


## War. War never changes.

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

As decades passed, what had been the American southwest united beneath the flag of the New California Republic, dedicated to old-world values of democracy and the rule of law. As the Republic grew, so did its needs. Scouts spread east, seeking territory and wealth, in the dry and merciless expanse of the Mojave Desert. They returned with tales of a city untouched by the warheads that had scorched the rest of the world, and a great wall spanning the Colorado River.

The NCR mobilized its army and sent it east to occupy the Hoover Dam, and restore it to working condition. But across the Colorado, another society had arisen under a different flag. A vast army of slaves, forged from the conquest of 86 tribes: Caesar's Legion.

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

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

Mojave, mo’ problems, am I right folks?

## You have 1000 Caps.

# BACKGROUNDS

Your background and a description of your history in this world. Each ***Identity*** grants different discounted ***Perks*** and ***Items***.

You may choose your age and gender for free as long as it makes sense given your Background and Faction.

## WILD CARD

Maybe you don't have a past here, maybe you crawled out of some vault or other or maybe you're just the mail man. Regardless, your part in here is not set in stone yet and there's always somebody around who needs another pair of hands to help them out.

## SOLDIER

War. War never... actually that's enough of that. The Mojave desert is a powder keg set to go off as the NCR and Legion scrabble for allies to aid them in the second fight for Hoover Dam that now seems inevitable. Armies need troopers or legionaries, the Brotherhood of Steel need their paladins and even the casinos need armed guards for when the guests get a little out of hand. There's always good caps to be had for a man with a gun who knows how to use it and you certainly do.

## SCIENTIST

You're the closest your faction has to a great mind or at the very least someone fairly logical with a good memory and the ability to read and write. The NCR has their OSI, the Brotherhood their scribes and even the Great Khans have their own chemists in a manner of speaking. Even the Fiends and the Legion require those capable of fixing and maintaining equipment and you're a full citizen or member in good standing regardless of the possibly more martial emphasis of your faction.

## LEADER

You may not be Caesar or even a legate but you have a higher place in the hierarchy of your faction than the grunts due to your own superiors noticing your skill at whipping others into shape. You know that such training can keep those under your charge alive in a place as dangerous as the Mojave and you are highly respected by those under you in your field.

# FACTIONS

The Faction you come from, are currently a member of or are most closely affiliated with. Wild Cards without background memories may still choose a faction for free and will meet and befriend a member of that faction early on. Factions provide further discounted perks.

## New California Republic

A large, democratic federation based in California and with holdings in Nevada, Oregon, Mexico and along the Colorado river. They would tell you that they seek to restore order to the wasteland and regain many old world values thought to be lost when the bombs fell such as democracy, personal liberty and the rule of law. Their detractors see a large, frequently corrupt bureaucracy with leaders too political in bent desperate to take the wealth and people of Vegas for their own. Either way they are a force to be reckoned with in the Mojave and they may be the best hope against hordes of legionaries from the east.

## Caesar's Legion

A slaver society modelled on ancient Rome by its leader, a former member of the Followers of the Apocalypse, who managed to conquer 86 tribes in Arizona and form them into this single, cohesive group under him as a totalitarian dictator. Barely defeated at the first battle of Hoover Dam they brushed themselves off, set the legate responsible on fire and tossed him into the grand canyon before returning their attention to the West. Women are either wives of officers or (more commonly) slaves and are always treated as second class citizens. True male citizens must have served as legionaries to earn that right and although they are generally somewhat backwards technologically they make up for it in numbers and the brutal training of a truly martial society.

## Brotherhood of Steel

The most technologically advanced group in the Mojave who are nonetheless struggling for survival due to a serious defeat at the hands of the far more numerous NCR. For now they lay in wait in their bunker beneath the desert and a permanent, artificial sandstorm as the current Elder (McNamara) wishes to avoid further loss of life by sticking vehemently to their doctrine of isolation and technological hoarding (the Codex). As skilled with technology as they are, the Brotherhood has failed to adopt new ideas to adapt to an ever changing landscape and continues to underestimate the reach and the threat of the major factions currently vying for the Mojave who each see the Brotherhood as another obstacle to overcome.

## Three Families

Mr. House, the mysterious sole proprietor of the Strip, observed NCR scouts and understanding that soon they would covet the Strip itself provided a vast amount of resources to the three tribes currently living in the ruins of Vegas willing to work for him. Over time the three tribes were transformed into the families that run the operational casinos on the Strip. The three families are the Omertas— sleazy, duplicitous, exploitative mobsters who control Gommorragh (a casino/den of prostitution, chems and general vice), the Chairmen—modelled on the ratpack and owners of the Tops (a flashy, hip casino where gamblers can take in a show) and the White Glove Society—a swanky and high-class masked bunch with a dark secret (they used to be cannibals and some of them miss it) who run the Ultra Luxe (a clean, expensive establishment with a great restaurant.) You may pick which family you belong to.

## Followers of the Apocalypse

The Followers are largely a humanitarian society and while they once had considerable influence in the NCR a schism has formed due to the Followers' outspoken criticism of the NCR's current jingoism and expansionist agenda. The Followers in Nevada are even more hard-pressed as they are small in numbers, low in resources and currently dealing with the vast amount of issues in the dangerous and poor neighbourhood of Freeside in which their current base of operations (the Old Mormon Fort) is located. While they are appreciated by many for providing invaluable medical care and aid to those who need it their position in the Mojave is extremely tenuous. Nonetheless Julie Farkas and her associates continue to do what they can for those that need them.

## Boomers

In Vault 34 the armory was overstocked with explosives, flamethrowers and guns of all sorts. On being denied access to the armoury by the Overseer, some residents forced their way in and left the vault. Using massive firepower against any that stood in their way these former vault dwellers found Nellis Airbase and proceeded to shell the everloving shit out of anyone who came anywhere near with their artillery. Now known as the Boomers these xenophobic people are still extremely fond of explosives and wear vault suits modified with flight suits, pilots jackets and goggles. Their greatest treasures are the VR pods they use to learn how to become pilots and the aeroplanes they hope one day to fix so they can soar through the sky blowing up savages and mutants.

## Great Khans

The Khans are a once strong tribe with a vague Mongolian/biker aesthetic reduced to a fraction of what they were by first being expelled from Vegas by the Three Families after refusing to fight for Mr. House and then experiencing a brutal massacre by NCR marksmen in the now infamous Bitter Springs incident in which non-combatant men, women and children were gunned down en masse. Due to brutal initiation rites and near constant fighting they remain extremely formidable individual combatants and currently scratch out a living by selling chems to the Fiends. Caesar's Legion currently have an agent in the Khans' camp and wish to stoke their hatred of the NCR to trick them into assimilating into the Legion and the NCR, naturally, seek to prevent this.

## The Kings

Like the Khans, the Kings were one of the tribes forced out of the Strip by Mr. House and the Three Families. Unlike the Khans, they didn't go far and instead settled immediately outside the Strip in a neighbourhood now known as Freeside. Their headquarters and base of operations is a former school for Elvis Impersonators and the Kings (seeing Elvis as some sort of god or hero) have taken to dressing in various Elvis costumes, wearing their hair in quiffs and impersonating him themselves. They are dedicated to independence and personal freedom and their leader (called only the King) does what he can to keep the peace in the ever turbulent Freeside as the closest thing the neighbourhood has to a real authority.

