disarming traps.

Poor Agility (+100 CP)- You might have a minor disability, or you might be one of the few obese people in the wasteland with how sluggish and unrefined your movements are. While it's hardly incapacitating, your slowness will make it harder to move effectively both in and out of a fight, making you both an easier target and a slower traveler.

Average Agility (Free)- You're about as quick on your feet as anyone else; you're not exceptional, but you've got a good baseline for learning how to use most weapons and skills that require quick fingers.

Very Good Agility (100 CP)- Like a wily radscorpion, you'll find yourself moving and reacting much quicker in a fight and dodging some of the attacks sent your way, either by moving out of the way or perhaps redirecting them- lowering your chances of taking damage in any case. Your hands are fast and skillful with whatever work you put them to.

Heroic Agility (200 CP)- You're practically a blur now, ducking and dodging in and out of firefights like greased lightning. With your dexterity, you could even "dodge bullets" by moving out of the path of the bullet before it's fired, or maybe even afterwards if you're lucky. You'll find that you have a natural talent with all weapons, including your fists, as well as subtler arts like stealth or thievery; however talent is no replacement for training.

Very Bad Luck (+200 CP)- You must have found a factory full of mirrors and broke every single last one to have such bad karma. Since luck affects everything you do, you'll find that just about everything you do has a chance of failing spectacularly. Have your gun blow up in your hands, break a machine beyond repair while trying to fix it, end up hurting yourself while trying to administer first aid... you're also more liable to get hit, and those hits seem to head towards your vitals disturbingly often, while your own shots are more liable to ricochet and hit you than pop someone else's head. You should stay away from gambling dens, needless to say.

Poor Luck (+100 CP)- A black cat seems to have crossed your path. Never mind that they're close to being extinct; your crappy luck leaves anything you do, no matter how well thought out or executed, with a slight chance of failure. Heaven help you if you're unable to rely on skill, since the problem's only going to get worse from there.

Average Luck (Free)- Your karma is balanced; you might have bad luck on occasion, but the same can be said for good luck, too. Whether this is all mere chance or the design of some greater being- perhaps some sort of Pre-War machine god- you cannot say, but in any case your luck is the definition of average.

Very Good Luck (100 CP)- Your luck tends to be positive far more often than not. Accidents will happen to your enemies in combat more often and while your aim isn't necessarily better, it does seem like you have an easier time hitting things- with those hits having a greater chance of doing greater damage.

Heroic Luck (200 CP)- Strange; I wouldn't expect you to find a four-leaf clover in a desert like this. Your luck is absurdly good; almost as if the dice of life were weighted in your favor. Random chance will save your bacon far more often, with some solutions to your problems coming seemingly from nowhere, and your chances of getting hit in your vitals randomly is greatly decreased- while your chances of doing the same is greatly INcreased. You'll also find that your "skill" at gambling is naturally high; if you take the time to actually learn the games (and how to cheat, both literally and in the sense of counting cards and the like) you'll easily be able to make a living off of gambling. Assuming the casino doesn't throw you out, of course.

Skills

Just as important as your SPECIAL stats are Skills, which consist of some of the most common or useful skills in the wasteland. Shocking, right? You may “tag” three skills for free, receiving a substantial bonus to your ability to use that skill, as well as making it far easier to learn new things relating to it or developing new techniques related to that skill. You can also “tag” a fourth skill for 100 CP, and can “tag” more skills afterwards for 200 CP each.

Small Guns- The care, use, and general knowledge of small fire arms such as the 10mm pistol, combat shotgun, and hunting rifle, and more importantly the accuracy to use them effectively. The weapons of choice for those who favor ranged weapons due to their availability and relatively common ammunition.

Big Guns- The operation and maintenance of really big guns, such as miniguns, rocket launchers, or flamethrowers, which require great strength to wield and aim. Weapons of this caliber are rare, and are wielded by the most well-equipped factions in the wasteland. Ammunition is usually heavy, but Big Guns can be devastating against groups of opponents.

Energy Weapons- The advanced knowledge necessary to use and maintain energy-based weapons that use laser or plasma technology such as the Laser Pistol, Gatling Laser, or Plasma Rifle. They’re about as rare as Big Guns. Their ammunition isn’t as heavy as Big Guns and they don’t usually have a wide area of effect, focusing more on precision damage than destruction.

Unarmed- Skill with fists or “unarmed weapons” such as brass knuckles or Power Fists. A combination of hand-to-hand martial arts and boxing utilizing hands and feet. A surprisingly deadly option for self-defense with enough training or experience. Gives a pair of brass knuckles if chosen.

Melee Weapons- The ability to use melee weapons such as knives, spears, or Super-Sledges in combat skillfully. This is what most tribals prefer to use, with some exceptions- but they’re also a popular choice for guards in smaller towns or raider gangs. Gives a knife if chosen.

