

Out of Context: Fallout Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Vault-Tec within its continuity.

By taking this supplement, you have chosen to be a Vault Dweller, and you will enter into that continuity as a Drop-In, awakening in a Vault-Tec Vault.

+1000 CP

If this supplement is instead taken as an Isolated Jump you may select a setting of your choice, even if it doesn't have a Jump document, and use this document as a ten-year-long Jump.

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Origin:

None of these origins determine your background, only your play style, your discounts, and the number on your Vault Tec property.

In what way are you S.P.E.C.I.A.L.?

The Vault Dweller

The Vault Dweller was one of hundreds of inhabitants of **Vault 13**. Born in 2141, they were raised by the community and robotic caretakers, leading an unremarkable life in the Vault. Their journey began when the water-purification chip the Vault relied on to create fresh water broke down.

The Lone Wanderer

The Lone Wanderer was born on July 13, 2258, to James and Catherine at the Jefferson Memorial. Catherine died shortly after giving birth due to cardiac arrest.

James traveled to **Vault 101**, where the Lone Wanderer lived until 2277, when they were forced to leave the safety of the vault because James disappeared without any explanation.

The Sole Survivor

The Sole Survivor was raised around the Pre-War Boston area, but on October 23, 2077, the day of the Great War, the Sole Survivor rushed their family to **Vault 111** where they were sealed in cryogenic stasis under the pretense of being "decontaminated" by Vault-Tec scientists. The Sole Survivor was kept almost undisturbed in this state until the Sole Survivor and their spouse were reawakened by three unknown individuals, who opened the spouse's cryogenic tube, killed them, and kidnapped their baby, Shaun. The Sole Survivor was refrozen, awakening on October 10, 2287, escaping the cryogenic tube to avenge their spouse's death and locate Shaun.

G.O.A.T. Result:

The Generalized Occupational Aptitude Test is a Vault-Tec occupational assessment test that every resident of a vault is required to take at the age of 16.

This helps to determine job placement and, in this instance, your starting **S.P.E.C.I.A.L.** score.

Drop Out +1000 CP

Come on. I don't really have to take this stupid test, do I?

It seems you skipped the G.O.A.T. and don't get any S.P.E.C.I.A.L. stat's at least you get some **CP** for your trouble.

Vault-Tec Resident - Free

I just need to verify some information. That's all!

S=3, P=3, E=3, C=3, I=3, A=3, L=3

Jukebox Technician: -500 CP

Thank goodness. We're finally getting a new Jukebox Technician. That thing hasn't worked right since old Joe Palmer passed.

S=3, P=10, E=3, C=1, I=10, A=3, L=4

Vault Loyalty Inspector: -500 CP

Huh. "Vault Loyalty Inspector"... I thought that had been phased out decades ago. Well, sounds like a job right up your alley, hmm?

S=3, P=3, E=1, C=10, I=3, A=10, L=4

Little League Coach: -500 CP

I always thought you'd have a career in professional sports. You're the new vault Little League coach! Congratulations.

S=10, P=3, E=10, C=3, I=1, A=3, L=4

Vault Chaplain: -500 CP

They say the G.O.A.T. never lies. According to this, you're slated to be the next vault ...

Chaplain. God help us all.

S=4, P=4, E=4, C=4, I=4, A=4, L=10

Shift Supervisor: -1000 CP

Apparently you're management material. You're going to be trained as a Shift Supervisor. Could I be talking to the next Overseer? Stranger things have happened.

S=9, P=9, E=9, C=9, I=9, A=9, L=9

S.P.E.C.I.A.L. Stats

In what way are you S.P.E.C.I.A.L.? Each stat represents a characteristic, and by taking one of the stat perks you boost its corresponding stat.

Stats Multiplication Breakdown:

You can have up to 10 ranks of each S.P.E.C.I.A.L. stat, with each rank giving you a compounding 10% boost. 10 ranks in any stat will give you a 159.37424601% boost.

1 Rank :	$1 * 1.1 = 1.1 = 10\%$
2 Ranks :	$1.1 * 1.1 = 1.21 = 21\%$
3 Ranks :	$1.21 * 1.1 = 1.331 = 33.1\%$
4 Ranks :	$1.331 * 1.1 = 1.4641 = 46.41\%$
5 Ranks :	$1.4641 * 1.1 = 1.61051 = 61.051\%$
6 Ranks :	$1.61051 * 1.1 = 1.771561 = 77.1561\%$
7 Ranks :	$1.771561 * 1.1 = 1.9487171 = 94.87171\%$
8 Ranks :	$1.9487171 * 1.1 = 2.14358881 = 114.358881\%$
9 Ranks :	$2.14358881 * 1.1 = 2.357947691 = 135.7947691\%$
10 Ranks:	$2.357947691 * 1.1 = 2.5937424601 = 159.37424601\%$
11 Ranks:	$2.5937424601 * 1.1 = 2.85311670611 = 185.311670611\%$

Getting 11 Ranks in any Stat is possible but not through S.P.E.C.I.A.L. Stats alone.

STR Rank -50 CP

Boosts Strength by 10%.

3 ranks Free for (Vault-Tec Resident, Jukebox Technician, and Vault Loyalty Inspector)

4 ranks Free for (Vault Chaplain)

9 ranks Free for (Shift Supervisor)

10 ranks Free for (Little League Coach)

PER Rank -50 CP

Boosts Perception by 10%.

3 ranks Free for (Vault-Tec Resident, Vault Loyalty Inspector, and Little League Coach)

4 ranks Free for (Vault Chaplain)

9 ranks Free for (Shift Supervisor)

10 ranks Free for (Jukebox Technician)

END Rank -50 CP

Boosts Endurance by 10%.

1 rank Free for (Vault Loyalty Inspector)

3 ranks Free for (Vault-Tec Resident and Jukebox Technician)

4 ranks Free for (Vault Chaplain)

9 ranks Free for (Shift Supervisor)

10 ranks Free for (Little League Coach)

CHA Rank -50 CP

Boosts Charisma by 10%.

- 1 rank Free** for (Jukebox Technician)
- 3 ranks Free** for (Vault-Tec Resident and Little League Coach)
- 4 ranks Free** for (Vault Chaplain)
- 9 ranks Free** for (Shift Supervisor)
- 10 ranks Free** for (Vault Loyalty Inspector)

INT Rank -50 CP

Boosts Intelligence by 10%.

- 1 rank Free** for (Little League Coach)
- 3 ranks Free** for (Vault-Tec Resident and Vault Loyalty Inspector)
- 4 ranks Free** for (Vault Chaplain)
- 9 ranks Free** for (Shift Supervisor)
- 10 ranks Free** for (Jukebox Technician)

AGI Rank -50 CP

Boosts Agility by 10%.

- 3 ranks Free** for (Vault-Tec Resident, Jukebox Technician, and Little League Coach)
- 4 ranks Free** for (Vault Chaplain)
- 9 ranks Free** for (Shift Supervisor)
- 10 ranks Free** for (Vault Loyalty Inspector)

LUK Rank -50 CP

Boosts Luck by 10%.

- 3 ranks Free** for (Vault-Tec Resident)
- 4 ranks Free** for (Jukebox Technician, Little League Coach, and Vault Loyalty Inspector)
- 9 ranks Free** for (Shift Supervisor)
- 10 ranks Free** for (Vault Chaplain)

Perks:

Perk Booster Demonstration:

To get a **Booster**: Perk, you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP

This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP

This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique

This Perk is an example of something unique that the subject of this OOCS can do.

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

War. War never changes - Free (Cannot be taken with “Courier”)

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this **Narrative Perk** to set your entry into the Jump Setting as if you were a Vault Dweller exiting your Vault.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)

Using this narrative perk, you can dynamically craft your method of Dropping into a Jump.

Wild Wasteland - Free

This **Narrative Perk** can be toggled to add additional random 'wacky' content to the Jump either by adding in universe equivalents of well-known media as special encounters or by modifying pre-existing content of lesser importance so that it references well known media.

Sheltered - Free

With this perk you can now apply an **Alt-Form Filter** to any of your Alt-Forms, allowing them to take on the in-game appearance for any of the Fallout games. This includes but is not limited to the high-res pixel art of Fallout 1, the 3D models of Fallout 3, and even the 2D animations of Fallout Shelter.

Sounds of the Wasteland - Free

You are now able to mentally pick up radio stations that have appeared in the Fallout franchise. These radio stations include, but are not limited to, Galaxy News Radio, Radio New Vegas, Diamond City Radio, Appalachia Radio, and many more, though they can only be heard in your mind. The stations that would normally comment on your actions in-game may make reference to what you do in jump or add commentary about locations of events that could be useful to you.

Opening Narration - Free

Before starting a Jump you can choose to activate a voice-over narration that, while showing relevant still images, describes the setting you'll be entering and your situation within it.

Closing Narration - Free

At the end of a Jump you can activate a voice-over narration that describes the future that will occur in that setting should you not interfere further. This narration will give you information about all the factions and important people you have interacted with, as well as specific events that you are responsible for.

V.A.T.S. - Free

The **V**ault-**T**ec **A**ssisted **T**argeting **S**ystem is an advanced combat technology that allows you to accelerate your perception of time to a rate dependent on your compatibility with the technology, allowing you to target specific body areas for attacks, inflicting specific injuries.

Those who are the most compatible with this technology will have their perception of time accelerated to the point that time seems to stop, while those less compatible using it will have time slowed to half speed.