## Fiends

The Fiends are, seemingly to a man, deranged chem-addled lunatics with animal skulls on their helmets who like blasting their enemies (everyone but the Khans) and sometimes each other with basically whatever they can get their hands on. Somehow a great many of them possess Laser RCWs giving them a surprising degree of firepower and they possess a very large pack of semi-feral attack dogs that they bring into battle. They currently live in a Vault in the southern ruins of Vegas which they acquired by killing the previous occupants. They are, however, poorly organized, poorly armoured and both the NCR from nearby Camp McCarran and Caesar's Legion would be happy to see them wiped out entirely due to the chaos they cause and their degenerate chem use.

## Tribes

The tribes of the East have been subjugated and enslaved by the Legion, those of the West domesticated by the NCR and the tribes in Zion Canyon are currently on the verge of all out war as the Burned Man (Joshua Graham—former Legate of Caesar's Legion) and a Mormon chap called Daniel attempt to prepare their tribes (the Dead Horses and the Sorrows respectively) for the coming onslaught of the brutal and Legion sympathetic White Legs. There are many reasons a tribal may find themselves in the Mojave, escaping a larger faction at the forefront, and although the politics of the region may threaten to swallow them up their skills at living off the land could prove invaluable to their survival and possibly to the survival of others. You may choose any tribe from what is now the NCR or the Four States Commonwealth (Utah, Colorado, Arizona and New Mexico) or come up with your own primitive people.

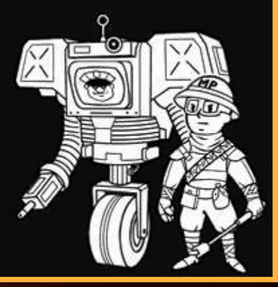
# LOCATIONS

Roll 1d10 to decide where you begin. Certain factions (or anyone in the case of Goodsprings) may choose locations freely without rolling as specified in the Location descriptions. For 50 CP you may start anywhere in the Wasteland.

## The Strip — 1

Three Families may start here freely.

The crown jewel of the Mojave, controlled by Mr. House and the Three Families on his behalf and guarded by powerful Securitrons that will not hesitate to destroy anybody causing trouble or anyone who tries to run past the gate from Freeside without submitting to a credit check. Fortunately you must have already passed one (or you're up from leave via monorail from McCarran) so can experience all the Strip has to offer (as long as you can afford it). Why not see a show at the Tops or try to get a seat at the Gourmand?



## Goodsprings — 2

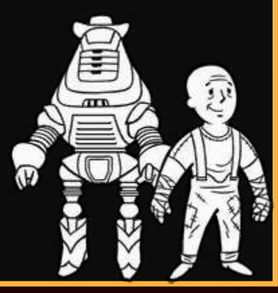
Anyone may start here freely.

A good town with mostly good people. Unfortunately they're having a bit of trouble due to the recent breakout at the NCR Correctional Facility and an altercation between a man from the Crimson Caravan Company. The road to the North has some serious wildlife problems between the cazadores, deathclaws and chem addicts so it's likely going to be the long way round if you want to see the Strip. Still, it's a good place to start and get your bearings and with your help the militia should be able to show those Powder Gangers a thing or two.



## Primm — 3

Primm is… well it's usually a nice place. Unfortunately an offshoot of the Powder Gangers has currently taken residence there and the NCR outside don't have the men to take it back. The sheriff's been killed, the deputy's been kidnapped (and was a bit of an idiot to start with) and most of the townsfolk are holed up in the Vikki and Vance Casino. Perhaps you could get rid of the Gangers and find a new sheriff but if you're not up for it and mean to skedaddle you're going to want to look out for landmines on the way out.



## Novac — 4

Named for a broken No Vacancy sign, the town of Novac has certainly earned its place on the map between its huge dinosaur statue and the World's 2nd Largest Thermometer. Currently tensions are high due to the increasing number of feral ghouls wandering in from the nearby REPCONN facility as well as a certain sniper believing one of the townsfolk is complicit in the abduction of his wife by the Legion. There's bound to be work to do or perhaps you'd like to visit the gift shop for your very own Dinky the T-Rex souvenir or a toy rocket with real glowing radioactive material.



## Freeside — 5

Followers of the Apocalypse and Kings may start here freely.

A poor neighbourhood that contains the only gate into the Strip for those who are not members of the NCR military. Currently things are more dangerous than normal as the Kings and NCR look to be heading towards a fight due to a large influx of NCR citizens. The King and the Followers of the Apocalypse are doing what they can to keep the peace and help the people of Freeside but without your intervention there will likely be more blood in the streets than usual.



## Camp McCarran/Hoover Dam — 6

NCR may start here freely.

Camp McCarran is an airport with a monorail providing direct access to the strip and serving as the main base of operations for NCR military personnel. Unfortunately intelligence is leaking somehow to the Legion and the Fiends nearby are becoming more and more of a nuisance. Hoover Dam is currently also held by the NCR and is undergoing fortifications in expectation of a legionary assault due to its huge value as a resource because of the energy produced here. There are rumours that the president himself is coming to visit.



## Nellis Airforce Base — 7

Boomers may start here freely.

How you got in here if your not a Boomer is anyone's guess but you must have timed your runs well to avoid the artillery with your limbs intact. The Boomers have been waiting for an outsider for some time as they have been desperate to recover a B-29 Superfortress that has sunk to the bottom of a lake. There's an explosive giant ant problem to resolve as well as giant ants have been eating the gunpowder again.



## Cottonwood Grove/The Fort — 8

Caesar's Legion may start here freely.

Cottonwood Grove is the biggest foothold of the Legion west of the Colorado and has access by boat to the Fort for the easy ferrying of slaves, troops and caravans from one side of the river to the other. The Fort is where the bulk of the Legion, and Caesar himself, are situated and is just Northwest of Legate Lanius' camp. If you are from a faction hostile to the Legion you're probably going to want to leave fairly quickly as each of these location is swarming with legionaries and they're overly fond of crucifying folk.



## Red Rock Canyon/Vault 3 — 9

Great Khans and Fiends may start here freely.

Red Rock Canyon is about what you'd expect. It's a large canyon made of red rock and is currently home to the bulk of the Great Khans with tents to sleep in and an arena in the middle for initiations and contests of strength. Vault 3 lies to the east of Red Rock Canyon but the Khans deliver chems to it fairly regularly and the Fiends are pretty widely dispersed between the two bases making it extremely dangerous for those dressed in anything but Fiend or Khan outfits. You may choose either or anywhere between the two.



## Hidden Valley — 10

Brotherhood of Steel may start here freely.

A desert with a constantly swirling sandstorm produced by hidden fans on the floor to obscure the various bunkers hidden here. Most of the bunkers are abandoned and caved in and get occasional use from NCR Rangers for shelter. One contains the entrance to a much larger bunker that currently acts as home to the Brotherhood of Steel. They're not the friendliest to strangers or fond of having their hideout discovered but recent issues with the bunker have made them desperate enough to look outside for help.



# RACE

As a default you're a regular human but if you'd like you may choose one of the mutated "races" to be instead. Any Race taken will provide an alt-form but you will still be able to access the abilities and advantages of your race. All races ensure that you no longer age, can no longer get diseases and you are no longer harmed by radiation.

Most *Factions* don't like mutants and some do not accept non-human members at all (Caesar's Legion and the Brotherhood of Steel in particular) although you may still take any *Faction* freely. In these cases you will be a former member who has since mutated somehow or a long time mutant who has one unusually tolerant friend in your *Faction*.

