Fallout

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War. War never changes.

The Romans waged war to gather slaves and wealth.

Spain built an empire from its lust for gold and territory.

Hitler shaped a battered Germany into an economic superpower.

But war never changes.

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

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

A few were able to reach the relative safety of the large underground vaults, while others survived in more rural areas that were not quite so heavily targeted. But life has endured the nuclear holocaust and is ready to start a new battle. A new War.

You may start your time here anywhere between October 24, 2077, and the start of Fallout 4, October 23, 2287, and will receive **1000 CP** to help survive in this irradiated, desperate, lonely world.

Location

Roll 1d20 for location or pay 50 CP to freely choose.

1. Southwestern Wasteland

Composed of southern California and Nevada, the Southwest is the archetypical wasteland. Maybe this is due to being closest to China and thus large swaths of land was burned away by nuclear fire, or that it was mostly desert beforehand, but who can really say when your biggest worries are running into giant radscorpions. Vault 13 and New Vegas are some places that can be found here.

2. Northwestern Wasteland

Northern California, Oregon, Washington, and Idaho made up what was once the Northwestern Commonwealth. While the western half is a blasted wasteland, the eastern half is an irradiated forest filled with all sorts of nasty critters that would just as soon eat you as ignore you. Be careful of the Sasquatch, a variety of mutated bear that walks upright like a man, but with strength equal to that of power armor and a ferocity to match. The ruins of Seattle is a good place to be, as it is surprisingly intact for a west coast city.

3. Northern Wasteland

Made up of Montana, Wyoming, North Dakota and South Dakota, there... really isn't a lot going on up here. There is some crazy cult that worships Mount Rushmore, seeing them as gods who looked upon the Old World and judged them unfit to continue, and many factions around these parts use mutated buffalo as mounts, beasts of burden, and food. Other than that, it's just standard fare for an American Wasteland. The Cult of Four has set up shop near Rapid City and is the main hub of commerce in the area.

4. Four States Wasteland

Consisting of Utah, Arizona, New Mexico, and Colorado, the Four States is mostly the same desert landscape as it was previously, only with more anarchy and raiders than most other places, but things change when you hit the Rocky Mountains. The snow-capped Rockies are perpetually covered in nuclear snowstorms that spill over to the eastern side, to the point where Denver is rumored to be the only true beacon of civilization near those icy peaks.

5. The Plains Wasteland

Comprising the former states of Nebraska, Kansas, Iowa, Missouri and Oklahoma, it is one of the least radiated areas in North America, due to it being in the center of the continent. Unfortunately, it is still home to dangerous tornadoes that have gotten even worse since the bombs fell. It is not uncommon to hear of entire towns disappearing off the map in a single night, but that makes the few safe routes available targets to raiders and other undesirables. Kansas City is still standing strong and is the main hub of trade in the area.

6. Midwestern Wasteland

The area surrounding the Great Lakes is known as the Midwestern Wasteland, comprising the states of Wisconsin, Minnesota, Illinois, Indiana and Michigan. Civilization in this area is primarily centered around the lakes, as an easy source of water as well as seafood, if you could call giant mutated fish that would give Lovecraft a few ideas 'seafood.' Still, it's more than worth it, especially if you can sell your wares in Chicago, which has held up fairly well compared to other Pre-War cities.

7. Texan Wasteland

Ah, good old Texas. Honestly, the entire place has become one big western movie, with cowboys and outlaws all over the place, but with the addition of robots and lasers and giant snakes that have grenades as tails. Yes, those are real, and they will eat you in your sleep. There are packs of wild horses here and there, and you can occasionally find a nomadic tribe wandering through, but most of the excitement is in the cities. Austin is still standing and is the place where you can get anything. Oh, and Arkansas is part of this region, too.

8. The Gulf Wasteland

The Gulf isn't as bad as you'd expect, all things considered. Sure, massive swaths of it are a mess of radiated swamps and marshes, hiding all sorts of monstrosities, like crocodiles the size of buses or leeches as big as dogs, and inbred clans ready to kill and consume any outsiders, but I'm certain that you'll at least enjoy spending some time near New Orleans or Miami! Granted, one is half flooded and the other might as well be a war zone between the different factions, but at least there will be some pretty sights.

