



By Pokebrat_J

War. War never changes...

When atomic fire consumed the earth, those who survived did so in great, underground vaults. When they opened, their inhabitants set out across ruins of the old world to build new societies, establish new villages, forming tribes.

As decades passed, what had been the American southwest united beneath the flag of the New California Republic, dedicated to old-world values of democracy and the rule of law. As the Republic grew, so did its needs.

Scouts spread east, seeking territory and wealth, in the dry and merciless expanse of the Mojave Desert. They returned with tales of a city untouched by the warheads that had scorched the rest of the world, and a great wall spanning the Colorado River.

But across the Colorado, another society had arisen under a different flag. A vast army of slaves, forged from the conquest of 86 tribes: Caesar's Legion.

Four years have passed since the Republic held the Dam - just barely - against the Legion's onslaught. The Legion did not retreat. Across the river, it gathers strength. Campfires burned, training drums beat.

Through it all, the New Vegas Strip has stayed open for business under the control of its mysterious overseer, Mr. House, and his army of rehabilitated Tribals and police robots.

You arrive in the Mojave Wasteland a few months before Mr House gets confirmation that a certain item was recovered within the ruins of a pre-war California city, and will receive 1000 cp to help you survive.

Origin:

Which best describes your skill set?

Courier: Wandering from place to place, you've seen quite a lot, and interacted with all manner of colorful people, and yet there isn't really a place you can call home. Having travelled this lonesome road for as long as you can remember, you simply go wherever your whimsy dictates. The Mojave may be just another stopping point in your travels, but it certainly is a captivating one.

Scientist: It can be easy to look at science and deem it evil, especially for those in the Wasteland. After all, was it not the fruit of this science that the Old World burned? But there are some who wish to use it to help others, to push humanity towards the light of progress and reach for the stars. No matter which side of the coin you fall on, you can at least be confident knowing you're one of the smartest people in the Mojave.

Socialite: New Vegas stands out as an oasis of civilization in the dry deserts of the Mojave, a slice of the Old World preserved despite two hundred years of devastation and change. You would certainly fit in with this crowd, understanding that real power is not a gun toting brute shouting obscenities at the sky, but a dagger quietly stabbed into the back, all while wearing a friendly mask.

Soldier: Though many carry a flag upon their backs, using it as justification for their actions, it cannot change the fact that humanity has always fought amongst itself. Perhaps you are one of those blinded by patriotism, fighting on in the name of their nation, or someone who has embraced their violent nature. Either way, you have turned yourself into a weapon, and are ready to crush all who stand in your way.



Faction:

Which faction do you find yourself most aligned with?

Wild Card: Why would you want to tie yourself down to any of these factions? Sure, joining them may have some benefits, but you aren't entirely sure if they're the right fit for you. For now, you're content with just living your own life in the Mojave as best you can, and can give thought to joining one of these at a later point in time.

Boomers: Soon after entering the wastes, the residents of Vault 34 found a home for themselves within the Nellis Air Force Base, and have been blowing up any savages that come close since. They may use modern weaponry and know how to run a power plant, but they are a tribe like any other, a close-knit family that depends on one another for survival in a Wasteland, and to bring about a wondrous dream.

Brotherhood of Steel: Once a major power in the West Coast, time has seen this chapter reduced to a small outpost hiding out in the desert. That is not to say they are weak, far from it. What they may lack in manpower they more than make up with advanced weaponry and power armor that no petty gang of raiders could overcome. Still, if they cannot leave their self-imposed isolation and adapt with the changing times, they may well be yet another forgotten memory in the Wasteland.

Caesar's Legion: The governments of the Old World had indisputably failed, burning itself to ashes with nuclear fire. And so, in these harsh times, perhaps it is best to cast off the legacy of those that burned the world, and embrace a legacy even older, far more fitting for such dangerous times. Following the teachings of Caesar, you march under the banner of the Bull, one of its Eighty-Six tribes bound together into an army that brought order to Arizona, and who shall bring war to the nation in the East.

Followers of the Apocalypse: As it is, the world is crawling with selfish people taking from anyone they can get away with, all the while stabbing their betters in the back. Yet despite that, kindness is not yet dead, the men and women who make up this organization are proof. They use what knowledge they have to better the lives of others, often in the form of giving treatment to anyone that comes to their doorstep and distributing medicine.

Great Khans: Once they were counted amongst the greatest gangs in the Wasteland, known far and wide as some of the toughest sons of bitches around. Nowadays, they are a shadow of themselves, relics of a violent age the NCR is doing its best to stamp out. But despite all that they have suffered, like the tragedy of Bitter Springs, they're still standing, and they'll keep on standing no matter what the future holds.

New California Republic: Coming from humble beginnings, the New California Republic has forged itself into quite the superpower, and has been trying to spread its influence into the Mojave for years. Following the example of the Old World government, the ideals of democracy and the rule of law, it seeks to bring civilization to the lawless places of the Wasteland, even if it means they are spread much too thin at the moment.

Raider Gang: You've seen what all these big nations have to offer, and decided to tell them to go fuck themselves. As a part of one of the various gangs in the area, you bow to no one's authority but your own, and try to live life however you desire. Maybe you're one of the Fiends that harass the western edges of the New Vegas area, or are a member of the newly freed Powder Gangers, or perhaps seek to bring the Jackals or Vipers back to their glory days. Though, it's entirely possible you've decided to make your own.

The Kings: When there was an entire building dedicated to the life of a single man and how to mimic him, what else could that be but a church? A gang dedicated to an ancient performer simply known in modern times simply as the King, they are one of the only stabilizing forces in the area of Vegas known as Freeside, bringing order to a place where Mr House's tin soldiers never go.

Tribal: For every town and successful Vault that remembers what the Old World used to provide, and are seeking to return to those heights, there are just as many tribal societies that have regressed to a primitive state. Many focus simply on survival, orally passing down wisdom from generation to generation, but there are the rare few that leave their tribe to see what the wider world has to offer.

Vegas Strip: They say that the House always wins, and having worked for him you can certainly see why. This mysterious man took a handful of tribals and a city of ruins and turned it into an economic superpower, a city-state with enough influence that not even the NCR can afford to take it over through conventional means. Perhaps you're an employee in one of the Casinos, or are one of the rare few that report directly to the big man himself.

Species:

Age and gender may be chosen freely.

Human: While you may be just a normal human, that does not mean you are weak. You and yours may have started the apocalypse, but you sure as hell are going to see it through to the very end and beyond.

Ghoul: Radiation is a powerful thing, killing life just as much as it might have improved it. You are an example of this paradox, a person who absorbed too much radiation and became a Ghoul. You not only live indefinitely, you can heal when in radiation. Keep in mind, though, that there is always the risk of losing yourself, leaving you as little more than a mindless zombie.

Super Mutant [200]: A remnant of the Master's army, you are what is known as a Super Mutant, a human infected with the FEV and underwent a drastic metamorphosis. Your physical capabilities are on par with those wearing a suit of power armor, are immune to the harmful effects of radiation, and can live indefinitely. However, you lose all secondary sexual characteristics, and are rendered sterile. You may optionally choose to be one of the Nightkin variants who have a higher proficiency with stealth, though most have become addicted to the use of Stealth Boys.

Critter [Free/100/200]: Maybe you'd like to leave the life of civilization behind you, and embrace life in the Wastes on a more primal level. You now count yourself amongst the various animals or mutated creatures that can be found within or around the Mojave area. Obviously, any natural advantages you'll possess are offset by the difficulty of finding any useful gear that matches your body plan, but it won't be impossible.

For **[Free]**, you can be one of many somewhat normal animals found across the Mojave. Dogs, coyotes, geckos, giant mantises and bighorners would be good examples. For **[100]**, though, you are a more impressive and mutated creature. Things like nightstalkers, cazadors, lakelurks, and fire geckos are the kinds of creatures you could expect. Finally, for **[200]** you can become one of the deadliest creatures in the entirety of the Mojave, such as a yao guai or a deathclaw.

General Perks:

Tag! [Free]: Everyone has their talents, areas of expertise in which they excel, and you are no different. There are three skills in which you are noticeably proficient with, and find it easier to improve upon. Be it bartering with others to get the best prices you can, sneaking around to avoid the attention of others, or even using explosives to blow your enemies into itty bitty chunks, there's quite a few available to you.

Irradiated Beauty [50]: Life is hard in the Wasteland, rarely is beauty placed before survival. However, that doesn't mean it's without its uses, especially in a place like New Vegas, as you may soon find out. You are actually very aesthetically pleasing to look at, on par with any starlet from the Old World. Any scars or deformities you possess would actually accentuate your rare beauty, rather than hinder it.

Lead Belly [50]: It takes a true iron stomach to eat irradiated, two-hundred year old food and suffer from no side effects, even if you should've spent the next few days shitting yourself to death. A stomach like yours will allow you to eat practically anything without fear of being poisoned, irradiated, or catching a disease.

Rad Resistance [100]: Radiation is an insidious enemy, as its invisible fires mutate and twist as much as it does kill. You should consider yourself lucky, as you are now heavily resistant to the effects of radiation, and can easily flush it out of your system with the right supplies.

Smooth Talker [100]: Talking to people can be just as difficult as fighting them, as there are countless ways you can screw it up. This will make such interactions a touch easier, as whenever you are in a conversation with someone, you will receive a short mental list of potential responses, often related to a number of your other skills when applicable. When these prompts are used, and if your talents in other fields are high enough, you will find it far easier to get others to agree with you, or having them reveal a bit more than they otherwise would have.

Fast Travel [200]: Patrolling across the Mojave can be such a chore at times. Hopefully with this, it's less of one. With a bit of focus, you and any of your companions can be transported to any notable location or landmark that you have previously visited, so long as you are outside and not in combat or with hostile enemies nearby. This transportation will be instantaneous, and sure to confuse anyone that really thinks about how quickly you get from place to place.

Swift Learner [200]: If knowledge is power, then you're going to need all the knowledge you can get your hands on if you want to make it through the Mojave in one piece. That shouldn't be too much of a problem for you, as you're a prodigy at damn near anything you try your hand at. Whether it's using laser guns or the guitar, going from a complete novice to a veritable master in less than a month is quite common for you.

Harder, Better, Faster, Stronger [400]: Some people from the Old World weren't content with what hard work and natural talent is capable of, and looked to enhance their bodies through technology. Like them, you sought to elevate your body beyond what was possible, and succeeded. Having been implanted with advanced technology, all of your attributes, from strength to intelligence to even luck, have seen a noticeable increase. However, there are two implants that really stand out, the first of which is the "NEMEAN" Subdermal Armor, increasing the amount of damage you can negate before actually being affected by it. Then, there is the "PHOENIX" Monocyte Breeder which grants a mildly regenerative effect similar to lizards and sea creatures, healing any wounds or injuries that aren't immediately fatal in a few hours and lost limbs after a couple of months.



Courier Perks:

Discounts for Courier are 50% off, with the [100] perk being free.

Explorer [100]: This profession is one where you get to travel all across the Wasteland, and you've become very good at just that. Simply put, you have a knack when it comes to finding interesting locations and items of interest, even if they've been hidden from prying eyes. Such things will stand out to you, though whether you choose to interact with them, or ignore them in favor of other tasks is entirely up to you.

Quick Draw [100]: There is often no warning when danger jumps out at you in the Mojave desert, requiring one to always be prepared if they want to make it to the next town over. You can near instantly pull out your weapons when needed, and holster them just as quickly. It doesn't matter if they're revolvers, shoulder mounted explosives or advanced sledge hammers, you'll be able to swap between them in the blink of an eye.

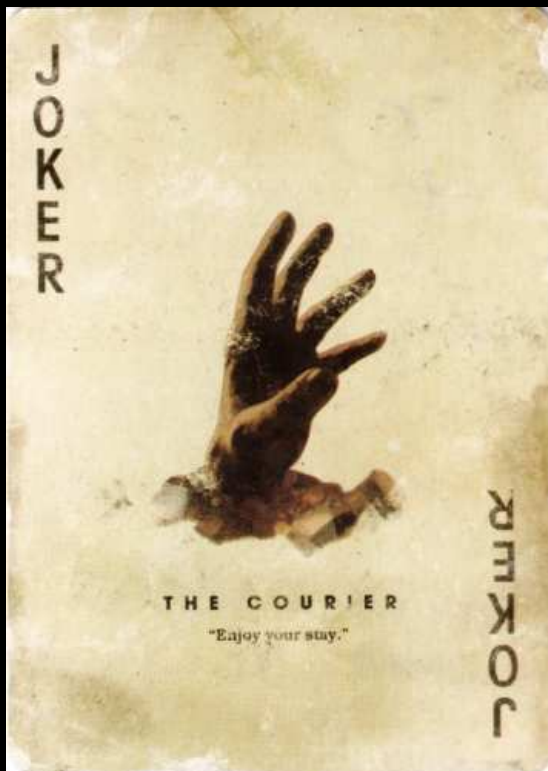
Eye for Eye [200]: If people could describe you in as few words as possible, it would be "spiteful bastard." Whenever you find yourself injured, no matter what actually harmed you, you seem to deal extra damage proportional to how injured you are. A few scratches may not see all that much of an improvement, but one on the verge of death could punch through even power armor with a pistol.

