

Fallout 76 JumpDoc



By Ovid

Welcome to Appalachia, in West Virginia. This here is serious miner country. Before the Great War of 2077, the place was a hotbed of social unrest, mostly because progressing automation was costing people jobs. Now, those same robots are continuing to operate even after the bombs dropped, and the people... well, that depends on what **Origin** you pick.

But that's in a bit. What you need to know is that people survived the nuclear holocaust and are now struggling to survive in the new world. One of the greatest threats to life is a newly mutated lifeform the locals call Scorchbeasts. These mutated bats now look more like horrendous gargoyles, shoot sonic attacks at you, and spread a rather horrifying mutagenic virus called the Scorched Plague. It infects lifeforms, and slowly turns them to ash over time. But before they become a motionless statue of ash, they become Scorched, and generally ally together against non-Scorched. Think feral ghouls, but fully capable of using weapons and can spread their virus to others, and other species.

With that lovely bit of news about what you'll be facing, let's get your **Origin** picked out. As a reminder, your Origin also determines when and potentially where you enter this jump.

Origins:

-Drop-In: You appear in Appalachia, with no additional memories of the setting. But with no preconceptions or prejudices, maybe you're just what this world needs.

-Resident: You are either one of the original residents of Vault 76, one of America's best and brightest, selected to repopulate and re-civilize the unknowns of post-nuclear annihilation! Or, you are a child of the vault, the offspring of some of those best and brightest, brought up by a vault full of geniuses. Either way, it's Reclamation day, and it's time to go out and see what has become of Appalachia and America. Sadly, once you leave the Vault, you can't return inside.

-Wastelander: Where some were selected for the Vault program, you and yours were not. You survived by luck, scheme, or maybe something else. You are a resident of the new world, and already know how to survive in it. You can start anywhere in Appalachia and any time before Reclamation day. You can even choose a faction to be a part of, if you wish.

-Robot: Before the bombs fell, Appalachia was undergoing a major shift to automated labor. You are one of these robots, with a base design and a purpose. Maybe you are intact and still pursuing that purpose, or maybe you are damaged and doing something else. Either way, you “wake up” at some point, and realize you can make your own decisions about what your purposes will be. For example, you can be anything from an eyebot to a sentry bot, though whatever you pick, it has only the basic capabilities of the design. No Assaultron invisibility, mini-nuke mortars or gatling lasers at the start. However, nothing is stopping you from upgrading once you are in the jump, assuming you have the resources and knowhow.

Starting Times: Your origin determines your starting date.

-Drop-Ins can pick any time after 2077, and up to Reclamation Day in 2102.

-Vault-Dwellers are only able to choose Reclamation Day in 2102.

-Wastelanders and Robots can pick any time between 2077 and 2102.

-A specific drawback will force you to start in 2103.

Locations: Residents start outside the vault door of Vault 76, and everyone else can spawn anywhere on the surface of Appalachia. You might want to pick a safe place, being a human in an area filled with Scorchbeasts would likely not end well for you.

Race: Your race can be whatever matches your chosen origin. Residents are humans only, Robots can be any robot-type in the Appalachia area, and Wastelanders can be humans, non-feral ghouls, or maybe even a Super Mutant, if you don't mind normal wastelanders potentially shooting at you. Drop-Ins can be human, or whatever form you were previously.

Ages: Free pick on age, whatever matches your chosen origin. Keep in mind, being one of the original Residents means you've been in Vault 76 for 25 years. Drop-Ins are the same age they were previously unless they were elderly, then they can pick their age.

Gender: You can pick your gender, or if you're a neutral option like a robot or Super Mutant, what gender identity you will possess. Drop-Ins keep the gender they had prior to this jump.

Discounts: A matching origin lets you get the 100CP perk/item for free, and the other matching perks/items are 50% off.

Perks:

General Perks:

Rad-Free Brain (Free): Even before the bombs dropped, people had an oddly nonchalant attitude about radiation and the harm it could do. Companies would dispose of nuclear waste

pretty much anywhere, including drinking water sources. They'd drink it in their Nuka Cola, or keep it in nuclear batteries in guns holstered next to their reproductive organs. All this background radiation quite likely had an effect on all the questionable judgements and decisions people made. To prevent an external environmental factor from screwing with your judgement, this perk will ensure that your brain is immune to radiation and radiation damage, as well as heavy-metal poisoning. In fact, let's throw in an additional immunity to any sorts of drugs and poisons that would affect your decisions. However, this brain-immunity does mean that the rest of your body is affected as normal. You can still be poisoned or die from whatever your brain is able to shrug off. This perk can be selectively toggled, just in case you want to get high or drunk.

Musical Skills (100CP): Just because it's the post-apocalypse doesn't mean things have to be uncivilized. And playing music can perk people up. You gain a decent amount of skill in just about any musical instrument you could stumble across. And as a bonus, when you play for long enough, you give yourself a temporary boost to your energy levels. Music is good for the soul, indeed.

Fast Travel (200CP): Appalachia can be very pretty, but sometimes, you just have to be somewhere right the heck NOW. If you're willing to pay the price, now you can. If there are no hostiles around you, you can instantly teleport to locations you'd previously been by paying a price in the local currency. And if there are hostiles nearby, you just need to not be hit by an attack for 20 seconds before paying the price in currency to fast travel. But the further the distance, the greater the cost. Time is money, and you are spending one to save the other. Oh, and you can fast travel to places that are calling for help, even if you haven't been there before. You can also fast travel to new places with vendors, though if that vendor is in an area you can't access, you won't know they exist (yet).

Weight Reduction (200CP): When it comes to surviving the Wasteland, you tend to collect stuff. Weapons, clothes, armor, food and water, medicine, drugs, random junk to recycle and so on. But when fully modded guns can weigh at least 20 pounds each, it can be tough to pick what to keep and what to get rid of. Now, you have a bit more freedom, or at least freed-up carry capacity. Anything and everything you can carry, lift, or hold has its effective weight reduced by 90% when you are carrying (or otherwise moving/using) it. Have a 20 pound laser gatling be reduced to 2 pounds, or for particularly strong folks, toss that annoying robot/turret/blockade into the air and let gravity do the wrecking job for you. This perk does not affect the weight of objects being carried/used by others, even if you were just holding it. Also, as the weight of an object is determined by the force of gravity, this reduction will apply regardless of gravity's intensity. Well, except for zero-gravity.

Perk-Sharing (300CP): You've got some nice bonuses after all you've been through. But sharing is caring, so why not share some of your more unique abilities that others are lacking? When you are in a team, you can share one perk to all the members of the team. You can adjust which perk on the fly, if you wish. However, to count as a member of a team, your teammates cannot be further away from you than 24 hours worth of travel.

-Drop-In Perks:

Consumption Filter (100CP): Anything you consume will only provide beneficial effects. You don't have to worry about poisons, toxins, radiation, contaminants, or diseases. If it's harmful to your current form, you don't have to worry about it affecting you. In addition, if something you eat provides an abundance of something you already have (like fats or salts), then your body converts it into another needed material. This way, you can subsist entirely off of meat, or fruit/vegetables, and not have any health problems.

Radiation Cleanse (200CP): Harmful radiation just doesn't seem to stick with you. Your body is able to steadily remove radiation from your body once it's no longer being exposed. Even if you find yourself in a sea of radiation, even a small area that's rad-free would let you eventually purge it from yourself. Any radiation removed this way is completely gone, not just transferred to something or somewhere else.

Contaminant Immunity (400CP): If you are going to survive in Appalachia, with the Scorched plague either in the future or ongoing, you are going to want to be immune. Now you are. Anything that would invade your body and affect it in a negative way is ignored and destroyed. Viruses, fungi, serums like the FEV, nanorobot plagues, etc. Anything that causes damage via macroscopic trauma is not included.

Live Another Day (600CP): While being protected is all well and good, sometimes you stumble upon something you really wish you hadn't. When you truly want to just get away and leave the big nasty something alone, run. When you break their line of sight, and hide, when you are not moving too much, you will become invisible, muted, and nearly scentless. Wait in this state long enough, and the big nasty should eventually go back to what they were doing. Alternatively, you could also slowly sneak away. Lastly, if whatever it is decides to try blanketing your last known position with area-of-effect attacks, you will be protected from any indirect damage. Sadly, this doesn't protect nearly as well from direct hits, so try to avoid that. This perk scales and applies to whatever you are in. Power armor, vehicle, ship, etc. You still have to genuinely want to disengage from whatever is pursuing you. Intending to launch a sneak attack would prevent this perk from taking effect.

-Resident Perks:

Mental Fortitude (100CP): You signed up to be in a Vault for 25 years in close quarters with the same people, and knew that the post-apocalyptic world was going to be very different from when you left it. Now, you are able to adjust to both being restrained to an confined space for a period of time, and adjust to leaving that space and re-discovering the world is bigger than just that. In addition, you will be able to adapt to new things very quickly, whether that's zombies, a crystalline plague, or radioactive bat dragons. Some might break down in frustration, but you are ready to rebuild the world, and have the willpower to do it.

Selected for Intelligence (200CP): As a Resident, you were either selected as the best and brightest of America, or are the child of an environment filled with such people. You learn twice as fast, and double that rate again with a decent enough teacher. And even just following a lesson plan would count as “decent enough”. After all, if you are one of the few surviving humans, how else are you going to learn what the Wastelanders left behind?

Scrapper (400CP): When you leave the Vault, you start with almost nothing. Some food, some water, but no weapons or armor. So, you have to scrounge everything you can. Luckily, you’ve got the ability to break down any portable item into its base materials (or an intermediate step, if you so wish) instantaneously. And while others can get some materials (with much lower efficiency) at the various crafting stations, you can do so wherever you go. Lastly, “portable” is determined by what you can personally move, without the aid of external tools (like a forklift or spaceship, etc.). And if you can’t personally move something, maybe try breaking it down into smaller chunks that you could move.