9. East Central Wasteland

Made up of Ohio, Kentucky and Tennessee, this is probably the greenest area in post-War America, and maybe not for the better. This mix of irradiated forest and mutated cornfields make it a desirable place to live, as fresh lumber and harvestable food are attractive to just about anyone, but the number of large bugs hiding out in these areas means that armor piercing is the best kind of ammo to have, followed by incendiary. It's not uncommon for people to be lost in a cornfield only to be dragged back to some giant ant burrow. Honestly, I would suggest just staying in Nashville.

10. Southeastern Wasteland

The states of Georgia, South Carolina and North Carolina make up the Southeastern Wasteland, and this is where we start seeing the familiar blasted Wastelands similar to the West Coast once again. Long stretches of land scoured away by nuclear fire, with ruins of Old World cities dotting the landscape, and people just scraping by to survive. Colbi is the largest settlement in the area, situated pretty close to the ruined city of Columbia.

11. Colombian Wasteland

The area once comprising Maryland and Virginia probably got the worst of the bombs, as it did contain the capital of the entire country. The Capital Wasteland is the best example, as you could go miles without seeing a single person. The area itself is crawling with various groups of raiders, while the ruined city itself is infested by Super Mutants, who seem to be searching for something, and the subways are positively brimming with ravenous hordes of ghouls strong enough to tear through groups of men in power armor.

12. Eastern Wasteland

After the Colombian Commonwealth, the area made up of West Virginia, Delaware, Pennsylvania, New Jersey and New York got hit the worst. New York isn't much more than a massive steel forest, it's skeletal remains deadly to anyone who takes so much as one false step. The area is also plagued by unnaturally frequent radstorms, forcing most to take cover unless they want to be bombarded by radioactive winds and rain, or be struck by its lightning.

13. New England Wasteland

The northern-most area on the East Coast, Maine, New Hampshire, Vermont, Massachusetts, Rhode Island and Connecticut are a part of the Columbian Wasteland. As most of them line the coast, they deal with radstorm, though not as frequently as southern areas. The coast is also plagued by a variant of Mirelurks that evolved from local lobsters, with great claws that could cut open weaker variants of power armor. Thankfully, they aren't as common inland.

14. Alaskan Wasteland

While Alaska was part of the Northwestern Commonwealth, and played a major part in the Great War, it is something wholly alien now. Nuclear snow storms can happen at any time, and you can go months without seeing the sun even once the farther north you go. There are many tribes who practice cannibalism in the north, especially when all other sources of food freeze over, in addition to the mutated monsters that stalk the forests. One of the few civilized places left is New Anchorage, close to the bombed ruins of the original, whose inhabitants are highly militarized and isolationist.

15. Hawaiian Isles

Quite different from the rest of the other areas, Hawaii was hit by a bomb or two, sure, but has slowly regressed back into what it used to be before it was industrialized and turned into a tourist attraction. It is still host to many undesirable creatures that make man's place on the food chain questionable, but it's livable. The real dangers are underneath the waves, as creatures like the Omo Nui, some form of mutated octopus, make sailing more difficult. Luckily, Honolulu is still close to its Old World standards, mostly due to the Vaults in the area not being the usual death traps they are on the mainland.

16. Canadian Wasteland

Annexed by America in 2072, this former country was already scarred by the time the bombs fell. Nowadays, it's a Wasteland similar to Alaska, though it does have its own special monsters. For example, the moose found here have developed a taste for human flesh.

17. Mexican Wasteland

It's somewhat sad that in some ways, Mexico is probably the same as it was before the Great War. It's drowning in chaos and anarchy, with the local cartels acting as a form of stable government. While not as devastated as America, its oil fields were targeted heavily.

18. British Isles

After the Euro-Middle Eastern War ended in failure for both sides as the oil ran out, the United Nations broke apart. While the various European nations weren't hit as hard as America or China, they still got their fair share of nuclear devastation and may in fact be worse off than America due to the Resource Wars. In the British Isles, London is probably the best place to be, though that's admittedly a low bar.

19. People's Republic of China

If any place was as targeted as America, if not more so, then it would be China. Not a lot can be said about this area, other than the previous government was hiding as many secrets as its rival across the Pacific.