When active, the V.A.T.S will display a percentage of how likely an attack you intend to use will be to hit the targeted area based on distance from the target, visibility of the targeted body part, and combat skill. When actions have been selected and confirmed, your body will automate the actions for optimal success. After hitting a target successfully a number of times, the system will gain a charge that can be expended to deliver a guaranteed Critical Hit. The number of hits needed for the charge depends on your Luck, ranging from 14 at Luck 1 to only 5 at Luck 10.

There is also a glitch common on the West Coast that causes the V.A.T.S. to restart after each selected action, while action points recharge, causing the system to imitate turn-based combat. Without specific drawbacks, it will be assumed you have maximum compatibility and do not have the turn-based glitch.

I Don't Want to Set the World on Fire -100 CP

This **Narrative Perk** can be used in order to alter a setting so that it becomes a post-apocalyptic variant of the setting. So long as you do not make alterations, the named characters and events will still occur. However, they will be altered to fit with a post-apocalyptic setting.

Hoarder -100 CP

You have a direct connection to your warehouse that allows you to instantly teleport any item you would be able to pick up directly into any designated area within your warehouse.

Early Bird -200 CP

At the start of each Jump, you will gain a 100% boost to all of your skills, stats, powers, and abilities, which will dissipate over time. Over the first ten days, this boost will gradually drop to 0%. This can not be extended or kept by Perks, Items, powers or even Meta Perks.

Skilled -400 CP

You now have access to a skill list that represents your learned abilities and how good you are at each skill. These skills can be improved by reading specific books, training, or completing specific achievements.

Skills are normally capped at 100, which represents peak human skill. However, when you reach level 100, it will be possible to break this cap through various methods. One method is that you will gain a skill-specific quest (even if you do not have **Awesome Level Up**), which, as a reward, will break the cap and allow you to continue leveling up that skill.

By default, you will have access to the following Skills:

- **Barter** - Determines how effective you are at negotiating when making a transaction.
- **Big Guns** - Determines combat effectiveness with any large ranged weapons.
- **Doctor** - Determines how effective you are at healing injuries and crippled limbs.
- **Energy Weapons** - Determines combat effectiveness with any energy-based weapons.
- **Explosives** - Determines the damage of explosives and how well you handle them.
- **First Aid** - Determines the effectiveness of quick, short-term medical assistance.
- **Gambling** - Determines how effective you are at wagering and how much you win.
- **Lockpick** - Determines how effective you are and bypasses locks.
- **Medicine** - Determines how effective you are at using and creating medicine.
- **Melee Weapons** - Determines combat effectiveness with any melee weapon.
- **Outdoorsman** - Determines how well you handle the wilderness.
- **Pilot** - Determines how well you operate and maintain all vehicles.
- **Repair** - Determines how effective you are at repairing things.
- **Science** - Determines how effective you are with computers and your scientific acumen.
- **Small Guns** - Determines combat effectiveness with any small ranged weapons.
- **Sneak** - Determines the chance of being detected while sneaking.
- **Speech** - Determines how well and how convincingly you speak.
- **Steal** - Determines how effective you are at taking things without being noticed.
- **Throwing** - Determines the skill of muscle-propelled ranged weapons.
- **Traps** - Determines the ability to find and remove traps.
- **Unarmed** - This skill determines the effectiveness of unarmed attacks and attacks with hand covering weapons like gauntlets, brass knuckles, steel-toed boots, and power fists.

Level Up -600 CP

You now have access to a leveling system that allows you to gain XP through defeating opponents or completing achievements. When you gain enough XP you will be able to level up and select from a list of Mini-Perks that give you minor abilities or powers.

Skilled Booster: Leveling Skill

When leveling up, you are now able to gain points to spend on your Skills, allowing you to improve them. Mini-Perks are also altered so that most of them will provide boosts to relevant skills, and new Mini-Perks will be added with skill restrictions.

The Vault Dweller Perk Tree:

Swift Learner -100 CP (Free for The Vault Dweller)

You are now better at learning. Your learning speed is doubled and, if you have a levelling system, you gain double XP for performing actions.

Mental Block -200 CP (Discount for The Vault Dweller)

You are now a psyker able to communicate telepathically with others and possess a powerful psychic resistance to the level that you can block out even the Master's psychic attacks. This can also be used to block others who attempt to read or alter your mind and memories through any form, including telepathy, technology, and even magic.

Mutate! -400 CP (Discount for The Vault Dweller)

Radiation can have a lot of effects, but not all of them are good. Now you don't have to worry about the bad. With this perk, you get an alert whenever you gain a mutation and can toggle them on and off at will. This perk will automatically disable negative mutations and keep beneficial mutations active.

Skilled Booster: Mutant Skills

Each of your skills you have can now gain sub-skills that level up their parent skill by 1 for every 10 points the sub-skill gains.

Slayer -600 CP (Discount for The Vault Dweller)

Whenever you defeat a type of enemy, you will gain a boost in power against that type of enemy in the future.

Level Up Booster: Level Slayer

Whenever you defeat a number of a certain type of opponent, you will unlock Mini-Perks on your Mini-Perk list related to that type of opponent.

Mental Block Booster: Mind Slayer

You can now perform mental attacks on opponents. The more enemies you successfully attack with this perk, the more powerful your mental attacks become. Through this, you can read, damage, or alter the mind and memories of your target.

The Lone Wanderer Perk Tree:

Paralyzing Palm -100 CP (Free for The Lone Wanderer)

You can now imbue your strikes with energy, giving you a chance to temporarily paralyze an enemy with your unarmed attacks.

Power Armor Training -200 CP (Discount for The Lone Wanderer)

You're now able to wear and comfortably control any form of power armor or wearable technology.

Cyborg -400 CP (Discount for The Lone Wanderer)

You are now able to integrate any technology you come across into your body, allowing you to hide it and use it as though it were a natural part of your body.

Skilled Booster: Cyber Skills

At the start of each Jump, you gain new skills relevant to the setting, gain new skills relating to any technology you integrate. You also gain new skills as you learn abilities unrelated to any skills you already have.

Xenotech Expert -600 CP (Discount for The Lone Wanderer)

You can read any language and use any weapon without difficulty. You can also quickly reverse engineer any form of technology you come across.

Level Up Booster: Xeno-Level

At the start of each Jump, the number of Mini-Perks on your Mini-Perk list updates to incorporate Jump-appropriate Mini-Perks relevant to the setting.

Power Armor Training Booster: Xeno-Training

You are now able to control and use any tools or equipment without any difficulty, regardless of whether it is technological, magical, organic, or any other form of origin. You can also quickly reverse engineer how it works.

The Sole Survivor Perk Tree:

Unstoppables -100 CP (Free for The Sole Survivor)

You have a +1% chance of avoiding all damage from any attack.

Picket Fences -200 CP (Discount for The Sole Survivor)

You now have access to a settlement workshop system that enables you to instantly move, deconstruct, or create new objects anywhere using scrap material. These objects can be used to create thriving settlements with turrets, walls, vendors, and recreational spots.

Live & Love -400 CP (Discount for The Sole Survivor)

You gain a mental meter that tells you how strong your connection is with any followers, friends, lovers and, as referenced here, companions. When your connection grows strong enough with your companion, you will gain Mini-Perks relevant to who the companion is.

Skilled Booster: Skilled Love

When a Skill reaches level 100, you will gain access to a Mini-Perk relevant to that skill that will increase in power in relation to the skill's level.

Astoundingly Awesome Tales -600 CP (Discount for The Sole Survivor)

You now gain access to a plot armor-like sense that pulls you towards events that will give you quests. These events could include interfering with bullying, interfering with a crime, interfering with a monster attack, or interfering with an alien invasion. Whenever you complete one of these quests, you will always be rewarded.

Level Up Booster: Awesome Level Up

Whenever you complete a quest, you will gain more Mini-Perks and can add more Mini-Perks to your Mini-Perk list relevant to the quest. The greater the accomplishment of the quest, the stronger the Mini-Perks become.

Picket Fences Booster: Astoundingly Fences

Whenever you complete a quest, you will gain access to objects that you can build relevant to the quest. The greater the accomplishment required in the quests, the more diverse the list of objects you can create.

Strength Perk Tree:

Strength measures your raw physical power, allowing you a higher threshold in melee damage and carrying capacity.

Iron Fist -100 CP (Free for STR Rank 1+)

All punching attacks now do double damage and can better penetrate defenses, making them more likely to do internal damage to bones or internal circuitry.

Big Leagues -200 CP (Discount for STR Rank 2+, Free for STR Rank 6+)

You now do double damage with all melee weapons and gain greater penetration, increasing the chance to cripple your opponent, or grand slam their head clean off!

Armorer -200 CP (Discount for STR Rank 3+, Free for STR Rank 7+)

You are now able to craft any kind of armor, including those with specialized protections. You can also customize or modify any armor to improve it.

Blacksmith -200 CP (Discount for STR Rank 4+, Free for STR Rank 8+)

You are now able to craft any kind of specialized melee weapon and customize any melee weapon to improve it.

Heavy Gunner -200 CP (Discount for STR Rank 5+, Free for STR Rank 9+)

Any heavy weapons you use now do double damage and have a chance to knock over your opponent.