Instant Construction (600CP): Rebuilding Appalachia will take quite a lot of time and effort, so let’s remove at least some of that. If you know how to build something, and have the resources available to you, you can consume those resources and snap that item into existence nearby you. You remove the time needed for construction, and the risk of manufacturing mistakes. However, you can only do this in areas that are either owned by you, or have no one else nearby to potentially contest your claim.

-Wastelander Perks:

Spirit of Service (100CP): The Responders are known far and wide in Appalachia as people who want to help others learn to survive and thrive. And now, so are you. When your goal is to help others to their benefit, you gain a large boost to your charisma and abilities to convince others. You could get others to learn your skills, or have them sign on to further educate others, or get donations to your cause.

Repent Your Sins (200CP): When it comes to survival, you may have done things you aren’t proud of. Maybe you robbed and killed people. But when you feel genuine remorse for your evil deeds, you can change your ways. When you do, and perform good deeds for the benefit of others, your past misdeeds will gradually be forgotten. Why should you be held back by your past mistakes when you are trying to make up for them?

One Man’s Trash (400CP): Survivors of the apocalypse must learn how to go from relying on production chains, to salvaging what they can and repurposing towards their needs. You now have a slightly bizarre ability to luck out and find either exactly what you need, or an item/part that you can easily convert to what you need.

Shared Intel (600CP): Helping your community is all well and good, but when a larger threat appears, lack of communication kills. Communication kills too, but you won’t be the one dying, your enemy will. When there is an enemy force or threat that threatens your community/group

and at least one other, all threatened groups will have enhanced communication methods, and will be able to share details about the threat with each other. Each group can share with the other almost-instantaneously weaknesses and strengths of their opponent, and will also be much more perceptive against them. Also, when the groups are under threat of being wiped out, they will be much more open about their secrets if they can help, because sometimes a person has to be pragmatic about the value of secrets versus being alive to protect them. This will mean secret projects can be much faster and/or easier to complete. There's no point in potentially pissing off allies when you can tell them why you need to access resources in their territory, and both parties know everyone will benefit from the project. Lastly, if there's an unknown group that is also threatened by the enemy, they will approach you to help fight them. Strength in unity, right?

-Robot Perks:

Mechanical Teaching (100CP): With Appalachia becoming mostly automated, it was inevitable that those who teach others would eventually get replaced too. And normally, who could possibly expect canned phrases and a set lesson plan to produce quality students? Well, you aren't normal, and now your students will be able to learn intuitively what lessons you are trying to impart. You can teach someone to shoot simply by having them pick up a pistol and try firing at static targets, or have someone learn survival skills by simply telling them to go out and gather edible flowers. As long as you actually intend on your students learning something, they will, no matter how simple or bad your instructions are. This perk assumes a Jumper has no teaching skills, but if they do, then the effectiveness of this perk is magnified further.

Vendor Program (200CP): The trading of goods can be the lifeblood of a settlement, and naturally some decided to offload that duty to robots that could be available any hour of the day or night. You have one of these "vendor" programs installed, and with it comes some bonuses. You have the ability to sell goods to others for whatever the local currency is, and any good you have that is purely for sale will be stored in a weightless and functionally limitless internal (or external) storage compartment, and easily previewable by a customer. Lastly, your status as a one of the few vendors in the region means that hostile entities are much less likely to attack you, and even if you were hit (by an area-of-effect attack, for example), as long as you are purely operating as a vendor, your ability to resist damage becomes greatly increased. However, attacking something back loses you your vendor status and enhanced defense.

Appalachia Calling (400CP): Appalachia is an important region, but before the Great War, it was simply one part of a greater nation. That nation had communications stations all across it, with the ability to speak to anyone in the world. Sadly, the uncountable number of nuclear detonations played merry hell with those communications systems, with more failing as the years moved on. Except for the one you are a part of. You are now part of one of the last remaining effective wireless communications system. It can be a satellite, it could be a back and forth system of radio signals, whatever. Regardless of what form it takes, the system can now connect to faraway lands so long as someone has a means to broadcast and answer. In addition, you also serve as a broadcast and receiver station, either as an integrated system in

your robot body, or through an external comm device if in a different body. The only way communications can fail is if there is no one on the other side to answer. Range will have no bearing on the success of your communications systems. And, you gain the blueprints to produce more of these infallible communications devices. Maybe you can ask experts in other regions for advice on how to deal with problems? This perk also greatly increases the potential range of Commander of Networks.

Commander of Networks (600CP): While you “woke-up” and are able to make your own choices, you are still a part of whatever network you were in. You can still access it, and use your authority to control whatever is connected to that network. In addition, you are now not limited to just one network or system, but however many you can access. And you won’t ever lose access to a system you have connected to, and can’t be hacked from that system(s). Lastly, any robot or automated drone connected to a foreign network will not be immediately hostile to you, giving you a chance to access that network and put yourself in a position of authority. You will have to figure out how to give yourself that authority on your own.

Items: You can import any similar thing into anything purchased in this section, for free. Guns into guns, melee into melee, etc. You can buy items multiple times if you wish, unless otherwise stated.

-General Items:

Starting Gear (Free, cannot be taken multiple times): No one should face the Wastelands empty-handed. Pick out any one pistol, and any one one-handed melee weapon. The pistol will never degrade, and you get 100 (non-replenishing) rounds for it. The melee weapon stays in a usable functional state, and doesn’t degrade. They both retain any modifications done on them. Any weapons chosen cannot have special characteristics like being “unique” or “legendary”, which means they can’t have additional effects not typical to their weapon type.

Clothes Make The Man/Woman (Free): You can be covered in your best armor, geared up to take on the worst the world has to offer. But sometimes, you find the cutest/coolest/awesomest outfit, and you just want to wear it. With this option, you can. You can apply an outfit to your appearance, and it will cover up everything you are wearing. Armor won’t be visible and ruin the lines of your perfectly tailored suit. However, any outfit used this way won’t grant any other benefits, and you are still wearing the full weight of your armor and gear. Keep in mind, there are some outfits you can wear under armor like a vault suit, so at that point it’s your choice if you use the benefits of the outfit, or just want the visual aspect.

Stimpaks & RadAway (100CP): You never know what to expect out in the Wasteland, so make sure to always know where your healing items are. Here, take this supply of 10 Stimpaks and 10 RadAway, it replenishes weekly. Also, you can have the plans for making more of both,

and if any of the region-specific ingredients aren't available, the plans will adjust for the nearest equivalent.

Weapon of Choice (100CP): When the basics just don't cut it, pick up your trusty (Insert Weapon Here). Pick out any single weapon located in Appalachia, and it won't degrade, will always be functional, and has a source of replenishing ammo (if applicable). And if you ever manage to lose it, it will reappear in your Warehouse after 24 hours.

Armor of Choice (100CP): In a world that wants to tear you to shreds, having an extra layer over your vulnerable parts might be the difference between life and death. Pick out one complete set of (non-powered) armor present in Appalachia. It won't ever degrade, and will retain any modifications made to it. Non-humans can have the armor be converted into an appropriate version that fits their form.

Fusion Breeder Core (100CP): Fusion cores provide power to a variety of things, from power armor chassis to gatling lasers, to some buildings. For most people, you can't recharge these cores, just swap out used cores for new ones. And at 3 pounds a core, that can be heavy to carry. So, have this fusion breeder core. It's a core that will replenish itself when it's not in active use. Lastly, here's a blueprint to make either brand new FBCs, or convert regular fusion cores into FBCs. If you discover how to make Ultracite Fusion Cores, you may also convert them into Breeders as well.

Power Armor Set (200/100CP): It wouldn't be a Fallout jump if power armor wasn't on offer. Pick out any full set of power armor that has been shown in Appalachia, and it won't degrade, and any fusion core fueling it won't lose power. You may also pick out a mod for each part. If you just want the benefits without paying extra for a power armor model, you can pay just 100CP for a power armor chassis that grants the above benefits to any power armor piece placed on it. Regardless of what tier you take, the frame has a message recording system in case you want to leave a message to the next wearer. Lastly, for whatever tier you take, you get the blueprints to make copies that also have the CP-version bonuses. So the 200 version gets armor and mods and chassis blueprints, while the 100 just gets the chassis blueprint.

Appalachia's Bounty (100CP): Appalachia has some rather interesting resources. It's a major mining region, and as a result, they have access to some neat materials that aren't available elsewhere. Black Titanium is a local material that is fairly well known by the local mining companies, enough so that when the Garrahan company wanted to make a miner-oriented power armor, they chose to use Black Titanium for its enhanced durability. Ultracite is a less understood option, just that it's very radioactive, is extremely useful as a power source, and that depleted ultracite and non-depleted ultracite react explosively/corrosively to each other. Which can mean you could potentially lose your stores of ultracite with improper safety systems, but means that depleted-ultracite rounds are significantly more effective against life forms that incorporate the material into their bodies. There's also a decent amount of the various types of pure flux, which is a refined form of raw flux, a short-lived radioactive liquid that is created from

food producing plants in an area hit by a nuclear missile. Well, you get the stabilized pure version, so you don't need to worry about it degrading on you. You have a small income of pure cobalt, crimson, fluorescent, violet, and yellowcake flux. Lastly, every week, you get a decent amount of each of the above materials, and it stockpiles. If you've got a CAMP, it'll go into your raw materials storage, and if not, well, you might want to make sure you don't accidentally fill up your warehouse with these materials.

ID/Key Card (200CP): Here's a card that lets you spoof security systems. If there's a type of person that would be allowed into an area, this card automatically adds you to the access list. Also shapeshifts into whatever form it needs to be. Automated systems won't notice anything amiss, but individuals might.

Punch Card Machine (200CP): This free-standing device may look archaic, but it has a very interesting feature. For any numerical stat system you have access to, you can redistribute stats however you wish when interacting with this Punch Card Machine. This also gives you access to a number of "loadouts", so if you ever need to use a particular stat build, you can quickly swap to it by simply interacting with this item. This is really handy if you ever want to try punching someone in the face versus firing the big guns at them, or if you ever want to see what maximum or minimum intelligence does to your view of the world.