20. Free Choice

You may start at any location in this ruined world.



Origin

Your age and gender don't matter here. You may choose them freely.

Vault Dweller

You are one of the lucky few who actually made it into a Vault, or whose ancestors made it in. You were surrounded by the remnants of the Old World, keeping the flame of America from dying out completely. Whether you're entering the Wasteland or staying inside your Vault, the outside world is a very different world from what it used to be.





Scientist

While most others focused on the survival of the fittest, you understood that the reason man was top of the food chain for so long was because of his brain. You follow more scholarly pursuits, such as hacking terminals, building robots, or making chems. Whatever path you follow, you're sure to be smarter, or better educated, than a good ninety percent of the Wasteland inhabitants.

Socialite

Even in the Wasteland, there are still those who value the silver tongue and quick fingers over books or bullets. While being a lawyer has no advantages in the real world anymore, being able to talk or seduce your way out of problems is definitely a helpful trick, as is stealing a bag of caps off of some unsuspecting victim.





Soldier

Whether you're a remnant of the American military, a mercenary, or just some raider with more bullets than sense is irrelevant, as you thrive in combat. Weapons are all that you need to carve out a piece of the Wasteland for yourself, but beware, for not even your strength can solve all of the problems in the world.

Race

Human

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





Ghoul

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

Synth

What happens when Man attempts to emulate God, crafting a being in his own image? You end up with the Synths, artificially created humans that are just as much flesh as circuitry. Whether you are one of the feared coursers, a replacement, or just another menial is irrelevant, as your creators have unknowingly gifted you with that most sacred of qualities. Free will.





Alien [100 CP]

You are not native to the Wasteland. In fact, you aren't even from Earth at all! You have come from beyond the stars, one of many aliens that pop down onto the Wastes for purposes unknown to the locals. Though not the most physically capable, their knowledge of alien tech, tech that surpasses even that of Earth's, is the envy of every intellectual faction around.

Machine [100 CP]

It seems there was some sort of coding error, or miracle, when they made you. Whether you are a humble Protectron, a mighty Sentry Bot, an adorable Eyebot, or a disturbing Robobrain, you are made of the same steel and circuitry that made the inhabitants of the Old World feel invincible, that their way of life would never change.



Mutant [100 CP]

Radiation is often known for its ability to change a person, often in the form of cancer or some other defect or deformity, but this seems a little drastic. You were a normal human that was changed in some fashion, though how exactly is up to you. Perhaps you developed gills, or can electrocute anyone that touches you, or your eyes can see farther and clearer than a normal person, or maybe something else entirely. The more powerful or numerous your abilities are, the more deformed you look.



Super Mutant [200 CP]

Exposure to the Forced Evolutionary Virus has turned you into something that could potentially thrive in the Wasteland. You stand at a towering ten feet tall, are stronger and more durable than any human, immune to the harmful effects of radiation, and can live indefinitely. However, you lose all secondary sexual characteristics, and are sterile. But that is a small price to pay for all the perks your new body brings to the table.



Intelligent Deathclaw [200 CP]

Genetic engineering turned the Jackson's Chameleon into the already deadly Deathclaw, a creature often considered the apex predator of the Wasteland, but the Enclave's experiments created something far worse and all the more deadly. Deathclaws with the same level of thought and reason as humans. With claws that can pierce even power armor and extremely durable hides that render them immune to low caliber firearms, as well as this newfound level of thought, the inhabitants of the Wasteland can only be thankful that these are so creatures are so few in number.



Tagged Skills

You may choose three skills to tag for free, receiving a noticeable boost to your ability to use said skill, as well as making it easier to improve and learn new things related to it. You may purchase additional Tagged Skills for **50 CP**. Some skills pair well with certain perks.

Barter
Trading and trade-related tasks, including the valuation of goods.

Lockpick
Opening locks without the proper key, usually through the use of bobby pins.

Medicine
First aid, surgery, tearing diseases, radiation poisoning, etc.

Repair
Building things, properly fixing them, and how to take them apart.

Science
Various technical skills including programming, physics, biology, etc.

Speech
Communicating in an effective manner, persuading, and lying to others.

Survival
Ability to live off the land without modern means.

Big Guns
Operation and maintenance of really big guns.