Ferocious Loyalty [200]: Having friends is almost always a good thing, especially if they're packing some serious fire power. You have decided to place your trust in them to have your back in the worst of situations, and that level of trust, rare as it is in the Mojave, has a powerful effect indeed. From here on out, whenever you are injured or seriously hurt, all of your nearby allies and Companions will become far more resistant to harm, no matter what form it may take.

Burden to Bear [400]: If you're serious about wandering about the Mojave, then you'd best be bringing along as many supplies as you can afford to carry, because the desert can go on for miles before you see another person, and chances are they won't be quite as friendly as you. As a way to mitigate this, you now have access to your own personal inventory that you can store items in until they're needed, one that scales based on your own strength. You can also directly equip certain items in your inventory to yourself if need be, or even use medical items to give you that buzz you need to work at your best.

Home on the Range [400]: Sleeping under the stars ain't for everybody, but it is where you feel the most comfortable. Sadly, that moment of vulnerability is the exact moment some unsavory characters are waiting for. From here on out, anytime you allow yourself to go to sleep, you will not be targeted or randomly attacked by anyone, with predators avoiding your general location. Additionally, by resting for at least an hour, your injuries will be fully restored upon waking up. This only applies to things like flesh wounds and broken limbs, so you'll need help getting rid of your radiation poisoning or mentat addiction elsewhere.

Thought You'd Died [600]: Storms, bullets, sand and wind, yet still you walk. You've managed to survive things no one really should, and find that you will keep on surviving against all odds. Luck will always be on your side when it comes to avoiding harm, allowing you to find a way to survive even the most grueling of circumstances. And should you actually manage to bite the dust, get yourself into a situation where even luck can't save you, you'll find yourself returning from the dead once per decade. You won't be in a good state, but at least you're still breathing.



V.A.T.S. [600]: Never have to worry about bad aim ever again with the Vault-Tec Assisted Targeting System! This nifty trick will allow you to effectively pause time, allowing you ample time to figure out your next few moves and execute them with superb accuracy. While you may not be able to move while you are in this state, you can see the percentage of how likely your next few attacks will be to succeed. This is all dependent on your stamina, as taking more actions will require greater amounts of it, though it will rapidly replenish after you're done using V.A.T.S.

Scientist Perks:

Discounts for Scientist are 50% off, with the [100] perk being free.

Retention [100]: Books are some of the only sources of information we have left, made even more tragic by how few people in the Wasteland can actually read. Not you, though, you absolutely love to read, to the point where you will never forget anything you've read in a book, the words crystal clear in your memory. By itself it isn't much, but you also have a talent for recognising which books are actually filled with useful and reliable information on sight, and which you can pass over.

Vigilant Recycler [100]: Industry has been a fragile thing ever since the bombs fell, the amount of things made vastly overshadowed by what is used up, especially when it comes to ammunition. Thankfully you're the resourceful kind, and are highly efficient when it comes to recycling, taking what others would see as trash and making something useful out of them. This is especially true for bullets and ammunition, even the drained cartridges that energy weapons use.

Computer Whiz [200]: Computers are wonderful things, are they not? It runs off of strict rules and consists entirely of ones and zeroes, allowing those clever enough to take advantage of its many uses and flaws. At the very least, they're easier to understand than most people, and that's something you can take advantage of. You are naturally skilled in coding and hacking, able to crack through most codes, as well as programing with fewer bugs or exploits than there should be.

Jury Rigging [200]: If nothing new is being made, then how do the people living in the Mojave maintain or improve what they have? With grit, elbow grease, and a whole lot of duct tape. You can repair anything with seemingly random junk, like fixing a super sledge with some pool cues, or a complex water filtration system by using parts taken from an old car. Some people may call it broken junk, but you look at the world and see how it can be put back together.

Implant GRX [400]: A highly advanced implant that was rare even back during the Great War, you've managed to install this chem injector right inside your head. The substance within has a very simple but profound effect; it dramatically slows down your perception of time for a real-life three seconds. During those three seconds, everything appears to slow to a crawl, giving you ample time to figure out your next move or react quickly to a threat. Ordinarily the strain this causes on the brain makes it so then most can only use it five times per day, maybe ten. You, however, are built different, able to activate it up to ten times an hour, with no strain whatsoever.

Robotics Expert [400]: Robots are so much easier to deal with than humans, much less complex and chaotic. Possessing an instinctive understanding of robots, you find it easier to predict their movements or next actions. This also helps with building, repairing, or deactivating them, as you know just what they need to be in top form and beyond, or rendering them completely harmless. Hell, you could probably build an entire Protectron blindfolded.

Certified Tech [600]: There are many mysteries to be found in technology, especially the high-tech secret projects that were never revealed to the public before the bombs fell. Yet none of that can stop you, as you are without a doubt one of the brightest minds of the 23rd century. You have a talent when it comes to reverse engineering any technology you get your hands on, swiftly figuring out how to replicate them with near perfect accuracy and any possible uses for them. You also have a talent for improving technology, making it more efficient than ever before. It matters not how old it is or where it originated, there is nary a circuit board or piece of hardware that will not reveal its secrets to you eventually.



Meltdown [600]: It should come as little surprise that the use of energy weapons makes one seem more advanced, as laser beams and plasma appear as magic compared to simple bullets or spears. Already deadly, these types of weapons are even deadlier in your hands, as every time you kill a target with an energy weapon, a corona of harmful energy will explode off of them with the force of a grenade, harming all nearby enemies, and has an effect on robots similar to an EMP. Of course, you can selectively turn this ability off, if you so desire, but where would the fun in that be?

Socialite Perks:

Discounts for Socialite are 50% off, with the [100] perk being free.

Friend of the Night [100]: It seems like you may in fact be naturally nocturnal, if only because of how well adjusted your vision is towards darkness. Your eyes adapt quickly to low-light conditions indoors and when darkness falls across the post-nuclear wasteland, as well as allowing you to see clearly in dim light as though it were the height of noon. There is no need to fear the dark, not for someone like you.

Lady Killer [100]: Well aren't you just a tall glass of water in the Mojave, hm? It would be entirely possible for you to have a different person in your bed each night, and leave them satisfied. While those sexually attracted to your gender are far easier for you to seduce, the real benefit you'll see is in combat. Whenever you strike at someone of your preferred gender, you will see a small but noticeable increase to the amount of damage you deal.

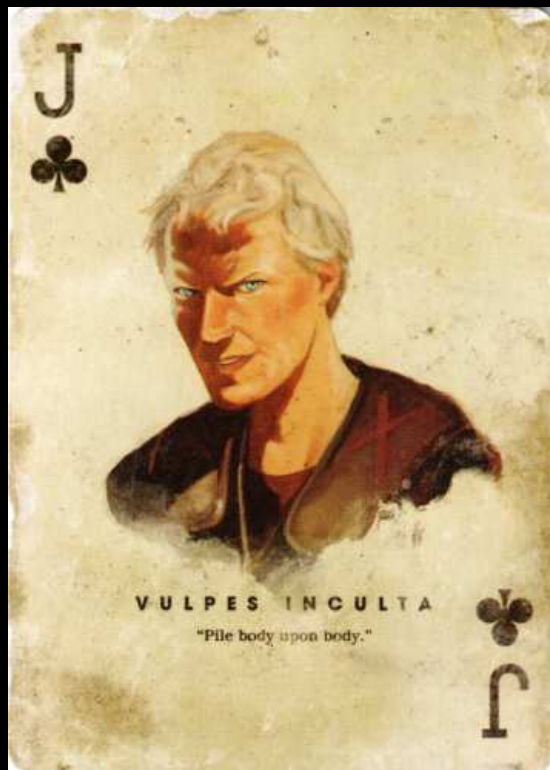
Infiltrator [200]: Picking a lock might be a useful skill, sure, but it can get pretty hard when you don't have the correct tools or skills. Well, you don't have to worry about that anymore, as when you encounter a locked anything but don't have the key to it, you can just pull out a bobby pin and screwdriver in order to play a little mini game in order to get it open! You need to attempt to find the correct position for the pin, which is checked by turning the screwdriver as if it were a key. The further the screwdriver turns the lock, the closer the pin is to the correct position. Once the screwdriver can turn the lock a full 90 degrees, the lock will open!

Light Step [200]: While there is no shame in preparing a location for when enemies are coming for you, it can be quite annoying when it's you who are on the other side of things. After all, who would want to walk into an active minefield? Be grateful that this will no longer be a concern for you, as you no longer set off any traps at all, be they mines, bear traps, trip wires, pressure plates and the like. Feel free to laugh at the faces they make when the many explosives they've set never trigger even as you rush them with a slab of metal.

Night Person [400]: For those who make stealth and subterfuge their career, you will find no better ally than the night itself. After all, what better to have on your side than the largest shadow possible? When the sun sets, your senses will be improved, allowing you to notice many things you may have missed before. You will also find your mental faculties clearer during this time, even while under the influence of narcotics, letting you react better to unexpected complications when stealth fails.

The Professional [400]: Professionals have standards, and those standards are what allows them to stay in this game far longer than any rookies. You are a fully trained assassin, knowing just how to cover your tracks and make yourself look uninvolved with a crime scene, be it murder or simple theft. Sure, some people may suspect you may have had a hand in it, but with no evidence tying you to the crime, there is nothing that they can do against you legally. Of course, there are those who don't really care about legality, so make sure to either choose your targets wisely, or don't get caught in the act.

Ninja [600]: In ancient times, there were tales of shrouded warriors who used darkness like a shield in order to fell their enemies. You might not be one of those ancient warriors, but you have taken their lessons to heart. When unnoticed, your attacks deal far more damage than they have any right to. But that would be worthless if you couldn't tell if you are unnoticed, so this fixes that, too. You can now tell if you are hidden while sneaking, detected by friends, when you should show caution if enemies suspect you are around, and when you are in danger, as your cover is blown.



You Run Barter Town [600]: Even when the world was blown away to ashes, when people began murdering each other in the Wasteland over valuable resources, there were still those who stuck to the ways of mercantilism. There is simply no beating your sense for business, figuring out how to acquire merchandise as cheaply as possible, and where it would be best to sell something for maximum profit. In fact, any businesses you run seem almost blessed with fortune, and so long as you handle those jealous of your success, there isn't much that will stop you from building a massive economic empire even in current conditions.

Soldier Perks:

Discounts for Soldier are 50% off, with the [100] perk being free.

Rapid Reload [100]: Combat is a fast-paced chaotic thing, where every second matters. As such, you need to make your movements more efficient, especially when it comes to your firearms. Now, you know a helpful trick that will cut down on the time it takes to reload your weapons to half of what it was before. It may not be the most astounding trick in your arsenal, but the ones most likely to keep you alive rarely are.

Weapon Handling [100]: There are so many fun toys to play with, from energy pistols to massive rifles to monstrosities that rain lead death upon all. So it is such a shame that all too many of them are large and unwieldy for most people, a demographic you are no longer a part of. No matter a weapon's size or bizarre handling requirements, you can comfortably wield any kind of weapon effectively, even if you really shouldn't be able to.

Adamantium Skeleton [200]: The bones are a very important part of the human body, serving as both a support system and protecting the squishier organs. As such, you'd want them as durable as possible, right? You'll find that from now on, it is near impossible to break your bones through conventional means. Don't mistake this for being invincible, however, as there are still plenty of ways to kill a person without ever touching one's skull or ribcage.

Bloody Mess [200]: It is a common thing amongst humanity that death should have meaning, a comfort that their end mattered, even in some small way. If that was so, then you would not have been born, because those who die from your hand are not given meaningful ends. No, there is a chance for them to violently explode for no discernable reason once you kill them, helped by the fact that you seem to deal slightly more damage to everything in general. If nothing else, this works as both macabre entertainment and a really good intimidation tactic.

Action Boy [400]: Life is movement and change, a lesson that those who have spent any amount of time in combat have learned well. Constantly staying on the move, ducking in and out of enemy fire, these are actions you have become extremely familiar with, and taken to the next level. There is a frankly inhuman level of efficiency in your economy of motion, each and every movement leaving nothing to waste. This has the added benefit of greater amounts of stamina, and far less strain on your body when performing strenuous actions.