Throwing- Skill with aiming and throwing weapons from primitive spears to Plasma Grenades. An odd choice for most since spears and throwing knives aren’t all that powerful and grenades are rare, but grenades are very powerful and non-exploding weapons can be recovered. Gives a set of three throwing knives if chosen.

First Aid- Treating minor injuries or ailments such as cuts and bruises effectively to heal quicker. First Aid can be a good alternative to using rare medical items such as stimpaks or taking time to heal wound naturally, and utilizes relatively common materials or folk remedies for wounds and sickness. Gives a set of three stimpaks if chosen.

Doctor- The expertise to diagnose and treat major injuries, such as broken limbs. While First Aid focuses more on quick, easy remedies with what can be scavenged,

the Doctor skill relies more on rare surgical tools, chems, and formal expertise. Gives a Doctor's Bag containing minor healing supplies and surgical tools if chosen.

Sneak- Quiet movement and the ability to remain unseen while hiding or sneaking around. Useful for avoiding enemies that might be too powerful for you to handle, infiltration of heavily guarded areas, assassination, and good old fashioned thievery.

Lockpick- The skill to open locks without using the right key. Includes not just the skill to use lockpicks, but also improvised methods such as jimmying locks open with bobby pins and other small objects. Gives a set of lockpicking tools if chosen.

Steal- The ability to make something that belongs to someone else yours through pickpocketing or larceny. At higher skill levels you can steal something from right in front of someone without them realizing it. You can also do the reverse and plant items such as grenades on a person's body, blowing your enemies sky high.

Traps- The finding and removal of traps, as well as the knowledge necessary to set or disarm explosives such as dynamite. Gives you the ability to spot traps such as pressure plants or rigged explosives, allowing you to avoid or disarm them.

Science- Knowledge relating to technology and the sciences, including computers, physics, geology, and biology. Such things are nearly a lost art in the wasteland, and you'd be sure to be a boon to any community you decide to set up shop in. Gives a dose of Buffout and Mentats if chosen.

Repair- The knowledge required to fix broken machinery and electronics, as well as repair and maintain weapons, armor, and other equipment. The difference between science and repair is that of a scientist who knows that water is carried through pipes by pressure and a plumber who can find leaks or clogs quickly and efficiently to fix said pipes. Gives a multi-tool if chosen.

Speech- The ability to communicate in a practical and efficient manner, lie, and convince others. While bullets are still one of the more effective means of negotiation, as civilization slowly recovers the ability to negotiate with others becomes more important.

Barter- Knowledge of trading and bartering that allows you to get better prices when buying or selling. While speech might let you convince someone to sell you something, barter would allow you to haggle them down afterwards, then sell what you bought to a different merchant for profit.

Gambling- A mixture of skill, cheating, and luck to win games such as cards, dice, or even slots. Although of little practical use in the desert, in towns where gambling is common this might allow you to live off your winnings. If nothing else, the card tricks are entertaining.

Outdoorsman- Practical knowledge of the outdoors and the ability to live off the land, including knowledge of plants and animals. A valuable skill for those who travel a lot or those who want to make a living off of rat pelts. Gives about a week's worth of food and drink in packaged rations and canteens of water.

Perks

You get one 100 CP perk free and a 1/2 discount on one 100, 300, and 600 CP perk.

Bloody Mess (100 CP)- You seem to see the worst way for people to die. And it's pretty cool. Burnt to ashes, ripped in half by machine-gun fire, exploded into giblets; you can see these and many more violent sights. You can also toggle this off, if you wish; strangely, it seems that the items that people carry aren't affected by this, even if they're wearing it, instead ending up in a neat pile even if they were melted.

Awareness (100 CP)- You're capable of sizing up your enemies with just a glance, getting all sorts of information with just a brief look. Not just obvious stuff, like how injured they are or what they're wearing, but more subtle things like what weapons they have or what they're carrying on their person.

Empathy (100 CP)- Empathy is rare thing in the wasteland, and while too much of it can hinder your efforts a little bit of it can end up going a long way. You have a much better idea of how your actions and words will affect others; you'll know if something you're about to say will be taken favorably by the people you're talking to, or if you'll end up making them mad. This works better on a smaller scale, but you'll even get a vague idea of how your actions will affect entire communities in the near future.

Friendly Foe (100 CP)- In a fire fight, it's generally a good idea to avoid shooting the people on your side. Unfortunately, in the wasteland one unwashed merc looks just like any other unwashed merc, even if they happen to be on your side. Fighting in the dark is especially problematic, but for you it's easy- unless you want them to, your bullets and other projectiles won't hit your allies even if they're close to your line of fire. This won't extend to anything with too wide an area of effect, so be careful with your missiles. It might be useful if a certain ex-caravan guard had this...