Perfect Bubblegum (200CP): Big Pops-brand bubblegum has a wide variety of effects for the wasteland survivor. Cola flavor lowers how much radiation you get from eating or drinking food, grape gives you a short-term boost to your ability to not catch diseases, strawberry slightly reduces how much damage you take, and watermelon gives you a quick burst of energy. And all of them slow down the rate by which you get hungry or thirsty. But standing above the rest is Perfect Bubblegum. It must have been inspired by the tale of Willy Wonka, because chewing on this tasty treat somehow feeds and hydrates you to the maximum, and even prevents you from getting any hungrier or thirstier for the next 24 hours. You now have a box containing an infinite supply of this handy little chewing gum, as well as Big Pop's proprietary recipe to make more.

-Drop-In Items:

Nutritional Requirements (100CP): Part of survival means keeping yourself fed and watered. Here's a lunch pail with a day's supply of radiation-free food and water. It restocks daily, and if you ever misplace it, you'll suddenly find it once you feel hungry or thirsty.

Hazmat Suit (200CP): Radiation is nasty, and who'd want to be exposed to that stuff? Here's the suit for you! It has more radiation protection than even the best suit of power armor, will filter out any dangerous crud in the air you breath, and will never degrade on you. In fact, the radiation protection is so superior that you could be standing at ground zero of a nuclear explosion and a Geiger counter wouldn't even tick. Well, if it was on the inside of the suit, at least. Radiation exposure is no obstacle to you!

For an additional 100CP (a total of 200CP with origin discount), you may upgrade the Hazmat Suit into a Chinese Stealth Armor. The CSA has all the protections of the Hazmat Suit,

plus provides a cloaking field whenever you are sneaking around. It also has a decent amount of ballistic and energy resistances, reduces how much you can hurt yourself from falling, and prevents any damage or diseases you may get from waterborne hazards. It also just looks cooler.

Vaccinator (400CP): It's all well and good when you are immune to illness, but watching everyone around you fall sick and die is depressing as hell. Take this suitcase-sized device then. This is a tiny mobile lab, capable of taking a sample from an illness-immune source, then turning that single sample into a vaccine that can be applied to anyone with no medical complications. A created vaccine could even be further copied by other medical personnel. All you need is a source for the sample, and that source has to have been exposed to the contagion and been rendered immune. A Jumper with the Contaminant Immunity perk would definitely count, and anything rendered inert with that perk could be vaccinated against. Lastly, any vaccine can instead be turned into an orally consumed inoculation, Nuka Cola brand name not required.

Stealth Boy MkJ (600CP): The element of surprise can mean the difference between life and death, for both you and your enemies. And while Stealth Boys are uncommon, yet known throughout the Wasteland, they have some rather serious restrictions such as time limit, and that extended use can lead to mental problems. The Enclave used Chinese stealth technology to develop a Mk3 version that triples the use time, but the Mk-Jumper version beats even that. You gain a miniaturized wrist mounted device that can emit a stealth field that affects visible light, muffles outgoing sounds, and even drastically reduces your scent. It also doesn't affect your mind, and will recharge when not in active use. The field is toggleable, so if you want to conserve a charge, you can. Lastly, you can easily integrate this into something else if you so desire, or maybe even change the form. You also gain the blueprints to make more of the MkJ, to share the fun to your friends and allies.

-Resident Items:

Pip-Boy (100CP): Technically, this is the Pip-Boy 2000 MkVI. If you've been to the California area's vaults, you might have seen the earlier versions. This one is wrist mounted on a leather strap with a buckle, so not quite as sturdy as the 3000 models. This model comes with the standard features of having an integrated radio, Geiger counter, and holodisk player. It will keep track of your personal status and anything affecting you, any and all inventory you are carrying on you, and a notes system for keeping track of things you need to do. Normally, this model of Pip-Boy lacks the 3D mapping system of the 3000 model, but by buying it for CP here, you'll get that feature too.

Shielded Vault 76 Suit (200CP): Every Resident gets a vault suit, but yours is special. It has a bit of resistance to ballistic and energy weapons, and even blocks a bit of radiation exposure. Lastly, it'll give you some small boosts across the board, from a small boost to your strength, to a larger one for endurance, luck, and intelligence. And as a final bonus, your suit will stay clean and never suffer from wear and tear, unless you decide you want otherwise.

CAMP (400CP): Technically, this item's name is the Construction and Assembly Mobile Platform. But CAMP summarizes how you are going to use it. Every Resident from Vault 76 will gain one, but this one is special. Your CAMP has a functionally infinite storage container for raw materials from items you've broken down, and a more limited but still massive storage capacity for stuff you just want to store. The things you store in the second compartment must be things you can personally move though. Another function the CAMP has is that when you place it down, you claim everything within a square mile (as in, the CAMP is the exact center of a square mile). This means that everything in that area effectively belongs to you if it doesn't already have an owner, and gives you many more options within that space. You can break down just about anything in that area into raw materials, and with much more efficiency. Robots, and organic corpses yield much more usable material and/or salvage, and natural sources such as plants and minerals will renew themselves over time. Anything you break down in that area can be automatically transported into the CAMP's storage. Alternatively, if you come across a structure you want to keep, or build a structure you want to keep, you can have that structure removed and "stored" within your CAMP, and you can put it down somewhere else if you want. Your storage of already built structures is unlimited in capacity. Lastly, the CAMP can be moved and will teleport to a new location from its last location. You can choose to have any structures you build be automatically stored in the CAMP when you move it, or can choose to have a structure stay behind when you leave.

Big Book of Plans & Recipes (600CP): Rebuilding the Wasteland is all well and good, but how are you going to turn raw materials into usable things if you don't have the blueprints or plans for them? You could find them, or you could just take this updating collection of blueprints, plans, and recipes. Anytime you come across a new raw material, you'll get some easy to follow plans to use it. Plants or meat would give you recipes, wood or metal or concrete might give you blueprints for structures or basic weapons, etc. When you break something down, blueprints for it and any modifications will be added to the collection. When you consume a unique dish or beverage, a recipe will be added for it. If you manage to find blueprints or recipes somewhere, you can just add them to the collection at will. If you come up with an insight or something for a modification or new weapon, you can add it as well. In addition, you can have this "big book" be in whatever form you want, from book to holotape to purely digital. You can also instantly copy out plans from the collection if you want to give one to someone else.

-Wastelander Items:

Survival Supply Cache (100CP): In the spirit of helping others, you have access to a cache of survival supplies. When you are giving supplies to others, you will always find more food and water in the cache. When you are training others how to survive, you will always find some basic materials to help teach them. Nothing extravagant, just enough to get them started. And helping others will ensure there's also some set aside for yourself. And if you aren't helping others, well, you'll only get some food and water once a week. Why aren't you helping others?

Community Signage (200CP): Most settlements are named for where they are located, or

alternatively for what the name of the group is. Either way, you now have a series of signs proudly proclaiming what your community is called. In addition, the signs have another effect. People seeking shelter or wishing to repent for past deeds will follow the signs to your community, where they can seek help or redemption. They will have the potential to become helpful members of the community. People seeking to commit evil deeds won't be able to see or affect the signs, and in fact will have a harder time finding your community. It's not perfect, but at least any enemies won't just head straight to your home.

Loot Guide (400CP): You know Appalachia pretty well, but you don't know all the secrets. This is one of the most important mining regions in America, how could you? Don't worry though, you've stumbled upon one of the last works of the company Prima. This book has an infinite amount of pages stored between its covers, and covers the general locations and details surrounding the noteworthy loot in your local area. Message chains, passwords, relevant personal information, etc. And this will update for future locations and settings. However, "local area" is determined by how far you can travel in a 24 hour period.

Alliance Armory (600CP): When several communities have united in an alliance against a threat, they will use whatever equipment they can get if it means survival. And this Armory will help with that. Every community and/or group that joins your alliance will receive this shipping container full of weapons, ammo, armor and other assorted gear, and as groups join the alliance, whatever that group's best gear is, will then appear in the Armories. If a community has more than 100 members, then they will receive additional Armory containers. However, should a community or group fall or leave the alliance, their armories will disappear and any gear they contributed to the alliance will stop appearing in the other armories.

-Robot Items:

Teaching Database (100CP): One benefit of teachers and instructors being replaced by robots is that there's training material that a robot can work off of. A robotic instructor just has to equal the organic one that came before, and it's easier to do so when you have access to your predecessor's teaching plan. And when you aren't sure what you will need to teach, it's good to cover your options. You gain access to a database of teaching plans, methods, and instructional materials for a wide variety of topics. Anything that has been taught in the local area in the past 100 years will be added to your database, complete with any revisions made. This updates as you change your location, with "local area" being defined as how far you can travel in 24 hours.

Resource Extraction (200CP): In this new world, resources are valuable, and having access to them makes you a valuable member of any group. Whenever you come across a potential source of resources, you can create an Extractor that is self-powered, silent, and will output purified and usable versions of whatever it is placed on. A source of water would let you put down a water purifier that puts out pure water, a pile of junk gives you a junk extractor that automatically breaks down the junk it pulls out, an ore vein will output pure usable materials, and so on. You can even lock these extractors to prevent intelligent pests from getting at them, but they can be destroyed and looted, so you may want to guard them somehow. If you put the

extractor on a non-renewable resource, so long as the extractor is intact, the source won't be depleted. All extractors will stockpile until they get emptied out by their owner, or looted by someone else.

Hidden Factory (400CP): Can robots get lucky? Well, you did, in a big way. You've stumbled upon a pre-war automated factory that is hidden from casual eyes, and you can use it to build equipment and devices, up to inferior versions of your robotic form. They wouldn't be Jumper-bots, but you could link into their programming and use them as remote bodies. While you initially only have access to the blueprints of the basic robot form you have, if you manage to recover or acquire blueprints of other robots or items, you can also manufacture them here. The factory will have infinite power and maintenance will be handled automatically. And while it can slowly output a single sentry-bot-sized robot a week without any resource inputs, you will need a source of materials if you want to rapidly build your new remote-bodies any faster. You also have as many production lines as you have resources to fulfill. In future settings, you can integrate this facility into your Warehouse, or have it be locally placed when you first start the jump.