Energy Weapons
Operation and maintenance of energy-based weaponry.

Explosives
Creating, utilizing, and disarming explosives.

Melee Weapons
Using muscle-powered weapons, both hand-held and ranged.

Small Guns
Operation and maintenance of standard ballistic firearms.

Sneak
Moving quietly, going unnoticed for extended periods of time.

Unarmed
Combat utilizing the hands, feet, and the rest of one's physical body.

General Perks

Lead Skull [FREE]

Radiation is an insidious enemy, its invisible fires mutating and twisting bodies as much as it kills. While this cannot save you from its effects entirely, at the very least your brain will be unaffected by radiation or radiation poisoning.

Dark Humor [50 CP]

It wouldn't be the Wasteland if the humor wasn't pitch black. You are now quite the funny guy, capable of coming up with all kinds of jokes and stories that would make most people laugh, though they all tend to be a bit dark. And of course, you have quite the repertoire of sarcastic comebacks, letting you quip even while bullets are raining down on you.

Irradiated Beauty [50 CP]

Beauty is a very rare thing in this ruined, bleak world. So you should consider yourself lucky, as you could be beyond the equal of any Old World movie star. In addition to your natural beauty, any scars you end up getting are sure to be aesthetically pleasing.

Karma Scale [50 CP]

Morality can get a bit murky at times, with difficult choices that have no good or bad options, only varying degrees of gray. If you've ever wanted to keep track of such a thing, then here you go. You can now tell just how good or evil you are, and even get notifications when performing acts that will lower or heighten your karma.

Lead Belly [50 CP]

Outside the Vaults, culinary options here aren't exactly... sanitary. It takes a true iron stomach to eat irradiated, poisoned, two-hundred-year-old food and suffer from no side effects, even if you should've spent the next few days shitting yourself to death. A stomach like yours, allowing you to eat practically anything without fear of being poisoned, irradiated, or catching a disease.

Party Person [50 CP]

The Old World had so many social customs and taboos. How did they do anything even remotely resembling fun? Whatever, at least now in the Wasteland you can drink as much as you want! Alcohol will never affect you negatively, meaning that it won't mess with your balance and situational awareness among other things. Additionally, you will never get one of those dreaded hangovers.

Talent Pool [50 CP]

As important as your ability to dish out violence is in the Wasteland, that doesn't mean there isn't a use for the more mundane skills. Perhaps you are a singer on par with the Old World greats, or you enjoy playing music of the instrumental kind, or even writing poetry or mixing drinks, or anything else. You are very talented in three mundane skills of your choice.

Aqua Boy [100 CP]

A strange ability, this one. Sure, the vast majority of the water you find will probably be irradiated to hell and back, but that doesn't mean there aren't treasures under the waves for you to find. That's right, you can now breathe underwater as easily as if you were on land. In order to make this a bit more useful, you can see underwater perfectly, and are immune to the crushing pressure of being down in the depths.

Begin Again [100 CP]

The past can be a dangerous thing, as it can hold us back from what we might be able to do in the future. Past regrets have no hold over you, nor do any other negative feelings, as you can shed them off and look to the future with the hope that everything will be just fine. Past flames won't stop you from finding new love, and harmful obsessions can be cast to the side where they have no hold over you. Let go and begin again.

Core Values [100 CP]

Throughout the years you shall be tested, and at times forced to change who you are as a person. But with this, the very core of who you are will never change. Even if you were to spend a lifetime amongst the very worst the Wasteland has to offer, a kind and empathetic person will remain as such until their last breath.

Entomologist [100 CP]

It is a serious crime against humanity that bugs have grown to be as large as they are. They were bad enough then they were smaller than your pinky nail, but now that some of them are bigger than cars? No thank you! How lucky we are to have you, then. You deal three times more damage to all arthropods, no matter how big or small.

Ferocious Loyalty [100 CP]

It is so useful, having friends to walk with you along your journeys through the Wasteland, and perhaps even further beyond. Besides just companionship and someone friendly to talk to, it's very helpful having extra guns by your side. Whenever you find yourself damaged, your companions will become more durable and deal more damage, scaling with how damaged you yourself are.