Toughness (100 CP)- Living out in the wastes is hard. If you don't have the mental fortitude to survive, you won't get far with all the mutants, bandits, and hungry wildlife around. Luckily, you're made of sterner stuff. Even if you've lived your entire life inside of a cushy vault, you're more than capable of beating a man to death with your bare hands- mentally, at least. You don't get traumatized easily; and definitely not from doing what you've got to do to survive.

Quick Pockets (100 CP)- You can't be fumbling around with your equipment in a firefight all the time. It's not like you can pause time and inject a dozen stims into yourself while you're getting mauled, after all. Though, with how you pack your gear you could easily carry anything up to your maximum carry weight on your person, so long as it doesn't over-encumber you- no need for a backpack or pack brahmin. You'll also find that carrying such a large amount of gear doesn't hinder you even if it really should, and that it doesn't really show on your person either.

Presence (100 CP)- You've got a sort of aura around you, traveler; when people look at you, they feel something in particular without really knowing why. They could look at you and get the feeling that you're naive, or maybe that you're someone who can get a job done. They might feel hopeful, or scared. This is more of a sub-conscious reaction than an active one, but it'll definitely help you make an impression.

Explorer (100 CP)- There are a lot of interesting sights in the wasteland, and not all of them are on the maps the caravans use. In the vastness of this devastated world, there are places that human eyes haven't seen for decades. You have a sixth sense for such places; while they're often dangerous, you'll never want for new locations to explore, new treasures to loot, or new enemies to fight. In addition, you'll rarely find something unusual in your travels- a peasant crushed beneath the footprint of a massive, strange beast, disappearing police boxes, and flying saucers straight out of Area 51 among them.

Animal Friend (300 CP)- Wildlife might be the least of the dangers in the wasteland, but they're certainly a numerous one. However, they seem to leave you alone. Flies and other annoying insects don't buzz around you, rats and vermin leave you alone and never infest your living place, and even wolves and radscorpions leave you alone unless you trouble them first. You'll also find it's easier to train and domesticate animals such as these. Unfortunately, this doesn't work on overly mutated, hostile, or magical creatures, including the legendary Deathclaw.

Robobrain (300 CP)- Robots are rare in the wasteland; ancient machines such as them have lied dormant since the War, though they still toil in government facilities or in underground vaults. While most of them are fully mechanical, there is one that has a human element to them- the Robobrain, whose processing power is derived from a human brain, suspended in a glass bowl of medical gel. Compared to a human, the Robobrain is much more durable- even its glass bowl is bulletproof, requiring high-power firearms to penetrate. Although the versions that are active in the region lack the built in weapons of some models seen elsewhere, their "hands" are capable of the same manipulations that human hands are capable of, including the wielding of firearms. Robobrain is strong enough to do so one-handed for anything up to a sniper rifle. Their energy stores could allow them to operate for hundreds of years. While you're free of any insanity or dysphoria that this body would bring, it does have one disadvantage- instead of legs, Robobrain has tank-like treads, which might make navigating certain terrain an issue, though fortunately they're flexible enough to handle stairs.

Cult of Personality (300 CP)- There are cult leaders, and then there's you. Even if they have a bone to pick with you, even your enemies can't ignore your good points. While this won't protect you from getting robbed or killed by people who were already looking to do that, you'll find that everyone who's willing to talk will see you in the best light possible, whether they're murderous crime-bosses or veritable saints. Obviously, if you play your cards right this will lead you to have many friends and allies.

Action Boy (300 CP)- In a fight, you know you have to be quick, or be dead. You move with great efficiency, sacrificing barely any extra movement when it comes time to trade blows and looking damn cool while doing it. This allows you to both move and attack more quickly than most people, letting you both deal damage and avoid it a little easier.

Desert Ranger (300 CP)- The Desert Rangers are a small, yet elite group hailing from Nevada. Owing their heritage to the rangers of Texas, the Desert Rangers are some of the most skilled fighters outside of the Brotherhood of Steel. In addition to their skills with small guns, some of their members have tribal heritage, giving them greater skill with spears and unarmed combat; skills which are often taught to other Rangers. They also possess a great deal of survival knowledge, including some more advanced techniques. As a member, you have all of these benefits, as well as a set of hardened leather armor, a gas-mask, and a dusty, weathered long-coat that makes for perfect camouflage in the desert.

Mr. Mayor (300 CP)- Sure, charisma's all well and good, but it's not everything you need to run a town or settlement. Being able to speak well is no replacement for actually knowing what you're doing, nor is it a replacement for getting the job done yourself when necessary. While you might not be able to please anything, you'll find that you can please most people, figure out who's trustworthy and who isn't, delegate tasks to the right people, and in general manage the people under you well.