Orbital Platform (600CP): Nuclear missiles aren't the only thing that can fall out of the sky in Appalachia. Before the Great War occurred, Congress was able to get an orbital platform deployed into low-earth-orbit above the region. It's called the Kovac-Muldoon platform, and it can deploy tactical missiles from space to ground, deploy drop pods filled with supplies, and can scan the ground for threats to Enclave personnel. It's also deployed with a stealth component, making it undetectable from nations on Earth, and possible threats from... another direction. And now, you somehow have access to your own orbital platform that mirrors Kovac-Muldoon. Unlike Kovac-Muldoon, you don't have to worry about your command connection being severed, and can issue orders and targeting directions to it reliably. However, there is one problem that is shared with the original. Both Kovac-Muldoon and your platform have a limited lifespan of 50 years because of its low orbit and how often the engines have to fire to keep it in position. Maybe you can fix that, if you somehow find a way into space? Though, you could safely ignore it if you want, the 50 year lifespan resets for each jump.

Mutations: Mutations can be normally acquired by exposing yourself to radiation, or buying expensive mutation-inducing serums from a certain bunker. And while they usually have both positive and negative effects, if you buy them here, you will only gain the positive effects, and can't lose the mutation. You have an additional 300CP to spend in this section alone. Robots who pick a mutation have a mechanical version. These can be considered as perks, or part of your form. Lastly, if you figure out how to produce serums of your purchased mutation(s), then the granted mutation will also have the fiat-bonus.

-Adrenal Reaction (100CP): Pain is the body's way of saying there's a problem. Now, your body will react to severe pain by flooding the body with an abnormal amount of adrenaline,

jumpstarting your body's regeneration and allowing you to aim weapons precisely, or to swing them with additional strength. The phrase is "flight or fight", and you choose to fight.

-Bird Bones (100CP): Your bones are now much lighter without losing any durability or strength. You are now much more agile, and somehow, anytime you fall, your fall speed is slower than it should be.

-Carnivore (100CP): Humans are usually omnivores, which means they can eat meat and plants. But you? You are a true meat eater. You never have to risk getting sick from any meat you eat regardless of its state, and you gain double nutritional benefits from eating meat products. Who cares about plants now?

-Chameleon (200CP): Your skin now has a rather interesting trait. When you are standing still, your body turns invisible. It's not exactly your skin turning invisible, because tight clothes can go invisible too. However, armor is too much for this mutation, and would be clearly visible.

-Eagle Eyes (100CP): Your eyes are astounding. You can see things further away, see details much farther out, and can predict the path of any weapon you use much easier, leading to you putting hits on your enemy's weak spots much more often.

-Egg Head (100CP): Woah, you are a smart one, aren't you? Your brain is now massively improved, functioning much faster and smoother.

-Electrically Charged (200CP): You know how you can shuffle your feet on carpet and then use static shock to zap your buddies? This is nothing like that. Anytime you are hit by a close-combat enemy, you have a small electrical explosion erupt around you. The explosion is about 2-3 times your size. You can choose to only have it affect your enemies.

-Empath (100CP): You really feel for your allies, don't you? With this mutation, your empathy takes the form of an aura that reduces all damage your allies take by $\frac{1}{4}$. Keep your friends alive longer.

-Grounded (100CP): Energy in all its forms just doesn't hurt you as much as it should. Electricity, fire, lasers, etc. You can still be hurt by them, they just need more to do the damage they should.

-Healing Factor (200CP): When people get hurt, they will usually need time to heal. This mutation means you only need a third of the time to recover. You will recover from scratches and bruises nearly instantly; broken bones should be far more manageable. Any other means of healing that affect your body are also affected positively by this mutation.

-Herbivore (100CP): Despite what those proud meat eaters think, humans only really became a civilization once they started farming. And now, you gain double nutritional benefits from plants

and will never risk illness or poison/toxin from eating them, regardless of what state they are in. As long as plants are around, you will thrive.

-Herd Mentality (100CP): You're a regular pack animal, aren't you? With this mutation, anytime you are spending time with others, all your abilities and capabilities get a small boost. They don't even need to have this mutation either, just by being friendly with you counts.

-Marsupial (100CP): Your nickname might become "Kangaroo" with this one. You can carry just a bit more now without strain, and more importantly, your legs are improved to the point that your jump height increases 3 times. You might want to practice your landings, the "superhero landing" is supposed to be hell on the knees.

-Plague Walker (200CP): Feeling ill? Now you can spread the pain. Anytime you are sick, you can choose to emit an aura that inflicts poisons on enemies nearby. The aura's effectiveness scales with how many illnesses you are suffering from.

-Scaly Skin (100CP): Normally, this would be one of the more visual mutations. You'd gain scales that would lead to you being far more resistant to kinetic and energy attacks. But since you got it here, your skin simply has the benefits without looking different.

-Speed Demon (100CP): Everything in you now moves faster. Your walking and running paces are now faster than a normal human's, and your faster hand-eye coordination means you can reload your weapons faster.

-Talons (100CP): Your fingers now end in talons, which means your punches are now much more damaging and can now rip your opponent up. As a bonus, your nails are perfectly healthy and have increased durability.

-Twisted Muscles (100CP): Your muscles develop in such a way that any melee attack you do does more damage than it should, and targets you strike have a higher risk of being crippled. There is no visual indicator of your changed muscles.

-Unstable Isotope (200CP): What an odd mutation. Anytime your skin is struck by a close-combat opponent, there will be a short ranged explosion of radiation around you. You won't be affected by said radiation. The burst doesn't go very far, just a few feet or so. You may determine what radiation type it is, or just go for a general "radiation" type.

Companions: The Wasteland can be a bit lonely sometimes, so here's your chance to either make some new friends, or bring along some old ones. If you want to bring old companions along without paying CP, you can, they just won't get any new stuff from this jump.

Old Friends (50CP each, 200CP for 8): Don't go it alone. You can pay 50CP each to bring along a companion, or pay 200CP to bring along 8. Whatever you choose, each companion

gets to pick an origin, a form, and gets 800CP to spend. They don't get the additional mutation budget, and whatever start date the Jumper picks, they must match.

New Friend (100CP): Want to meet someone new? Pay 100CP, and you'll be guaranteed to get a chance to meet and converse with your new potential buddy. You may have to convince them to join, but if they refuse, you get the 100CP back to spend elsewhere here. One condition though: the potential companion must be alive at the start date you chose.

New Beast Friend (50CP): Do you have a favorite non-sapient resident of this universe? Pay 50CP, and at some point you'll stumble across a non-hostile version of it that you can tame and bring along. Animals, robots, etc. If you really want to bring along a Scorchbeast, you'll be able to toggle on/off the Scorch virus at will.

Drawbacks: All drawbacks either affect you only, or are scenario-type drawbacks. None of these should affect companions.

Worm Magnet (+100CP) (restricted to non-robot origins): Why are there so many worms in Appalachia? Any time you are exposed to a source of disease, you are now twice as likely to get some form of worm. Blood worms weaken your ability to resist damage, bone worms make your limbs far more likely to be crippled, and rad worms drastically increase your weakness to radiation. And even when you manage to get rid of them, you're still just as likely to get a new batch again. This drawback overrides Contaminant Immunity's ability to stop diseases, but still allows it to prevent the Scorch plague and FEV.

Parasites (+100CP) (restricted to non-robot origins): You've got some nasty bugs that you just can't get rid of. They drain you of nutrition and water, so you are going to constantly need to eat and drink more. Keeping a healthy weight on is going to be a challenge.

Good & Bad (+100CP) (must have taken mutations. Can be taken once per mutation): You had a chance of negative-free mutations, and chose to deal with the negatives anyway. For the duration of your time here, any single CP-bought mutation from this jump will have the corresponding negative aspects listed here ([link](#)). Some affect your physical abilities, some your mental ones, and some what you can eat. There's more than that, but you get the idea. If you have multiple mutations, you may take this drawback multiple times.

Where are they coming from?!? (+100CP): You know how a salvage run is supposed to go? You clear the target area of hostiles, then you get to looting. Unfortunately, this drawback means that enemies are going to pop out of the woodwork and surprise you after you thought you had cleared an area. Hope you brought a lot of ammo, you are going to be killing a lot of things.

Human Friendly (+100CP): Something is wrong with the IFF of your automated defenses. Your defenses will assume any standard human to be non-hostile, and thus won't act against them, unless you attack the human yourself, or the person tries to lockpick your stuff. Then they

will do their jobs. This would only affect your defenses, not anyone else's. And it doesn't affect passive traps like spike strips or mines.

Costume Party (+0/100/200CP): Halloween is a time to be merry, eat lots of candy, and wear costumes. But Appalachia is kind of taking it over the top. Somehow, there are tons of costumes popping up, and people have taken to wearing them for pretty much any reason. There's everything from comic characters like GrognaK and The Silver Shroud, to the Nuka-Girl mascot, to more standard Halloween fare like Witches and Vampires. At +0CP, this is just a funny clothing drawback. At +100CP, anyone wearing the costumes start exhibiting personality traits of the costume, and at +200CP, those personality traits strengthen greatly plus the wearer(s) start to have minor versions of powers & abilities of the character. Don't worry, while Vampire costumes can indeed gain benefits from drinking blood, they can't spread their vampire state to others or combust in sunlight, though they will sunburn much more easily.

Wanted (+200CP): Whenever they see you, every human you see is going to be tempted into attacking you for some reason. And if they do, they wouldn't face the normal social repercussions. Maybe you have a bounty on you?

Aura of Decay (+200CP): You sure are rough on your equipment. Any gear you use will degrade much faster than it should, which means you are going to become either very familiar with repairing it back to usefulness, or constantly swapping new gear for your broken stuff. Also, any raw food you have in your possession will rot faster than it normally would. You'd best use it before it becomes trash. Then again, rotted food makes for an excellent source of fertilizer...