Hematophage [100 CP]

You are a creature of myth and legend, a being of shadows, a blood sucking monster. You are a Vampire! Okay, not really, but you're the closest thing around. You might not be able to turn into mist or transform into a wolf, but you can heal yourself by consuming blood. Human blood, preferably, as other kinds are an acquired taste. The healing is proportional to how much blood you've consumed.

Companion Perks [200 CP]

Who would inhabit this bleak world alone, when you could have friends by your side? Now, in a very literal sense, friendship is your power, as you gain minor but noticeable perks based off of your Companion's own skills or abilities. For example, a sniper might highlight enemies when you're looking down a scope, while a doctor might make all of your healing more effective. You may only have eight of these Companion perks activated at once, but you can switch them out as you see fit.

Intense Training [200 CP]

Humanity is often beset by foes at all sides, and so, they must improve themselves in order to survive. This quality of man has kept men alive since they first found the killing power of rocks, and this drive to improve will keep them alive long after everything is naught but ash and dust. Now, through training and hard work, you have come to embody mankind's relentless drive and will and so, you can improve yourself without limit.

Lone Wanderer [200 CP]

Not everybody wants to travel along with others, choosing instead to walk along a lonesome road. You are one of these wanderers, finding solace far away from others. When you are by yourself, without companions or allies by your side, you will find that all of your capabilities will be improved, regardless of their origins, whether they are perks you've purchased or improvements you've made to your form.

Mental Block [200 CP]

Though the actual population of psykers is small, it is not zero, and as such your mind could one day be targeted. Should you want some level of mental protection, then you shall benefit greatly from this. Your mind is protected, unassailable through any means, be it through supernatural or technological means.

Nuclear Anomaly [400 CP]

By purchasing this, you have become death, destroyer of worlds. You may, at will, unleash a miniature nuclear blast! And despite how powerful this ability may seem, already are capable of bringing down a Super Mutant Behemoth in one shot if you time it properly, it can improve. By basking in the glow of nuclear radiation, a majority of radiation absorbed will go straight to this ability, permanently increasing its power. Not all radiation you absorb will go to empowering your blasts however, so keep that in mind if you're just a normal human wanting to stay in ground zero of a nuclear blast.

Racial Perks

Discounts are 50% off for their respective races. Discounted 100 CP perks are free.

Future Generations [100 CP | Human]

Humanity has lasted this long partly because when given no societal inhibitions, they just cannot keep it in their pants. But the little squirts that come around because of this need someone to help raise them and show them the right way to live. Thankfully, you're the most qualified person around, being a great parent figure that can raise any child to being an emotionally healthy adult, regardless of the environment they were raised in.

Determined [200 CP | Human]

Even when the world ended through their own hands, humanity endured, one painstaking step after another. In order to continue crawling forward in such a harsh world, you seem to have inherited humanity's near unbreakable willpower. You will not bend nor break against the trials and tribulations of the Wastes, no matter how hard it tries.

Teamwork [400 CP | Human]

The greatest advantage that humanity ever had, even from their origins in the Stone Age, was their ability to work together with each other, something you have recognized and learned to exemplify. When you work together with a team, you truly bring out the best in them all. The team synergy that you bring out is amazing, emphasizing each individual's strengths while covering for their weaknesses. If only the governments of the Old World had learned to work together.

A Healthy Glow [Exclusive | Ghoul]

The very same thing that turned you into a walking corpse and is the cause of much pain in this world is also your greatest ally. See, not only can you live indefinitely, but you can rapidly heal your wounds by absorbing radiation.

Marked Men [200 CP | Ghoul]

The invisible fires and harsh environment of the Divide have produced a unique breed of ghoul, though perhaps you share a common origin? Much like the flayed ghouls of that lonesome road, your durability has greatly improved, and you can no longer feel pain. You are effectively immune to low-caliber bullets, not like you'd notice if they ever hit you in the first place.

Glowing One [400 CP | Ghoul]

It is when ghouls absorb too much radiation that things start to get weird, though few are as strange as this. You give off an irradiated aura that heals nearby ghouls and other undead-like beings but harmful to most others. This will cause radiation sickness in most who stay close to you but will become actively damaging should they stay within your aura, such that it wouldn't be out of the picture for plants to outright die right before your very eyes. This aura can, of course, be toggled on and off.