You may pay the listed price for your *Race* or get a *Race* for free by taking the *Unclean Living Drawback*.

## Ghoul

**150 Caps**

Radiation has done something weird and turned you into a ghoul! On the plus side you don't age, you are more durable as your organs are largely redundant and radiation actually heals you. On the negative side of things a lot of factions will shoot you, there is discrimination even among the more tolerant factions and you look a total mess of melted skin. While not especially well treated they are still permitted to serve in the NCR army and can get a drink in Freeside without people really batting an eyelid. It'd be tough to get a reservation at the Gourmand, though. For a further 50 Caps you can choose to be a Glowing One enhancing your physical abilities and healing and causing you to constantly emit radiation.

## Super Mutant

**200 Caps**

Super Mutants are big, extremely strong,  green products of the Forced Evolutionary Virus. You are one of the fortunate ones who has retained their faculties. You can take a lot more damage than any normal human could due to your unnaturally tough skin, bones and muscles and due to extremely fast cell regeneration heal a bit faster as well. When not hunched over you stand at somewhere between 10 and 11 ft tall and you weigh around 800 pounds.

Instead of your starting *Location* you may start in Jacobstown or Black Mountain for free as each provides a haven for your kind.

## Nightkin

**250 Caps**

Nightkin are stronger, smarter and (in more lucid periods) generally more capable than your standard Super Mutant. They are a dull blue in colour. Unfortunately extended Stealth Boy use (and an addiction to the same) have made them all quite mad and they usually have multiple personality disorder which means that in the vast majority of places they are seen as extremely dangerous. As a Nightkin you would begin as mad as the rest and similarly addicted to Stealth Boy use although with time, help and some in-setting science you may be able to find a cure.

Instead of your starting *Location* you may start in Jacobstown or Black Mountain for free as each provides a haven for your kind.



# PERKS

Your skills, proficiencies and special abilities. Discounts cost 50% of the listed price.

## Wild Wasteland

Weird things happen around you. It's not always good, sometimes manifests as a cheap joke or reference and it's sometimes a little dangerous but there's a weird bent to your travels that sometimes provides things and experiences of great value. It's not like a UFO will crash next to you every time you leave your house but if a UFO is going to crash anywhere you're probably going to bump into it at some point. Togglable and with optional sound effect.

**100 Caps, Free Wild Card**

## Jingle Jangle Jingle

Sometimes the journey beats the destination - especially if your spurs go jingle jangle jingle and you meet some nice gals along the way. For you this is very often the case as the weather is usually pleasant and you are much more likely to bump into people you want to than don't. Walking into any bar will find at least one person willing to travel with you and these people are always very useful, amusing and, with time, make great lifelong friends.

**400 Caps, Discount Wild Card**

## A Delivery Service You Can Count On

As long as you've got a job to do you keep going longer than strictly speaking makes sense and it'll take more than a bullet to the head and being buried half-alive to finish you off. Whether this is through an increase in luck, moments of brilliance or a lack of wisdom your enemies show when choosing their weapon size the chances of your death greatly reduces when you are actively working towards a specific, achievable objective.

**600 Caps, Discount Wild Card**

## Heave, Ho!

You're perceptive and accurate by nature making you a fair shot even with an unfamiliar firearm and you've got one hell of an arm on you. Whether a tomahawk, a javelin or a grenade you have a knack for throwing things ridiculously accurately and with a fair bit more distance than your strength should allow.

**100 Caps, Free Soldier**

## Run 'n' Gun

Usually motion sacrifices accuracy. Running, jumping and falling can make it difficult to shoot accuracy. For you however this is simply not a concern and no matter how fast you're moving (voluntarily or otherwise) you are able to hit things as accurately as if you had a great deal of time and a stand for your gun. You also have a great deal of ability (some would say luck) when it comes to ducking, diving or otherwise avoiding enemy projectile.

**400 Caps, Discount Soldier**

## Bloody Mess

Sometimes in war people blow up. Your own shots seem to be somehow a lot more fatal than most and even while fighting with a knife or a gun with relatively small bullets chunks of viscera, spurts of blood and fragments of bone will blast out of your enemies in unexpected ways. Even a great doctor, a perfect autodoc or more esoteric healing practices wouldn't be able to put someone back together after you've put a couple of bullets in them.

**600 Caps, Discount Soldier**

## Retention

You read blisteringly quickly and better yet you remember everything you read perfectly. Finally it seems as though things that you've read occur to you exactly when they would most be useful providing you with solutions to problems, handy tips and relevant facts to aid you in arguments.

**100 Caps, Free Scientist**

## Swift Learner

You learn extremely quickly and often gain seemingly irrelevant proficiencies while you train in other things. Practise with a gun and you'll make a marksman in no time but you may also find yourself getting a little more skilled at talking to people. Get better at haggling and you may just find your machete arm to be a touch more deft at chopping. Maybe it's a confidence thing.

**400 Caps, Discount Scientist**

## Jury Rigging

You are the scrap king, capable of fixing items perfectly with seemingly irrelevant items. Busted super sledge? A couple of pool cues ought to do it and it may end up with a delightful wood finish. With a real lab and appropriate materials your intuitive ability to make good with less makes any machines you create bizarrely efficient or worryingly powerful.

**600 Caps, Discount Scientist**

## Milsurp Review

You get what the troops under you need to give them the skills to survive. The smaller the group the better you're able to teach them and with an afternoon of giving pointers and demonstrating to four or so soldiers you would be able to make the laughingstock of the army into a competent fighting force dedicated enough to both survive and distinguish itself in battle.

**100 Caps, Free Leader**

## And You Thought Your Boss Was a Pain

You're really very scary, particularly to those under your command. Whether this is through decimating the ranks now and again, being really big, having a lot of burns or simply the hard look in your eye your men would rather run into hell guns blazing than experience your ire.

**400 Caps, Discount Leader**

## Ferocious Loyalty

The power of personality inspires die-hard loyalty from your followers. Those that you fight with gain a great deal of respect for you and your commands and hold their nerve far better than even they would expect. If you've visibly taken a hit or are damaged in any way this works in overdrive as the durability and talents of your men are pushed to astounding levels.

**600 Caps, Discount Leader**

## Ranger

Chewing nails, spitting napalm, etc. You've gone through ranger training or similar and you are mentally and physically the toughest the NCR has to offer. On the slim chance you're captured alive (given your tactical flexibility and skill at arms) your torturers won't get more than a succinct "fuck you" and you'd be spitting in the devil's face in hell before giving those plumed fucks the satisfaction of hearing you scream.

**200 Caps, Free New California Republic**

## Frumentarius

A master of deception and you hardly have to try. As long as you don't wear your dog hat and hockey gear while pretending to be an NCR trooper nobody is likely to bat an eyelid, even if you slip up occasionally or accidentally hail Caesar once or twice people will mistake it for irony and you'll get away with it.

**200 Caps, Free Caesar's Legion**

## Power Armor Training

All Brotherhood members are taught in the use of Power Armor but on your body you can really make it sing. You move as one with the armor with no loss of dexterity and instinctively know how best to position yourself to protect any weakspots so that bullets simply glance off you as you charge around as an engine of destruction on the battlefield. Semper Invicta!

**200 Caps, Free Brotherhood of Steel**

## Death From Afar

The last thing you never see. It's pretty accurate, and so are you. With a good scope, and preferably a good spotter, distance hardly matters due to your unerring skill as a sniper. Hell, your bullets (or lasers if you wanna be fancy) actually hit harder the further they have to travel turning someone you just winged into someone whose arm got blasted off.