Follower of the Apocalypse (300 CP)- The Followers of the Apocalypse are a group of scholars who have dedicated themselves to educating the people of the wasteland, in the hopes that they might prevent something like the Great War from ever happening again. Although they're a peaceful organization at heart, they're not at all passive, and are actively fighting the growing influence of the Children of the Cathedral and their Master. As a member, you'll find that your skills related to all things medical have greatly increased, and that you've learned how to create stimpaks and other useful chems using scavenged materials.

Mysterious Stranger (300 CP)- Tales of a stranger appearing in a person's time of need to aid them have spread across the United States. Who is he? Is he a Pre-War ghoul? An android? An angel? Whoever he is, he seems to appear for you quite often. Now, at the start of any fight you happen to get into, there's a chance that the Mysterious Stranger will appear- wielding a weapon that is considered high-end for wherever he might be, as well as his traditional leather trench-coat. Here it's a plasma rifle, but in other places it might be a magical sword. While there's nothing stopping you from turning on this mysterious helper so you can claim this weapon for yourself, doing so will obviously prevent him from helping you in the future.

Slayer (600 CP)- Like the barbarians in old movies and comic books, you find yourself blessed with a strange affinity for melee combat. While you're no better at landing blows, the attacks that do land will deal frightening amounts of damage- often negating any armor your enemy is wearing due to sheer force. Each successful blow with melee weapons, your fists, or thrown weapons such as spears or knives also has a chance to knockout, cripple- or even outright kill, if aimed at a vital spot- an opponent in addition to the massive damage they cause.

Sniper (600 CP)- Just as Slayer boosts the effectiveness of melee weapons, Sniper does the same for firearms of all types- from the humble 10mm pistol to the highly advanced plasma rifle. While you still need to be able to hit your target in the first place, your projectile attacks will shred through your enemies and their armor, and each attack has a chance to knock them out, cripple their limbs, or even outright kill them in addition to the damage it already deals.

Silent Death (600 CP)- You're a warrior of the shadows; while some prefer to face their enemies head on, you know the value of killing unseen. Your footsteps are entirely silent, allowing you to rush through the darkness unheard, and if you can attack an enemy from behind you'll find that your attacks are twice as effective as they would normally be. Lastly, you're capable of devising or finding inventive ways to kill your opponents, from setting off the self-destruct in their military base to something as simple as using dynamite to bury them alive in a cave.

Psyker (600 CP)- Radiation, and the Pre-War biological weapon known as FEV, have given rise to many strange mutations. However, none are stranger- or more rare- than the mental abilities that some people develop. Known as "Psykers", these people have gained the ability to affect the world with their mind, developing abilities such as pyrokinesis, electrokinesis, telekinesis, telepathy, and even precognition. You've developed one such ability, and while it will start out weak it will grow in power with time, becoming a formidable power in its own right.

Brotherhood of Steel (600 CP)- A faction created just before the War, the Brotherhood of Steel was a part of the Pre-War army that defected due to the horrendous crimes committed by the U.S. government during the development of FEV. Currently, they possess both the greatest fire-power and the greatest training in the wasteland, which they're more than willing to use against those who threaten humanity. As a member, you possess a large amount of technical knowledge, practical defense techniques using a variety of weapons, including the skills required to operate a suit of power armor. If you don't buy power armor you'll get a suit of Brotherhood combat armor for free, which is slightly more protective than regular combat armor.

Champion (600 CP)- There are some people who go their entire lives without making a difference, and there are others whose actions make waves long past their deaths. You're one of the latter; like the Vault Dweller your actions- for good or evil- resonate throughout the world. Decisions you make can change the face of entire cities and regions, and the lives of everyone living in them. And not only are such opportunities common for you, but they also tend to be rewarding as well.

Cyborg (600 CP)- Cybernetics were developed Pre-War to enhance and heal soldiers on the front lines, making them faster, stronger, and all-around better. Somehow, you've been cybernetically enhanced in such a way, increasing your physical and sensory abilities and even your intelligence. Although the surgery hasn't done anything for your looks or 'luck', you'll also live much longer because some of your organs were replaced with mechanical equivalents. In addition, you have one or two extra, small tricks up your sleeves- things like having built-in radar, thermal vision, a mapping system, or even a Holotape player if you'd like.

Mutant (600 CP)- Tales of mutants kidnapping people in the night and ambushing caravans are but whispers now, but in time the terrifying truth will come out. You might have been one of the first people to take a dip in FEV, making you a Super Mutant- humanoids that stand nearly ten feet tall and possess inhuman strength, skin strong enough to withstand small arms fire, immunity to natural diseases, radiation, and a greatly reduced ageing rate. There are other mutants in the wasteland, such as the ghoulish Harold and Ton, who weighs as much as his namesake, so you can choose to instead mutate in a different- though roughly equivalent- way.

Items

You get one 100 CP item free and a 1/2 discount on one 100, 300, and 600 CP item.