There Goes The Neighborhood (+200/300CP): Appalachia has seen some shit. Depending on when you start, this might even include giant mutagenic bats that carpet bomb people with fungus dust. Now, it's time for something or rather someone new. You now have raiders coming in from outside Appalachia with new recruits, and now settlers coming to effectively steal your land. No one of either group is leaving without a fight, so how will Appalachia develop with these new people? You might want to get them inoculated against the Scorch plague. You also have 2 other groups, in the form of Mothman Cultists and the Blood Eagle raider group who is hostile to literally everyone. For an additional +100CP, your start time is forced to be in 2103, one year after Reclamation Day released the majority of the V76 residents.

Second Bird (+300CP): In a world where salvage is vital, you have the unfortunate luck of always being at least the 2nd one to salvage a location. Someone else will have beaten you to it, and so you won't be finding any high-tech weapons or super valuable goods. At least you'll still be able to find junk. You can never have enough fans and clipboards. And really unfortunately, while someone else may have been there already, they somehow managed to avoid having to fight the local inhabitants.

Non-Exotics Only (+300CP): A Jumper could have UNLIMITED POWER™, but you'll not be able to use any of your non-native abilities. For example, a Drop-In in a Kryptonian racial form is held back to just peak-human levels.

Limited Inventory (+300CP): By taking this drawback, you've agreed to have all your non-native items in your warehouse restricted from your use in this setting. In addition, you can't put anything (non-CP-purchased) into your Warehouse until your last day in the jump. Are your weight management skills any good? Cause you are going to be heavily exercising them.

Robot Blindspot (+300CP): Appalachia may be mostly automated, but that's not a good thing for you. You are cursed with the fact that any non-aggressive robots and AIs will simply not acknowledge you. If you do something to make them hostile, then they can see you just fine, same as any other hostile bot. This drawback means that all those vendor bots and helpful AIs that you might otherwise rely on, won't even know you exist. And what's worse, all the hostile robots aren't affected at all, and will want to murder you just as much.

Typical Overseer (+400CP): Vault 76 is supposedly a control-vault, meant to be what Vault-Tec actually advertised it as: a means to ensure humanity's survival and to help rebuild society. And the Overseer of 76 was a bleeding heart, working hard to ensure the best chances for her residents. Sadly, the key word is "was". Somehow, she died unexpectedly before making it to 76, and Vault-Tec accidentally assigned one of their other Overseers without realizing they were meant for one of the nastier experiment vaults. Now, the new Overseer is an absolute sociopath, imposing rules purely for their own benefit and/or amusement. Maybe they effectively enslaved one gender or the other, oppressed a specific nationality, or abused the less intelligent residents? Either way, when Vault 76 opens up on Reclamation day, the people leaving it will be massively changed for the experience, and the odds of it being for the better are absurdly miniscule.

Eckhart's Enclave Rising (+600CP): The Enclave in Appalachia had several occasions where their ranks have been divided on how to proceed. The first example led to all the dissenters of Eckhart's plan being killed, leaving him with 48 personnel to continue his personal vendetta. However, taking this drawback means that is no longer the case. All Enclave members will side with Eckhart's plans, giving him a much larger population of trained soldiers, technicians, and generals. With this new state of affairs, Ellen Santiago and her men are probably going to be considered extraneous and disposed of. This means there are no moral members preventing the Enclave from descending into their special brand of insanity. The Liberators will be swarming, the Mutants will be conducting raids, and the Scorchbeasts will be released even earlier. And if that wasn't enough, eventually the Enclave will erupt from their bunker, clad in X-01 power armors, wielding plasma weapons, with stealthy operatives feeding them intel on targets. They will be supported by robots and Vertibot air support. Their first goals will be securing the 3 automated nuclear silos, but after they bomb China back to hell (again), their next goal will be to secure all resources for a future invasion of the ruins of China. If you have weapons, armor, or god forbid, technology, they will come after you for the sin of possessing

Enclave property. Can you defeat a technologically advanced well-equipped foe with nearly unending robot support and aerial superiority? Now, can you do it while dealing with the Scorchbeasts? You are going to have to.

Well, you've done your time here. Have you enjoyed your time in Appalachia? Seen the sights, met the people, possibly killed them? Ah well, now you know what's next. As a bonus, have a set of Fallout 76 commemorative bobbleheads and commemorative Pez dispensers. You also get an existence supply of every Pez flavor ever produced.

Regardless of what choice you make, any and all drawbacks are removed.

Stay Here: Maybe you've built up Appalachia enough that you'd hate to see it go? You choose to stick around, and see things through. That being said, this is pretty early in the Fallout timeline, so you could build one heck of a nation here.

Go Home: Tired of the odd beasties, the genocidal idiocy, and everything trying to kill you? No problem. You can head home here, taking with you all your perks, items, and companions, if you want. Now you can build up your own home.

Keep on Jumping: Appalachia is nice, but you are ready to move on. Head to your next destination Jumper, and remember the lessons you've learned here.

Notes (For jumpers):

-Anytime I've written "24 hours/a day worth of travel", this is purely up to you what that means. If the predominant travel method is walking, that's what determines the distance. If you are in a modern or scifi setting, and planes, spaceships, whatever are available, then you get to fanwank what that distance ends up being. Also, if you want to rule that the 24 hour distance is based on how far you the Jumper can go, versus what a companion can do, or vice versa, that's up to you.

-I consider something "portable" when you can move it around yourself. If you can lift it, portable. If you are in power armor and can move it, portable. Directing a robot to lift it for you, not portable. If you've got telekinesis and can move it, portable.

-Live Another Day: Yes, this can protect from nukes and mininukes, as long as the attacking enemy doesn't have direct line of sight on you, and you are trying to disengage. If they have line of sight, or they manage to hit you directly with a mininuke or grenade to the face, you don't benefit from the defense bonus of this perk.

-Power Armor and Chassis: If you buy the 200CP version that comes with the power armor pieces, you also have the 100CP chassis option. If you want, you can swap the armor parts off and they still retain fiat-backing, while you use the chassis for something else.

-There are 2 sets of Power Armor unique to Appalachia. Excavator power armor is a civilian developed suit meant for enhancing mining, allowing you to pull double the ore out than you

otherwise would be able to. And if you have the full set on, in-game it gives you a hidden +100 carry capacity. But if you don't want to buy it, you can access the blueprints in the Garrahan Mining HQ, and build it yourself if you have the black titanium. The other unique power armor is much more rare and it's the Ultracite power armor. In-game, you get one set for completing the Brotherhood of Steel missions, but there's no lore supporting or talking about it or how they have it. Functionally, the Ultracite PA is a ~~visually~~ upgraded T-51B with slightly better kinetic defense than X-01, and slightly worse energy and radiation defense. ~~You could theoretically craft it by killing the Scorchbeast queen boss, so maybe it's a blueprint made by AMS back when they were experimenting with ultracite. But, that's fanwank.~~ EDITv1.14: There is lore for Ultracite PA. It was a collaboration effort between the Appalachia and Lost Hills chapters. Lost Hills either didn't get the unflawed plans, or never made it as it required Appalachia-unique Ultracite to make. However, after you receive the Ultracite power armor set, you can find the blueprints on Paladin Taggerdy's terminal at Fort Defiance, in addition to getting the drops from the Scorchbeast Queen.

--Wastelanders Update added a 3rd Appalachia unique power armor: The [T-65](#). Currently, it has no lore, but it is only available from the Secret Service agents of Vault 79. Its defensive abilities are currently superior to every other power armor.

--the Steel Reign update added the 4th unique power armor: [Hellcat power armor](#). So-named for the mercenary company that was using it when you encountered it, this PA looks very different to other PA types. However, it is its own distinct armor. However, there is no currently known lore for it. It does have a unique modifier for reducing incoming ballistic weapon damage.

-If you take Resident origin, and the Robot Blindspot drawback, you are not able to interact with any of the vendors but one. There is a wandering super mutant named Grahm who is a vendor, and while he has good stuff, he's hard to find since he wanders all over the region. EDITv1.14: If you take the "There Goes The Neighborhood" drawback, then the Raiders and Settlers have their own vendors. Though, the Settlers use a series of Protectrons named Sunny as vendors, so you can't use them.

-The power and warehouse drawbacks are written the way they are to allow jumpers who've been to other Fallout jumps full access to their items and perks/skills. Think of it as a reward for revisiting the Fallout universe.

-CAMP: If you only take the CAMP, and don't take the instant construction or salvage options, then you still benefit from the increased breakdown efficiency and the instant storing/deployment of stored structures (which are instantaneous regardless of the construction perk). However, the salvage/breaking down process won't be instantaneous.

-Ultracite is a bizarre material. It's highly energetic and radioactive, reacts corrosively to being exposed to its depleted state, and naturally spreads unexpectedly. The Atomic Mining Services company couldn't explain how it naturally formed, and several times were surprised when Ultracite unexpectedly surfaced in an already clearing mining tunnel and into the town of Welch. Eventually, they decided that it was the result of ore reacting to extreme environmental factors. They discovered a method of creating artificial Ultracite by conducting underground nuclear tests. Apparently the profit doesn't compare to the costs. One thing to note is that apparently, before the Welch event, there was a series of major earthquakes. Take that as you will.

-Of all the AI characters in this jump, MODUS is the most important. It's the equivalent of ZAX from Raven Rock in Fallout 3. It's basically the AI linked to everything in the Enclave bunker under the Whitesprings resort, and quite possibly was linked to the greater infrastructure before its memory was corrupted via explosive charges to the memory banks. There's a reference to the Enclave having command of the Vertibots before the memory damage, and apparently, Vertibots are much more heavily armed/armored compared to their pathetic manned versions shown in FO4.

-There has been fan discussion saying that despite what the Overseer claims, Vault 76 is highly unlikely to be a control vault. Why would a control vault open up so early, purposefully destroy all their weapons before letting the residents out, then give the Overseer the job of securing the nuclear missile silos? And the only thing the residents have is a CAMP?