**400 Caps, Discount New California Republic**

## Legion Assault

Guns can break or jam when needed most and you've learned not to rely on them. To charge enemies and finish them with your fists or your blade before they can pull their trigger is the praetorian ideal and you manage it a lot of times when it doesn't really make sense. Troopers with service rifles? Helmeted or not their faces are getting smashed in. Brotherhood paladins? Well, you might need a ballistic fist to get through the power armour. Might.

**400 Caps, Discount Caesar's Legion**

## Meltdown

You're the laser commander, the blaster master, the original plasma spaz. Leave ballistics to the outsiders, you know just how to aim your regular old laser pistol to cook a man from the inside and have even worked out how to create a corona of energy that blasts from one enemy to the other leaving only convenient to sweep up ash or goo piles. If there are enough hostiles standing next to each other... well that's going to be a lot of goo.

**400 Caps, Discount Brotherhood of Steel**

## Lying, Congressional Style

You're a great liar. Whether it's a "you'll definitely get paid" or an "of course I'm not trying to take over the Strip" people will just assume that you don't have it in you to be such a fink as to break your word and leave it at that. You've always got a reasonable explanation up your sleeve as to why you're doing something if you get caught as well and you always know exactly what loose ends need to be tied up to pull off a big lie.

**200 Caps, Free Three Families**

## Doc Sawbones

You're a great doctor and know the methods of creating stim-packs, med-x, rad-x, radaway and fixer with just some basic raw materials. You could stroll into an NCR medical tent and (using the things scattered around) fix up the men and women a skilled field medic never had a chance of saving and all in great time.

**200 Caps, Free Followers of the Apocalypse**

## Volare!

Whether you've spent a lot of time in the VR machine or maybe you're just a natural but you're a damn good pilot. Even in a craft you've never seen before that smells of lakelurks and has a certain amount of water damage you'll be pulling near impossible manoeuvres in no time.

**200 Caps, Free Boomers**

## Ring a Ding Ding!

You can foster an element of fun in your establishments that makes people feel like they're being treated as family with minimal effort and any business you run will become more popular as a result. Such businesses that involve gambling will almost immediately become vastly more popular and profitable than any of the competition.

**400 Caps, Discount Three Families**

## I Could Make You Care

You're great at appealing to people's better natures and (nicely) guilt-tripping them into helping out. You could pull in favours left, right and centre from (usually) bad people who don't owe you anything if you can convince them it's the nice thing to do and you nearly always can. This works a lot better face to face and tends to be proportional with the amount of people you're actually going to help.

**400 Caps, Discount Followers of the Apocalypse**

## Things That Go Boom

Whether plasma grenades, mini nukes or a good old fashioned artillery strike you have a love for explosives and they seem to love you. Not only are the blasts always magnificent and extremely potent but you hardly have to be careful to prevent damage not only to yourself but also to other things and people you'd rather not see exploded. You could wipe out a room of savages with a grenade without ruining their leader's lovely hat.

**400 Caps, Discount Boomers**

## Grodalicious

You know how to make every addictive chem in the wasteland as well as Fixer and you have a knack for coming up with new recipes that are even more addictive, potent and entertaining than ever.

**200 Caps, Free Great Khans**

## Every Man is a King

As long as they think they will be treated with respect as a member you can convince people to join your organizations or gangs regardless of how spurious the theme or the outfits you decide on are. It will not be long before nobody will think it at all odd that the neighbourhood is run by Elvis impersonators.

**200 Caps, Free Kings**

## High Times

An unfortunate fact of chems is that you develop a resistance to them over time and can't quite feel the same kick you once did. Luckily for you narcotics are consistently both strong and extremely pleasant ensuring no bad trips, comedowns or accidental psycho-related murders.

**200 Caps, Free Fiends**

## Fight the Power!

It might be rage from Bitter Springs but you just seem to fight better against men in uniform. If they seem to represent a big nation or corporation (the bigger the better) their bullets hurt and damage you less and the fire in your heart brings strength to your arm, deftness to your hand and a great insight into the weak points of the enemy.

**400 Caps, Discount Great Khans**

## Love Me Tender

You are extremely charismatic and a real lady killer (or whatever your gender/preference's equivalent is). You're such a Casanova that you'd make a movie star look like a creepy undertaker. On top of your ability to easily woo most of the people you see you're such a big hunk o' love that you can practically guarantee that after a night with you you'll always be on their mind.

**400 Caps, Discount Kings**

## Pyromaniac

Your fires burn hotter and spread a hell of a lot farther than they usually would. Airflow, luck, irresponsibly placed barrels of oil and malfunctioning fire systems all do what they can to make your fire go totally out of control. Toss a match into a forest (not that there's one in the Mojave) or a house and it won't be long before it's all up in smoke. Perhaps surprisingly you're also a great cook although your expertise is mostly grill focused.

**400 Caps, Discount Fiends**

## Home on the Range

You can find a way to be as comfortable in a somewhat radioactive desert as you could in a home due to your great skill and instincts when it comes to survival. You know which plants and animals are edible (as well as how best to prepare them) and know where you should sleep if you don't want to be woken up by a hungry yao guai.

**200 Caps, Free Tribes**

## War Never Changes

When you decide to mosey on to another setting you find that a familiar voice (Ron Perlman) begins speaking of your time wherever you were, the consequences of your actions for various groups and, without further meddling, something of the fate of individuals you had an impact on. You also get to watch a relevant slideshow as this happens.

**Free**

## Whiskey Rose

You remain as capable as ever and do not experience the negative effects of alcohol or drugs at all suffering no addictions or hangovers. You actually become slightly more durable when drunk as well making you marginally more capable in a bar brawl (or fire fight) when intoxicated.

**100 Caps**

## Animal Friend

Wild animals, beasts, and non-sapient failed biological monstrosities from Big MT all just like you. They may not always understand what you want from them but they'll try to bring you food (or what they think is food), kill your enemies, follow you around and slowly learn what behaviour you appreciate most by observing your distress or happiness as best they can.

**400 Caps, Discount Tribes**

## Begin Again

Pining for the former grandeur of Rome or Vegas can do much harm and obsession can cause a man not to care that his home has become a noxious, monster filled tomb. You don't let regrets hold you back or feel pangs of shame or embarrassment, instead you can let go of the past while remembering what is important and look hopefully to the future as so few in this world can.

**100 Caps**

## Cowboy

You've got the full cowboy skillset (except riding as all the horses are at least mostly dead). Herding, lassoing stuff, and shooting mostly and you find that conventionally cowboy weapons just work better for you. Your revolvers shoot harder and more accurately, your tomahawks and bowie knives cut a lot deeper and you look dang good in a cowboy hat.

**100 Caps**

## Playing Caravan

The caravans are big business whether we're talking west or east of the Colorado and you have the job down pat. Whether it's mapping out new routes, finding new profitable products to trade or quietly muscling the competition out of what should be your turf you're a consummate professional and practically always make the right call for the direction (figurative or literal) your business ought to go in.

**200 Caps**

## Purifier

Centaurs, ghouls and super mutants are just some of the abominations that act as a blot on the wasteland to all civilized folk and there's something that just feels right to you about going at them with a hatchet, a super sledge or your bare fists. With melee weapons and unarmed strikes you now hit such monsters born of science with twice the force you'd normally be able to.