Starting Gear (Free)- You get a 10mm pistol and 72 10mm Hollow Point rounds, a simple, non-armored outfit of your choice, a week's worth of food and water, a knife, two flares, and four stimpaks, as well as a backpack to carry these items in.

Fallout Merch (50 CP)- A collection of merchandise for the original Fallout, including shirts, posters, and action figures. Also included is a copy of the game and a computer to play it on, as well as a Holotape version that can be played on any Pip-Boy or computer that you find.

Pip-Boy 2000 (100 CP)- A specialized, hand-held device created by RobCo and distributed to several Vaults in the California area, the Pip-Boy 2000 is a hand-held computer capable of monitoring its users vitals, as well as storing an incredibly large amount of information. It's other functions include the ability to record sound and video for later playback, the ability to (slowly) type text documents, automatic mapping of terrain via satellite and solar imaging (where available), a timer and alarm function, and even the ability to play a few simple games. It can also play and record onto Holotapes, and has a cable that allows it to connect to other computers.

Bottle Cap Crate (100 CP)- A crate that you found near a crashed Nuka-Cola truck containing around 2,000 bottle caps. Thanks to the water merchants of the Hub backing bottle caps as the currency in the region, this represents quite a bit of money in most places; enough to get by on for a year or two in terms of food and drink, or enough to purchase a good bit of ammo or gear.

Geiger Counter (100 CP)- A hand-held Geiger counter, capable of detecting radiation over a wide distance. In certain heavily irradiated areas, the Geiger counter will provide a warning from up to a few miles away before any irradiation occurs.

Electronic Lock Pick (100 CP)- A highly advanced lock pick designed for doors that are electronically locked and require key-cards or access codes rather than keys. It can't be used on regular doors, but won't break from overuse.

Motion Sensor (100 CP)- A hand-held motion sensor, this device aids in the detection of nearby enemies. While travelling it can help one avoid enemies very handily, but needs to be used in conjunction with a Pip-Boy to track enemies.

Cooler (100 CP)- A small, portable cooler that keeps food fresh for weeks. Not only does it do that, but every day it will create one meal's worth of food and drink from the standard Wasteland fare. One day it might be iguana-on-a-stick, mutated fruit, and Nuka-Cola, while the next day you might get brahmin steak and booze.

Psychic Nullifier (100 CP)- A strange, metal 'helm' designed by the Master to nullify the abilities of Psykers. While it offers no protection from normal attacks, when worn it also has the effect of protecting the wearer from telepathic interference. It's probably not of much use during day-to-day survival, but...

Basic Weapons (100 CP)- You get two picks of various basic weapons, commonly found in the Wasteland. Includes: brass and spiked knuckles, clubs, combat knives, crowbars, sledgehammers, spears, the 9mm Mauser, 10mm pistol, the .44 Desert Eagle, a sawed-off shotgun, or a Red Ryder BB Gun. Whichever weapon you choose will come with full ammo, if applicable. Additional purchases are 1/2 off.

Skill Books (300 CP)- You have a large collection of books teaching science, medicine, engineering, survival skills, and firearms knowledge, as well as the entire catalogue of 'Cat's Paw' magazines which feature very interesting, uh, articles about... cats? In any case, these books can be used to train up pretty much anyone in their respective fields, even if that person can't read.

Chem Box (300 CP)- Similar to the Cooler, this small lock box replenishes a few chems daily, giving a daily supply of Buffout, Mentats, Psycho, Rad-X, or RadAway which are pretty expensive normally. It will give 1-3 chems daily while you're here, but Post-Jump it will instead give 1-3 doses of each type of chem instead.

Explosives Box (300 CP)- Another box, only this one has some fireworks in it. Fireworks being a euphemism for "high-explosives" of course; each day, it will spontaneously contain a few molotov cocktails and frag grenades, some dynamite, and 1-3 bricks of plastic explosives, plasma grenades, or pulse grenades. These are fairly rare and therefore valuable, but you'll probably go through them quickly if you use them for their intended purposes.

Stealth Boy 3001 (300 CP)- A highly advanced experimental piece of military hardware, allegedly reverse-engineered from something the Chinese used; the Stealth Boy 3001 was created by RobCo as a personal stealth device, and can generate a modulating field around its wearer that transmits reflected light from one side of an object to another- essentially making the wearer blend in with their surroundings. Unlike normal Stealth Boys, this one will slowly recharge itself when not in use.

Combat Armor (300 CP)- This is a suit of advanced combat armor, used by the Pre-War American military and certain police forces. In addition to great protection against most weapons thanks to the advanced defensive polymers that make up the armor, it also helps protect the wearer from radiation, though not as well as power armor does.