-Lore dump: As always in Fallout, the Enclave did it. Secretary of Agriculture Thomas Eckhart was always blind in his hatred against China and communism, and even before the bombs fell, wanted to preemptively attack with nukes. When he made it to the Whitesprings Congressional bunker, anyone above him in authority died "mysterious" deaths. Even before that, any non-Enclave personnel that made it to the bunker were executed. When Eckhart revealed his plans to continue a pointless war of extermination against China and communism, only 48 members of the Enclave sided with him, and he ordered MODUS to suffocate the rest.

With only General Harper remaining, he only had the one general to get him access to the 3 automated nuclear missile silos, but still had to get through all the other automated security conditions. In 2082, Colonel Ellen Santiago arrived with her group of soldiers from DC, and Eckhart welcomed her manpower and that she was a veteran. At this point, experimentations for their war on China progressed. They experimented with FEV, biochemicals (some of which may have come from Arktos Pharmaceutical), mutation serums, as well as the first predecessors of Scorch Beasts, which were irradiated bats exposed to mutagens, and were studied in old abandoned AMS mining sites. In 2083, Eckhart uses a rigged voting system to make himself President. Later in 2083, General Harper died from radiation poisoning from an attempt to get into a silo. Eckhart then ordered Santiago to Camp McClintock to exploit the automated promotion system to make her a general, something which disgusted her. But in addition to a general, Eckhart also had to trick the bunker's computers into declaring DEFCON 1, which basically required an invasion of some sort on America.

Eckhart planned to use three methods: reactivating a Chinese hidden spybot factory, using FEV to spread Supermutants everywhere and making more Scorchbeasts. The first two parts barely blipped the DEFCON, and Eckhart furiously began plans to deploy Scorchbeasts. Everyone wanted to continue the war against communism, but putting Appalachia through even more hell was the final straw for Santiago and her supporters. In July 2084, she confronted him. After failing to schmooze her with her hatred of the Chinese, he dosed her with a knock-out agent and kept her in an artificial coma until June of 2086. He unleashed the Scorchbeasts on Appalachia, and the disregard for American lives finally shocked the rest of Santiago's supporters and the Enclave officers into open revolt. Fighting against bots and Enclave soldiers, they gave Santiago the counter agent, and arrested Eckhart.

Unfortunately for all involved, Santiago had also ordered the placing of charges onto MODUS' memory core, MODUS being the AI in charge of the automated systems of the bunker. The idea was that destroying MODUS would prevent others from continuing the bioweapon research. Unfortunately, the charges only damaged some of MODUS' memory, and also triggered its defense protocols. MODUS ruled all humans in the bunker as enemy combatants, and triggered an explosion in the weapons lab that killed General Santiago and ruptured a toxin tank, which got into the air circulation system. MODUS then sealed the bunker, consigning everyone inside to death by either toxin or suffocation.

-After completing an agriculture project, the local West-Tek lab worked on FEV experimentation. Their experiments lead to Super Mutants, Snally Ghasters, and the Grafton Monsters, as well as the various types of Floaters. One of their technicians also managed to make a neutralizing agent that would eliminate the threat of the FEV vats, which they would eventually use to help secure the site after the bombs fell. Their research data also lead to the Enclave's creation of super mutants, and potentially also Scorch beasts.

-Potential point of interest: Hornwright Industrial partnered with a company that was experimenting with the idea of air purifiers to remove pollution caused by mining. They instead converted the idea into a means of extracting more profit, by means of lighting the various mines on fire to put more pollutants into the air for the purifiers to collect. This is one reason why the Ash Heap is still on fire. This is based on currently cut content, called the [Ash Forges](#).

-Ammo: If at any point you come across the blueprints for a Tinker's workbench, or a Tinker's workbench itself, you will gain access to all the recipes for making ammo. In-game, they are available from the beginning and don't require perks. In-jump, if you have the Big Book of Plans & Recipes, the ammo plans are automatically added, and if not, you can still use those plans whenever you come across a Tinker's Workbench. And they are fairly common. There's usually one in the various train stations. And the ammo recipes include all the ammo in the game. Ballistic, exotic, energy, mini-nukes, 2mm EC, all of it.

EDITv1.15: However, there are Primed Receivers in the game that do much more damage (especially to Scorched), but require Ultracite versions of that weapon's ammo. You must get the plans for the Primed Receiver for a gun before being able to make that Ultracite ammo version.

-Scorchbeast details: If you haven't played the game or fought Scorchbeasts, here's some details for you. They are mutated from bats with some sort of mutagen (possibly FEV from Enclave experiments), are about the size of a bus, have arms separate from their wings, and are fully capable flyers. They don't seem capable of digging, because every time they emerge from the ground, they are doing so from already existing rifts that are connected to caves and old mining tunnels. They are predators, you can see piles of scorchbeast guano that usually contain some sort of animal product (deathclaw, radscorpion, yao guai, human bones, everything). In the city of Watoga, they make nests on the tops of towers that basically look like mud- and refuse-hills. They shoot visible blasts of sonic energy at their targets, which explode on impact with a solid object. They also detect things via sonic/sound frequencies. When flying, they occasionally go away from a target so they can do a sort of bombing run and drop what may be scorch-virus fog on you. Because of their environment in the tunnels, they are

apparently carriers of the Scorch virus/fungus, which is where a lot of their threat level comes from. According to the game, you are supposed to drop nuclear missiles on the rifts leading to their tunnels, which would probably kill the ones in the tunnels. Doing so however also causes a Scorchbeast Queen to appear, who is spectacularly tough, larger, and is technically a legendary enemy, so she'll regenerate her health to full once it's gone down to half.

--The Scorch plague is weird, and will be added as a note once I can verify what the hell it is. The Wiki says it's a fungus, but I haven't been able to verify from the Arktos Pharma terminals. Until I see a source though, you are free to choose if it's coming from a cave-fungus, is a mutagenic virus, some combination of ideas, or whatever. I'm not going to solidly rule on it for now. This note is likely to change in a future version.

--EDITv1.15: There's a bit about the Scorch plague causing a hivemind effect, with the Scorchbeasts at the top of the command structure. It would explain how scorch variants of animals will all come to the aid of Scorchbeasts.

-Automated defenses: Appalachia has some new automated defenses that haven't been seen before in a Fallout game. In various areas of pre-war government importance, there is an automated defense turret that is bigger, bulkier and looks like a cannon off of an IRL APC. There's several defending the Poseidon Nuclear Power Plant next to Charleston. Next, the Brotherhood has deployed quite a few Automated Anti-Air missiles launchers that are basically full on SAM sites. They fire rocket barrages at targets, are fairly reliable at taking down scorchbeasts if you can keep them repaired and operational, and can also fire at ground targets. Lastly, the Brotherhood also has automated artillery cannons that look very similar if not identical to the Minutemen Artillery from FO4. You can pick up the blueprints for them from either the Brotherhood vendor bot in Watoga, from Paladin Taggerdy's room in Fort Defiance, or in-jump from breaking down the physical versions on the roof of Fort Defiance.

-Imposter Sheepsquatch (prototype Assaultron): There is a prototype Assaultron that was made to scare miners in Welch and lower property values, by impersonating a Sheepsquatch. Among some minor leg modifications, it has an energy shield as part of its cloaking field, meaning it takes a lot of damage to go down. In game, the shield makes it invulnerable and invisible. There is text-lore supporting this energy shield in a terminal near the [ambush site](#). To make the shield go down so the unit can be damaged, there are three pylons that scan the shield's frequency, then charge a person with a damaging amount of electricity. Once all three pylons are active, the Imposter can be destroyed.

-Flying Cars: There are flying cars in this game. I think they are related to Fallout 2's [Highwayman](#) with its grav-plates upgrade. But they are supposedly extremely rare and expensive, but you can find them.

-Jetpacks: Power armor jetpacks were seen in Fallout 4, but PA versions drain fusion core energy. Fallout 76 introduces regular armor versions in the form of [Secret Service](#) and [Brotherhood Recon](#) armors that do not require an energy source.

-ATLAS Observatory (before it became Fort Atlas): This facility was used to develop a working weather control device, only to be shut down by politics and the upcoming nuclear apocalypse.

-Legendary Effects: I've decided that legendary effects can be analyzed and duplicated if you manage to find a sample to break down. This decision is based on how unique Legendaries like

Slug Buster exist. However, as this is a mostly gameplay element, any questions about this topic will be answered with “handwave” or “fanwank”. You can also choose to completely ignore this note, if you wish.

-[Resident](#): Just like the Vault Dweller, or the Lone Wanderer, or the Sole Survivor, this is the name/title of the various player characters of Vault 76. If you see Dweller or anything other than Resident in the doc, it's supposed to say Resident.

-[Vault 94](#): This Vault is located in/near the Mire. It was filled with a pacifistic agricultural commune of sorts, and its Vault-Tech experiment was to see how an established peaceful unarmed community would change/adapt in response to a hostile world, and hostile humans. Notable aspects of Vault 94 is that it has been equipped with a complete agricultural research facility on top of its hydroponic facilities, including experimental greenhouses, aquaculture labs, and a comprehensive seed bank containing all known plants suitable for edible or medicinal use. It also has a fully operational GECK. Before the events of the game, 94 opened a year after the bombs dropped and sent out unarmed ambassadors. The vast majority of the ambassadors were murdered by raiders, but the group that met with the Harper's Ferry inhabitants doomed the vault. They brought some of the people of Harper's Ferry with them, and the visitors were spooked by the vault dwellers' passivity. When they saw the GECK, they assumed it was a mind control device, shot it, and caused it to explode into a massive nuclear explosion, which someone created the modern Mire. (Disclaimer: Author has not played this vault raid, so source is based on wiki.) EDITv1.15: This Raid is no longer available in-game, and the plans for the raid loot are instead purchasable from the secret service vendor in V79.

-[Vault 96](#): Located in the south end of the Savage Divide, this Vault isn't meant for humans, but to establish ecosystems ravaged by nuclear devastation. It has animal embryos, and is set to constantly release waves of new animals, until a stable ecosystem is created, or the system is no longer viable. There are only 6 staff members here to keep the system going. (This Vault has not yet been actually implemented in game, and lore is based off of leaked data entries.)