Solar Powered [400]: The sun is by far the greatest source of life and energy found in our solar system, so it's no surprise that there would be those like you taking advantage of that. So long as it is daytime, typically from six am to six pm, you will find your strength has noticeably improved, as well as a minor healing factor that can heal most scratches in seconds or a few bullet wounds in a minute. This won't help much with missing limbs, but broken ones are sure to be healed up in record time.

Grim Reaper's Sprint [600]: All men fear that inevitable end, the call to the abyss, and you are the one who will show them just how terrifying it can be. With every kill you perform, be it against man, machine, animal or something stranger, you will feel invigorated. This rush of energy will see your stamina replenishing and your wounds closing before your very eyes. Perform your work fast enough, and you may very well leave a fight in far better condition than when you entered.



Lord Death [600]: Dread it, run from it, but death comes for all men regardless of the efforts they take to avoid it. None are more familiar with it than you, a specter of violence that all should rightly come to fear. Not only do you deal out far more damage than you rightly should, there is one demographic that you are especially good at murdering. It could be things like animals and their mutated variants, or maybe you have a special hatred for machines, or perhaps you just really like killing humans. Either way, you can determine which group of entities will receive almost double the damage from you once a year, either sticking to your original choice or swapping it out for something more fitting.

Wild Card Perks:

Discounts for Wild Card are 50% off, with the [100] perk being free.

Better Criticals [100]: As good as it is to be skilled, sometimes it's a hell of a lot better to be lucky. You tend to land those lucky hits much more often than normal, which end up helping you greatly in fights. Maybe you manage to hit their elbow on their dominant arm, or manage a shot that unveils a robot's power source, or maybe you just end up hitting them through the eye and into the brain. Either way, you'd be forgiven for thinking that Lady Luck is on your side

Spray and Pray [200]: For as helpful as having all of your friends close by to shoot at anything that gets near you, there are times when they can be a bit of a detriment. After all, you don't want your friend to be caught up in the blast of a mini nuke because they like hitting things with a metal stick, yeah? Well that is no longer a concern for you going forward, as none of your attacks will harm any of your Companions or allies unless that was the intended purpose. Bullets, lasers, explosives, nothing you throw out will have an effect on them you did not want.

Just Lucky I'm Alive [400]: Life is filled with all manner of chaos, especially out here in the Mojave Wasteland. When you often find yourself traversing its roads, filled with danger as it is, simply living another day is proof enough of one's fortune, but that isn't enough for you. Every time you find yourself leaving a fight, you will find your luck will be vastly enhanced for the rest of the day, and it will always be in your favor. From getting those winning hands at card games or your shots finding those vulnerable spots more often, it will be a notable effect when you're actually looking for it. In addition to that, your attacks will have a random chance of dealing greater damage than it rightly should during this period.



Boomers Perks:

Discounts for Boomers are 50% off, with the [100] perk being free.

Demolitions Expert [100]: There's nothing quite like watching something get blown to smithereens. Yet despite how much enjoyment you get from them, it can easily be you getting blown up if you aren't careful, especially since it seems like explosives are more powerful when you are the one using them. Despite this effect you have on explosives, you are a trained professional, and can handle them with a level of safety that ensures you won't accidentally blow off your own fingers.

Hit The Deck [200]: For as fun as it is lobbing high yield explosives at any savage that tries getting close, it isn't quite as enjoyable when you're the one being targeted, unlikely as it is. Should you ever find yourself leaving the safety of the Nellis Air Force Base, then you may find some use for being far more resistant to explosives than anyone has any right to be. While you won't be surviving a mini nuke going off in your face, it should be more than possible to shrug off the effects of a landmine when you're wearing some decent armor.

Splash Damage [400]: They say that bigger is better, and there are few things this philosophy best apply to than explosions, something that you couldn't agree with more. And if it's bigger booms that you're looking for, then you've come to the right place. From here on out, you will find that any and all kinds of explosives you utilize will have a vastly increased blast radius, from grenades to missile launchers. There is no hidden catch to this, no weakening the potency of your explosives, they are just larger than ever before, ensuring that you don't miss even a single savage.



Brotherhood of Steel Perks:

Discounts for Brotherhood of Steel are 50% off, with the [100] perk being free.

Power Armor Training [100]: There is no better form of personal protection in the Wasteland than a suit of power armor. Designed to turn the average soldier into a human-sized tank, they can turn most of the weapons used by gangs or raiders into little more than a nuisance. Not only are you trained in the use of these advanced armors, both in how to properly wear and operate it, you can move around in it like it weighs nothing, to the point where you can even swim in a suit of power armor.

In Shining Armor [200]: Although it is rare, there are other factions that utilize energy weapons with just as much proficiency as the Brotherhood. This is something that cannot stand, and you are the perfect one to put an end to such outsiders that would put this sacred technology to improper use. Whenever you are wearing some kind of metal armor, be it power armor or something more primitive, your resistance towards all forms of energy weapons will skyrocket.

Laser Commander [400]: There's nothing quite like watching a lightshow so deadly that it can burn through flesh like a knife through butter. It is also a statement in the Mojave, that you have the resources and power to own one of these high-tech weapons, and few can afford to use them in such quantities as the Brotherhood of Steel. Such familiarity has led to the point where any laser weaponry you use will punch through most forms of armor with ease, striking at the soft flesh underneath. That isn't all, as it is quite common for those you shoot with lasers to instantly turn into a pile of ash, vaporizing them in their own armor.



Caesar's Legion Perks:

Discounts for Caesar's Legion are 50% off, with the [100] perk being free.

Heave, Ho! [100]: Many of the tribes that were made a part of the Legion were not able to retain knowledge on advanced weaponry after two centuries, so were forced to resort to more primitive means. After all, one of the first weapons man used was the spear, and is much simpler to create than a plasma pistol. Yet it is not just spears that you show talent in, rather anything you throw is extremely accurate and far more likely to hit exactly where you were aiming. And if a metal stick is not enough, a grenade should get the job done.

Slayer [200]: Guns in warfare have made men weak, too comfortable sitting a hundred feet away and peppering others with leaden death. But when the advantage of range is stolen, they find that they can die all the same. It is in close range where your strength truly shines, all melee and unarmed attacks of yours hit with an incredible amount of force, and are as swift as the wind. That isn't to say you are invincible, as you'll still need to get in close to actually rip your enemies asunder, and a bullet to the head is still a bullet to the head.

Terrifying Presence [400]: How can one make an army refuse to fight? How can one make a nation doubt its own power? The answer is fear. Fear is a potent weapon when wielded correctly, and you have learned from the best. Simply put, you are utterly terrifying when you want to be, your words alone are enough to make grown men in power armor question if it's even worth fighting you, the possibility of death against you seeming like an inevitability. Not only that, but your reputation can rapidly spread as it paints you as more of a monster than a man in the minds of many. As a symbol of the Legion's might, there are few as effective as you.



Followers of the Apocalypse Perks:

Discounts for Followers of the Apocalypse are 50% off, with the [100] perk being free.

Chem Resistant [100]: So many of those who went on to join the Followers were once under their tender care, be it from the various types of injuries that can occur within the Mojave or were addicted to recreational substances. Perhaps you were one of these unfortunate souls, though it is not likely given that your body is highly resistant to the negative effects of chemistry and other forms of drugs. This also has the added benefit of rendering you immune to addiction.

Fast Metabolism [200]: Though there are some people who possess incredibly weak immune systems, constantly falling ill without outside assistance, there are also those who are naturally hardier and healthier, bouncing back from even the verge of death remarkably swiftly. You are one of these people, highly resistant to all forms of illness and disease, but that's not all. From now on, all forms of healing will be twice as effective for you, be they stimpaks or more natural abilities.

Living Anatomy [400]: It is the duty of a doctor to properly understand what their patients are suffering from and how best to treat it, and those unable to properly do so may very well be just as guilty should they lose their lives. That is hardly going to be an issue with you, as with but a glance you can tell exactly how healthy a target is, as well as if they are currently being affected by various substances or illnesses, allowing you to take the proper precautions when dealing with them. For a more combat focused application, it is possible for you to see just how much durability a target possesses, be it from something natural or the armor they wear.



Great Khans Perks:

Discounts for Great Khans are 50% off, with the [100] perk being free.

Toughness [100]: Only the strongest can survive out there in the Wasteland, so it is only natural that the Khans have managed to carve out a place all for themselves. Ever since their earliest days, they have been surviving being beaten down again and again, only to get back up with a mean look in their eye and a clenched fist. This spirit has been passed on to you, making you far more durable than you have any right to be. Hell, there are some wasteland critters out there who can't even pierce your skin with their fangs.

Piercing Strike [200]: Some people may question how smart it is to bring a power fist to a gun fight, but your only response is to call them a little bitch before knocking them out cold. Even when facing off against those who walk into battle wearing a full set of power armor, your answer will remain the same, and will be just as effective. See, you have the weird benefit of having all of your unarmed strikes ignore armor, quite literally punching through their defenses like they weren't even there.

Nerves of Steel [400]: You've walked the Wasteland from West to East, having seen everything there could possibly be. From giant irradiated monsters to space age killer robots, there isn't a lot that would make you freeze up, and in a real fight that could mean the difference between life and death. Thanks to all your experience, you will no longer flinch or hesitate, acting at a moment's notice as though you've got a clear head and have had minutes to prepare yourself for action. This also keeps you cool under pressure, incapable of making a mistake simply because you're nervous or were rushed.



New California Republic Perks:

Discounts for New California Republic are 50% off, with the [100] perk being free.

Cowboy [100]: Life in the west has taken on a similar style as what it was like over four hundred years ago, and there are few examples of that than you. You're everything a cowboy should be, at least those seen in the holovids. In your hands, revolvers, lever-action firearms, dynamite, knives and hatchets deal notably more damage than before. It might not be the handling of brahmin like how traditional cowboys were, but you'll be sure to deal with anything that try to fuck with your cattle.

Sniper [200]: Of all the units in the NCR military that its enemies should fear is the 1st Reconnaissance Battalion, a specialized sharpshooter-skirmisher battalion. Their motto is "the last thing you never see," and it is an accurate one for a battalion of snipers. You've got the skill to be one of their best, seeing a dramatic increase in damage dealt as well as general accuracy when you are attempting to aim for the head.

Sneering Imperialist [400]: Some people work every day to bring the world back to what it was, when the average citizen's main concerns were not if they would survive until tomorrow, when they didn't have to worry about going hungry. And yet, for every instance of someone trying to improve the world, there are three more who would rather spend all day getting high on psycho and murdering their fellows? That is no way to live, and don't you know it. When you know that you are in the right, or at least believe yourself to be correct, your arguments are far more convincing, more likely to sway the minds of others to your beliefs and ideals. Maybe not every primitive raider or tribal will side with you, but they will most certainly be interested.



Raider Gang Perks:

Discounts for Raider Gang are 50% off, with the [100] perk being free.

Melee Hacker [100]: Guns are good, great even. After all, who doesn't like to point a metal tube at someone before reducing their head into a chunky paste? But there's just something so satisfying about using a simple stick with sharp metal points attached to it, something that you are quite familiar with. Melee weapons just seem to be faster in your hands, swinging with such speeds that it can be hard to keep up with at times.

Chemist [200]: Life fucking sucks, there's no denying that. All the good shit has either been burnt away in nuclear fire or is being hoarded by a bunch of assholes who think they're better than everyone else. At least there is one form of escape from how shit everything is, and that would be drugs. And thanks to some quirk of your biology, the effects of these drugs, chems and healing items last more than twice as long as they should. That latter one may be more important, but the rest of them are far more fun.

Pyromaniac [400]: One of the first weapons that humanity mastered was fire, and people like you have continued to prove that no matter how far into the future we go, there are going to be idiots who like to set shit on fire and watch it burn. You'll find that in your hands, fire based weapons are greatly empowered, be they a flamethrower or something like the shishkebab. As an added bonus, fires started by you last for nearly twice as long before dying out, so enjoy watching those guys roll around on the ground in pain as you light 'em up.



The Kings Perks:

Discounts for The Kings are 50% off, with the [100] perk being free.

Pack Rat [100]: There are all kinds of weird kickknacks or smaller items you can find in the outer ruins of Vegas, areas such as Freeside or Westside, if you decide to go looking for them. While there might be some scavengers struggling to bring them all with them, burdened with the weight of it all, it won't be much of an issue for you. Indeed, when holding anything weighing less than five pounds, its weight will be reduced to zero, rendering it completely weightless. That means you could be carrying literally thousands of rounds of ammunition and still be running around like normal.