Tesla Armor (300 CP)- Metal armor that was created using theoretical principles from Nikola Tesla that were confiscated from him his estate after his death by the government, Tesla Armor offers average protection from firearms. It's main strength is the built in Tesla Attraction Coil Rods, which disperse a large percentage of energy- making the wearer nigh-invulnerable to laser weapons, and heavily protecting them from plasma and electrical damage as well.

Floating Eye-Bots (300 CP)- A quartet of floating Eye-Bots, which are usually found on military bases as sentries or guards. While not as personable as later models of Eye-Bot created Post-War, these Pre-War Eye-Bots are similar in design. Its CPU and sensors are housed in the main part of the machine, which also houses the jet that keeps it aloft, and it has an extendable arm with a taser attached to zap foes into

submission. They follow your instructions without requiring additional programming, and while they're not the most durable of robots they're pretty speedy.

Advanced Weapons (300 CP)- More advanced weapons, suitable for more experienced adventures. You can pick two of the following: Power Fist, cattle prod, Ripper, Super Sledge, the unique .223 pistol, 14mm pistol, 10mm SMG, assault rifle, Red Ryder LE BB gun, sniper rifle, combat shotgun, laser pistol, plasma pistol, laser rifle, or plasma rifle. Each weapon will come fully charged/loaded, and additional ammunition will be less difficult to find than it would normally.

Big Guns (600 CP)- You get two of the following: gatling laser, turbo plasma rifle, missile launcher, flamer, or minigun. Your weapons will come with several reloads worth of ammunition, and you'll be able to find their rare ammunition a lot more easily in the wasteland.

Deathclaw Nest (600 CP)- You've somehow stumbled upon a deathclaw's nest. While normally you might have to worry about getting torn apart by a furious mother deathclaw defending her babies, it seems mama's not around. You could have yourself a lot of omelets... or, if you let the eggs hatch, you'll find that the young deathclaws will somehow see you as their mother. If you keep them safe, you'll find yourself in control of your own deathclaw pack in only a few years. Not only that, but they'll be remarkably intelligent even for a deathclaw, and capable of following orders like a dog would. The nest and deathclaws will follow you.

Alien Blaster (600 CP)- A strange, pistol-gripped energy weapon of partially extraterrestrial origin. You found it next to a crashed flying saucer (which was marked 'property of Area 51' on the body of one of the little green men that were killed in the crash. Rather than some form of alien power supply, the Alien Blaster uses standard small energy cells. It has a higher capacity than any other energy weapon pistol, but its incredible damage means that you shouldn't need to reload that often anyways. The only downside is its short range- the beam it shoots is only accurate within a few dozen feet, so while it can literally disintegrate anything in its path, you have to be pretty close to use it accurately.

Hardened Power Armor (600 CP)- A suit of specially treated power armor, which has been chemically treated to give it harder armor to better protect against damage. It's otherwise the same as a regular suit of power armor; enhancing the user's strength greatly while also protecting them from a good amount of radiation.

Military Base (600 CP)- You have the coordinates to a hidden military base, located somewhere to the east in the desert, as well as a small notebook filled with codes and passwords. While the journey there will be treacherous, once you arrive you'll find a wealth of information related to Pre-War military technology, as well as plenty to scavenge. The robots on the base will see you as a friendly, and while they won't leave the base without having their directives modified (which you could do with your book of codes) they will protect the base from any intruders. While the base doesn't have any nukes, it has something arguably worse on the bottom level- a lab, dedicated to synthesizing and researching FEV. While the vats are empty now, you could easily fill them- and with the right know how, you might even be able to refine the virus further...

Thriving Town (600 CP)- This town is practically a city by post-apocalyptic standards; a rival to the Hub if ever there was one. With over a hundred inhabitants, a few caravans calling the place home, and a nearby farm or two, this place is a center of trade and commerce in the wasteland. While they might not call you their leader, the people in this town will come to look up to you if they don't already. In addition to the honest folk, if you wish there can also be a seedy underbelly to the town- gambling, prostitution, chems, the works. You can decide how accepted these things are by the rest of the town.

Gun Runners (600 CP)- With a radioactive moat of bubbling goo and armed guards wearing combat armor and wielding the most advanced weapons this side of the Brotherhood, this Gun Runners outpost is about as well-defended as any above ground structure could be. After helping them out with a bit of minor trouble, the person in charge of the operation will give you a heavy discount on their stock, as well as offering their base as a place where you can lie low if you need to.

Vault 14 (600 CP)- One of the advanced underground Vaults created by Vault-Tec. As its history is unknown, it's up to you to determine it's past- and future. Was it one of Vault-Tec's genuine Vaults, designed to protect its inhabitants from nuclear fallout? Or was in an experimental Vault like the one at Necropolis, whose door could not close all the way- allowing radiation to leak in and ghoulify its inhabitants? It could be empty save for the ancient skeletons of its former inhabitants or it could be a thriving community under the earth. Whatever the case, it comes equipped with a water purifier (although they've just started on their last water-chip) as well as a digital library, room for several hundred inhabitants, and everything else needed to sustain life such as a garden.