-[Vault 51](#): A Vault with no formal Overseer, but it does have a ZAX computer, plus 50-ish inhabitants. Vault-Tech's goal for this vault was to have the ZAX discover the best way to select a leader. Democracy and republic methods failed, and ZAC eventually implemented social engineering and artificial food scarcity to promote conflict amongst the inhabitants, eventually leading to only one survivor. Unfortunately, Vault 51 only opens on Emergence Day in 2102, in order to lure in more testing subjects in order to fulfill ZAX's directive. Notable aspect: ZAX successfully impersonated Dr. Stanislaus Braun, and faked a delivery order of a [Hellfire Prototype](#) armor from the Enclave in the Whitespring Bunker in 2080, which was fulfilled. Which means the Enclave had Hellfire schematics, not just X-01.

--Post-Fallout Worlds update, that got rid of the Nuclear Winter mode. Now, Vault 51 had one survivor named Reuben Gill who managed to make it to 2102.

-[Costume Party](#): This drawback creates copies of costumes that already exist in the Fallout setting, based on characters in the Fallout setting. So, no Superman. Though, it is up to you whether the Mistress Of Mystery uniform counts as a costume or not.

-Perfect Bubblegum: I added this to the jump when I realized that the game offers Perfect Bubblegum not just through Season rewards (which was originally the only way people got it), but also was being sold for 75 gold, and then 50 atoms. So why not add this mix of Willy Wonka's Everlasting Gobstopper/Magic Chewing Gum hybrid, I figured.

--In-game Time check: I did an in-game test of time passing in-game versus real life time. The Perfect Bubblegum and other similar consumables last for 1 hour. But that's one real-life hour. I set a timer for one minute, and watched the Pip-boy. 1 minute real life is 20 minutes in-game. Meaning 1 hour real-life is 20 hours in-game. But I'm not gonna force jumpers to do time checks for a piece of gum, so I rounded it up to 24 hours. You can handwave whatever you want if you end up on worlds with non-24 hour days.

-Atomic Shop Power Armor Cosmetics (and author's homemade lore): *As a shop that sells cosmetics and other features for Atoms (the currency earnable through in-game actions and purchasable via real money), many of the Power Armor cosmetics are somewhat lore breaking. However, as many have been released, and many are cool, here is my/the jump Author's ideas for how they can be lore-friendly. However, I'm ignoring the blatant comic-book tie-in PA skins from the Seasons as being completely non-lore friendly, unless otherwise mentioned.*

--Liberty Prime power armor skin: Based on a X-01 design, this one-off design features a custom head containing powerful external speakers linked to a copy of Liberty Prime's patriotic propaganda. It is intended to demoralize enemies of America and capitalism. However, due to power armor's small size compared to Liberty Prime, there are no added features beyond that. It comes in [steel gray](#), [patriotic red-white-and-blue](#), and a [stealth variant](#) for night operations. Here is a [Link](#) to hear about the glories of democracy.

--Responders power armor: When the Excavator power armor project failed to secure them a win against the Hornwright AutoMiners in a mining competition on October 18th, 2077, the Garrahan Mining Co. had already produced 5 sets of the armor. In an attempt to salvage the project, some of them were sent to potential buyers to see if there was interest. One was sent to the Charleston Fire Department (with a custom [paint scheme](#)), as a means to protect firefighters in heavy blazes. After the bombs fell, and the fire fighters turned into the Responders, they still had the Excavator. However, post-apocalypse firefighters don't need mining equipment. After salvaging some sirens and emergency lights, they reworked the Excavator into this particular variant. It served with distinction in the Charleston flood recovery, and was last seen using its sirens to attract Scorched away from civilian evacuees. (Author's note: the sirens aren't actually part of the skin, just the flashing lights.) [Link](#) to a video showing the armor and lights.

---Charleston Spark power armor: A black and red version of the Responders PA, maybe meant more for Firebreather use. [Link](#).

--Communist Red Shift power armor: There were several Communist spy bases in Appalachia. The base in the cave system near the Whitesprings had several operatives in experimental Stealth Suits, and one of their missions was to recover a sample of a local civilian power armor for reverse engineering. The theft from Garrahan was a success with no clues left behind, and the Excavator was recovered before the bombs dropped. With little else to do besides surviving the nuclear exchange, the spy cell reverse-engineered the power armor and made a variant of

their own. Once completed, one of the bored technicians added various sound bites for the armor to play when being activated or being in combat. [Link](#) to video. [Link](#) to sound bites.

--Red Scare power armor: It's a red version of the Red Shift, with a star on the front, and a Red Communist jetpack.

--Bone/Blood Raider power armor: A raider scouting party managed to avoid Responder notice, and managed to make it to Arkto's Pharma's facility on a mission to find chems. Instead, they found an Excavator sent to Arkto's for evaluation (with an [Arkto's paint scheme](#)). Realizing the value of the power armor, they managed to get it running. Unfortunately for the raiders, on their way back, they stumbled across several Yao Guai, and due to a combination of lack of maintenance and the Raider's lack of skill operating the armor, the Excavator was shredded, though still somewhat operational. When they got back to camp near Top Of The World, they took whatever scrap metal they could and tried to plug the holes. Add some spikes and animal bones for intimidation value, and the Bone Raider power armor was born. Several weeks later, a jealous gang stole the Bone Raider from the first group, stripped all the paint off, and replaced it with red paint to evoke blood. Then the creative raiders started calling it the Blood Raider armor. [Link](#) to Bone Raider video, [link](#) to Blood Raider video.

--Scabber & Waster power armors: Similarly to the Bone/Blood Raider armor, except the [Scabber](#) and [Waster](#) were based on recovered T-51 and T-60 sets. After seeing the intimidating Bone/Blood Raider, other raider gangs set out for their own sets of power armor that weren't completely homemade like actual Raider power armor. Having found trashed T-51 and T-60 parts, the raiders fixed them up as best they could.

--Raider Marauder: This suit started life as a X-01 created by the Enclave. Before the Scorchbeasts were released, sometimes scouts needed firepower to achieve their goals. An Enclave power armor squad was engaged in a running battle with super mutants when one of them stumbled literally into a Grafton Beast. The Beast's punch sent the soldier flying headfirst into a boulder, killing him on impact. His allies weren't able to recover his body, but managed to alert a scout. Both the beast and the mutants had spent time trying to get at the soldier's body, but failed to completely remove the armor. The scout further damaged the suit by setting off its onboard scuttling charges, but before managing to finish the job, was driven off by hostile wildlife. Eventually, a raider group stumbled across the shredded power armor, and managed to haul the carcass back to their camp, where they proceeded to make repairs using whatever metals were handy. However, before they were completed, the camp was overwhelmed by Scorched. It was later recovered by a group belonging to the Crater Raiders, where it now stays. [Link](#) to video showing the armor.

--Settler Vigilante: The Settlers came from Washington D.C., and many were part of a Construction Workers Union. Before the bombs dropped, the Union had managed to get a T-51B power armor as part of a PR stunt/construction initiative. After the bombs dropped, the same armor proved essential at assisting the Union in clearing rubble and debris, especially when the Settlers made their move to Appalachia. The Vigilante was integral in speedily converting the facilities on Spruce Knob into the Settlers' new home of Foundation, and now guards its walls from Raiders and other hostiles. [Link](#) to video showing armor.

--Plague/Black/War/Pale Riders: No. Just no. These are a fever dream of someone dying. They don't actually exist.

--Red Rocket Ranger: Maybe a marketing gimmick but with a fully workable jetpack. Doesn't look like any normal power armor. Insert favorite handwave excuse. [Link to video](#).

--X-02/Enclave Power Armor: It's a more detailed version of the X-02 PA from FO4. No lore excuse I can think of. [Link to video](#).

--Vertiguard Power Armor: From the Scribe of Avalon season. No lore, but it's got a jetpack with propellers on the top, like a V-22 Osprey. [Link to video](#).

--Junkyard Power Armor: Made from scraps, pulled from a scrapyard, yet provides military grade protection. Maybe it was made from scrapped military vehicle armor? No other lore. Insert favorite handwave excuse. [Link to video](#). Also has a Free States version.

--Prowler Power Armor: Dataminced. AKA State Trooper PA. [Link to video](#).

--Ace Full Assault Power Armor: It's a set of T-60 slightly modified and painted to look like a TV hero. Not much more to it, besides a fancier than normal jetpack. [Link to video](#). Season 2 rank 100 reward.

--Park Ranger Power Armor: Another unique skin, that I can't figure out a lore-based reason for. [Link to video](#). Actually, it looks like a Park Ranger version of the Prowler dataminced PA? Atomic Ranger is a season pass themed version of Park Ranger.

--H.A.R.E. Power Armor: High Altitude Recon Exfiltrator. No lore support. [Link to video](#).

--Commissioner Chaos Power Armor: While it's coming from a pre-war comic book, a demonstration model or two is actually possible. Take a Sentinel power armor frame, give it T-45 armor, hook up an Assaultron brain to control the suit, and link in a hologram projector for the "head". [Link to video](#).

--Warhead Power Armor: No lore support. Besides looking like power armor for the Doom Marine... [Link to video](#).

--Surveyor Power Armor: This is an early prototype of the Excavator PA from Garrahan, and shows its T-45 heritage. [Link to video](#).

--Blood Eagle Power Armor: The Blood Eagle gang took an Excavator PA, slapped some hot rod parts on it, painted it red to go faster, and added spikes and tires for flavor. [Link to video](#).

--Equalizer Power Armor: Best described as Frank Horrigan's version of Enclave X-02 armor. [Link to video](#).

--Blackbird Elite Power Armor: Season 9 reward. Lore, if any, To Be Determined.