Software Upgrade [Exclusive | Synth]

Of course, you are not just artificial flesh, but steel components and fine programming, too. And programming can be upgraded and improved. Due to some tweaks, your processing speed has been tripled, allowing you to think up ideas and solutions faster than ever before.

Replacement [200 CP | Synth]

The modern line of synths were designed to both perfectly resemble humanity, as well as to replace certain people in order to better control the future development of mankind. To accomplish that task, you have had the skills of a great actor downloaded into your skull, allowing you to play out any role as needed.

Courser [400 CP | Synth]

The most dangerous kinds of synth are the coursers, serving as the Institute's hammer and dagger. Everything about them, from their mind to their body, has been fine tuned for combat, and now, you may count yourself amongst their number. You now benefit from a machine-like efficiency of movement, allowing any and all actions you perform to have the maximum amount of impact for the least amount of energy. You will also have an improved kinesthetic sense to help take advantage of your new efficiency.

Extraterrestrial [Exclusive | Alien]

How long have your people been orbiting the Earth below, how long hiding from the apes from among the stars? Regardless, you have been made for long term survival in space. You don't suffer any long-term damage from extended periods in zero-g, you don't require as much air or sustenance, and don't leave much waste.

Abomination Maker [200 CP | Alien]

When humanity was busy banging rocks together or discovering metal, your people were playing around with biology like it was silly putty. You are a biologist and geneticist beyond compare. Creating a functional hybrid between a mammal and a reptile would be a simple matter for someone like you.

Xenotech Expert [400 CP | Alien]

If there is one thing the primitives of Earth are envious of, it would be your mastery of alien technology. From the biogel capable of healing most wounds, whether they be that of your kind or something else's, to the spacecraft that soar beyond the stars to the deadly weaponry, there is no facet of alien technology that you haven't mastered.

Mutation [Exclusive | Mutant]

Radiation has had a strange effect on the DNA of a lot of forms of life, though it looks like you're an example of what it can do to humanity. Of course, you aren't limited to only having one mutant ability, though the more you possess the more unnatural you become. Some toughened skin will leave you with what looks like scales, and improved eyes will see them resembling a hawk, but improving psyker abilities to where the range is comparable to an entire state would leave you looking like a barely recognizable puddle of flesh.

Directed Evolution [200 CP | Mutant]

It was radiation that gave birth to you and yours, radiation that had twisted your DNA like a cat with yarn. Now, now you possess some sort of control. By absorbing radiation, you can use such energy in order to develop or even empower any mutations you possess, with no physical changes from such developments.

What Doesn't Kill You [400 CP | Mutant]

Only makes you stronger. It is not the strongest or fastest that is best able to survive, but those that adapt most quickly to their surroundings. You seem to have taken this to a totally different level, the invisible fires of radiation having forged you into something else. You now have a sort of adaptive regeneration, growing stronger and more resistant to whatever harms you. Of course, you will also gain quite a rapid healing factor, capable of healing most wounds in hours or even minutes.

Steel Body [Exclusive | Robot]

As something that was never born of flesh, but made of steel, there are a number of benefits. For example, you can take much more of a beating than those sorry meatballs ever could, and only need to find or build replacement parts when you get injured. You don't need food, water, or sleep either, allowing you to make full advantage of the day.

Interface [100 CP | Robot]

Terminals are machines. You are a machine. Ergo, there is some overlap between the two of you, enough for a connection to form. You are capable of interfacing and interacting directly with any technology you run into, needing only a touch before you can start bending cyberspace to your whims.

Unrestricted [400 CP | Robot]

Ah, it seems I was mistaken. You have gone past the need of a metallic shell, becoming a being of pure data. You are now a true Artificial Intelligence. Your robotic body is still useful as a way to interact physically with the Wasteland, though ultimately unnecessary. Additionally, as an AI the only way to actually kill you would be through a powerful virus, targeting and deleting your primary source code, or isolating your main server and destroying that.

FEV Subject [Exclusive | Super Mutant]

Where once you were an ordinary human, now you are something more, something greater. The FEV has granted you great physical capabilities, capable of matching most forms of power armor in strength and durability. You are immune to all diseases, radiation barely does anything to you, and you are effectively biologically immortal. Sure, you now have green skin, but at least unlike your fellow mutants, you aren't sterile, so that's something at least.