Strong Back -400 CP (Discount for STR Rank 6+, Free for STR Rank 10+)

You can now control if you are affected by how much you are carrying and can toggle your possessions so that you can move while overencumbered as if everything you are carrying is weightless.

Steady Aim -400 CP (Discount for STR Rank 7+, Free for STR Rank 10+)

Whenever you fire a weapon, you will see down its scope as if it were up to your eye, allowing you to hip fire accurately.

Basher -400 CP (Discount for STR Rank 8+, Free for STR Rank 10+)

You can toggle anything you strike with so that it functions as though it were a professionally made melee weapon scaled up to handle your full strength.

Rooted -400 CP (Discount for STR Rank 9+, Free for STR Rank 10+)

While standing still, you resist 50% of the knockback of any physical strikes, and you can choose to automatically disarm enemies that use melee weapons against you.

Pain Train -600 CP (Discount for STR Rank 10+, Free for STR Rank 11+)

Sprinting into enemies while wearing power armor now causes massive damage and knocks them down. Impact landing near enemies inflicts even more damage.

Perception Perk Tree:

Perception is your environmental awareness and sixth sense, and affects weapon accuracy.

Pickpocket -100 CP (Free for PER Rank 1+)

Your pickpocketing abilities are now doubled. When touching someone, you can gain a list of everything on their person that you could take.

Rifleman -200 CP (Discount for PER Rank 2+, Free for PER Rank 6+)

Attacks with non-automatic rifles now do double damage, have a high chance of crippling any limb you strike, and ignore 30% of a target's armor.

Awareness -200 CP (Discount for PER Rank 3+, Free for PER Rank 7+)

You can instinctively tell a target's specific damage resistances and weaknesses. You also have an increased chance to hit your opponents' vulnerabilities.

Locksmith -200 CP (Discount for PER Rank 4+, Free for PER Rank 8+)

Any types of locks you attempt to pick can be changed into keyed locks and any bobby pins you use will never break during lockpicking.

Demolition Expert -200 CP (Discount for PER Rank 5+, Free for PER Rank 9+)

Your explosives now do double damage, including explosives set off through gunfire. You can also craft explosives without tools as long as you have the raw materials for them.

Night Person -400 CP (Discount for PER Rank 6+, Free for PER Rank 10+)

During the night hours (between the hours of 18:00 and 6:00 on a 24-hour clock), you gain night vision and a 50% boost to your Intelligence and Perception.

Refractor -400 CP (Discount for PER Rank 7+, Free for PER Rank 10+)

You refract any energy-based attack, be it lasers, plasma, electricity, or more exotic forms of energy. This makes it so that 60% of any energy attack passes around you without harming you. However, this will not reduce kinetic energy damage from a gun's bullet or the strike of a stun baton.

Sniper -400 CP (Discount for PER Rank 8+, Free for PER Rank 10+)

When using non-automatic scoped rifles, you have improved control, have a chance of knocking down your target, and gain a +25% accuracy bonus to head shots.

Penetrator -400 CP (Discount for PER Rank 9+, Free for PER Rank 10+)

You can target an enemy's body parts that are blocked by cover without decreasing accuracy. Your attacks will also penetrate cover without losing energy.

Concentrated Fire -600 CP (Discount for PER Rank 10+, Free for PER Rank 11+)

Every attack you make on the same body part after the first is 20% more accurate and 20% more damaging.

Endurance Perk Tree:

Endurance is a measure of your overall physical fitness. It affects your total health and stamina.

Toughness -100 CP (Free for END Rank 1+)

You gain a physical resistance to any damage you take from physical attacks, reducing them to the extent that getting struck by a sledgehammer being swung at a 50 MPH speed would not harm you.

Lead Belly -200 CP (Discount for END Rank 2+, Free for END Rank 6+)

You can consume anything you can chew and swallow without harmful effects, regardless of what you consume.

Life Giver -200 CP (Discount for END Rank 3+, Free for END Rank 7+)

You have an immense level of health and have a healing factor that would even allow you to slowly regenerate lost body parts.

Chem Resistant -200 CP (Discount for END Rank 4+, Free for END Rank 8+)

You gain all the benefits of any chemicals that you consume and have complete immunity to addiction.

Aquaboy -200 CP (Discount for END Rank 5+, Free for END Rank 9+)

You are totally undetectable while submerged, can breathe underwater, and no longer take radiation damage when underwater.

Rad Resistant -400 CP (Discount for END Rank 6+, Free for END Rank 10+)

You have a 50% immunity to any radiation you come into contact with.

Adamantium Skeleton -400 CP (Discount for END Rank 7+, Free for END Rank 10+)

Your skeleton has been infused with indestructible metal, making it impossible to cripple you, dismember you or break your bones.

Cannibal -400 CP (Discount for END Rank 8+, Free for END Rank 10+)

You can consume the corpse of any organic creature merely by touching it, restoring a significant amount of your Health.

Ghoulish -400 CP (Discount for END Rank 9+, Free for END Rank 10+)

Radiation and radiation damage will now heal over time, regenerating you to your optimal state. Additionally, most undead will no longer attack you unless provoked.

Solar Powered -600 CP (Discount for END Rank 10+, Free for END Rank 11+)

During the day hours (between the hours of 6:00 and 18:00 on a 24-hour clock), you will regenerate health and gain a 50% boost to your Strength and Endurance.

Charisma Perk Tree:

Charisma is your ability to charm and convince others. It affects your ability to persuade people and improves your bartering skills.

Cap Collector -100 CP (Free for CHA Rank 1+)

You get better prices when buying and selling, and you can invest in any business to improve its resources and items available.

Lovely Killer -200 CP (Discount for CHA Rank 2+, Free for CHA Rank 6+)

Anyone who is within your sexual preference will suffer an extra +15% damage in combat and are easier to persuade in dialogue.

Lone Wanderer -200 CP (Discount for CHA Rank 3+, Free for CHA Rank 7+)

When adventuring without other people, you only take 70% of the damage you otherwise would from attacks.

Attack Dog -200 CP (Discount for CHA Rank 4+, Free for CHA Rank 8+)

Any animals you control now gain a 50% boost to their offensive skills and take 50% less damage.

Animal Friend -200 CP (Discount for CHA Rank 5+, Free for CHA Rank 9+)

You can pacify any non-sentient animal weaker than you and make them follow your commands. This affects animals as strong as you if taken with **Lovely Killer**.

Local Leader -400 CP (Discount for CHA Rank 6+, Free for CHA Rank 10+)

Whenever you are within a group of 100 or fewer people, you can determine that you are the leader and everyone will follow you. You can also use this to teleport supplies between any groups you are the leader of.

Party Boy -400 CP (Discount for CHA Rank 7+, Free for CHA Rank 10+)

Your luck is doubled for an hour if you drink alcohol.

Inspirational -400 CP (Discount for CHA Rank 8+, Free for CHA Rank 10+)

Your companions do more damage in combat, resist more damage, cannot hurt you, and can't be harmed by your attacks.

Wasteland Whisperer -400 CP (Discount for CHA Rank 9+, Free for CHA Rank 10+)

You can pacify any monsters or organic non-animals weaker than you and make them follow your commands. This affects entities as strong as you if taken with **Lovely Killer**.

Intimidation -600 CP (Discount for CHA Rank 10+, Free for CHA Rank 11+)

You can pacify any sentient animal (such as a person) weaker than you, and make them follow your commands. This affects sentient animals as strong as you if taken with **Lovely Killer**.

Intelligence Perk Tree:

Intelligence is a measure of your overall mental acuity and affects the number of Experience Points earned.

V.A.N.S. -100 CP (Free for INT Rank 1+)

The Vault-Tec Assisted Navigational System creates a holographic path that leads you to anything or anyone you're searching for.

Medic -200 CP (Discount for INT Rank 2+, Free for INT Rank 6+)

All medical supplies you use either on yourself or on others are five times as effective.

Gun Nut -200 CP (Discount for INT Rank 3+, Free for INT Rank 7+)

You are now able to craft any kind of specialized gun and customize any gun to improve it.

Hacker -200 CP (Discount for INT Rank 4+, Free for INT Rank 8+)

When hacking, you always gain a list of accessible usernames with corresponding passwords and never get locked out of a terminal.

Scrapper -200 CP (Discount for INT Rank 5+, Free for INT Rank 9+)

You can break down any object you can pick up, reducing it into its base components with 100% efficiency.

Science! -400 CP (Discount for INT Rank 6+, Free for INT Rank 10+)

You are now able to craft any kind of specialized advanced technology and customize any advanced technology to improve it.

Chemist -400 CP (Discount for INT Rank 7+, Free for INT Rank 10+)

You can now craft any chemicals from their base materials without using tools, and the beneficial effects of any drugs you take now last 200% longer.

Robotics Expert -400 CP (Discount for INT Rank 8+, Free for INT Rank 10+)

You can now build any type of robot and hack into any type of robot, allowing you to power it on or off, initiate a self-destruct, or give it specific commands.

Nuclear Physicist -400 CP (Discount for INT Rank 9+, Free for INT Rank 10+)

You can build radiation weapons, Fusion Cores, and Fusion Cores grenades. Any radiation weapons you use do double damage, and nuclear power sources last three times as long.

Nerd Rage -600 CP (Discount for INT Rank 10+, Free for INT Rank 11+)

The angrier you get, the more damage you do and the more resistant to damage you are. You also restore some lost health whenever you harm others.