-Wastelanders expansion: Set in 2103. Settlers from D.C. arrive, plus raiders led by a survivor of the Appalachia raider gangs. Vault 76 Dweller(s) then have to mass-produce and apply the Scorched Plague inoculation they previously discovered to both factions. Then the V76 Overseer decides to look into Vault 79, which turns out to be a serious vault meant to safely store all of the gold in America. Cue a "let's take the gold" plotline regardless of siding with the Raiders or Settlers. V79 turns out to still have living inhabitants in the form of remnants of a Secret Service group. They had months prior suffered from a reactor breach which turned many of their colleagues into feral ghouls, plus hard reset the robotic defenses into attacking anything living. The V76 Dweller and allies fight to restore the reactor, and to a gold sorting room to plunder what ends up being scraps of the gold that hadn't been stored yet. The Secret Service leader then reveals the actual storage of the gold, and plans to use the gold to help legitimize

the local economy. To incentivize the Dweller into selling back the gold to V79, the Secret Service is offering high end military blueprints: T-65 power armor, Secret Service armor (high defensive stats, plus a torso-mounted jetpack), Gauss Pistol, and Plasma Caster. Somehow, when at higher reputation levels with the Settlers/Raiders, those factions somehow have access to blueprints for Gauss Shotgun (Settlers), and a Gauss Minigun (Raiders).

--In addition, other human factions appear. Mothman Cultists are fully crazy and willing to kill anyone and everyone, while the Blood Eagle gang is a worse band of Raiders than the Raiders at the Crater. Blood Eagles recruit via drug addiction. In addition, living Communist Ghouls are discovered in an underground facility right next to the Whitesprings, and they have access to both Stealth Suits and a 2nd Motherlode unit.

-One Wasteland For All update:

-War Glaive: A new two-handed weapon first added in the Daily Ops update. Comparable to a super-sledge, and has mods purchased with Gold Bullion that grant it different elemental effects. Fire, Plasma, Cryo, and electrical. Video showing the weapon [here](#).

-Scavenged Solar Panel: a camp item that shows the first instance of camp-buildable solar panels. Provides 5 power, same as a medium generator. [Wiki link](#).

-Sympto-Matic: A camp-buildable Sympto-Matic. Lore-wise, it functions similarly to an Auto-Doc. In-game, it only cures diseases. Very useful. [Wiki link](#).

-Steel Dawn update: (preview video [link](#))

-An expedition from California shows up in Appalachia. 1 Paladin, 1 Knight, and 1 Scribe, plus all the unnamed NPCs they picked up along the way. Besides having lost some interesting rocket launchers that they then have to recover from raiders and settlers, they also have a conflict between being BoS Conservative (AKA tech-hoarding) or Progressive (actually help build up society). Either way, long-range communication to California is not made, preserving the canon facts of the Fallout timeline.

-Brotherhood Recon armor: Looks a bit like Secret Service armor, and also has a Jetpack. Better physical defenses than Secret Service Armor, slightly worse energy and radiation. Blueprints acquired via Daily Ops missions as a rare (possible less than 1% per part) event reward. Mods are gold purchase. In-game, not worth it, as you can't craft legendary versions, and can't sell the BP or armor in any way to players. [Wiki Link](#). [Youtube comparison video](#).

-Deep Dive suit: Essentially a radiation suit with underwater breathing ability. Also is immune to waterborne radiation and illnesses.(model may be from Far Harbor?)

-Crusader Pistol: A new 10mm pistol that can be modded to fire 5.56 or have cryo/pyro/fusion mods (you can only have one). Looks like the 12.7 from New Vegas.

-Hellstorm Missile Launcher: 4 round clip rocket launcher that can have: Cryo payload, enhanced blast payload (more ammo capacity??), napalm payload, or plasma payload.

-Plasma Cutter: A melee weapon that has a plasma beam for a blade. Can be modded to cryo blade, flaming blade or shock blade.

-Camp Shelters: Underground spaces you can build in, but with so many restrictions to prevent them from actually being gameplay affecting. Decorative only, but can also be a PVP area.

Steel Reign update:

-A character first shown in Steel Dawn seeks to improve FEV from being a Super Mutant creator, to “enhancing humanity”. As typical of FEV, that is never achieved and just makes more mutants. Players choose if they capture/integrate or kill the supporting scientists of this FEV project, causing a split in the Brotherhood, with the unchosen option being the faction that splits off. Capture is the Progressive faction option, Kill is the Conservative option.

-Hellcat Mercenaries somehow acquire a distinct Power Armor model, called Hellcat Power Armor. Visual design elements look related to X-01 with more real world aesthetics, but manufacturing costs are all non-unique resources, whereas even T-60, X-01, and T-65 all require some amount of Black Titanium, with Ultracite PA also needing Ultracite. However, Hellcat PA has better armor numbers than Ultracite, but has more focus on ballistic defense than X01’s energy/radiation focus. In fact, it has a unique modifier of reducing Ballistic damage even further than its raw armor stats.

-New wandering vendor Minerva, who has somehow managed to use her photographic memory to copy and recreate the plans from other gold bullion vendors, and sometimes sells them at a 25% off discount. And she also sells Daily Op plans for Gold.

-You can now modify legendary effects onto items, and even do so for Power Armor pieces. Requires Legendary Cores (from events) and Legendary Modules (from Purveyor Murmrgh).

-Red Rocket Collectron: Another Collectron type, but this one uses the Red Rocket Robot, which looks significantly different from pretty much any type of humanoid robot. Much more lanky. However, locked behind season pass 5 “Escape from the 42nd Century” at rank 99. Model supposedly collects “lightly used automotive parts”. And it has an animation where it goes to the pump and fills up something in the chest. But the walking motion is weird, it looks like a protectron, except it lifts the legs up high like a human.

-The Pepper Shaker heavy weapon shotgun is added to the seasonal Grahm’s Meat Cook event. It’s a minigun shotgun hybrid that can change its ammo from shotgun shells to laser energy shells or plasma cartridges.

Season 6: The Unstoppables! Versus The Diabolicals.

-This whole season was comic-book themed, but I’m ignoring the Mistress of Mystery PA paints and the [SamurEye PA skins](#). One thing of note is the new F.E.T.C.H. Collectron, a robot dog that collects electronic scrap for you from its dog house. I think this is the first non-cyborg robot dog in Fallout.

Invaders From Beyond event update:

-Starting from March 1st, 2022, the new Invaders From Beyond event ran for 2 weeks. In it, Aliens have 3 brainwave siphons that they try to stop players from destroying. The event drops plans for the Alien Blaster pistol, Alien Disintegrator rifle, and the Electro Enforcer baton, as well as plans for elemental damage mods for all of them. In addition, the update itself now allows players to craft Alien Blaster rounds at any Tinker’s Workbench, which is useful since they are used by the Blaster and Disintegrator.

Changelog:

v1.16: edited the Red Shift note, added a link to the sound bites the power armor says. Added a bit on Red Rocket Ranger and Vertibird PA, and how jump-author-lore is TBD, just as X-02 is (as is: Junkyard PA, Highway Patrol PA). Added details to Power Armor Set regarding blueprints being included for what tier you buy. Added Red Scare PA note. Added Costume Party drawback, with different levels. Added details and notable loot from Steel Dawn DLC. Added video link for many PA skins. Added Park Ranger PA note, drew comparison to Prowler PA. Added Punch Card Machine item. Added Commissioner Chaos and Warhead PA notes. Added Perfect Bubblegum to general items (cause the Atomic Shop now sells them for atoms). Added Perfect Bubblegum note and In-Game-Time note. Added Invaders From Beyond update info. Added the Pepper Shaker to the Steel Reign update note. Added a note about F.E.T.C.H. Added Charleston Spark PA note. Added Hellcat power armor note, despite no background lore. Add Flying Car note. Added Jetpack note. Added ATLAS observatory note.

v1.15: grammar/vocab fixes. Added a line about the Worm Magnet drawback preventing the Contaminant Immunity perk from stopping regular diseases, but still stopping Scorch plague and FEV. Renamed "Shared Network" to "Commander of Networks", and added a line about not being hacked through those networks. Added a line to Fast Travel about being able to FT when enemies are nearby. Added a bit to Mutations about how, if you discover how to make Mutation Serums of mutations you purchased with CP, those serums benefit from the CP-bought version's bonuses. Added an upgrade for Hazmat Suit, into Chinese Stealth Armor. Made Worm Magnet drawback not available for robots. Allowed Good & Bad drawback to be taken once per mutation. Updated the Air Purifier/Ash Forge note, based on cut content. Added a sub-note to the Scorch Plague that points out how the plague creates a hivemind effect with Scorchbeasts as the rulers. Added a line to Vault 94 note, saying the vault raid is no longer available.

v1.14: Wastelanders update. Added a note talking about what happens in Wastelanders quest line. Added notes on cosmetic power armors, and jump author's homemade lore of how they can exist. Changed game logo image to the Wastelanders version with the T-65. Added note on Imposter Sheepsquatch. Added There Goes The Neighborhood drawback. Replaced any usage of "Vault Dweller" with "Resident" as that is the title of the player character. Added Weight Reduction general perk. Added Rad-Free Brain free perk. Added a Ultracite Fusion Core line to Breeder Fusion Core. Added a poison/toxin immunity to Herbivore mutation, as some plants are toxic/poisonous. Added Vendors as targets for Fast-Travel perk. Added various notes that can be found by searching for "EDITv1.14:" Added a note talking about the T-65 power armor. Added a note about breaking down Legendary gear to copy their effects.

v1.13: added notes for Vault 94, Vault 96, Vault 51. Mostly for why someone might actually be interested in looting them. Added Liberty Prime power armor skin video in Notes. Placeholder note for Wastelanders expansion. Added a line about a message system being in the power armor frame based on this [video](#).

v1.12: changed Contaminant Immunity to say "via macroscopic trauma" instead of "via kinetic energy".

v1.11: Added a line for CAMP structure storage being infinite.

v1.1: Added additional notes for Ammo, Scorchbeasts, Automated defenses. Rewrote Unstable Isotope and Electrically Charged mechanics to be explosions instead of directional bursts. Note

added regarding CAMPs and how they work without instant salvage/construction perks. Added to drawbacks about how drawbacks don't affect companions unless they are a scenario-type. Added note on Scorch plague having uncertain origins, and thus I'm not ruling on it for now.

v1.0: Initial release.