**200 Caps**

## Terrifying Presence

Face to face you're scary and you always know exactly what needs to be said (often something extremely graphic) and how best to say it to make someone flee in terror. You can also easily see exactly who can be intimidated by you (nearly everyone) and to what extent at a glance. Tales of your scariness grow in the telling and one day, with enough intimidating feats, you are likely to be every bit as feared as the Burned Man himself.

**200 Caps**

## Junk Rounds

With a reloading bench at your hands you can make ammunition with any old tat really. Tin cans or any bits of scrap metal can be converted easily to high grade ammunition. With a power source and enough junk you'd even somehow be able to cobble together a vast amount of high quality ammo for that fancy plasma caster of yours. How? That's a trade secret.

**200 Caps**

## Sneering Imperialist

If savages or primitives were so wise why are they so dirty? Having had quite enough of these plebs and the state of what passes for clothes amongst them you've fought them on various occasions and tend to do very well. Against primitive people your attacks simply do more damage and you fight with much more finesse. You're also always ready with a withering comment if you're unlucky enough to come into speaking distance with them.

**200 Caps**

## Silent Running

You're a master of stealth, having mastered the skills of the fabled shadow warriors. A master thief, a savant with a lockpick and a frightfully talented assassin. Perhaps most strangely you can at will make absolutely no noise at all while you move even when running at a dead sprint.

**300 Caps**

## Meat of Champions

Your body somehow heals itself when you eat part of the body of a recently deceased person. You also attain a permanent boost to your own attribute every time you eat someone particularly gifted when it comes to strength, perception, endurance, charisma, intelligence, agility or luck. Eating the strong will make you stronger and so on.

**300 Caps**

## Finishing Touches

The war can start in earnest when you're good and ready. It'd just be rude for the Legion to assault the Dam before you'd found all the Sunset Sarsaparilla star bottlecaps. You can put off major events like this (although not indefinitely) simply by willing it and you always know when you're about to push it too far so that you can finish up what you're doing and get into position for the big day.

**300 Caps**



# ITEMS

Your weapons, armour and general gear.

Items taken by Super Mutants or Nightkin (particularly outfits) are modified to fit.

You gain a replenishing stock of ammunition for any weapons purchased here.

## Basic Gear

Your basic arms and armor. These will vary considerably between *Factions* and while a Brotherhood member may gain recon armor and a laser rifle a member of Caesar's Legion will have to make do with armoured hockey gear and a cowboy repeater (or arms of similar quality).

**Free**

## Pip Boy

A wrist-mounted computer with a radio (host may be a robot who refers to your actions), maps, the mostly useless VATS and much more. Strangely, any light or noise this device produces will not draw any attention to you. Alternatively, you can upgrade this to a much gaudier Pimp Boy 3Billion for no extra cost (and for no real benefit to be honest).

**100 Caps, Free Wild Card**

## Big Iron

Whether a Ranger Sequoia, a scoped hunting revolver, your lucky sidearm or something more mysterious this is a powerful revolver with a theme of your choice that packs a punch greater than it has any right to.

**100 Caps, Free Soldier**

## Doctor's Bag

A small doctor's bag with basic medical equipment, the means to fix crippled limbs, and a supply of Med-X and stimpacks that replenishes daily and should be enough to cover at least a few people stepping on land mines.

**100 Caps, Free Scientist**

## Ranger Armor

Whether the Black Armor of the NCR's most elite rangers, the elite riot gear of the pre-war 11th Armored Cavalry Regiment or the armor of the now assimilated Desert Rangers it has a gas mask, a trench coat and the best armor in the Mojave short of the powered stuff. This one causes awe and a considerable boost in morale for allied military personnel who have seen you in it and is deeply intimidating. It seems to scream "don't tread on me".

**200 Caps, Discount New California Republic**

## Machete Gladius

An unbreakable, unbendable and uniquely sharp machete. It swings fast, cuts deep and seems to ignore a significant degree of the armor your enemies hide behind. This effect is most pronounced against profligates and degenerates who use advanced technology so will cut through duraframe like butter.

**200, Discount Caesar's Legion**

## Power Armor

A fine suit of Power Armor with the design (and paint-job) of your choice, a level of protection greater than even a T-51B suit, a huge increase to your physical strength and a tesla drive improving energy based attacks. Comes with basic operational training if you do not take *Power Armor Training*.

**200 Caps, Discount Brotherhood of Steel**

## Lucky Suit

A suit in a design of your choice, whether that be a top-hat and tails or a gaudy chequered number. Not only does this give you a look of exciting high society but you also find that when you wear it you're a fair bit luckier than before in all your pursuits. This luck increases to downright unfair levels when used to gamble but people really should know better than to bet against the house.

**200 Caps, Discount Three Families**

## Medical Tent

A large, collapsible tent that is easily transported despite the several beds and large quantity of advanced medical equipment that appears when it's erected. The tent itself is generally seen as a safezone and will not come under attack by hostile armies. Inside it is always clean and attempts at healing others are significantly more effective than usual. Patients find that their wounds heal cleanly and their disease run their course.

**200 Caps, Discount Followers of the Apocalypse**

## B-29 Super Fortress

Well they certainly don't make these anymore. A plane containing 12 .50 calibre M2 guns between its four turrets, a 20mm cannon in the tail gun and an extensive amount of bombs. May have lake water pooling here and there but it all works as well as it should, has an endless fuel supply and the payload regenerates for massive destruction.

**200 Caps, Discount Boomers**

## Spray Can

May seem a small thing but it's the perfect implement for delivering a certain type of message. Whether it's "fuck the NCR" or a painting of your gang symbol demarking your territory there's a special (usually deeply threatening) quality to anything painted onto a wall with this can. Any tag painted draws the eye and enough of your signs painted around and they'd have to be insane to encroach on your territory while tough types flock to join your organization.

**200 Caps, Discount Great Khans**

## 1969 Comeback Special Leather Suit

Lord Almighty, I feel my temperature rising. A leather jacket, trousers and boots combo. Form-hugging, always shows off your best assets and surprisingly is the height of comfort. Also gives you a distinct, palpable and undefinable star appeal that's sure to make gals and guys alike scream, swoon or faint (in a good way) with every shake of your hips.

**200 Caps, Discount The Kings**

## Bounty Poster

A bounty poster with your face on it and a frankly ridiculously high reward. When placed others of the same sort will spread all over. The mentioned crimes are of your choice but regardless nobody will dare to try to claim it. This alone will be enough to give you personally an incredibly scary reputation as rumours spread wildly and people wonder about the nature of this king of outlaws.

**200 Caps, Discount Fiends**

## Tomahawk

A tomahawk that when thrown you find another on your belt. Each of them are coated with an extremely deadly and acrid poison which is more than enough to kill most organic life. The poison cannot harm you however and dissipates quickly so you may eat the things you kill in case them's good eatin'. Has terrific balance and sharpness despite either looking like railway spikes tied to a pipe or a simpler stone and wood aesthetic.

**200 Caps, Discount Tribes**

## Snow Globes

Rare pre-war artifacts/useless baubles/fancy trinkets. As well as the full set from various locations in the Mojave and beyond you also gain one to commemorate each of your past jump and a new one for every jump after this one.

**50 CP**

## Vault 13 Canteen

A trusty canteen of cold, clean water from which you can take a sip. Mysteriously refills when emptied and capped.