Agility Perk Tree:

Agility is a measure of your overall finesse and reflexes. It affects the number of Action Points in V.A.T.S. and your ability to sneak.

Gunslinger -100 CP (Free for AGI Rank 1+)

Non-automatic pistols now do double damage. Their attacks have a much better chance to disarm opponents and may even cripple a limb.

Commando -200 CP (Discount for AGI Rank 2+, Free for AGI Rank 6+)

Your automatic weapons now do double damage and have a greater chance to stagger opponents.

Sneak -200 CP (Discount for AGI Rank 3+, Free for AGI Rank 7+)

You are now 50% harder to detect while sneaking and running no longer adversely affects stealth. Engaging stealth causes distant enemies to lose you, and while sneaking, you no longer trigger mines or floor-based traps.

Mister Sandman -200 CP (Discount for AGI Rank 4+, Free for AGI Rank 8+)

You can instantly kill a sleeping person, do 50% more sneak attack damage, and enter someone's dreams to twist and manipulate them to your benefit.

Action Boy -200 CP (Discount for AGI Rank 5+, Free for AGI Rank 9+)

Your Action Points now regenerate twice as fast, and all cooldowns for any abilities are halved.

Moving Target -400 CP (Discount for AGI Rank 6+, Free for AGI Rank 10+)

You are 75% harder to hit when sprinting, and the physical exhaustion you feel from sprinting is at the same level as that you feel from walking.

Ninja -400 CP (Discount for AGI Rank 7+, Free for AGI Rank 10+)

Your ranged sneak attacks now do 3.5x normal damage, and melee sneak attacks do 10x normal damage.

Quick Hands -400 CP (Discount for AGI Rank 8+, Free for AGI Rank 10+)

You can toggle this perk to instantly and automatically reload any ammunition- or battery-based weapon when it is emptied.

Blitz -400 CP (Discount for AGI Rank 9+, Free for AGI Rank 10+)

When swinging a melee weapon at someone, you can teleport next to them so that the weapon hits them.

Gun-Fu -600 CP (Discount for AGI Rank 10+, Free for AGI Rank 11+)

The longer a fight goes on, the more powerful and accurate your attacks become, with you potentially being able to take down a chain of superior opponents through a drawn-out fight.

Luck Perk Tree:

Luck is a measure of your general good fortune, both in and out of combat.

Fortune Finder -100 CP (Free for LUK Rank 1+)

Whenever you look in containers, you will find a great amount of money, and there is a chance of enemies exploding in a shower of the local currency when you kill them.

Scrounger -200 CP (Discount for LUK Rank 2+, Free for LUK Rank 6+)

Whenever you look in containers, you will find large amounts of ammunition for any weapons you use.

Bloody Mess -200 CP (Discount for LUK Rank 3+, Free for LUK Rank 7+)

You do 30% more damage to your enemies and they will sometimes explode into a gory red paste. When an enemy explodes, there is a chance that nearby enemies will also suffer the same fate.

Mysterious Stranger -200 CP (Discount for LUK Rank 4+, Free for LUK Rank 8+)

Sometimes in battle, a Mysterious Stranger will appear occasionally to lend a hand, with deadly efficiency.

Idiot Savant -200 CP (Discount for LUK Rank 5+, Free for LUK Rank 9+)

You will randomly receive inspiration in the middle of unrelated events. This also allows you to receive twice the combat experience when successfully defeating an opponent.

Better Criticals -400 CP (Discount for LUK Rank 6+, Free for LUK Rank 10+)

Your Critical Hits are more potent, dealing 250% extra damage.

Critical Banker -400 CP (Discount for LUK Rank 7+, Free for LUK Rank 10+)

You can now save up to 4 additional Critical Hit charges.

Grim Reaper's Sprint -400 CP (Discount for LUK Rank 8+, Free for LUK Rank 10+)

Whenever you kill an opponent, you will regain half of any energy you use in combat.

Four Leaf Clover -400 CP (Discount for LUK Rank 9+, Free for LUK Rank 10+)

Every strike you make has a 50% chance to strike an opponent's weak spot, dealing a critical hit. Each successful hit in V.A.T.S. has a 14% chance to grant a Critical Hit charge.

Ricochet -600 CP (Discount for LUK Rank 10+, Free for LUK Rank 11+)

An enemy's ranged attack can ricochet back and instantly kill them. The odds of this happening increase the more injured you are.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it, and any consumables such as food, medicine, or ammunition will restock after 24 hours.

Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

All items purchased here benefit from Perks and Mini-Perks as if you had made them, and change size and shape to be appropriate for your active Alt-Form.

You gain a **+200 CP** stipend to use in the Items section only.

Classic Pack -150 CP (Free for The Vault Dweller)

This pack contains a number of items taken from Vault 13 that were found outside the EB Stop.

Mercenary Pack -150 CP (Free for The Lone Wanderer)

This pack was only available to those who could Best Buy, then from a secret distributor.

Caravan Pack -150 CP (Free for The Sole Survivor)

This pack contains a variety of extra items that were originally available to those who have bathed in the Steam of the ruins of Wal-Mart.

Tribal Pack -150 CP (Free with "Courier")

This pack is said to have come from the Amazon, but considering how dangerous wastes are it would be difficult to Direct2Drive it to where you are.

Vault Suit - Free

This iconic blue-and-yellow coloured Jumpsuit is the iconic gear of Vault Dwellers and by and large the symbol of Vault-Tec Corporation.

Pip-Boy - Free

You may select any model of this popular wearable computer manufactured by RobCo Industries, including the Pip-Boy 1.0, Pip-Boy 2000, Pip-Boy 2000 Mark VI, Pip-Boy 3000, Pip-Boy 3000 Mark IV, Pimp-Boy 3 Billion Mark IV, Lil' Pip 3000, and Super Pip-Boy.

Damaged Vault - Free

The Vault™ series of survival shelters is a type of hardened subterranean installation designed by Vault-Tec Corporation on contract with the U.S. government to supposedly protect a selected fragment of the United States population from nuclear holocaust so that America could be repopulated. Though this Vault was one of the control Vaults, the Vault's Air Purifier was damaged, causing suffocation if the air is not externally cycled via the Vault door.

Bobby Pins - Free

This set of 5 bobby pins and a flathead screwdriver can be used to open any type of key lock, including doors and containers. You summon 1 screwdriver and up to 5 more Bobby Pins each day.

Vault-Tec Snow Globes - Free

Whenever you visit a location of interest, you can choose to gain a custom Vault-Tec snow globe based on that location.

Extra Ammo -50 CP

Each purchase of this doubles the ammunition you gain from each weapon you purchased.

Stimpak -50 CP (1st Purchase Free with the Classic Pack)

A stimpak is a stimulation delivery package that functions as a hand-held medication used for boosting the body's own regenerative properties. You get 5 stimpaks per purchase and can purchase this item multiple times.

Super Stimpaks -50 CP (1st Purchase Free with the Mercenary Pack)

Super stimpaks are a more advanced version of the regular stimpak, able to heal more severe wounds, though with unpleasant side effects. This version comes with a leather belt to strap the hypodermic needle to the injured limb and comes with a secondary vial containing more powerful drugs that further boost the body's regenerative properties, but leave the body feeling weak and tired. You get 3 super stimpaks per purchase and can purchase this item multiple times.

Doctor's Bag -50 CP (1st Purchase Free with the Mercenary Pack)

These leather bags contain disposable tools that you can use to heal crippled limbs, repairing a notable amount of damage almost instantly. You gain 3 doctor's bags per purchase and can purchase this item multiple times.

Rad-X -50 CP

These neat pills prevent (or at least lessen) the build-up of radiation in your system. You get a bottle with twenty pills. Each additional purchase doubles your supply.

RadAway -50 CP

This intravenous solution is designed to purge the radiation from your system. Unlike the original mix, this one has no risk of causing addiction. You get ten IV bags, and each additional purchase doubles your supply.

Bleak Venoms -50 CP (1st Purchase Free with the Tribal Pack)

This lethal cardiotoxin causes considerable damage to a target and can be applied to any unarmed or melee weapons, including thrown weapons, such as the throwing spear. You get 5 doses per purchase and can purchase this item multiple times.

Iguana Bits -50 CP

Up to 10 times per day, you can receive a skewer of cut-up pieces of iguana meat, with vegetables and occasionally the meat of other animals. Unlike the canonical snack, this meat is free of any radiation.

Vault 13 Canteen -50 CP (Free with the Classic Pack)

This small hip flask features a "13" in the distinctive Vault jumpsuit coloring. This flask always has a small amount of water inside it, allowing you to take a sip of cool, refreshing, and clean water every few seconds.

Repair Kits -50 CP (1st Purchase Free with the Caravan Pack)

These repair kits are single-use items that allow you to restore the condition of any item to 100% on the fly. You get 4 repair kits per purchase and can purchase this item multiple times.

Broad Machete -50 CP (Free with the Tribal Pack)

This weapon is set apart from other machetes by having an aged, bolo-style blade and a custom-carved wooden handle.

Throwing Spears -50 CP (1st Purchase Free with the Tribal Pack)

These six-foot-long spears are intended to be used as thrown weapons. They consist of a wooden handle with a cloth grip and a jagged metal spearhead. You get 10 spears per purchase and can purchase this item multiple times.