Stonewall [200]: Violence is an all too commonplace thing out here in Freeside, here in the shadow of Mr. House's desert jewel. That's why there are people like you out there who are perfect for doing a bit of neighborly peace keeping, dealing with any strung out junkie that gets it into his head that he can just run around stabbing people. From here on out, you'll find that melee and unarmed strikes against you are noticeably less effective than they should be, in addition to the fact that it is impossible for them to knock you down.

Fight the Power! [400]: Those in power often look down on the little guy, crushing them underfoot like some kind of nuisance. After all, giants like the NCR or Mr. House rarely look at who they're screwing over in their race to get power and influence. Well you refuse to be another crushed underfoot, another soul drowned out by the vices of the powerful. Simply put, all of your actions have a far more pronounced effect when acting against those in power or larger factions, the consequences reaching as far as the heart of their territory even if you were to only go against a mostly forgotten branch in the frontier.



Tribal Perks:

Discounts for Tribal are 50% off, with the [100] perk being free.

Tribal Wisdom [100]: Out in the lands civilization has forgotten, danger rarely comes from one's fellow man, but the various critters that have laid claim to the wilderness. Yet after two centuries of living near such creatures, many tribes have adapted, and you are the culmination of that wisdom. You take less damage from animals, be it the bite of a giant gecko or the claws of a yao guai, and have acquired an impressive amount of resistance to poison. It will still hurt being stung by a cazador, but it won't be as immediately fatal as it would be for many.

Walker Instinct [200]: There are ways of interacting with the world that those who cling to cities have never known, to listen to the wind or watch the streams. Instead of spending your whole life in a hole in the ground, or wasting it away in a den of gambling, you were born to explore the world, and it shows. Whenever you are outside, away from the confines of a building or cave or what have you, you will see a notable increase to both your perception and agility, making it far easier to notice problems and swiftly dealing with them.

Animal Friend [400]: Many of the creatures that live out in the Wasteland are not simply monsters hungering for human flesh, they are simply animals who have been altered due to the actions of man. This means that when a fight is not going to be easy for them, it is rare that they will charge into the fray and fight to the death, but there are exceptions. There is something strange about you, one that makes it so that all animals and mutated forms of wildlife are not hostile towards you unless you act first. In fact, there are times when they will even come to your aid if they are nearby.



Vegas Strip Perks:

Discounts for Vegas Strip are 50% off, with the [100] perk being free.

Fortune Finder [100]: In places like New Vegas, one of the more important parts for finding success is having connections and a truckload of caps. It's going to be that second one you won't have an issue with, seeing as money is drawn to you like moths to a flame. Be it from looting dead raiders and random containers, or employers having slipped you a little something extra, you'll be walking away with a pocket heavy with caps in no time.

Old World Gourmet [200]: Life in the Old World was far better than it is now in a myriad of aspects, and of the most important was in food. Compared to the days when you could simply go to most stores or supermarkets, it is a real struggle for many in the Mojave to get a bite to eat. So in an effort to make what you have as effective as possible, you will find yourself being healed for a small amount from consuming food and drinks, as well as gaining a few minor benefits depending on what exactly just went into your mouth. They say that some people are more social after a few bottles of liquor, but you'll end up downright charismatic.

Friendly Help [400]: Combat becomes exponentially harder when you're having to deal with multiple opponents at once, a lesson seen in the floundering branch of the NCR posted nearby. While it is an inevitable position, that doesn't mean you're without ways to even the playing field. Completely at random, though more likely the more outmatched you are, you will find a mysterious stranger appearing by your side to assist you in combat, shots from his magnum often placing a fatal hole in an enemy's skull. Once all is said and done, he will have vanished without a word, but you'll know to thank Lady Luck for his timely arrival.



General Items :

All Origins receive an additional [300] to spend in this section only. You may freely import any related items you own at your discretion.

Courier's Stash [Free]: Start your time in the Mojave with an edge. While it may not last all too long, these starting supplies will prove vital until you manage to find more valuable or potent equipment. This duffle bag is filled with multiple styles of armor, four kinds of firearms and ammo, a machete, throwing spears, binoculars, weapon repair kits, and some medicines. All in all, not a bad starting hand.

Extra Caps [50]: Ever since the bombs fell, the American dollar stopped being the main currency, instead having its status replaced by bottle caps. Nuka-cola, sunset sarsaparilla, doesn't matter so long as it's recognizably a bottle cap. With each purchase, you will receive a sack containing around 500 caps. This purchase can be taken multiple times.

Full Deck [50]: When you find yourself on the road bored out of your mind, a friendly game of cards is a great way to pass the time. This deck of cards is possibly your best friend, as it seems like the cards themselves favor you whenever you play against another person. You'll be getting favorable hands far more often, and draw the exact cards you need to ultimately win the pot. Try not to get called a cheater.

Gold Bars [50]: Greed. One of the largest factors for the fall of the Old World, and of all wars. Well, if you are so filled with greed, then this should satiate your appetite for a bit. This collection of thirty-seven pure gold bars is beyond valuable nowadays, though is quite heavy to carry around. Maybe it would be better just to let them go...

Old World Cuisine [50]: Even if the Mojave is far less irradiated than other parts of the Wasteland, it is still difficult to get plentiful sustenance out in the desert. What these crates give you is possibly all you'll need, filled with all manner of Old World foods and drinks, as though they had just been put on the shelves right before the bombs fell. Once emptied, they will be refilled at the end of the week.

Snowglobe Collection [50]: Well aren't these some curious baubles? It looks like you've acquired quite the collection of limited edition snowglobes, eleven in total depicting prominent areas in the Mojave. You will gain a new snowglobe in each world you visit, depicting a similarly iconic location.

Vault 13 Canteen [50]: One of the promotional items for the Vaults, this blue canteen is marked by a yellow number representing which Vault it was promoting, defaulting to 13. But that's not what makes it special, as this specific canteen never runs out of fresh, clean water. I hope I don't have to explain how valuable this will be in a desert.

Bookshelf [100]: Knowledge is power, and much has been lost since the bombs fell. Luckily, you have the next best thing. Books. Yes, this bookshelf is filled with all kinds of books and magazines that will noticeably increase related skills. Some of the subjects covered include general science, public speaking, car maintenance, unarmed combat, gun manuals, and more.

Chem Cooler [100]: When someone is down on their luck with no place to go and no hope left, they usually turn to drugs. It certainly helps that these ones have some useful side effects besides being more potent than what was made in the early 21st century. With the exceptions of Stimpaks, Radaway, and Rad-x, this cooler contains all drugs found in post-apocalypse America. Med-x, jet, psycho, mentats, buffout, the works.

Radiation Kit [100]: While not as prevalent in the Mojave as other locations, radiation is still something you don't want to ignore. And when you do encounter it, you'll definitely want this around. This small cooler has twenty five Radaway and ten Rad-x which are replenished weekly. Radaway purges your body of radiation, while Rad-x increases your resistance to it.

Stimpack Pouch [100]: Seeing as there is always something looking to kill you around every corner, it would certainly make life easier if you could heal yourself. Luckily you can! This small bag contains twenty Stimpaks and five Super Stimpaks that are replenished weekly. Stimpaks boost the body's own regenerative properties, causing faster healing, though it's not as effective against major wounds.

Vocal Appliances [100]: Well now, it seems like your Warehouse has just gotten a whole lot busier. Or at least louder. See, you now have various appliances that are capable of speech. They do have other uses, such as lightswitches having specialized mood lights that slightly boost certain attributes, or a biological research station that grows and analyzes a variety of flora, but they won't be able to do much otherwise.

Weapon Repair Kit [100]: A good weapon is the key to staying alive out here in the Mojave, where it seems like you can't go a single mile without something trying to kill you. If you refuse to let your weapon fall to disrepair, then this repair kit has all the tools needed to bring any weapon you get your hands on to peak condition. You could take a shitty shotgun on its last legs or some space age laser gun that's been rusted to hell, and with five minutes of work it will look almost brand new. The best part is that the tools themselves never need maintenance themselves, so you can use this indefinitely.

Ammo Stock [200]: With so many fun toys to play with, wouldn't it be a shame if you didn't have the most important parts? That is what these are for, a series of ammo boxes that contain damn near every type of ammunition for every find of firearm or weapon that can be found in the Mojave and surrounding areas. The rarer or more powerful the ammo type, the less of it you'll have, so don't expect to have as many mini nukes as you do 10mm rounds. Any that are used up will be replenished after a week.

Holy Frag Grenades [200]: And so the Courier raised the Hand Grenade up on high, saying, "O Lord, bless this Thy Hand Grenade that, with it, Thou mayest blow Thine enemies to tiny bits in Thy mercy." And that is exactly what these three grenades do. When thrown, they detonate with a force equal to that of mini nukes, reducing anything you may end up finding in the Mojave into an unpleasant memory. Do not worry too much over their loss, as every Sunday you shall receive three more. Amen.

Personal Weapon [200]: While there are many good weapons up for grabs, maybe nothing up on offer really speaks to you. If you want to use something special, then you can take this to acquire any weapon not mentioned in this Jump. Sadly, whatever you choose will not have any special effects placed on it, nor will it be equipped with any modifications. A small price to pay for such freedom, but a price nonetheless.

Workshop [200]: When you don't want to rely on scavenging for supplies or purchasing everything from vendors, you could always just make it yourself. Within this abandoned car garage are a number of work benches to assist you in crafting anything from bullets to armor to medicines and everything in between. In addition to all that, there is plenty of junk to work with stored within various cabinets and crates, which will be replenished at the end of the week.

Gun Runners' Arsenal [400]: When you want reliable weaponry, there is no better provider in the Mojave than the Gun Runners. As a unique customer with unique tastes, this weapon's shop can be found in your Warehouse, offering you a reliable place to purchase all the weapons, ammo, and many notable items that can be found here in the Mojave. You will also find that it will add things to its catalog with each new world you visit, ensuring that you can always buy exactly what you need when you need it.

Mojave Database [400]: There are so many fantastical things to be found here that wouldn't be out of place in a midnight science fiction feature! Advanced robots, laser weaponry, potent medicines, deadly viruses, space age alloys, cybernetic implants, and so much more. This terminal contains schematics for all technology that can be found in the Mojave and surrounding areas. From everyday household appliances to advanced energy weapons to a giant robotic scorpion, there's little you couldn't create with this.

Courier Items:

Discounts for Courier are 50% off, with the [100] item being free.

Blood-Nap [100]: For the times when guns and lasers won't do the trick, there isn't anything wrong with a little blade. This red stained bowie knife is durable, goes through flesh fairly easily, and does extra damage when you strike with it unnoticed. As an added benefit, it is perfectly balanced, allowing one to easily throw it towards a target if the need arises.

Pip-Boy [100]: A wrist mounted computer that can monitor its user's vitals, along with storing a large amount of information, record video and audio, automatically mapping out local terrain, an alarm function, a geiger counter, and can connect to other terminals. It can even play the radio. Alternatively, this could be one of the heavily customized variants known as the Pimp-Boy 3 Billion.

Elite Riot Gear [200]: An advanced design fielded in limited quantities before the Great War, this was a specialized model of combat armor used by the United States Marine Corps, Army units in the American West, and select law enforcement agencies. While not the most protective of armors, it certainly makes up for it in a number of ways. The helmet is equipped with a built-in radio, night vision, infra-red, and air filters. It has a kevlar vest protecting the torso, and a black duster covering it all up.

Lucky [200]: If you intend on doing any kind of travel in the Mojave, it's best to keep a big iron on your hip, and you'll rarely find any as reliable as this revolver. The barrel, frame, and cylinder are made of a smooth black metal decorated with ornate gold etchings, with a polished ivory handle, with the word "Lucky" engraved on the silver plate of the ejector tube. When combined with its higher damage and rate of fire compared to similar guns, you've got a weapon that is both fashionable and functional.

Holorifle [400]: Crafted by a disgraced Brotherhood of Steel Elder, what was originally a standard grenade launcher was transformed by the technology from Big MT and the Sierra Madre into a powerful pump-action energy based weapon. Utilizing microfusion cells, it fires photon-based projectiles that also deal damage over time, if you don't end up reducing them to messy chunks or piles of ash beforehand.

Protonic Inversal Axe [400]: Though it resembles a futuristic war axe from a science fiction feature, this is possibly one of the best melee weapons you could get your hands on. Made from an ally known as saturnite, its frame and handle are stupidly durable, while the blade is made from electrical energy. Not only can it cut through steel with ease, it is especially effective against robots, power armor, and various forms of technology in general.