**50 CP**

## Sunset Sarsaparilla Crate

Build Mass with Sass! The beverage of the West Coast. Cold despite coming from a crate, delicious and lacking any of the health worries present with large consumption of the stuff you'd get in the wastes. The crate never empties and some of the bottles will even have mysterious bottlecaps with stars on.

**50 CP**

## Nuka Cola Vending Machine

What the hell are you talking about, cowpoke? This here's sarsaparilla country. If you do have a taste for the second biggest soft drink in the region this vending machine is never short of them and doesn't charge a cap. Occasionally you'll even get one of the special edition nuka colas. Still has that slightly radioactive taste but won't do you any harm.

**50 CP**

## Rebreather

A small mask that covers your mouth and nose and provides you (somehow) with an infinite supply of clean, fresh air. Somehow it also blocks the harmful effects of radiation when worn so you don't have to go around in a clunky and unfashionable radiation suit.

100 Caps

## Refrigerator

A fridge full of the various alcoholic beverages you can find in the wasteland, from Atomic Cocktails to tequila to the almost unpalatable Sierra Madre Martini. All the drinks are of the highest quality and the options will update when brought to new places. Replenishes and always has what you want when you open the door (assuming what you want is alcohol of some sort).

100 Caps

## Heavyweight Ordinance

A really great gun of some sort. Whether energy or ballistic this is a unique, beautiful weapon which is simultaneously more lightweight and powerful and has a faster rate of fire. You may also choose the basic theme/design. Here are some suggestions: Plasma caster, gauss rifle, gatling laser, minigun, anti-materiel rifle, brush gun, combat shotgun. You also get a replenishing stock of various special ammunitions (explosive rounds, hollowpoints, etc.).

150 Caps

## Faction Disguise

An outfit that changes to appear as a perfect copy of a legitimate uniform of whatever faction you have a desire to impersonate at a given time. As long as you don't seem to be actively working against their interests members of the faction you are pretending to be part of will automatically assume you are a legitimate member and treat you as such.

200 Caps

## Motel

A motel with a huge mascot of your design out front with a popular gift-shop inside. Does enough business to be easily profitable and is well managed allowing you to gain money with little to no work. It also seems to attract particularly interesting and friendly clientele who have weird jobs (often with fairly unique rewards) that they need a specialist for.

200 Caps

## Pulse Gun

A gun that fries electronics causing massive damage to vehicles, people in power armor and anyone else unlucky enough to be relying on electrical items when you shoot them with this. If it survives it clearly wasn't relying on tech. Fires fast enough that a good shot in a good position could take out entire armies of robots or power armoured goons without breaking a sweat. Comes with attachments and scope to convert into a rifle form.

200 Caps

## Holorifle

Fully upgraded and boosted prototype using the hologram technology of the Sierra Mardre to frightening effect by blasting large beams/waves. It's hard to miss with it given the size of projectiles (for want of a better word) and even harder to survive should you be on the wrong end of it as armour does very little to protect against it. Initial blast is devastating and the energy continues to stick to, crackle and burn whatever you've shot.

200 Caps

## Sierra Madre Vending Machine

A vending machine that can fabricate food, drinks, cigarettes, clothes, medicine, ammo and other supplies containing all known codes of the resort. Requires chips but comes with a hatch that provides a needlessly large stipend daily.

200 Caps

## K9000 Cyberdog Gun

A big, powerful automatic gun with a dog brain in it, floppy metal ears and a curious sensor. Really enjoys being fired by you and causes bullets to strike more accurately by slightly altering the trajectory of bullets when needed. Has remarkably long range sensors that are almost impossible to fool and it will growls when it senses unnoticed enemies approaching to alert you.

200 Caps

## Sonic Emitter

An energy pistol that is particularly effective against force-fields and other energy related defences. The power and effects of the gun alter depending on what sound files you upload to it but trial and error can produce some fearsome results and you can switch between them on the fly. The right recording may provide an explosive, incinerating, or irradiating effect for instance.

200 Caps

## Stealth Suit MK II

A talking stealth suit that increases your moving speed, heals you when damaged (or poisoned) and generally wants what's best for you. This one appears to have been tinkered with by the Chinese as it has full stealth-field capabilities rendering you invisible when sneaking. It really wants you to like it.

200 Caps

## Vertibird

A craft similar to a helicopter with two propellers. This one has gatling lasers, missile racks, does not run out of fuel and is well armored and shielded enough to resist more than a few missiles and even an EMP. It's even got a small stock of mini-nukes that replenish daily.

200 Caps

## Fat Man

A fat man (possibly named Esther) that never runs out of mini nukes.

...just try to keep in mind why this world is in the state it's in.

300 Caps

## Vault

A vault with a number of your choice in which you were declared overseer for life. Has all the amenities of a perfect vault and various optional (and spurious) social experiments. Appears in later jumps as a warehouse attachment or appears in a location if your choice. You may also choose whether it retains the same populace each jump or not.

300 Caps

## Euclid's C-Finder

What looks like a kid's toy laser pistol but is actually a rangerfinder connected to a satellite floating in space. Pulling the trigger will cause the massive orbital laser to blast the hell out of whatever you're pointing the gun at and this recharges every few seconds. Satellite is self maintaining and solar powered.

300 CP

## Vit-o-matic Vigor Tester

A tester that can display your SPECIAL statistics. Will not burst into flames if your charisma is too high. You can also tweak your statistics by taking points from one of your stats and putting it in the other although the gains have diminishing returns when you far exceed what a being could be capable of in this setting under normal circumstances.

300 CP

## Casino

A casino thematically of your choice with an incredibly competent staff who you gel with excellently. It is already extremely popular, comes with a wide range of games, has enough armed guards to easily protect it, a stage with quality acts, suites to sleep in, an excellent restaurant and it even has seedier things to enjoy (i.e. chems, strippers and prostitutes) should you wish it to. Viva New Vegas.

300 CP

## Vault o' Bots

Much like the Vault option but instead of people and amenities your vault contains a large army of MK-II securitrons equipped with gatling lasers and grenade launchers. Nobody can open it, activate or control the robots but you and it comes with a unique key of your design for doing so.

300 CP

## Courier Duster

A duster (or coat) and outfit of your design with an emblem or symbol that somehow represents you or your allegiance on the back. It is always a viable and protective piece of armour regardless of how durable you become (and whether or not it has sleeves) and it grows in quality as you do. A smooth talker will find themselves even more charismatic in this duster, a skilled marksman will easily make shots they wouldn't even attempt without it and the better you are the better it is. It may change in shape and material over time to fit the places you'll go, the messages you'll carry. The symbol on your back may shift as well. Or not.

Even if it is nothing at all know what you follow. Whatever your symbol, carry it on your back, and wear it proudly.

400 CP

# FOLLOWERS

Robots, pets, and companions. Any Followers purchased here will be entirely loyal to you, think you're just swell and be pleased as punch if you'd bring them along with you.

Leaders get 100 CP free to spend on *Followers*.

## Hound Dog

A cybernetically enhanced dog. Doesn't like hats or rats but will tolerate them. Sometimes makes an aroo noise when he wants you to follow him and will bring you to some secret, interesting location.

50 Caps

## Pack Brahmin

A two-headed cow with near limitless endurance and a sweet nature. Can carry an incredible amount of equipment in its accompanying bags and is all you need to start a small caravan company. Produces milk that helps cure radiation sickness. Will run to protect you when you're in trouble but isn't much of a fighter as it is still essentially a cow.