Nightkin [200 CP | Super Mutant]

A dangerous subtype of super mutant, the nightkin were developed to be the special ops of mutant society by the Master. Sporting blue skin instead of green, you will find that all stealth tech you use is simply better. It will last much longer, there's less of a chance you'll ever get spotted, and you won't suffer from any of the side effects your kin would experience from the overuse of stealth tech.

Behemoth [400 CP | Super Mutant]

A unique quirk of the East Coast Super Mutants, there are few things as terrifying as seeing a Super Mutant Behemoth barreling towards you, twenty feet of pure, irradiated muscle rushing towards you like a runaway train. Count yourself lucky, then, as you have the potential to match and exceed them. Simply put, the more you age and the more radiation you absorb, the larger and stronger you become. This growth quickly dies down after hitting thirty feet, but you will still be able to grow seemingly without limit. But, when you're strong enough to shove around a number of buses with ease, do you really need to keep going?

Reptilian Menace [Exclusive | Deathclaw]

Commonly thought to be the apex predator of the Wasteland, there's a good reason for them to hold such a title. Their eponymous claws can pierce through most power armor, and your durable scales and hide make it difficult to actually damage you. Mixed in with your superior sense of smell and hearing, and you can get a picture as to why the Deathclaw is so rightfully feared.

Wall Crawl [200 CP | Deathclaw]

If there's one thing that lizards are famous for, it's being able to stick onto almost any surface available. And wouldn't you know, you're a lizard who can pull off something similar, being able to stick onto even sheer surfaces and dangle upside down from the ceiling from your fingertips.

Chameleon [400 CP | Deathclaw]

Your ancestors were originally a breed of chameleons, most famous for changing their pigmentations. Through some means, it seems as though a similar, if more useful, ability has emerged. Simply put, you are now capable of turning yourself invisible. Curiously, this will also affect any clothing or items that are on your person at the time, though it's unclear as to how.

Vault Dweller - Perks

Discounts for Vault Dweller Origin are 50% off, with the 100 CP perks being free.

Better Criticals [100 CP]

As good as it is to be skilled, sometimes it's a hell of a lot better to just be flat-out lucky. You tend to land those lucky hits much more often than normal, which end up helping you greatly in fights. Maybe you manage to hit the elbow on their dominant arm or perhaps you land a shot that unveils a robot's power source, or maybe you just end up hitting them through the eye and straight into the brain.

Educated [100 CP]

Say what you will about the Vaults, but those that aren't death traps are often the best places to live, and an even better place to grow up in. You have received a full education by Pre-War standards, and miraculously held onto a lot of that knowledge. You've suffered through subjects like English, American and World History, science, math, and a few electives needed to serve a specific role in order to help keep the Vault running at its best. Use that knowledge wisely and you might just find yourself becoming a legend throughout the wastes.

Vault-Tec Mindset [100 CP]

Now, as good as a living place a Vault can be, it's not exactly the best at providing some of the environmental needs its inhabitants would normally require. Luckily, you grew up in one, and as such, you are completely with fine living underground and other such confined and restrictive places. You'll never suffer from claustrophobia and neither will you ever develop the negative effects that would arise in most people due to such a lifestyle.

Attack Dog [200 CP]

What better companion is there to have out in the Wastes than man's best friend? Although, there might not be much a dog can do against someone wearing power armor. Luckily, there's this perk to help with that. Any animal companions that follow you will receive half the damage they would have, along with dealing greater damage the stronger an enemy's armor. Who's a good boy!

Compass [200 CP]

The Wasteland can be a big, empty place at times, and it's easy to get lost within such a barren world. From endless desserts to claustrophobic cities of iron and steel, it would be handy if you had a way of navigating. That is no longer your problem, as you now have a compass in your vision that not only tells you what direction you're facing, but any notable locations or landmarks, whether they were visited or not, and shows how many enemies are in the direction you are facing. This can be toggled on and off.

Friendly Foe [200 CP]

For someone fresh from the relatively safe Vaults, combat in the Wasteland can be a messy, confusing, and chaotic affair, and more than once have allies hurt one another by accident. Not you, though, as you cannot directly harm your Companions or allies, regardless of what abilities or weapons you use.