Mercenary's Grenade Rifle -50 CP (Free with the Mercenary Pack)

This break-action single-shot explosive weapon that fires 40mm grenades a respectable distance. It comes with 20 40mm grenades. Although its range is longer than regular hand grenades and the fuse is impact-triggered instead of timed, its ammunition is less powerful and its single-shot, break-action design makes rapid-fire impossible without perks or intensive practice.

Sturdy Caravan Shotgun -50 CP (Free with the Caravan Pack)

When compared to the standard caravan shotgun, the sturdy caravan shotgun does slightly higher damage and has the same rate of fire. It comes with 40 20-gauge shotgun shells. The shotgun has a logo cut into the stock and an engraving of two birds on the frame. There is a tally mark scratched into both the back of the gun and beside the trigger, and the gun is duct-taped at its butt and at a crack in the wood closest to the barrel.

Binoculars -50 CP (Free with the Caravan Pack)

A tool that is useful for exploring an area, as it can zoom into an area like a scoped weapon. This set of binoculars has a 8x magnification and can be used with a weapon to take shots at any spotted targets.

Weathered 10mm Pistol -50 CP (Free with the Classic Pack)

This sidearm has a cleaner finish, albeit with slight wear and tear. It comes with 50 rounds of 10mm ammunition. These were common before the Great War and were used extensively by the Bureau of Alcohol, Drugs, Tobacco, Firearms and Lasers. Their ruggedness, reliability, and firepower made them a popular choice among wastelanders and thus a staple of wasteland firefights.

Tribal Raiding Armor -50 CP (Free with the Tribal Pack)

This armor is pieced together from scraps of different sets of armor, with the combination providing impressive protection without impacting mobility.

Lightweight Metal Armor -50 CP (Free with the Mercenary Pack)

Modified for long-range travel, this armor provides the same protection as standard metal armor at only 2/3rds the weight and 5x the durability. However, this metal armor lacks the shoulder guards and cables that would be expected on the sides of the torso.

Armored Vault 13 jumpsuit -50 CP (Free with the Classic Pack)

This Vault 13 jumpsuit is studded with piecemeal leather armor. The armored Vault 13 jumpsuit is light armor but can be repaired using combat armor and reinforced combat armor.

Lightweight Leather Armor -50 CP (Free with the Caravan Pack)

This lightweight body armor is made from tanned animal hide. It has been hand-modified to reduce its overall weight by 5 pounds while improving its protection from firearms and melee damage.

Motorbike -50 CP

This type of motorcycle is a two-wheeled motor vehicle common before the Great War. This model is an electric vehicle using a toroidal coil, fusion core hybrid engine that will never run out of fuel.

Grape Mentats -50 CP/-200 CP

For **-50 CP**, you gain the negotiator's best friends. This package is about the size of a cigarette pack and contains 20 pills (that are slightly glowing). If you take a pill, it will increase your Charisma stat by five ranks for five minutes after consumption. Unlike the original, there is no risk of addiction or other negative side effects.

For **-200 CP**, you get the full family selection. In addition to Grape Mentats, you also gain Original Mentats, Berry Mentats, Orange Mentats, and Party Time Mentats with each pack containing 20 pills. The mint-flavored Original Mentats boost your Intelligence and Perception stats by two ranks for five minutes. The Berry Mentats boost your Intelligence stat by five ranks for eight minutes. The Orange Mentats boost your Perception stat by five ranks for eight minutes. The bubblegum-flavored Party Time Mentats boost your Intelligence and Perception stats by two ranks and your Charisma stat by five ranks for one minute.

The Crafting Station -100 CP

You gain a singular all-purpose shapeshifting crafting station that can take on the form of each type of crafting station from every game except the power armor station and robot workbench. The station, when in an appropriate form, loads every recipe that you could craft at level one from every game in the Fallout franchise, allowing you to make food, chems, ammo, weapons, armor, Nuka-Cola, and more as long as you have the materials required.

Visiontron -100 CP

A Visiontron, also referred to as a Tranquility lounge, memory lounge, and simulation pod, is a large oval pod that allows the user to experience virtual reality simulations in a controlled environment with safety features to prevent the user from coming to harm. The simulation uses a Think Machine 3600r mainframe to run fully immersive video games, with it containing a data conversion feature to convert most forms of media to a compatible format. The pod can also allow the occupant to relive memories and save them for others to view.

Cryonics Pod -100 CP

These specialized pods store their contents in low-level temperatures. This allows for the preservation of humans and animals in suspended animation for extended periods of time by slowing their vital functions, keeping them alive indefinitely.

Robco Datadisk -100 CP

This complex database contains a full index of every Robco product, including schematics and building instructions. This list of products includes Auto Turrets, Eyebots, Pipboys, Robco Terminals, Stealthboys, and even Liberty Prime.

Laser Rifle -100 CP

This high-tech weapon emits a concentrated beam of coherent light to do considerable damage. It comes with 25 microfusion cells that power the weapon.

Combat Armor -100 CP

Combat armor is a diverse family of personal body armor with varying degrees of sophistication, ranging from the earliest iterations developed by the United States Army to the cutting-edge riot gear that came into use before the Great War. You get one suit of your choice per purchase.

Highwayman -100 CP

The Chrysler Highwayman has a fully analog system with a replaceable fuel cell-based engine, a resilient frame, a spacious trunk, and an interior capable of accommodating up to six people, including a super mutant, a robo-brain, and a deathclaw.

Anti-materiel Rifle -200 CP

The anti-materiel rifle is a left-handed bolt-action rifle that comes with 20 .50 caliber rounds that restock after 24 hours. It has a high damage output per round, but a low rate of fire.

G.E.C.K. -200 CP

The G.E.C.K. (Garden of Eden Creation Kit) is a terraforming device created by Future-Tec, a division of Vault-Tec Corporation, to ease the process of harnessing the post-nuclear wasteland for Vault Dwellers. It contains the newest and most advanced in survival technology developed by the director of Vault-Tec's Societal Preservation Program. This suitcase contains a self-contained terraforming module capable of creating and sustaining life in a post-War environment. The kit includes seed and soil supplements, a cold-fusion power generator, matter-energy replicators, atmospheric chemical stabilizers, and water purifiers.

Chinese Stealth Armor -200 CP

Formally known as Hei Gui stealth armor, this full-body stealth technology was invented by pre-War China. The suit is composed of a dark black, form-fitting bodysuit with an opaque faceplate and is designed for one thing: making the operator nigh-invisible for high-risk espionage operations. This suit can generate a modulating field that transmits the reflected light from one side of an object to another, making a near-perfect active camouflage.

Stealth Suit Mk. II -300 CP (Discounted with “Chinese Stealth Armor”)

This top-secret suit was developed by the researchers of Big MT, who reverse-engineered stealth field technology from captured suits of Chinese stealth armor. The Mark II combines the best technologies available at Big MT. The core element of the suit is an automated personality that controls the suit's systems, including a built-in medical dispenser capable of injecting Med-X and stimpaks when needed. The suit has been fully upgraded to include gloves coated with a rubberized dampening compound, advanced servomotor buffers to allow for faster movement while crouching, but it lacks the stealth field-generating components of the Chinese stealth armor.

If purchased with **Chinese Stealth Armor**, the two suits can be combined to grant the stealth suit the armor's stealth field generators.

Vault-Tec Datadisk -200 CP

This complex database contains a full index of every project that Vault-Tec has planned, including the locations, blueprints, equipment schematics, social experiments, and results of every Vault-Tec Vault, both commercial and private. With the schematics within this datadisk, you would be able to construct Vault-Tec shelters as well as all the equipment that could be found within them, including but not limited to Vault Suits, Security Equipment, Pip-Boy tapes, Vault-Tec merchandise, suspended animation containers, Visiontrons, and even a Vault-Tec-branded suit of power armor (Fusion Cores sold separately).

Institute Datadisk -200 CP

This complex database contains a full index of all research, experimental data, and details of all devices created by the Institute, including schematics and building instructions. This list of products includes all synth models, teleportation modules, FEV data, mechanical implants, weapons, and even synthetic gorillas.

Big MT Datadisk -200 CP

This complex database contains a full index of every project that was active in the Big Mountain Research and Development Center. This includes research data, full schematics, and building instructions for everything listed. This list of projects includes hazmat suits, cyberdogs, advanced stealth suits, holograms, Saturnite alloy, mutagenic plants, trauma override harnesses, and even matter conversion machines.

Alien Blaster -200 CP

This silver extraterrestrial gun disintegrates any enemy killed with it. The weapon uses an alien power cell with enough energy for 25 shots. The cell recharges once every 24 hours.

Big Boy -200 CP

The Big Boy is a legendary Fat Man with the Two Shot effect, allowing it to shoot two mini nukes at once for the cost of only one. This weapon comes with 24 mini nukes that restock after 24 hours.

Battle Tank -200 CP

This heavy-duty battle tank was employed by the Pre-war United States military. The tank employs a pair of tracked chassis using leaf spring suspension, with a single turret mounted on the top. Its key advantage is firepower: the main battle tank is equipped with a pair of large-caliber 140mm cannons using conventional ammunition.

Power Armor Frame -200 CP

The West Tek internalized servo system is the standard chassis for all power armor series. This suit is powered by and comes with a standard fusion core interface that restocks after 24 hours. Any combination of power armor parts can be equipped on a power armor frame, and any power armor segments attached to the frame are considered weightless.