Power Armor (200 CP, requires "Brotherhood of Steel" perk)- Your standard issue suit of Brotherhood power armor; advanced servos help increase the wearer's strength, allowing them to carry more and hit much harder, while the full-body armor protects from most sources of damage save for EMPs incredibly well. It also helps guard against radiation, though you shouldn't walk through ground zero without some Rad-X and RadAway.

Companions

Companion Import/Creation (50 CP)- You can import an old companion, or create a new one for 50 CP, giving them 800 CP to spend as well as all of the discounts and freebies that you would get including the SPECIAL stipend. You can also recruit a canon character for the same price, though you'll need to convince them to come along with you and they won't get any CP to spend here.

Dogmeat (50 CP)- A loyal and strangely healthy German Shepard, considering the environment that it must have grown up in. Dogmeat is strangely tough for a dog, and intelligent enough that he won't go running back and forth through any deadly force-fields. Counts as a follower rather than a companion.

The Vault Dwellers (100 CP)- Rather than sending one Vault Dweller out at a time, it seems like the Overseer of Vault 13 has decided to send out three at once. Possibly because they're notorious troublemakers. They are Albert Cole, a smooth talking 'lawyer' who's been making a fuss about living on the surface ever since the Water Chip started failing; Natalia Dubrovsky, an extremely intelligent, resourceful, and somewhat sticky-fingered granddaughter of a Russian diplomat from the Soviet Union; and Max Stone, a mountain of a man skilled with both fist and firearm who would have been an ideal candidate for retrieving a new Water Chip if he hadn't been dropped on his head by the labor bot after being born. You'll make fast friends with these three early into their journey, if you don't start out knowing them, and they'll likely wish to join you on your future misadventures if you don't treat them too badly. The three of them take up one companion slot, though you can choose to split them up if you want to import them separately.

Mr. Handy (100 CP)- A military Mr. Handy which somehow had its Artificial Intelligence swapped with a domestic model, this six-armed bot might have the voice of a British butler, but it's far from harmless. While it lacks the built-in weapons of its intended model, it can use its six arms to wield a variety of weapons, up to a minigun in power. It enjoys cleaning, telling dry jokes, and defeating your enemies.

Mutant Hunting Pack (200 CP)- While the Master and his mutant army usually keep a pretty tight leash on these abominations, you've somehow gained a pack of vicious Centaurs and Floaters for your own uses. Centaurs are abominable hybrids of man, dog, and other animals that are as big as a bear, while Floaters are mutated flatworms that hover through the air by storing noxious gasses in 'flotation bladders' on their torso. There are four of each, and they all follow your command like well-trained dogs. They count as followers rather than companions.

Monster of Ill-omen and Legendary Ferocity (300 CP)- An old and powerful deathclaw matriarch. Old enough that she must have been one of the first deathclaws to be released into the wild, and probably responsible for more than a few of the packs that wander the California wasteland. Although deathclaws are legendary in their ferocity, it seems that this one looks after you like you were one of her young. Perhaps she's feeling nostalgic? In any case, at the moment she's one of the strongest beings to walk the wasteland, with claws that can shred power armor and hide strong enough to withstand most bullets. Counts as a follower rather than a companion.

Drawbacks

You can take as many drawbacks as you'd like.

Good Natured (+100 CP)- You're a friendly sort; you'd fit right in at a Pre-War suburban neighborhood. Unfortunately, this is the post-apocalypse, and a good handshake is no replacement for a killer instinct. While you're not any weaker you're very unskilled at all combat-related skills, and avoid violence when at all possible.

Kamikaze (+100 CP)- You rush in where others fear to tread. Like a bull in a China shop, you can't help but barge into dangerous and sensitive situations, guns-a-blazing. If you're Good Natured you'll barge into dangerous and sensitive situations still- better hope you can run away fast enough, or find a peaceful solution to the trouble you're in.

Ghoulish (+100 CP)- Some people, rather than dying in agonizing pain due to radiation, live on in moderate pain as a ghoul. You're one of them. Most ghouls are from before the war, though their time is ticking- without the right medical treatment, they'll eventually succumb to their wounds, or else turn feral. While their minds are more or less intact, their muscles have heavily atrophied, making them weaker and slower- to say nothing of their looks, which are like something out of a bad zombie movie. On the upside, like other mutants they're immune to disease and radiation.

Chem Reliant (+200 CP)- You've got an addiction to a fairly uncommon wasteland drug, with all the negatives that includes. If you're addicted to Buffout then your muscles will waste away without constant doses; Mentats are much the same, only with your brain and eyes. Psycho is like a mixture of cocaine and meth when you can't get enough of it. Rad-X and RadAway will compromise your immune system, making you more susceptible to disease, radiation, and poison, such that regular wasteland living will leave you constantly sick.