Euclid's C-Finder [600]: While it may appear like a toy gun, don't underestimate the sheer power this can call upon. Designed and developed by Poseidon Energy as a rangefinder device for the ARCHIMEDES II orbital laser platform, the C-Finder is able to rain death upon any enemies you want, so long as you are outside. Striking with the force of a warhead, you would be hard pressed to find anything that could survive being hit by this thing. Sadly, due to its nature, you can only use this once per day, but that is a small price to pay for being able to murder anyone with the power of the Sun.

Vault [600]: One of a series of survival shelters is a type of hardened subterranean installation designed by Vault-Tec Corporation on contract with the U.S. government to protect a selected fragment of the United States population from nuclear holocaust so that America could be repopulated. You now possess your very own vault, filled with enough resources to last a thousand people over two hundred years, and being nearly impenetrable using standard equipment. Even a mini nuke would only remove some of the paint from the door.



Scientist Items:

Discounts for Scientist are 50% off, with the [100] item being free.

Lab Uniform [100]: When there is SCIENCE! to be done, there are few better outfits to wear than this. This is not only so you perfectly look the part of a mad scientist, though you certainly will, it will also act as safety equipment, keeping possible damage from experiments or faulty tech from seriously injuring you. It's not perfect, and won't help if you are messing around with anything too dangerous, but it's good enough for most things, and that's what really matters.

Pulse Gun [100]: One of the biggest advantages pre-War America had over its enemies was its power armor, capable of turning any soldier into a miniature tank. So when there were rumors of the Chinese developing their own versions of power armor, America scrambled to create this. This handheld device releases a directed EMP that causes heavy damage to robots and those wearing power armor, but is generally considered useless against anything else.

Atomic-Valence Tri-Radii-Oscillator [200]: This is perhaps the most bizarre piece of headwear you will ever find, but it backs up its strangeness with its effectiveness at keeping you alive. When this trio of holographic halos are placed around your head, you will find your endurance has increased by a noticeable amount, but that is not all. You will find your flesh slowly repairing itself over time thanks to this headpiece, to the point where bullet wounds may disappear entirely within an hour or two.

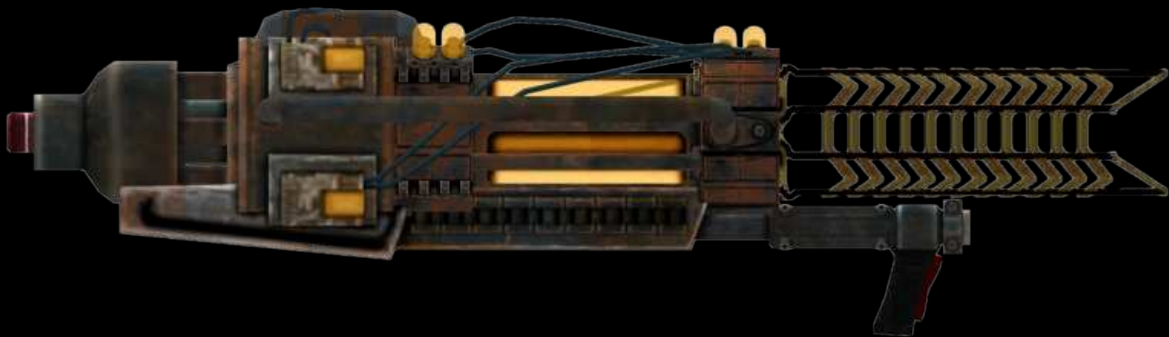
Compliance Regulator [200]: Even with how violent the Mojave can be, there are times when it is best to avoid killing your enemy, if only for practical reasons. This energy weapon is extremely weak in terms of actual damage, dealing almost a third less than a standard laser pistol, but it makes up for that with a chance to paralyze a target for ten seconds. Ghouls, mutants, robots, everything is equally affected by this blue laser beam.

Autodoc [400]: When you're injured and there isn't a doctor you can afford, this is the best thing to have. Though it may look like a high-tech coffin, it's a miracle of pre-War medical technology, able to perform even the most complex medical procedures without qualified medical personnel. This one can heal all but the most severe wounds, purge the body of radiation, and can even do cosmetic surgery to make you look like someone else completely. It also has a personality chip you can turn on and off.

Q-35 Matter Modulator [400]: Officially called the Quantum plasma modulation matter injection rifle version 35, this energy weapon was developed by REPCONN Aerospace engineers in order to replace the aging plasma rifles designs, specifically the Winchester P94. Thanks to data stolen from Poseidon Energy, the weapon has a longer refire rate on average, but a more consistent delay between shots, an increase in active bolt charge time, increased accuracy and a 30% increase in bolt energy. All in all, a very efficient upgrade, and a worthy addition to your arsenal.

Secret Laboratory [600]: Every scientist needs somewhere to call home, where they can perform their morally dubious and very much illegal experiments in peace, and this is where you call yours. Hidden away from prying eyes, this laboratory has enough room to conduct plenty of experiments of various natures, as well as all the tools you'd need to properly perform them, though you may choose to have it specialize in a certain scientific field if you want. It's top of the line by Old World standards, but doesn't have much in the way of actual defenses.

Tesla-Beaton Prototype [600]: A prototype next-generation Tesla cannon supposedly developed by the Enclave, the Tesla-Beaton employs modified internal mechanisms and a different design for the containment rails focusing the energy blast. By all accounts, it was a success, creating a weapon of such destruction that even deathclaws would be put down by a single shot, to say nothing of squishier enemies. You'll also find that, due to its nature, it is highly effective against machines and power armor, frying their circuits so heavily that there is little chance of them ever being repaired without dedicated protections, and even making it through that is unlikely.



Socialite Items:

Discounts for Socialite are 50% off, with the [100] item being free.

Bobby Pins [100]: While originally designed for women's hair, you should never underestimate human ingenuity when it comes to committing crimes. This patch holds twenty bobby pins and a flat head screwdriver, which will automatically return when not in use. These replenish daily, and are perfect to help you pick various locks you may come across in the Mojave.

Naughty Nightwear [100]: For when you want to feel sexy in the bedroom, there are no better options than this. Though a bit skimpy looking, this pair of leopard-print pajamas are as comfortable as they are sexy, and a perfect fit for any femme fatale looking to make an impression in New Vegas. Wearing it will certainly make others more agreeable towards you, as well as making you feel just a bit luckier.

Katana [200]: The weapon from a far off land, this finely crafted blade will doubtlessly carry you far even in this age of bullets and laser beams. A grip that seemed to be made for your hands specifically, a sheath to protect it from the elements, and a blade made from some of the strongest alloys that the Gun Runners have at their disposal, it will hack off the limbs of damn near anything that is stupid enough to get close to you. Of course, no matter how fast you swing the blade, it still wouldn't be smart to try and cut bullets out of the air without armor. All that will lead to is an early grave and an amused raider.

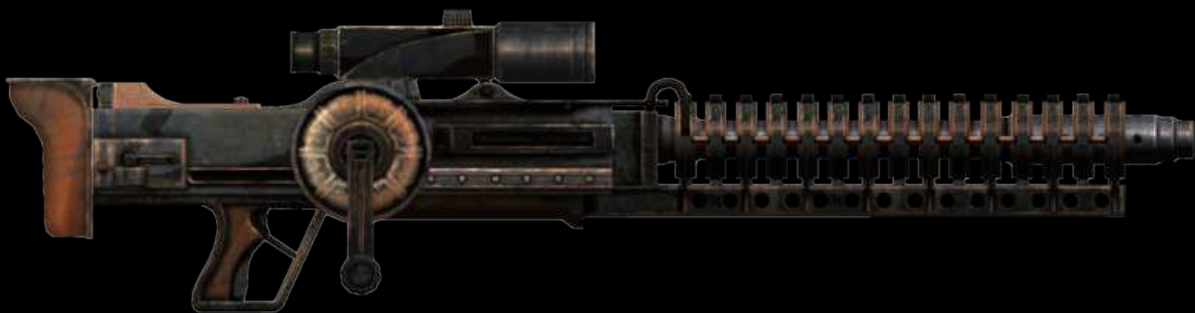
Sleepytyme [200]: The 10mm SMG has a proud history in the wasteland, and this one-of-kind custom model, Sleepytyme, continues that tradition of excellence. With an integrated suppressor/compensator, it's accurate and deathly quiet. Internal modifications boost damage and slightly elevate the rate of fire, turning this into a covert powerhouse. If you want to take the stealthy approach while using a firearm, this is probably going to be your best bet.

Chinese Stealth Armor [400]: Developed by the Chinese to counter the American's brute force with subterfuge and deception, the Hei Gui suit is the ultimate expression of stealth technology. This suit contains a portable device that generates a modulating field that transmits the reflected light from one side of an object to another. The end result is near-perfect active camouflage, one close to total invisibility. This stealth field can be activated whenever you want. And despite its focus on stealth, it's still adept at protecting its wearer from enemy fire.

Circle of Steel Rifle [400]: Though it may come as a surprise to many, members of the Brotherhood of Steel are indeed capable of subtlety and stealth, despite their love for power armor. The Circle of Steel serves as the equivalent of an internal affairs organization, overseeing the resolution of internal conflicts that compromise the Brotherhood's mission. And when a peaceful resolution is not possible, assassins utilizing this silenced sniper rifle are the answer, made all the worse by the fact that any shots fired from this gun are far more likely to strike the head.

Popular Casino [600]: The main attractions of New Vegas, and how it earns the majority of its income. You are now the proud owner of your own casino, restored to full functionality on par with what it would have been like before the War. Staffed with employees who are loyal only to you, this will let you be swimming in the caps in no time. In addition to the actual gambling, your casino has something that really sets it apart from the others to help draw in the customers, much like how the Tops has its entertainment acts, or Gammora with its prostitutes.

YCS/186 [600]: The gauss rifle is an advanced energy-based sniper rifle that utilizes a series of electromagnetic coils to energize and magnetize preloaded projectile rounds to fire at tremendous and deadly speeds, and what you've got here is an upgraded variant. Not only will you find it packing way more of a punch than most other gauss rifles, this weapon has the unique benefit of completely ignoring armor, punching through even the strongest of power armor as though it wasn't there to begin with. Even with how ammo hungry this gun is, we can all agree that it is well worth it.



Soldier Items:

Discounts for Soldier are 50% off, with the [100] item being free.

Chance's Knife [100]: Previously owned by a member of the Great Khan's, you found this knife buried with him. It may not look like much, but you will find that it is damn near unbreakable and always sharp. Additionally, there is the possibility of it dealing twice as much damage as it rightfully should, giving you a bit of an edge whenever anything is stupid enough to get in your face.

Reinforced Combat Armor [100]: When war eventually breaks out between the NCR and Legion, do you want to get caught in the crossfire without any protection? Of course not, and that's why you went and acquired a set of this highly sought after armor. This is the mark two variant, meaning that it is a heavier, more protective armor reserved for use by American shock troops and special forces. An integrated polarized visor protects the user's eyes from the ordinary battlefield hazards of grit and dust, but also laser blindness and fragments.

Lil' Devil [200]: The SIG Sauer 14mm autopistol is a large, single-shot weapon with exceptionally heavy stopping power, and what you've got is a heavily modified version of that. It is fully capable of downing a Super Mutant with a single, well placed shot, reduced spread, and a higher rate of fire than is normal. It can also be easily hidden on your person, being overlooked by security. These changes may be due to a shorter barrel or three vents instead of two, though it doesn't change the fact that you'd much rather have it on your person than not.

Two-Step Goodbye [200]: Do you know what's cooler than a hydraulic piston powered ram mounted on top of a metal fist? One that has a shotgun attached to it! This unarmed weapon is called the Two-Step Goodbye because that's all you'll be needing, as every time you strike a target with this weapon, it will unleash a shotgun blast directly into whatever it is that you punched. Additionally, there is a chance that if you kill a target with this weapon, two seconds later the dead body will explode with the force of a grenade. Never before has there been a more awesome weapon.

Gobi Campaign Rifle [400]: The weapon was issued to a member of the United States Armed Forces participating in the Gobi Desert military campaign in China before the Great War, and has eventually made its way to your hands. Painted in a desert appropriate camouflage, you will be far less likely to be spotted while in a desert environment. Combined with the modifications that allow it to be more durable and accurate than other rifles, a single shot is all you'll need to put down your target.

Oh, Baby! [400]: Previously owned by an unnamed Nightkin of Jacobstown who died with it fighting night stalkers, this super sledge has been used extensively and modified by its former owner to increase its power. Spot rust has covered the entire weapon and the grip padding on the handle is entirely gone, despite that, it still functions better than a regular super sledge. Anything hit by this is sure to be swiftly turned into a meat pile, and even those wearing armor will find themselves sweating bullets if you're rushing them down with this.