50 Caps

## Smart Appliances

Up to 15 household appliances with AIs with personalities of your choice as well as a control device that allows you to turn their personalities off for when you want some quiet. You may also import any number of appliances or gadgets you already own to give them personalities as well.

Loyal or not if you prefer your toasters homicidally aggressive to you and everyone else.

50 Caps

## Gecko

Cute reptilian creatures with a funny run. Comes in standard, fire, golden and green varieties. Regular gecko bites nearly always get infected, fire geckos are large and breath fire, golden geckos inflict radiation damage and green geckos are highly poisonous. This one is unusually durable for their kind, eats household pests (particularly of the smallish mutated insectoid variety), is curious, fearless and likes running around you excitedly in a circle.

50 Caps

## Ed-E

Fly far, fly fast! An Enclave eyebot with more personality than is regulation. Boasts a powerful laser and a tool that lets it open most electronic locks. Storage space inside is far bigger than the outside. Communicates in (usually excited) beeps that you somehow understand.

100 Caps

## Yes Man

A Mark-II securitron with a big happy face. Actually has very powerful logical circuits so can accurately predict the activities of major players if given enough data. Gives good advice but is insanely sycophantic so will enthusiastically go along with whatever you say.

100 Caps

## Securitron Gal

A Mark-II securitron with a lady's face. She may be a robot on the outside but on the inside her neuro-computational matrix is an exact copy of the girl of your dreams. You can trust her with your secrets too, as she is perfectly loyal and impossible to hack, because a lady doesn't kiss and tell.

100 Caps

## Cazador

A cazador that acts like a friendly, airborne and highly venomous dog. Considers you its beloved master and will sting anything that seeks to do you harm and generally flap around happily if you take it on walks. House trained and only stings what you want stung.

For an additional 50 CP you may take a Legendary variant instead which should be large enough for a super mutant to ride.

100 Caps

## Nightstalker

A fearsome nocturnal predator created by splicing together coyote and rattlesnake DNA. It looks like a coyote with a rattle on its tail and the head of a huge snake. This one (due to chewing on a Stealth Boy) now has the ability to turn invisible at will and uses this ability to full effect with its unusual cunning.

For an additional 50 CP you may take a Legendary variant instead which should be large enough for a super mutant to ride.

100 Caps

## Tunneler

Reptilian-humanoid abominations from beneath the Divide. An underground predator capable of burrowing underground and digging through the earth extremely quickly. Perfect nightvision and powerful claws and teeth make them extremely dangerous to most forms of life. Averse to loud noises and bright lights. Breeds very quickly and for 50 CP you may take a breeding pair but their descendants may be wild after a couple of generations and in packs large enough they can tear apart deathclaws.

100 Caps

## Deathclaw Egg

Currently unhatched but will eventually grow into a Deathclaw so large and monstrous as to become a legend. Extremely fast and agile with 12 inch long razor sharp claws that go through power armour much as they go through everything else. Thinks you're it's mama so will follow your directions as best it can.

Alternatively you may choose to have it grow into a deathclaw the size of a small dog that still somehow packs the punch of the fully grown variety.

150 Caps

## Companions

You may create new companions, import old friends or even pick up canon characters. This costs 50 Caps for one, 100 Caps for up to 4 and 200 Caps for up to 8.

Newly created companions and imports gain a history in this world, a Background and Faction of your choice (along with any freebies that come with these) as well as 600 Caps to spend as you like (although they cannot purchase further Companions). Canon characters purchased must be persuaded to come along with you and do not gain any Caps, a Background or a Faction.

50/100/200 Caps

# SCENARIOS

**You may choose a single scenario granting, on success, a reward and the option to leave the jump before 10 years have elapsed.**

**You may still, of course, take part in any of these events in these areas but may only get the reward for one Scenario. You may begin in an area appropriate to immediately start your Scenario.**

## DEAD MONEY

*You've heard of the Sierra Madre Casino. We all have, the legend, the curses. Some foolishness about it lying in the middle of the City of the Dead, a city of ghosts. Buried beneath a blood-red cloud, a bright, shining monument luring treasure hunters to their doom.*

**In the middle of the desert, the Sierra Madre resort has been left largely untouched by scavengers. This is due, in the main, to a toxic smog (called the cloud) invented at Big MT that still spews from the air conditioning system of the casino and resort. The once-human things now sealed into their purposefully faulty hazmat suits, the ghost people, still watch with glowing eyes behind their gas masks for intruders and there is a myriad of traps to deal with throughout the resort. There's also an eccentric Brotherhood of Steel elder (Elijah) attempting to increase the range of the cloud/kill everyone in the Mojave to protect technology from falling into the wrong hands. He doesn't see the irony in this. Your job is to enter the Sierra Madre, crack the vault of treasure and either stop the spread of, and disperse, the Cloud or join Elijah to spread it throughout the Mojave.**

**Gold! Precious gold! Ah.. so you already grabbed that. Well, never mind then. Your time in the Cloud has given you the knowledge required to produce it in vast amounts with very limited materials, you have also developed an immunity to toxic and corrosive atmospheres allowing you to pick through such dangerous locations to your hearts content. Finally you become extremely lucky when avoiding traps allowing you to step on landmines at your leisure or step over tripwires without noticing they are there.**
**If you purchased a *Casino* it becomes a full resort similar in size to the Sierra Madre itself.**

## HONEST HEARTS

*Zion may not be lost to us, after all.*

**In Zion National Park a small arena of a much larger conflict is coming to boiling point. The hostile White Legs tribe are attempting to exterminate the other tribes in Zion in order to gain the place of honour in Caesar's Legion that they have been, falsely, promised. Two Mormons from New Canaan (before its destruction) are attempting to save the more peaceable tribes - Daniel (a perhaps naïve idealist) is attempting to flee with the Sorrows from Zion where Joshua Graham (a former Legate in the legion, famed for surviving being set on fire and thrown into the Grand Canyon) wishes to destroy the White Legs to protect the Dead Horses and avenge the slaughtered New Canaanites. Your task is to protect one, or both, of the friendly tribes (the Dead Horses and the Sorrows) by either driving out the White Legs from Zion or leading them on an exodus from the national park to a new, safe (for the wasteland), home.**

**Either the Sorrows, the Dead Horses or both depending on who you succeeded in protecting decide to accompany you on your journeys (as followers) bringing a herd of bighorners and a wealth of experience surviving in a dangerous environment. You also find that while anger, and other negative emotions, can serve as a valuable tool in the pursuit of justice it has no hold over you. The fire burns but it does not consume and such negative emotions can no longer cause lapses in judgement, cogency or your moral code.**

## OLD WORLD BLUES

*There is an expression in the Wasteland: "Old World Blues". It refers to those so obsessed with the past they can't see the present, much less the future, for what it is.*

**Big MT, a research base before the war and now a legendary treasure trove of technology. "Controlled" by a group of think tanks (unique brain bots with the not entirely stable brains of brilliant pre-war scientists) called the Think Tank and Mobius their former colleague and current adversary (also a think tank). The Think Tank do not know it (currently running on the theory that there is no world outside Big MT) but many of their experiments and creations (cazadores and night stalkers chief among them) have escaped into the wastes and brought death and destruction with them. Your task is to fight your way through lobotomites, mini-deathclaws and robo-scorpions alike to either destroy the Think Tank and permanently stop any further threat their experiments pose to the Mojave or to reason with them and convince them to work together on your behalf for (hopefully) a brighter future.**