Hideously Mutated (+200 CP)- Something messed your DNA up something fierce; it might have been a dip in a vat of FEV, a heavy dose of radiation in the womb, or incredibly unfortunate genetics. In any case, you look like a hideous monster and are either in constant pain, have reduced mental capabilities, or have an unusual biology that requires special maintenance to survive.

Crippled (+200 CP)- One of your limbs- or both of your eyes, if you'd prefer- have been hacked off, leaving you a little lopsided. The drawbacks of missing a limb or your eyes should be obvious; you will be prevented from replacing your limb with anything more than a peg-leg or basic prosthetic while you're here by any means, nor will you be able to access any alternate forms or transformative abilities that could negate this.

Bad Karma (+300 CP)- Whether you did anything or not, some people have gotten a pretty bad idea about who you are. What this means is that most settlements won't want to have anything to do with you, if the guards don't just shoot you on sight, and even the bad guys will keep you at arm's length. Changing people's perceptions of you will be nearly impossible, and doing anything wrong afterwards will set you back to square one.

Hunted (+300 CP)- One of the big factions in the region- either the Brotherhood of Steel or the Master's Mutant Army- have decided that you need to die for the good of the wasteland's future. You'll be facing parties of Brotherhood Paladins armed with the heaviest weapons available or similarly armed Mutants leading packs of Centaurs and Floaters with regular frequency during your stay here, even if you wipe their faction out. You'll face at least one band a week; possibly more if you linger in their territory.

True Wanderer (+300 CP)- Although this world is no stranger to supernatural occurrences, the fact of the matter is that they're still uncommon. In the future ghosts, aliens, and strange artifacts might appear more often, but in the here and now of this world they're almost unheard of. To better fit this more grounded world, your supernatural abilities aside from those granted by the Body Mod are stripped from you, including access to your Warehouse and any other items that follow you. This also applies to your companions and followers.

Endings

After ten years surviving in the wasteland, it's time to make one final choice. Whether you've left your mark on the world or died an unfortunate death beneath the desert sun, the effects of any drawbacks will disappear and you'll get to keep everything you've gained here.

Move On- This is but one stop on your seemingly endless journey. You move onto the next world, with new stories and adventures ahead of you.

Stay Here- This world, for all its faults, is a place you wish to call home. You decide to stay, and as a parting gift receive an additional 1000 CP to spend in this document as you see fit.

Return Home- Having finished your time here, you've decided that it's time to rest, and return home to the life you know. As with the above option, you get 1000 CP to spend as a final present for your troubles.

Notes

-YJ_Anon

-If you want to be a being similar to the Master, purchase Cyborg, Mutant, Psyker, and Vault 14- this will make you a cybernetic, psychic mutant who is hooked up to the Vault's systems via the Overseer's chair. This will give you the gatling lasers built into the chair as well since it's such a significant cost.

-SPECIAL is factored in after any 'races' if they are negative. If you have Very Bad Strength as a Mutant, you're just as weak as a human with Very Bad Strength- while Average Strength for a Mutant would be much stronger than a normal human, and Heroic Strength would make them a Hercules even among other Mutants. Yes, this means that if you have Heroic Charisma as a Mutant you'll be handsome/look something like She-Hulk.

-Mutant is a little bit free-form in terms of how you can look. So long as you're no more powerful than a Super Mutant, you can trade in raw strength and durability for things like claws, extra limbs, etc. Keep it reasonable; you're not one of the X-Men.

-Feel free to import items where appropriate. The property such as the Thriving Town or Deathclaw Eggs will follow you; you can decide if the population is new each time or if they're the same people. Post-Jump, the Warehouse will produce ammunition for any weapons that require it.

-Vault 14 is basically up to you to design in terms of any experiment/population. It can be empty, have a normal population, be populated entirely by Super Mutants due to shady Vault-Tec experiments, be populated entirely by amazons due to sexy Vault-Tec experiments, etc.

-Ghoulish can provide you with a ghoul alt-form post-Jump; it overrides 'racial' perks like Mutant during the Jump though.

-You can be a Dwarf Little Person for free.

-You can purchase multiple 'faction' perks such as Brotherhood of Steel+Desert Ranger, or Desert Ranger+Follower of the Apocalypse. It's up to you to decide if you're members of both, left one for the other, or simply possess the knowledge of one while belonging to the other. You can also choose to simply have the knowledge rather than having any preexisting ties to anyone, if you want to be a true Drop-In.

-Similarly, I don't know what a Mutant Robobrain looks like- but it's probably cool.

-Any followers such as the hatchling Deathclaws, Dogmeat, or the Floating Eye-Bots will respawn as companions do.