Military Base [600]: Due to the heavy military focus of late America, it is not surprising in the least that there are innumerable military stations and outposts dotting the Wasteland, many of whom were repurposed and repaired by various factions. This one is now yours to command, and is filled with all manner of firearms, ammo and weapons. It can house a hundred men, and its design is optimized for defense. It would take a mighty force indeed to overrun this facility, especially if you have enough people actually guarding it.

The Smitty Special [600]: The Smitty Special is named in honor of a legendary Boneyard weapon builder who produced beautiful plasma weapons with a high rate of fire. This plasma caster features an array of dizzying modifications that produce an almost constant stream of plasma bolts. "Waaah, waaah, but it does so much less damage than a regular plasma paster!" Go back and read that again: it's an automatic plasma caster. Even with the reduced damage, it will punch through almost any armor it comes up against, and melt anything into a pile of goo.



Wild Card Items:

Discounts for Wild Card are 50% off, with the [100] item being free.

Lucky Shades [100]: Are you feeling lucky, punk? Well, you should, as that's what these are for. This snazzy pair of shades not only protects your eyes from bright lights, but so long as you wear them, you will be luckier than before. Games of chance go more in your favor, you'll find slightly better loot, that sort of thing. For some reason, they seem to never fall off your face.

Nuka-Breaker [200]: You may not have expected a neon sign to make the most effective weapon, and you would be wrong. This blunt weapon consists of a Nuka-Cola neon sign mounted on a pole with an electric cord wrapped around the top, and tape at the bottom, still partially functional owing to a self-contained power supply. Strangely enough, there is a high likelihood for attacks with this weapon to deal twice as much damage as it should.

Alien Blaster [400]: This weapon is totally out of this world, in a most literal sense. This strange energy pistol is especially potent, as it tends to disintegrate anyone should it touch flesh, and has a decent chance of punching through heavier armors given a few shots. Honestly, the only downside is that it's not as useful outside short or medium-range combat, but who cares about that when you've got an actual space gun? No matter what, you can't deny that this is a potent addition to anyone's arsenal.



Boomers Items:

Discounts for Boomers are 50% off, with the [100] item being free.

Rebreather [100]: One would think that for being in the Mojave desert, a mask that allows one to breathe underwater would be worthless, right? That is where you would stand corrected, as there is plenty to find at the bottom of Lake Mead, so long as you take care to avoid the mutated critters that inhabit the depths. As an added bonus, it also acts as a decent piece of armor that protects your mouth, jaw and neck.

Thump-Thump [200]: Everybody loves a good explosion, and the grenade rifle is the perfect combination of explosives and firearms. This special variant, marked by the angry beaver holding a battle rifle drawn on its stock, fires off grenade rounds at a faster rate and velocity than any other, while also boasting a lighter weight and higher durability. If you're accurate, your enemies won't even know what happened before being turned into a fine red mist.

Annabelle [400]: Why should you settle with another firearm when you could instead be armed with a piece of hand-held artillery? Drawings on the front show a maple leaf with four markings and the stars from the Chinese flag, indicating that the weapon was used during the annexation of Canada and in at least one military campaign in China before having made its way to your hands. It comes with a pre-installed guidance system that improves its accuracy, and is less difficult to handle than other missile launchers. Make sure you've got a steady supply of ammo, and nothing is gonna get close to you.



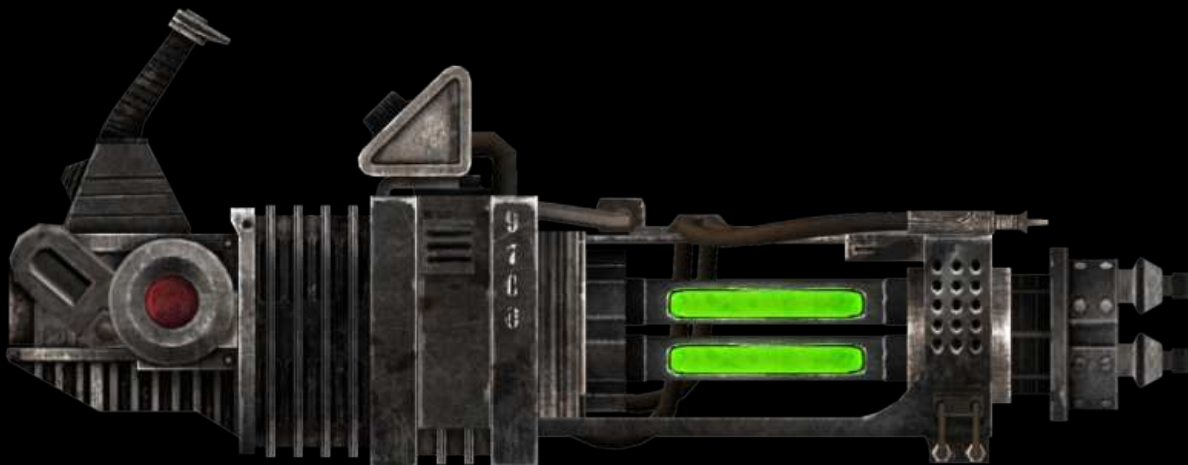
Brotherhood of Steel Items:

Discounts for Brotherhood of Steel are 50% off, with the [100] item being free.

Greased Lightning [100]: Among all of the unarmed weapons that the people of the Mojave love, it's the power fist. What you've got here is by far one of the fastest of all power fists, limited only by how quickly you yourself can go. It feels like it weighs nothing while on your arm, none of the usual bulk weighing it down and perfectly balanced to help you punch people the best you can.

Power Armor [200]: Unveiled to the world in 2066, power armor of any make and model represents the pinnacle of personal defensive technology, combining excellent protection from small arms with the ability to carry heavy weapons into combat with ease, turning anyone into a person-sized tank. While they could normally last hundreds of years without recharging, you might as well never need to worry about it. This set of T51-b power armor can have any paint job applied to it that you'd like, only being scratched or removed when you want it.

Sprtel-Wood 9700 [400]: The Sprtel-Wood 9700 is a devastating high-speed gatling laser that has been modified to make it the best possible weapon it can be. It has a small ammo capacity, but its incredible accuracy and elevated damage mean that armor isn't much of a defense. Load it with optimized electron charge packs to generate an unstoppable stream of laser power that will turn everything in your warpath into ash!



Ceasar's Legion Items:

Discounts for Caesar's Legion are 50% off, with the [100] item being free.

Liberator [100]: The weapon of an obedient and loyal warrior who has been a part of the Legion since birth, it has split the heads of many of Caesar's enemies and in your hands will surely split many more. It is sharper than many other machetes, and seems far more likely to cut off the limbs of your enemies than one can rightly explain. Let it only leave your hands upon death, or to wild a better method of destruction against those who would oppose the will of Caesar.

Armor of the 87th Tribe [200]: Visually, this suit of heavy gauge steel similar to the armor worn by Legate Lanius, differed by having a light green and yellow tint with the Legion's bull icon painted onto the front and back of the breastplate with the numerals of eighty-seven spelled out along the back. To wear this armor is to embody the power of the Legion, striking fear into the hearts of your enemies as they find their bullets as effective against you as they would be power armor, and possessing a deep font of stamina to draw from.

Blade of the East [400]: The personal weapon of Legate Lanius, it is a massive sword forged from a monument of a conquered tribe and shaped into a terrifying implement of war. It is not the blade itself that one must fear, despite it being more than capable of slicing a deathclaw in twain with the right wielder, but the cuts it leaves behind. Each time a strike lands, the target will slowly begin to be damaged akin to poison, weakening them over time until death at last comes for them. It is a tool of death and destruction, and will surely live up to its potential in your hands.



Followers of the Apocalypse Items:

Discounts for Followers of the Apocalypse are 50% off, with the [100] item being free.

All-Purpose Science Suit [100]: If you wish to dedicate yourself to the betterment of humanity, there are times when you will find yourself in dangerous situations. This modified radiation suit is meant to protect the wearer from more than just environmental dangers, like radiation or toxic air, and has a series of armored plates covering many vital areas. It won't completely stop a bullet from ruining your day, but you will at least survive long enough to get assistance.

MF Hyperbreeder Alpha [200]: This particular energy weapon is a unique recharger pistol that's been hotwired for automatic fire. A previous owner heavily modified the internal breeder reactor for a rapid recharge rate in addition to making the lasers deal far more damage, making this quite handy for anyone who doesn't like to carry around a lot of ammo.

AER14 Prototype [400]: The AER14, a successor to the AER9 and AER12, was a prototype in development before the Great War. The unit you find in your hands is one of these development models, complete with exposed wiring and loose prototype circuit boards taped to the stock. At the cost of using two microfusion cells per shot instead of one, it fires a green laser that can easily penetrate most targets more effectively than previous models. Strangely, it seems to be more effective against plant based enemies and other forms of abominations, each shot having a higher likelihood for disintegration.



Great Khans Items:

Discounts for Great Khans are 50% off, with the [100] item being free.

Love and Hate [100]: A pair of spiked brass knuckles with plates in between the spikes and fingerholes that have the words "LOVE" and "HATE" embossed on them. Now, you may question how viable such a weapon is when you're facing off against mutated monsters and laser weapons, and the only answer to that is why would you be using these against those things? These are made to most effectively break a man's face in, and leave him begging for mercy. The fact that they are easily hidden on your person, security checks overlooking them entirely, only proves this.

Knock-Knock [200]: Do you know what can make a man piss themselves? When some mean looking motherfucker is running at them with a fire axe ready to chop their fucking heads in half. With a matte black handle and polished axe head, this may as well be the weapon of death itself once you're close enough, finding that it easily chops through limbs and bones even if you aren't bringing it down with all of your strength. Add on its extremely light weight, and you'll be swinging it faster than the wind.

Medicine Stick [400]: Decorated with beads and feathers considered sacred by a forgotten tribe, this modified brush gun is all you're going to need. While the higher rate of fire meshes well with the improved damage per shot, there are other benefits that stand out if you are perceptive enough to notice. Bullets fired from this will deal more damage to a target the more they have wronged you and yours, the more directly they were involved in it the better. While a member of a faction that massacred your people would find that their armor is less effective than it should be, someone who actively participated in the event will find that even power armor won't be enough to protect them from your vengeance.



New California Republic Items:

Discounts for New California Republic are 50% off, with the [100] item being free.

1st Recon Beret [100]: These red berets are proof of someone having been a member of the NCR's premier sniper battalion, and anyone who wears one is sure to be one tough son of a bitch. While you're wearing this piece of headwear, you'll feel just like one of them, as your perception is sharper, more acute while it is on your head. Additionally, you seem to have a slightly higher chance of hitting those lucky shots.

Scorched Sierra Power Armor [200]: In the aftermath of Helios One, the NCR in the Mojave managed to get its hands on plenty of suits of power armor, and this set was made specifically for Colonel Royez. Painted black and red with a taxidermied bear's head where the left pauldron should be, those wearing it will benefit greatly from the increased strength typical of power armor. While it may lack a helmet, it makes up for that by slowly healing the wearer over time and offering a strong resistance against fire.

This Machine [400]: A relic of 20th century engineering, the combination of powerful rounds and semi-automatic fire makes it a viable choice for a post-nuclear combatant. Like many other modified weapons, This Machine has been altered to have a higher rate of fire with an improved damage per shot, but what really makes this stand out is it is especially effective against super mutants and other forms of altered humanity. After all, mutants and ghouls have often been a thorn in the NCR's side, and sometimes the best response is a swift bullet to the head.



Raider Gang Items:

Discounts for Fiends are 50% off, with the [100] item being free.

Golf Driver [100]: Who cares about what men and slaves are up to when you've got better things to worry about, like when some cocky bounty hunter or NCR ranger is trying to shut you and your operations down? Using a golf club may not be the most practical answer, but it does offer a lot of fun. You could beat some poor motherfucker over the head with this thing, or you could use it to lob grenades and other projectiles in their general direction with a surprising amount of accuracy. Strangely enough, those never seem to actually explode when you hit them, only when they land...

Gehenna [200]: The shishkebab is a staple of Wasteland ingenuity, a bunch of scrap parts shoved together with duct tape, pure spite, and probably a dose of jet in order to make a legitimately threatening weapon. I mean, do *you* want to fight someone who uses a sword that's on fire? It's bad enough that the damn thing never runs out of fuel, but it is very likely that you could get engulfed in flames with just a glancing blow! Well, not you, it's the poor bastards you're swinging this at that are in trouble. You're probably having the time of your life.