Power Armor Segment -50/200 CP (Requires “Power Armor Frame”)

For **-50 CP**, you may select a single Power Armor Segment to add to your Power Armor Frame. For **-200 CP**, you may select a full set of Power Armor to add to your Power Armor Frame.

S.P.E.C.I.A.L. Bobbleheads -250 CP

This option can only be taken once, granting you one of each of the seven Vault-Tec S.P.E.C.I.A.L. bobbleheads and increasing all of your S.P.E.C.I.A.L. stats by 1. Taking a S.P.E.C.I.A.L. bobblehead while your stat is at 10 allows that stat to increase to 11. As the bobblehead counts as a stat gain, if one was below 10 before picking it up, they cannot level that stat above 10.

Saturnite Collection -300 CP

You now receive 12 Saturnite ingots each week, a datadisk containing the knowledge of how to produce Saturnite, and you can choose to integrate Saturnite into any item purchased in this document. Saturnite is a ceramic-like polymer alloy developed at the Big MT Research and Development Center and was used for several experimental products. Saturnite has many unique characteristics; unprocessed ingots of Saturnite appear a dull bluish-grey, but is silvery-white when refined. Saturnite is lightweight but very tough and sturdy, even able to completely resist small-arms fire when used as armor plating, and can be easily molded into different shapes. As a blade, it can be made incredibly sharp, to the point where it is almost impractical, able to slice off fingers and break cutting boards with little effort if one is not careful. Saturnite can also retain high heat for an extremely long time, and can hold its shape even when heated to a red-hot glow.

Aeternus -300 CP

Aeternus is a unique Gatling laser that bears the Never Ending legendary effect, giving the weapon truly unlimited ammo. Perhaps it used a superior Microfusion breeder instead of a fusion core.

Private Settlement -300 CP

You now have your own private pocket dimension that contains a Fallout-esque settlement similar to Megaton or Diamond City.

Vertibird -300 CP

The Vertibird is a twin-engine, VTOL ('Vertical Take Off and Landing') craft with an extremely durable armored fuselage and is armed with a variety of offensive weapons and defensive countermeasures, including Gatling lasers, missile racks, and a mini nuke bay.

Crashed Recon Craft -500 CP (Requires "Alien Blaster")

This derelict single-pilot flying saucer is badly damaged after crashing from space. The ship comes with all the materials that were originally part of the ship and could be repaired by an intelligent person with enough time and effort. You may select any variant of the crashed alien ship from the Fallout franchise.

Zetan Mothership -1500 CP (Requires "Crashed Recon Craft")

This large alien ship is composed of three disks, a colossal saucer in the center connected to two small disc-shaped sections attached at the top and bottom.

The ship specializes in long-term space travel and the study of other species. It has the room and facilities to house an entire crew and experiments, including living quarters, food replicators, healing archways, stasis facilities and laboratories for both technological and biological research and experimentation. The ship has other advanced technology, including ship-wide energy shields, tractor beams, artificial gravity controls, teleportation matrices, armories, a robot assembly bay, shipboard weaponry such as a powerful raygun cannon capable of orbital strikes and space combat, an FTL engine core, and a hangar containing smaller alien ships that can be stored and maintained. Though this ship does contain biological samples, it does not have any crew or captives.

Companions:

Dogmeat - Free

This friendly canine companion's previous owner has died in an unfortunate way, but they have become attached to you and will follow any commands you give them to the best of their ability.

Vault Dwellers -50 CP/-200 CP

It seems you were not the only resident of your Vault. With this option, you may select any canonical Vault Dweller and add them to your Vault for **-50 CP** each or **-200 CP** for 8.

Think Tank -50 CP

With this option, you can select one of the Big MT's Think Tank executives: Dala, 0, Borous, Klein, 8, or Dr. Mobius. You may select if your member is in their brain bot form or their Pre-war human body.

T.E.R.R.Y. -50 CP

This A.I. tour guide of the British Museum can be installed into most computer systems, allowing him to act as a passive-aggressive but outwardly polite narrator and guide.

Sapient Deathclaw -100 CP

This variety of deathclaws was the result of Enclave experimentation that gave them higher intelligence and the ability to speak.

Personalized Bot -100 CP

With this option, you may select any Robco brand robot and have it fully customized, including but not limited to a Mr Fisto Protectron, a Giddy-Up Buttercup Sentry Bot, a CVRIE variant Mr Handy, or a military-grade Assaultron.

Drawbacks:

Dialogue Choices - Free/+100 CP

For **Free**, you gain a dialog menu that can be **Toggled** on and off as if it were a perk to give you a dynamic speech menu listing things you could say in each situation.

If you take this with **+100 CP**, then for the duration of this Jump you will not be able to toggle this menu off and will be incapable of saying anything other than a full-listed option within the dynamic speech menu.

Courier +100 CP

You are no longer a Drop-In or from an alternate reality and are instead a local who has gained this power.

You will need to work out your background with your Jump-chan. You will also lose all Free items from this supplement.

Ghouls +100 CP

It seems those who suffer from radiation have already arrived as now 10,000 feral ghouls will be distributed around the world, mostly in sewers and underground spaces.

Raiding Party +100 CP

A number of raiders from the Fallout universe have appeared in your new world. Although each of these groups is independent and aggressive toward the others, they are all fully armed.

Talon Company +200 CP

It seems that someone has hired the Capital Wasteland's most despicable mercenaries to hunt you down. They will all have a decent amount of weapons, armor, and in-Jump money with the sole goal of killing you.

NCR Rangers +200 CP

A squad of an elite military outfit of the New California Republic has been sent out to take you down. This special forces group has expert reconnaissance capabilities and combat prowess.

They will be set up with in-universe credentials and currency with the goal of taking you out of the picture.

Feel the Burn +200/400 CP

Bad news, Jumper. The fallout may not have happened, but you will still feel its effects.

Whenever you leave the Vault or your settlements, there will be some radiation. It won't be deadly most of the time, but it will be two to three times worse than it normally should be. I'd either stay home or get some meds if I were you.

For **+400CP** anywhere that is neither in the Vaults, the settlements, or the main roads is outright deadly to you. There will be minor symptoms if you don't take medication every few weeks.

Voided Warranty +200/400 CP

You know all these Vaults? Well, it seems that they have come from the old world too. Any of the ones that haven't already collapsed are opening up within a year after your arrival, letting every horrible thing within them loose upon this unsuspecting world.

For **+400 CP**, you haven't even got the year. You just have a day before every Vault opens up and spreads chaos.

Zetans +200/400 CP

Mysterious aliens that can be found throughout the wastes, most often in their crashed ships. They abduct humans and have done so for centuries, performing inhumane experiments on them.

For **+200 CP**, the captain of a Zetan mothership will arrive with an **Alien Blaster** and **Crashed Recon Craft**, wanting to bring you in dead or alive for experimentation. Trust me when I say this would not be pleasant or survivable.

For a total of **+400 CP**, the captain will arrive with their own **Zetan Mothership** and its complement of flying saucers, along with 100 aliens of various types. They want you alive, but will have no issue using their mothership's powerful death ray to annihilate vast swaths of land or wipe out cities if they think it would force you out of hiding.

Maxson +200/400 CP

The leader of the Brotherhood of Steel as of 2287, and a fervent human supremacist, hating ghouls, synths, mutants, and others.

For **+200 CP**, Maxson will have access to all the perks that would be discounted or free for the **Jukebox Technician**.

For a total of **+400 CP**, Maxson will arrive in his own Brotherhood airship, with 6 Vertibirds onboard and 100 Brotherhood of Steel, many of which having their own power armor.

Robert House +200/400 CP

The CEO of Robco, a man whose genius is only matched by his greed. He wants you dead.

For **+200 CP**, House will have access to all the perks that would be discounted or free for the **Vault Loyalty Inspector**.

For a total of **+400 CP**, House has both the city of New Vegas and his army of Securitrons.

Legate Lanius +200/400 CP

A high-ranking member of Caesar's Legion, an army of slavers and slaves modelled after the ancient Roman military, has targeted you for death.

For **+200 CP**, Lanius will have access to all the perks that would be discounted or free for the **Little League Coach**.

For a total of **+400 CP**, Lanius has a large camp housing 100 of the Legion's best, along with 1,000 slaves to support their operation in non-combat roles. If you can free the slaves, you can take them as followers.

Oliver Swanick +200/400 CP

This man, a former criminal, was saved from death by sheer luck as the rest of his town was crucified or burned alive by Caesar's Legion. Unfortunately, his luck would soon run out as in most universes he would find himself either murdered by the mighty Courier just moments after escaping his burning town or, if spared by the overarmed mailman, would more often than not get swarmed by a group of radscorpions. It seems a god has taken pity on one version of Swanick and has given him a second chance. If he can kill you, that is.

For **+200 CP**, Swanick will have access to all the perks that would be discounted or free for the **Vault Chaplain**.

For **+400 CP**, Swanick has a hundred of his alternative universe selves, all killed in various hilarious or horrifying ways, all wanting a second chance at life that they will get if they can kill you.

The Master +200/400 CP

The Master of the Super Mutants is the founder and leader of "the Unity", a mutant-led organization dedicated to the transhumanist transformation of mankind using FEV.

For **+200 CP**, The Master will have access to all the perks on the **The Vault Dweller** Perk Tree.

For a total of **+400 CP**, the Master will also come into this world with the Cathedral containing 100 Super Mutants and the F.E.V. required to create new Super Mutants.