**Your time picking through the labs of Big MT have afforded you a certain way of thinking. As if possessed by the will of *SCIENCE!* itself you find yourself constantly coming up with scientific breakthroughs that you're sure will work. Unfortunately, while potentially possible to turn to good, these ideas are always initially somewhere between pointless and horribly insane. You may not be able to cure diseases or invent tools that improve basic quality of life but the creation of new species of monstrous mutants or the invention of sapient neurotic sinks is now, not only possible, but downright easy.**
**If removed you may also take your own brain in a jar as a companion. Don't ask, it just works. You also get your own pet X-42 giant robo-scorpion that seems to run without an energy source.**

## LONESOME ROAD

*This isn't your road. When you come, you'll walk alone.*

**Your road leads through the Divide, a violent land torn apart by earthquakes and skin-flaying wind storms. Desolate and incredibly dangerous, the Divide is currently home to the Marked Men - skinless, mad ghouls still in the trappings of Caesar's Legionaries or NCR troopers from outposts before the blast that turned this land into a hellscape. Carnivorous reptilian creatures of unknown origin called Tunnelers are breeding extremely quickly underground and are already, in packs, capable of taking down the deathclaws that, for some reason, just seem to grow bigger and scarier in the Divide. Your goal is simple - walk the road through the divide to the end and once you're there disarm, or fire, the remaining armed nuclear warheads.**

**History sleeps, like the giants under the Divide, but you have a knack for uncovering it. You find sources of historical information crop up in all sorts of unlikely places granting you, usually pertinent, knowledge about times long past and, when such things exist, teaching you about the workings of ancient technologies. You also find that uncovering information about your own past or those around you comes similarly easily giving you greater insight into your own development, the character of those around you, and a deftness for detective work. Finally you gain a, ready to launch, nuclear warhead every jump. May God have mercy on us all.**

# DRAWBACKS

Challenges, hardships and general irritants that you can take for a few extra Caps.

You may not gain more than 600 Caps from *Drawbacks*.

## Unclean Living

Well, you chose a non-human mutated race but didn't want to pay the caps for all those advantages. As a result you are now stuck in the form of the *Race* you selected for the duration of your time here and no shapeshifting or alternate forms will make you any prettier.

**+0 Caps. Non-Human only**

## Courier 6

*From where you're kneeling it must seem like an 18-carat run of bad luck.*
*Truth is...the game was rigged from the start.*

Last thing you remember is being shot in the head by a man in a chequered suit. You survived. You were dragged out of your grave by a cowboy securitron and carried to the local Doc who's patched you up as best he can. Now set on a mission of revenge and to reclaim the Platinum chip you'd been tasked with delivering. You'll need to complete tasks to recover your *Items* or *Followers* but should manage that in the first year. There's at least one dangerous man wants you dead and no matter what you'll be heavily involved in the coming war.

**+100 Caps**

## Ant Misbehavin'

Mutated insects are attracted to you (particularly the fleshy parts of you that they can eat). Walk through the wrong part of the desert and you'll have a horde of giant fire-breathing ants chasing you halfway across the Mojave and if you veer into cazador country... well try not to veer into cazador country.

**+100 Caps**

## Almost Makes You Wish For a Nuclear Winter

People will get the urge to say the same things to you over and over again. Somehow members of the same faction miles apart from each other will blurt the same few lines at you every time you pass. It'll get real tiresome real quickly.

**+100 Caps**

## Guardian of the Wastes

You're destined to have a lot of work come your way, unfortunately nobody else seems to get anything done so if your side is going to win a war you're going to be dealing with the enemy top brass (and half their army) personally and when ferals need exterminating or a lost caravan needs finding it's going to be you doing it or no-one.

**+200 Caps**

## Ain't Like That Now

You have a terrible reputation and no matter what you do it'll be an uphill struggle to convince anybody that you're not a wrong'un. Constant backbreaking effort to do good may be enough to stop them from running you out of town but you'll never be truly accepted in any community or by any faction.

**+200 Caps**

## High Times

You're addicted to either Jet, Psycho, Buffout, Mentats, Med-X or Turbo. Each has serious health concerns and will make your behaviour erratic and you experience the full negative effects of the physical harm caused as well as any other side-effects of the addiction and comedowns. Any attempt to cure your addiction is doomed to fail but excessive use could be fatal.

**+200 Caps**

## Ain't That a Kick In the Head?

Sure is Deano, sure is. Maybe a bullet scrambled your brain but you can't remember anything from this world or any other. You just about remember your name (and even that you're not 100% on) but pretty much everything else is gone.

**+200 Caps**

## Heartache By The Number

Bad things happen to you. Maybe it's karma making you pay for previous mistakes and regrets as you've got more than your fair share of those. Horrible things have happened in your past, they still haunt you and keep you up at night and stop you from being happy for any length of time. You're also sure that you're bad luck to be around and anyone you care about will get hurt so tend to push people away.

**+200 Caps**

## Cold Cold Heart

You're a mean person. Like "rip up a little girl's only toy in front of her" mean. Without any provocation or cause you can't stop yourself from being unpleasant, cruel and downright nasty to those around you.

**+200 Caps**

## Not SPECIAL

Choose one of the following: Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck.

It is now damn-near as low as it is possible to get. Strength'll make you weak as a baby, Perception and you'll be permanently and irreparably mostly deaf and blind, Intelligence and you'll be as dumb as a post, etc.

**+300 Caps**

## Crazy, Crazy, Crazy

Not all your dogs are barking. On good days your higher faculties retain a tentative control of your actions (possibly coming through as sage, trusted advice from a beloved brahmin skull) but on bad days you tend towards being monstrously stupid and stupidly monstrous and you're a danger both to yourself and everyone around you. You also get a constant urge to find and use stealth boys although they greatly increase the likelihood of bad days.

**+300 Caps**

## Burned Man

You've got incurable burns all over your body due to some extremely unpleasant incident. Along with the searing pain (particularly when removing and reapplying bandages which is now necessary daily for you to survive) you look about as good as your average ghoul.

**+300 Caps**

## Hardcore Mode

(Not Recommended)

You have no access to your warehouse or any other items from elsewhere and no powers, perks or abilities from previous jumps.

You retain any companions that are imported or purchased here but they too only keep what they have bought in this jump with Caps.

**+300 Caps**

# NOTES

- Properties purchased here will (if desired) appear in future settings as the nearest local equivalent. You may choose to have a fresh property each jump or retain the same one with all the stuff in it appear in the new setting.
- If you have a constant group of vault dwellers in your purchased Vault they may not leave the vault without returning to their original universe.
- Previous weapons may be imported into any purchased weapons. As can armour or items of clothing with purchased armour or items of clothing. You may also import the same item with multiple purchased options or import one purchase to gain the qualities of another (e.g. you may import an existing jacket with both the Courier Duster and the Ranger Armor if both are purchased or you may purchase both and combine them into one item without importing your old jacket).
- Any pets you already have may be imported into the pet options on the Followers page, same thing with robots.
- Item, pet and robot imports grant your old item, pet or robot the qualities of the purchased option as well as a form that you may transform the imported thing to and from at will.
- Followers not under the Companion option may be imported elsewhere as full companions but unless they are imported they do not take up a companion slot. Followers purchased by imported or created Companions cannot be imported elsewhere or become full companions.
- Taking *Courier 6* causes you to start in Goodsprings regardless of your rolling location or any Scenarios taken.
- Ach du lieber, do I love Vegas.
- Cool cats don’t trip.