Cleansing Flame [400]: Fire is a very good solution to a lot of problems, so you should absolutely set everything on fire. That is sure to make the situation better, and this weapon agrees. Cleansing Flame is a high capacity flamer that spits out captivating blue flames that deal superior damage, longer range, and a burn effect that improves with the user's skill. Those with a lot of experience handling energy weapons will certainly get the most out of this, and turn anyone who decides to ruin their good time into a charred corpse.



The Kings Items:

Discounts for The Kings are 50% off, with the [100] item being free.

Figaro [100]: Now, you may laugh if some punk starts approaching you with a switchblade, but no one is gonna be making fun of you with this. A silver blade decorated with ornate etchings, this is just as much a work of art as it is capable of slicing off someone's finger. Something unique about this one is that it is well suited towards hair care, getting perfectly clean shaves with a single pass and acting as a kind of comb, keeping your hair in just the style you want for longer.

Viva Las Vegas [200]: If you want to be a king you need to look the part, but if you want to be *The King*, you need to dress like a king. This outfit is perfect for the finest of royalty, a gold-colored blazer with a dark button-up collared shirt, slacks and lace up shoes. When you're wearing this get up, your charisma will shoot through the roof, allowing you to sweet talk damn near anyone or entrance an audience with your singing talent. It also makes any seduction attempts of yours far more successful, and potentially listen to some juicy pillow talk that might be useful to you.

All-American [400]: Out there in the streets, away from Mr. House's prying eyes, a man's got to keep himself safe, and nobody is gonna be stupid enough to approach someone with this bad boy. Given a distinctive woodland camouflage color scheme, this is an all around upgrade to the standard marksman carbine, and comes with a scope that would be more fitting on a sniper rifle. All of that is only enhanced when you notice that this gun is far more effective against your fellow man, especially those belonging to a rival faction, striking them with a surprising amount of force.



Tribal Items:

Discounts for Tribal are 50% off, with the [100] item being free.

War Club [100]: The signature weapon of the Dead Horses tribe, consisting of a wooden body with the carved head of a horse serving as the striking point of the weapon, along with chalk markings and feathers attached to the pommel. A fine enough weapon as is, but the shell casings making up the mane of the wooden horse and wooden beads along the handle are believed to grant it the power of a stallion, improving both striking power and the speed at which you can swing it.

Fist of Rawr [200]: Crafted from the hand of a truly monstrous deathclaw, this severed limb is attached to a medical brace allowing one to brandish it atop their own arm. Imbued with the savage nature of the beast, the claws of this gauntlet appear to ignore armor entirely, tearing through even power armor with the same ease as flesh and bone. Your enemies would be wise to keep you at a distance, for even a single touch could result in a fatal and bloody end.

Survivalist's Rifle [400]: Once the signature weapon of the man known to the tribes of Zion as the Father in the Caves, Randall Clark used it to wage a one man war against all manner of war against those who would defile the valley. For a weapon that shows signs of improvised repairs, it packs more of a punch than other service rifles in addition to a rather strange quirk. It seems a bit of the Father lives on in this weapon, as bullets fired from it are more effective the lower a target's karma is. While against a saint it acts as well as any other gun, those who would defile another's innocence or perform exceptionally vile acts will find their armor offers little protection against this rifle, putting a stop to them once and for all.



Vegas Strip Items:

Discounts for Vegas Strip are 50% off, with the [100] item being free.

Suave Gambler Hat [100]: When you're walking into a casino ready to win it big, it would be best to look the part. While the rest of your outfit is up to you, this hat should be the number one choice for a high roller such as yourself. Not only does it just look good on you, but wearing it will actually improve your luck, especially when it comes to gambling or other games of chance.

Maria [200]: The signature weapon of the leader of the Chairmen, this 9mm pistol is as much a work of art as it is a good weapon. With a renaissance pattern engraving over a satin nickel finish, gold-accented trigger, and a pearl grip painted with an image of Our Lady Guadalupe, simply having this weapon on your person will give your words more weight, others giving your arguments more consideration than they otherwise would. Just make sure to double tap, you would be surprised by what some people can live through.

Dinner Bell [400]: A prized weapon from the Thorn, this hunting shotgun is only granted to the greatest of hunters who have encountered all manner of dangerous creatures. With a modified choke, you will find that it fires with more force than other shotguns and far less spread, ensuring that every pellet actually hits the target you're aiming for. In addition, you will find this shotgun is far more effective when pitted against animals and mutated insects, even a deathclaw would be reeling from a single shot.



Companions :

Traveling Companions [50/100/200]: The roads found in the Mojave are long and dangerous, necessitating the need for protection. If you believe that you may not be enough on your lonesome, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on race, perks, and items. You could alternatively use this to ensure canon characters become companions.

Jumper Caravan [300]: Granted, with how crazy things will get in the upcoming war between the NCR and Legion, you'll probably be wanting all the help you can get. Thankfully, that's exactly what this option is for, as now you may import any number of companions into this world. Each companion receives 800 cp to spend on race, perks, and items.

Ghost Vaquero [Optionally Free]: An old school ghoul, Raul Alfonso Tejada has been around since before the bombs fell, and it shows. His skills with mechanics show hard won experience, and pistols in his hands are deadly accurate. But he also feels the pains of aging, and has been so beaten down by life that he often wonders what an old fossil like him can do in the world.

Hound Dog [Optionally Free]: There's no better friend a man can have than a dog, and a cybernetic warhound is most certainly an upgrade. Rex is an old dog with a lot of tricks, learned maybe from the legion if the faded paint on his side is any indication. He also has a serious dislike for hats, possibly originating from the same place. Despite that, his brain is failing, and it would take a rare kind of vet to fix up this poor pup.

Kindly Mutant [Optionally Free]: It's not everyday that you find a friendly Nightkin, as paranoid as their more common kin are simple, but Lily Bowen handily bucks that trend. Originally a sweet old grandmother in one of the Vaults, the rise of the Master over a century ago saw her mutated into a mutant assassin. Now she deals with the fading memories of her grandchildren, and a very violent voice she calls Leo.

Lonesome Bot [Optionally Free]: Found broken in the city of Primm, a few spare parts and a bit of mechanical knowledge will repair it right as rain. The Eyebot Duraframe Subject E, or ED-E, is quite the little helper, what with its durable hull and powerful laser weapon. Occasionally, you may find people saying certain phrases that unlock recordings about the Enclave, and there are few people who want that knowledge.

Procurement Specialist [Optionally Free]: While this woman in rags may not seem like much at first, the power fist on her hand shows that Veronica Santangelo is a very interesting person. A scribe in the Brotherhood of Steel, her radical views and ideas have left her as the somewhat ostracised little sister to the Mojave Chapter. Still, she wants to find a way to help the Brotherhood adapt and thrive, even if they don't want to.

Sarcastic Medic [Optionally Free]: The Followers of the Apocalypse take on members from all walks of life, but few can claim to have a history as complicated as Arcade Israel Gannon. The son of soldiers in the Enclave, he has a dim view of those in power, hoping to see an independent Vegas, but will be content so long as the Legion is defeated. Yet will he be content to just be a medic, or should he take a more active role?

Taciturn Sniper [Optionally Free]: War leaves its claws in all kinds of men, and Craig Boone is no different. Having served as a First Recon sniper for the NCR, he's a hell of a sniper, and now spends his days in Novac as the night watchman. If you help him with a certain task, he'll be willing to follow you, but it's clear he isn't very open about his past. Demons still haunt him, but maybe you could be the friend he needs.

Whiskey Rose [Optionally Free]: It's not an unheard of thing for caravanners to be targeted by raiders and wiped out to a man, and Rose of Sharon Cassidy is a woman who has to deal with the aftermath. While she may prefer to drown her sorrows in rivers of whiskey, she isn't afraid to get dirty. In fact, she'll join you so long as you agree to bring her to the site where her men were killed, and investigate what really happened.

Adventurous Scout [50]: A young member of the Dead Horses tribe, Follows-Chalk has had a fascination for civilized lands ever since encountering a man who made a living by playing music. Bucking at tradition, perhaps a bit too eagerly, his curiosity is backed up by his training as a scout and tracker, as well as his skill with the signature weapon of the New Canaanites.

Good Girl [50]: One of the more recent experiments to have left the scientific forges of the X-8 research center, Roxie is a state of the art cyberdog. She's loyal, affectionate, well mannered, and able to blast away your enemies with a deadly sonic attack. There's no pup better to have in a crater filled to the brim with maddened experiments than her, and it shows.

Dead Man's Hand [100]: If you want to break into an Old World casino that was built like a fortress, you're going to want a crack team of the best specialists you can. These are not that, simply a collection of misfits good enough to get the job done. Dog is an ever hungry Nightkin with the mind of a child, sharing his body with a voice who hungers for control. Dean Domino is a ghoul performer from before the War, possessing a large ego and easily slighted. Finally is Christine, a mute scribe from the Brotherhood of Steel who was on the hunt for a maddened rogue elder. They may not like each other, hell they probably even hate one another, but they're the best you've got.

Flag Bearer [100]: There are some who dream of the future, and there are those who are enamored with the past, and then there is this man, weighed down by a future that could have been. Ulysses was a member of the Twisted Hair tribe and was made a part of Caesar's Legion, where he acted as advanced scout, spokesperson, and courier all in one. Having walked from East to West, he thought he found a home in the Divide before it was destroyed, and now seeks to even the score with the one who caused it. But it doesn't need to end in bloodshed, for what would the world come to if it was courier against courier?

Think Tank [200]: In the years before the Great War, Big Mountain had been the home to the brightest minds of the 21st century. Scientists of vision were drawn to the facility to tackle the greatest technological challenges of the era, looking to create a new world that benefited all. But after two centuries, the Think Tank has become a twisted caricature of what it once was, as the head scientists abandoned their fleshy existence to become brains in robotic bodies. Doctor Borous, the head of "Animalogy, Beastology, and DNA-Scrambling Technology" who is far more concerned with proving himself superior to his old schoolmates than his actual research. Doctor Dala, First Head Chief Researcher of Mineralogy and Medicinal Sciences who has an almost uncomfortable fascination with the social interactions and bodily functions of lobotomites. Doctor 0, robotical engineer and holding a serious grudge against Mr. House and all his works. Doctor 8, an audio engineer whose voice module was hacked and damaged by a previous visitor to Big MT. They are led by Dr. Klein, the "Chief Head Researcher of Logistical Operations and Idea-ology," who is only concerned with performing more experiments regardless of who or what is placed under the scalpel. And finally there is Doctor Mobius, exiled from the Think Tank due to "crimes against SCIENCE!" and very obviously addicted to mentats. They may be quirky and unhinged, but the Think Tank is still made up of the most technologically advanced individuals left in the Wasteland.

Scenarios:

A Trip To Vegas

It was supposed to be a simple job. Just deliver a simple, if unique looking, poker chip to someone in New Vegas, and get paid enough to live in comfort for months. Yet along the way, you were ambushed by Great Khans and a man in a checkered suit who stole your package, shot you in the head, and left you for dead. Luckily, you were saved by a local Securitron, who quickly brought you to the nearby doctor in order to save your life. It worked, you're able to walk, and now you've got a package to recover and a grudge to settle.

Along the way, you'll find yourself influencing events and entire factions, catching the eyes of the movers and shakers of the Mojave. From the New California Republic to the Legion to even the enigmatic Mr House, everyone's got their eyes on you, hoping you'll be the one to stack the odds and rig the game in their favor. Ante up, Courier.

Reward:

Who would have thought that someone referred to as **Courier Six** could have had such a drastic impact upon the wasteland? A mere mailman managed to sway the course of events for an entire area of the Wasteland, and that level of influence has stuck with you. No matter where you go, others will see you as someone special, important to their efforts and worth recruiting. Even if you may look like a strung up addict, they will still treat you with the seriousness expected for a major player that could very well be the key to getting everything they want.

In the events leading up to the Second Battle of Hoover Dam, you certainly had your hands full trying to **Stack The Deck** in your favor. After your experiences in the Mojave, interacting with the many factions that can be found here, you may have gotten comfortable in such a position. From now on, you can rig events in your favor, small events having snowballed later on to directly help you at a later, more dramatic, more important point in time.

The thing that started it all, what was in the package that got you shot in the head. The **Platinum Chip** may not look like much, but the Old World programming within makes it absolutely priceless for any that actually know how to use it. This one is able to dramatically upgrade any kind of software or digital program, no matter its function or origin. This can only work once per system, but nothing is stopping you from copying it yourself and implementing it onto another platform.

Dead Money

You've heard of the Sierra Madre Casino. We all have, the legend, the curses. Foolishness about it lying in the middle of the City of the Dead, buried beneath a blood-red cloud. A bright, shining monument luring treasure hunters to their doom. It lured you there, somehow, be it promises of wealth or adventure, and now you're finding out that it won't let go of its prize so easily. A mad Brotherhood Elder has strapped a bomb collar onto you, ensuring that you follow his orders. He has you go collect a team from around the resort, and prepare for the heist of the centuries. When the time comes, will you have the strength to let go?