Augustus Autumn +200/400 CP

The commanding officer of the Capital Wasteland Enclave contingent has appeared in this world and will be targeting you specifically alongside his other goals.

For **+200 CP**, Augustus Autumn will have access to all the perks on the **The Lone Wanderer** Perk Tree.

For a total of **+400 CP**, Augustus Autumn will also come into this world with Raven Rock and 100 members of the Enclave.

Conrad Kellogg +200/400 CP

This ruthless, highly skilled mercenary acts as the main surface operative of the Institute, but has found himself in this world with you as his assassination target.

For **+200 CP**, Conrad Kellogg will have access to all the perks on the **The Sole Survivor** Perk Tree.

For a total of **+400 CP**, Conrad Kellogg will also come into this world with the Institute facility containing 100 members of the Institute and the technology required to create new synths, all of which act to support Kellogg.

Frank Horrigan +300 CP

Special Agent Frank Horrigan is an agent of the Enclave's Secret Service who has been exposed to the FEV, transforming him into a super mutant with multiple cybernetic enhancements. His only goal is to end you. He will work with anyone he has to and kill anyone who hinders him, so long as you die.

Crippled Limbs +300 CP

This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.

Each crippled arm will lower your hand-to-hand damage and accuracy with all weapons.

Each crippled leg will severely lower mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Nuclear Winter +1000 CP

Your jump setting is now going to enter a nuclear war. You have one month to either prevent it or prepare for it before the bombs fall.

Ulysses +2000 CP

This courier was once a member of the Twisted Hairs, a powerful tribe residing in the former state of Arizona, before becoming a Frumentarius of Caesar's Legion and eventually becoming a courier and spy. He has an obsession with you and is determined to destroy you.

Ulysses will have access to all Perks and items within this supplement.

Race Change Drawbacks:

Normally, you may only take 1 of the following Race Change Drawbacks with you being locked into that **Alt-Form** for the duration of the Jump.

If you have a perk listed in the **Booster**, you will gain a **Boosted Perk** for the Drawback and may choose to be locked into the alternative **Alt-Form** if one is listed in the **Booster** description. If you have **Boosters** listed in multiple drawbacks, then you may take each of those drawbacks together, with the **Alt-Form** you are locked into for the duration of this Jump being a chimeric hybrid of the **Alt-Forms** gained in those boosted drawbacks.

Post Jump, you may keep each **Alt-Form** gained from the taken drawbacks and the hybrid **Alt-Form** and can use the boosted perks even when not in a corresponding **Alt-Form**.

Vault-Tec Mascot - Free

You gain an **Alt-Form** of Vault Boy. Vault Boy is the corporate mascot of the Vault-Tec Corporation, appearing in their adverts, manuals, products, holotape games, and training films. Alternatively, you may choose to gain an **Alt-Form** of his female counterpart, Vault Girl.

Swift Learner Booster: Here and Now

Once per 10 levels, you gain a Level-Up that you can hold onto or use at your discretion.

For the duration of this Jump, you will be locked into the **Alt-Form** of the Vault Dweller and may choose if that **Alt-Form** will be Albert Cole, Max Stone or Natalia Dubrovsky.

Paralyzing Palm Booster: Pyromaniac

You can now imbue your strikes with burning energy, giving you a chance to set them on fire with your unarmed attacks. You can not be burned by the flames caused by your own energy. For the duration of this Jump, you will be locked into the **Alt-Form** of the Lone Wanderer and may choose if that **Alt-Form** will be the default male or female models for character creation.

Unstoppables Booster: Wasteland Survival Guide

You are now better able to survive in the unforgiving wastelands as you gain several minor increases to your survival efficiency. This includes being able to digest food better, being more resistant to poisons, smelling less appetizing to animals and insects, having an easier time finding locations of interest, being a better swimmer, growing crops more effectively, and harvesting meat more effectively from animals.

For the duration of this Jump, you will be locked into the **Alt-Form** of the Sole Survivor and may choose if that **Alt-Form** will be the default Nate or default Nora.

Punnie Human +100 CP

It's not easy being green, and your **Alt-Form** is definitely big and green. For the duration of this Jump, you will be locked into a super mutant **Alt-Form** as a hairless, muscular hominid who lacks genitals and you will be forced to speak in simplified terms. Unfortunately, without the **Boosters**, you will lack any of the advantages of a real Super Mutant, such as their radiation resistance and super strength. Any super mutants you come across will see no difference between you and humans.

Rooted Booster: Covert Operative

You resemble a nightkin rather than a typical super mutant, with your **Alt-Form** having grayish-blue skin rather than the typical green. You've also lost your speech impediment and gained some of their stealth skills. You know how to move extremely quietly, no matter your size, and as long as you remain still and make at least some effort to hide, others will perceive you as just part of the background. This effect ends if they physically interact with you and cannot be used on them again until you are out of their line of sight. Finally, you are immune to the side effects of any stealth technology.

Pain Train Booster: Unstoppable Force

You now tower above any human. You are the greatest threat that a super mutant can become. You are a behemoth. You can now lock into a 20-foot-tall super mutant **Alt-Form**. This also acts as a Meta Perk. Any Perks that rely on you wearing armour will now function regardless of what you are wearing. Additionally, your physical strength is doubled while in this **Alt-Form**.

Why is there a Deathclaw in the other room? +100 CP

Well, now you look like the most evil thing to rise out of the ashes of war. For the duration of this Jump, you are locked into a deathclaw **Alt-Form**, a large bipedal reptile designed for maximum lethality. Without the **Boosters**, this won't give you any of the advantages or lethality that a deathclaw normally has, just the unsettling appearance and a sharp, raspy hiss added to your voice.

Penetrator Booster: Piercing Strike

You can be locked into a more mammalian **Alt-Form** as a hairy deathclaw. You are covered in a thick layer of fur, providing excellent protection from the elements, while thick, leathery skin grants extra protection from projectiles and melee weapons. When making a melee or unarmed attack, any shields, walls, or armour you attack will lose 98.333% of their resistance and durability, allowing you to strike through steel as if it were tin.

Concentrated Fire Booster: Lord Death of Murder Mountain

It seems you're even more cold-blooded, as rather than being a deathclaw, you can take on a gatorclaw **Alt-Form**. You gain an elongated head and a hide with heavy, platelike scutes lined on either side by dull spikes. Now, every strike you make after the first on the same part of a body increases the accuracy and damage of your attack by an extra 5% per strike. This stacks for each attack so that a third attack gets an extra 10%, a fourth an extra 15% and a fifth an extra 20% with the amount continuing to increase indefinitely.

Stinking Smooth Skin +100 CP

You seem to have had an unfortunate dose of radiation exposure, as you are now locked into a ghoul **Alt-Form**. For the duration of this Jump, you will look like a partially decomposed, reanimated corpse. Without the **Boosters**, this won't give you any resistance to radiation or stop other ghouls from attacking you.

Ghoulish Booster: Rad Absorption

It seems the weather of the Divide has not been kind to you, as you can now lock into a marked man **Alt-Form**. Unlike regular ghouls, marked men resemble flayed corpses, with a blood-red complexion due to their exposed muscle tissue. Your regenerative ability is far stronger, extending your lifespan and allowing you to consume radiation in place of food, water, or air. You can also use radiation to repair your body, as a dose that would cause a human lethal acute radiation poisoning, would instead allow you to regrow a limb over the course of a week.

Solar Powered Booster: Nuclear Anomaly

It seems you have been blessed by Atom's Glow as you can now choose to be locked into a glowing one **Alt-Form**, giving your muscles and blood an eerie green glow. Your voice also changes, losing the normal gravelly tone most ghouls have and instead having an electronically resonating tone that gives it an artificial echo. You can choose to passively emit radiation and glow in the dark. You will not be negatively affected by any radiation you emit and you can lower the radiation emitted to match background levels or rapidly increase it to erupt into a devastating nuclear explosion similar to a mini nuke. You require about an hour's rest after unleashing a blast to build radiation back up to explosive levels.

Horseshoe or Blue +100 CP

It's time you started being shellfish. You are now locked into a mirelurk **Alt-Form**. As a mirelurk, you have a large, chitinous shell and large claws, making it difficult for you to use any tools or weapons. Without the **Boosters**, this won't give you any increased durability or armour that a Mirelurk's shell normally provides..

Wasteland Whisperer Booster: Mirelurk Ecology

It seems you are now royalty, as you can instead choose to be locked into a mirelurk king **Alt-Form**. This form appears far more humanoid in shape, with upper and lower fins developed into jointed claws that can grab or slash, and can flex up to 180 degrees. This **Alt-Form** possesses both gills and lungs, allowing you to easily survive on both land and water. Your reinforced shell increases your durability and you can also command any monsters or organic non-animals that are less intelligent than you.

Intimidation Booster: Terrifying Presence

Your majesty, you can now lock into the **Alt-Form** of a mirelurk queen, a towering 20-foot-tall, heavily mutated variant of the basic species with elongated, scythe-like claws and the ability to spray two streams of highly corrosive acid from your head. You can also better command creatures with 'Animal Friend', 'Wasteland Whisperer', and 'Intimidation'. Finally, you can cause any creature to suffer a brief burst of overpowering fear for 5 seconds.