Rewards:

The Sierra Madre was, at its core, a love letter to someone, and a promise that anyone can **Let Go and Begin Again**. You've internalized it, and have come to embrace its meaning. Old regrets have no hold over you, nor do any other negative feelings, as you can shed them off and look to the future with the hope that everything will be just fine.

After your return to the Mojave, you'll find yourself back in the **Abandoned Bunker** that you found the radio signal originating from. Not only is it well hidden in the desert, where few would be able to find it, the real treasure is what it contains; a fully functional vending machine from the Sierra Madre. It already contains all of the schematics found in that dead casino, and you can upload more if needed. Thankfully for you, you will receive a weekly delivery of Sierra Madre chips, making it actually usable.



Honest Hearts

Happy Trails Caravans sent out a missive to the Mojave, looking for someone who is comfortable with long periods of travel, like a courier, as well as possessing a Pip-Boy, probably something you own. They're attempting to make trade agreements with the settlement of New Canaan, a trip that might take a couple weeks even when taking a shortcut through Zion Canyon. Should you sign on, you'll be finding your trip cut short by an ambush from the White Legs tribe, leaving you as the sole survivor. A local tribal will help you out, and lead you to a man known as Joshua Graham, who will ask for your aid dealing with the hostile tribe.

Reward:

And so did the conflict with the White Legs come to an end, and so did many weep **When We Remembered Zion** and the loss of its inhabitants innocence. Yet even with its loss, there are lessons to be taken from it, good words you endeavor to spread. With your influence, you can be the fulcrum upon which others may change their lives for the better, quelling the burning fires that would see them engulfed in sin once more. All they need do is listen and consider your words, and pray that they choose the righteous path.

After all is said and done, Joshua Graham will give you his own personal .45 pistol, **A Light Shining in Darkness**. Though it may look small, it has power equivalent to some rifles, and the bullets fired from it seem to direct themselves towards the most vulnerable parts of a target. You've got three magazines to choose from, regular, hollow point, or armor piercing, with none of them ever running out of ammo. Just load them in, and start shooting.



Old World Blues

It started off with an invitation to a midnight science fiction feature, just south of Nipton. When you arrived, instead of the Old World movie you expected to be playing, there was a crashed satellite. Unfortunately, when you went to investigate, you were enveloped by a blue beam of light and woke up hours later in some crater, feeling noticeably heavier. After having a talk with some very animated brains in jars, you learn that your brain, heart, and spine have been replaced with cybernetic replacements that also keep you leashed within the crater. The only way to convince the Think Tank to help you is to collect three specific pieces of technology, and deal with their enemy, one Doctor Mobius. Welcome to Big MT, Lobotomite.

Reward:

After who knows how long running around a crater filled with out of control experiments straight from a science fiction feature, you can't seem to **Make Up Your Mind** about whether or not you want to keep the cybernetic organs, or return your original fleshy bits to their proper place. Thankfully, you don't need to, as you will gain the benefits of both applied to yourself, as well as the various implants that Sink's Autodoc is capable of placing within you.

By utilizing the technology found in Big MT, you were able to upgrade the **Three Technologies** you had to collect, improving their existing capabilities and adding new ones. The X-Antenna has had its durability increased, as well as vibrating at a frequency that allows it to punch through armor like it wasn't there. The Sonic Emitter can switch through any of the five audio files at any moment, as well as shutting down most forcefields. The Stealth Suit Mk II will help regulate your body functions, and now has an endless amount of Stimpacks to inject into you when injured.



Lonesome Road

Once a prospering town built along an old highway, an important trade route into the Mojave, the Divide was torn apart from underneath, missiles slumbering underneath the area having been woken up. Who woke them up? Well, you did, long ago. It was an accident, yes, but that doesn't excuse that you had a part in creating the Divide into the near inhospitable mess that it is today. But someone remembered, and held that grudge for years. You will receive a message, or perhaps a challenge, from a man named Ulysses, the original Courier Six before you. He will meet you at the end of the Divide, having you travel down the lonesome road you helped create. And there, the two of you will put an ending to things.

Reward:

There are few places in all of post-apocalypse America as treacherous as the Divide, with the dangerous creatures, maddened ghouls, radiation and far worse, but you've done it. You are one of a handful of people who may be considered a **Divide Survivor**, and it certainly shows. Simply put, all of your various attributes have been enhanced to their absolute peak, perhaps even beyond what should be physically possible.

Ulysses had crafted this long before your confrontation, you know, just in case you proved to be the victor. Waiting back at the entrance of the Divide, awaits the **Courier's Duster**. With your personal symbol on the back, be it one of your own design or a faction you align yourself with, this duster will improve what you're already good at, as well as being able to scale with you, ensuring that this will always be a viable piece of armor.



Drawbacks :

Continuity [+0]: If this is not your first trip to the Wasteland, then this option is for you. This ensures that your previous actions in the Fallout universe have carried over in some form. Optionally, you can start off from exactly when you last left the Wasteland, after the Enclave was taken care of and clean water given to the Capital Wasteland.

Early Exit [+0]: Every adventure must come to an end, every story its finale. Should you so desire it, you can end your time here after the Second Battle of Hoover Dam has concluded, or within a year afterwards if you still have a few things you want to finish before moving on.

Wild Wasteland [+0]: The Mojave Wasteland is usually a strange place, but now it seems to have become even stranger. You may choose to have any Fallout: New Vegas mods included in this Jump. Whether that be strange new weapons or traveling to a new frontier of the war, it is up to you.

Addictive Personality [+100]: Maybe you were introduced to them by a friend, or you stumbled upon them by accident, or you are at rock bottom. Either way, you have a serious problem. You are addicted to some sort of recreational substance, like alcohol or chems, and don't seem to be stopping any time soon.

Key to the Highway [+100]: America was a very large country, spanning the entirety of a continent and then some, and there are multiple places of interest even after the bombs fell. A shame, then, that you are restricted to the Mojave, unable to leave the area. The only exception to this is if you decide to undergo any of the Scenarios, and even that is only for going there and back.

Good Natured [+100]: You were raised with good morals, and you seem to have taken them to heart, keeping them alive even in a world where everyone seems dedicated to themselves or to a flag. You simply cannot help but assist people out of the kindness of your heart, even if there is no chance of a reward. Be careful, as some people will gladly take advantage of your naive tendencies.

He Gave Me a Pearl Necklace [+100]: I'm sorry, but they want *how much* for that? That is going to be a common reaction for you, given that you will find nearly everything is way more expensive than it really should be. Hopefully you can loot a lot of ammo or something, because restocking even that is going to put a massive strain on your stash of caps.

Kamikaze [+100]: It pays to think your actions through, weighing the pros and cons of whatever you may be attempting. You just skip all of that nonsense and jump right into the action. You're far more impulsive than you may have been before, and don't often think things through all the way. Hopefully you've got some friends with calmer dispositions to make up for your hardheaded approaches.

Blues in the Night [+200]: History is seldom a happy thing, no matter how often people wish it otherwise, and yours is a particularly nasty one. You're dealing with some heavy shit, traumatised by something terrible from your past. Perhaps your wife was kidnapped and you had to put her down as a mercy kill, or you were one of the only survivors of a brutal massacre, or something equally horrific. Either way, you will never be able to escape these wounds or heal them, often having vivid nightmares that leave you waking up in a cold sweat.

New Game [+200]: Have you already experienced many of the stories here, uncovered its many secrets? Well, if you wish to experience all of it for the first time again, then this is the option for you. You will lose access to all memories and knowledge relating to the world of Fallout except what your background would naturally know, and what you may have previously experienced.

Nobody's Sweetheart [+200]: Some people just can't help but make friends everywhere they go, and then there are people like you with the special talent of pissing off the wrong crowd. You are vilified by one of the factions in the Mojave, with many of their members being willing to attack you on sight. AND no matter what you may do to try and fix your reputation, they just won't care. This option may be taken multiple times.

They Came From Below [+200]: When the area known as the Divide was struck with catastrophe, unlaunched warheads detonating in their forgotten bunkers beneath the earth, it awakened something deeper. It doesn't matter if they were altered by the radiation or were made aware of the surface world, because they are beginning to spread out far faster than previously thought. As time goes on, they will become a more and more common sight in the Mojave, and a threat that no one is really prepared for.

Uranium Fever [+200]: Back during the Great War, the Mojave was spared much of the nuclear destruction the rest of the country suffered from thanks to Mr. House's defense network. However, it doesn't seem to be as effective as he thought, seeing as radiation is now a far more common danger than it otherwise would have been. While it isn't as bad as the Capital Wasteland, it isn't too far off, especially when the occasional nuclear sandstorm rolls into the area.

Active Warzone [+300]: Ordinarily, you would have a bit over a year before the Second Battle of Hoover Dam would take place, each side taking their time to build up their forces and acquire every advantage they can. That is no longer the case, as you find every and all factions in the Mojave are at one another's throat. Even relatively minor factions can be found turning swaths of the desert into battle grounds, and it would be all too easy for you to be considered collateral. War never changes, and any form of peace between any of them is a distant dream.

Logan's Loophole [+300]: They say that life is change, and that as time goes on we can grow and improve as people. That, however, is not at all applicable for you. For whatever reason, you are utterly incapable of improvement, be it your skills or physicality or even nature as a person never exceeding what you entered the Mojave with. It is possible for them to be made worse over time, but they cannot be improved beyond what you started out with. When survival hinges on who is more capable of adaptation, you're going to have a hell of a handicap.

Matchbox [+300]: Oh how it burns, the sin inside finally shown to all on the outside. Due to an incident in your past, your entire body has been covered in severe burn marks, your skin red and raw with no way to heal them. The best medicines cannot do a thing to stop the pain, nor do any skin grafts last the night before becoming just as burnt as the rest of you. Through sheer willpower and discipline, you can push through it and ignore the pain, even mitigate it slightly by covering your body in bandages, but it will always hurt, and any blows you take will feel all the more awful.

Survival Mode [+300]: The Mojave Wasteland is a harsh place, where a man in a suit with a friendly smile is just as dangerous as an angry radscorpion. Yet despite its danger, it's very possible that you may have some pretty big irons on your hip, enough to steamroll any opposition in your way. In order to offer a bit of a challenge, you will be stripped of all outside powers and abilities, leaving only your Body-Mod, mundane skills, what you bought here, and anything else you've gained in the Fallout universe.

Waltzing in the Clouds [+300]: There are rumors of a casino lost in the desert, surrounded by a blood red cloud that swiftly kills anything that gets inside of it. Whether or not the rumors surrounding the casino are true, the Cloud is most certainly real, and may very well soon be an issue for you alongside many others. This poisonous cloud will slowly encroach upon the Mojave, where by the end of your time here it will have stained the skies red and there are only a handful of places left in the desert that haven't been touched by it.

Ending:

At the end of your time here, you will be given a choice.

Stay: It seems like you just can't bring yourself to leave the Mojave, the charm of it all keeping you here.

Go Home: Every road meets its end eventually, and you've found yourself missing home.

Continue: Your wanderings aren't done quite yet, there being many roads still for you to travel.



Notes :

-**[Smooth Talker]** will essentially give you the New Vegas dialogue system, skill checks and all. You can ignore these if needed, but it is essentially socialization on easy mode.

-The **[Lord Death]** perk allows you to deal extra damage, while also giving you the option of adding something similar to one of the challenge perks for killing specific enemies in the game, such as Abominable, Animal Control, Bug Stomper, etc.

-Items purchased won't have to worry about durability or weapon condition unless they are specifically targeted.

-**[Vocal Appliances]** has all of the upgraded appliances in The Sink, with the exception of the **[Autodoc]**.

-**[Mojave Database]** only includes standardized versions of items and weapons found here, not unique variants or ones with effects that can't be explained technologically like some of the Items you can purchase here.

-If you want, you can complete every DLC **[Scenario]**, with the exception of **[Lonesome Road]**, before starting **[A Trip To Vegas]**.

-**[Make Up Your Mind]** basically gives you the benefits of the Big Brained, Brainless, Cardiac Arrest, Heartless, Reinforced Spine, Spineless, and the Autodoc Implants all in one bundle.

-When you get **[Divide Survivor]**, it will treat whatever your baseline attributes at the time of receiving as a 5 before boosting them to a comparative 10. ie, whatever you are capable of before equipment or ability buffs. Yes, this does stack with **[Harder, Better, Faster, Stronger]**.

-When in doubt, fanwank.

-Have the day that you deserve~!