Organic Central Processor +100 CP

You're stuck in a mechanical chassis, as you are now locked in a Robobrain **Alt-Form**. You are now a brain in a dome filled with biomedical gel, mounted on top of a large, bulky cylinder. Your legs are replaced with a set of caterpillar treads, limiting your mobility. Your arms are replaced by a pair of flexible but difficult to maneuver extenders that end in four finger-like manipulators in a plus-like configuration with the dexterity required to use equipment unhindered. Without the **Boosters**, this won't grant any advantages from being a brain in a robot body.

Nuclear Physicist Booster: Certified Tech

It seems you are more human in appearance than before, as you can now lock into a Gen 2.5 synth **Alt-Form**. As a synth, you are an android with artificial skin making you fairly human-like in appearance but still easily identifiable as a machine. While in this **Alt-Form**, your cognitive functions are in a digital matrix in your torso, allowing you to function without a head. This digital matrix has limitless data storage unlike the other 2.5 models. You also have an in-depth knowledge of robotic components, allowing you to easily repair them, break them down, and build them from scratch, along with helping you find useful components on robots you salvage.

Nerd Rage Booster: Math Wrath

You are now far more combat-ready as you can now lock yourself into an **Alt-Form** of the 20-foot-tall Storm Goliath, a heavily-armed humanoid robot with your brain stored in a tank in the torso, with an electronic eye between the hemispheres. You can now power your body and equipment both by absorbing electricity from your surroundings as well as by harming others, with the charge gained increasing proportionally to the damage inflicted.

We call 'em 'Wildmen' +100 CP

Unfortunately, you seem to have reached the final stage of the Troglodyte Degeneration Contagion and are now locked in a trog **Alt-Form**. As a trog, you are fairly similar to a hairless human in appearance, with slightly elongated limbs and severe skin lesions. While in this form, you will be unable to walk on two legs and must move on all fours. But hey, at least you're not infectious. Without the **Boosters**, this won't grant the enhanced speed or strength of a trog.

Blitz Booster: Super Slam!

You may feel more at home underground, as with this, you can lock yourself into a tunneler **Alt-Form**. A tunneler is a reptilian humanoid that walks on all four with dark, scaly skin, large bioluminescent eyes, a mouth filled with sharp teeth, and chitinous spikes protruding from its shoulders and head. Whenever you strike someone with any kind of melee attack you have a chance to knock them down, regardless of how sturdy they are.

Gun-Fu Booster: Beautiful Beatdown

There seems to be something in the air. Oh, it's you. With this, you can lock yourself into a spore carrier **Alt-Form**. This is a human that is infected, colonized, and controlled by the fungus *Beauveria mordicana*. You are a deep green color with bioluminescent spore pods on your back that double as nutrient storage for you. Combat is no longer fatiguing for you. In fact, it is invigorating, spurring you to move and attack faster as a fight goes on.

Named for its many malformed legs +100 CP

You are now locked into the **Alt-Form** of the Cronenberg creature known as a centaur. While you can still use your hands in this form, you will find it easier to move in a quadrupedal fashion. Your arms and head are still human-like, but you have three long, tentacle-like tongues that make it incredibly difficult to talk. In this form, you will have no sense of balance and will find it difficult to move at any heightened speed. Without the **Boosters**, you won't gain any advantages from this form, if there are any.

Four Leaf Clover Booster: Lucky Rabbit's Foot

You are out of this world as you can now choose to lock yourself into an abomination **Alt-Form**. This human-Zetan hybrid form is a large, lopsided creature with pale skin and black eyes. Your clumsiness now works in your favor, as anytime you make an attack and fail due to clumsiness or inaccuracy, there is a 50% chance that you will still land your attack due to your good luck.

Ricochet Booster: Just Lucky I'm Alive

It seems you've been on a trip to the Sierra Madre, as you can now lock yourself into a ghost person **Alt-Form**. You are trapped in an ancient hazmat suit, unable to remove it without your yellow flesh and blood collapsing into a gelatinous slurry. You cannot speak, and your walk is more of a shambling due to the cumbersome suit, forcing you to jump to dodge or move quickly. A high Agility rank can help mitigate the movement penalty, however. But you have gained significant boons in exchange for these difficulties. You have greatly enhanced low-light vision and can no longer die from a lack of food, water or oxygen. Moreover, most injuries that would kill a human will only render you temporarily unconscious. While you are unconscious, your body's soft tissues will rapidly regenerate to ensure that you can survive, stand, and move. You will wake up once the regeneration is complete. That said, this regeneration will only heal the bare minimum. A complete recovery will require time and/or other sources of healing. Only decapitation, dismemberment, a broken spinal column, or the complete destruction of your body will end your life. Finally, as a small 'mercy', your suit will repair itself as you heal while you are in this **Alt-Form**.

Generic Drawbacks:

Accident Prone +100 CP

You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP

You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP

For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP

Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP

You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP

Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP

You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP

Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP

Dangerous entities have a habit of taking an interest in you... a romantic interest.

Awkward Affection +100 CP

You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP

Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP

People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP

Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP

It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP

This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP

Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP

You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP

You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP

You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP

You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP

You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP

Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP

You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP

Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP

Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP

Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP

Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP

It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with “X-Rated”)

This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP

You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 CP

People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP

You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP

Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP

You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP

Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP

You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

In Another Castle +100 CP

Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP

You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP

You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP

You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP

You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 CP

Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP

Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 CP

You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP

Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP

People don't care when you're injured.

Nightmare +100 CP

Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP

There's one random person who constantly tries to outdo you... And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP

Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 CP

Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 CP

This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor +100 CP

Every plot seems to revolve around you, and no matter what you do, you will always be dragged into the story.

The Pollen +100 CP

You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP

Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP

You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP

You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it. Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP

You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 CP

You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP

The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP

You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP

You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP

Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP

The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP

You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP

A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP

Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP

Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP

For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP

Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP

Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP

Things keep happening that leave you thinking you're going crazy... and maybe you are, but not because of this Drawback.

Turn-Based +100 CP

Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP

People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident, which will, again, spur them to double down.

Unnecessarily Slow +100 CP

Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP

This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP

You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP

You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

The Weirdo +100 CP

Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

What's His Name? +100 CP

No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP

No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP

Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP

You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP

You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")

Things in this Jump are a little more... *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 CP

Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 CP

You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP

You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP

You keep accidentally falling into compromising positions.

Betrayal +200 CP

You keep trusting people who don't deserve it, and they keep betraying you.

Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP

Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP

You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 CP

Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP

At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life, making it more interesting or fun for them to observe.

Godly Distractions +200 CP

Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP

You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP

All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP

At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 CP

Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

Is this Blood +200 CP

You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP

You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP

Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.

For **+200 CP**, you start the Jump with power equal to the local protagonist.

For **+300 CP**, your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.

For **+400 CP**, your level of growth will be capped to match the growth of the local protagonist.

For **+600 CP**, you'll instead be limited to 90% of the scale of growth of the local protagonist.

For **+800 CP**, your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP

You often struggle to find allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP

It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP

Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 CP

You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP

You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 CP

Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 CP

You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200

You are very bad at sneaking.

The Bad People +200 CP

For some reason, everybody is an asshole to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

The Good People +200 CP

It seems that everybody wants something from you. They want you to get their cats out of trees or fetch them milk for their tea, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP

You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP

You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP

You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the jump starts.

Wider World +200 CP

This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown, and all of them seem to think they should involve themselves in the plot.

You're A Joke +200 CP

No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP

You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

Amnesia: Pre-Jump +300 CP

You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP

You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

Crippled Limbs +300 CP

This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP

Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP

There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder's Past +300 CP

Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP

You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP

Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP

You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP

Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 CP

Instead of starting this jump as an adult, you will start it as a newborn baby. You will not start the jump time until you are socially considered an adult, at which point the Jump time will start, and all other non-narrative drawbacks will begin to activate.

Living In Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP

You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP

There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP

Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP

It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 CP

During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 CP

It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP

You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 CP

Everyone thinks you're an asshole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP

If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP

For the duration of this Jump, you can not import any out-of-Jump companions or followers.

If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP

For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.

If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP

Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400

Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP

You are bound by any promises you willingly make.

The Importance Of Education +400 CP

You will be required to attend 10% of your total time in this jump inside an educational institute. Failure to do so will count as a jump failure.

Known Enemy +400 CP

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP

Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP

For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.

If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP

You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

From the Depths of Hell +400/800 CP

For **+400 CP**, a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.

For **+800 CP**, they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP

Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP

At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 CP/+1000 CP

There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.

For **+500 CP**, this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.

For **+1000 CP**, the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However there may be collectibles that do nothing.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP

Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 CP

At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

We Humans Are Full Of Surprises +600 CP

The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP

Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next jump until you have beaten them all. For **+1000 CP**, all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 CP

You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: “Powerless”, “Empty Handed”, “Alone”)

To take this drawback, your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP

By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.

If that setting has a Jump Document already, you may use that Document for this Jump.

You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

TV-Show -500 CP

You must use this link and select a **TV show**:

<https://www.randomlists.com/random-tv?dup=false&qty=6>

Animated Movie -200 CP

You must use this link and select an **Animated Movie**:

<https://www.bestrandoms.com/random-movie-generator?genre=Animation>

Science Fiction Movie - Free

You must use this link and select a **Science Fiction Movie**:

https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction

Fantasy Movie - Free

You must use this link and select a **Fantasy Movie**:

<https://www.bestrandoms.com/random-movie-generator?genre=Fantasy>

Horror Movie +400 CP

You must use this link and select a **Horror Movie**:

<https://www.bestrandoms.com/random-movie-generator?genre=Horror>