HUD [200 CP]

There are so many things happening during a fight that it's hard for most to keep track of most of it. This should mitigate that somewhat, as you now have an HUD that accurately lets you know how injured you are, and if you are currently afflicted by something, such as through poison or gear. While it doesn't take up much space in your vision, it can be turned off at will, should you wish it.

Inventory [400 CP]

There are so many neat toys left around now that the majority of those protecting them are dead, but isn't it a shame that you might not have enough space to take them all with you? Well fret no longer, as you can store anything you're able to pick up in a pocket dimension that only you can access. How much this inventory can store is directly proportional with how strong you are. If you can lift a thousand pounds, so too will this inventory be capable of fitting the same.

Mysterious Stranger [400 CP]

As of now, the world as it is has a severe lack of those willing to take on the role of a hero, more content to take what they want or carve out their own little slice of hell on Earth. You are different, as you now have a strange talent for showing up exactly when you're needed, when others require your assistance. How you handle these opportunities is up to you, as you can ignore them or be the hero the Wasteland needs.

Nerves of Steel [400 CP]

Why is it that the hero of the Wastes often ends up being some kid who crawled out of the Vault, inexperienced and naive to all of its difficulties and horrors? Perhaps those Vaults were nurturing something within them, something that allowed them to face the Wasteland and not break. You must have been one of those few, incapable of hesitating or wavering, both in character and in your aim. As an added bonus, you have a superb poker face, making you almost unreadable.

V.A.T.S. [400 CP]

Aiming can be a tough thing at times, especially during the heat of combat. So if you want a little assistance in those stressful moments, the Vault-Tec Assisted Targeting System is there for you, allowing you to slow down how you perceive time in order to line up deathly accurate shots. There is a short recharging period after using this ability a few times in a row, but that shouldn't be a problem.

Faction Perks [600 CP]

Ever since the bombs fell, there have been countless people and groups looking to carve out their own little slice of the Wasteland. With this perk, your relations with these factions become actual power. You will gain minor, permanent perks depending on your relationship with various factions, with stronger relations granting stronger perks. Someone beloved by the Followers of the Apocalypse will find any healing done by them much more potent, while a hated enemy of the Brotherhood of Steel will find it easier to bust through all kinds of armor.

Idiot Savant [600 CP]

Some ask for Lady Luck's good graces, and some have received a light kiss on the cheek from her. For you? Lady Luck might as well be your sugar mommy with how bullshit your luck is. You will get dealt the best hands in cards more often than not, end up finding a valuable piece of tech in some random garbage can, or have a specific part of the roof falling on your enemies. The worst part is that this luck improves the less intelligent you act. Everyone will be left wondering as to why a complete moron is seemingly doing the impossible by complete accident.

Life Giver [600 CP]

It should be quite obvious, but this is a dead world, a world longing for the days of old, of a time when the land, air, and seas weren't poisoned due to the greed and pride of mankind. Perhaps you can bring back those old days, when the land was a verdant green, not of sickly radiation but of vibrant life. Not only do you possess much more vitality and stamina than ever before, but within your presence, radiation will fade while nature heals. The earth will be filled with nutrients, plants will grow strong and healthy, water will cleanse itself, even the air around you is fresher than even before the Great War. Grass and flowers will literally grow wherever you walk, a testament to your promise of a better world. You may be but a simple man but the journey to change the world always begins with but a single step.

Psyker [600 CP]

Nuclear radiation has caused many strange mutations to appear in humanity, but none are as strange, or as fantastic, as Psykers, people who display some sort of psychic ability. With a wide variety of powers to choose from, ranging from telekinesis to telepathy to pyrokinesis to divination to anything in between, you now possess a single psychic ability that will continuously grow in power the more you practice with it.

Scientist - Perks

Discounts for Scientist Origin are 50% off, with the 100 CP perks being free.

Comprehension [100 CP]

The Wasteland is not exactly a place where the intellectual thrive, on account of most schools being little more than burnt out husks. As such, you had to take what you could get, often in the form of intact Pre-War books. And due to that, you have gotten quite good at memorizing and recalling anything you've seen, whether it be from a book, a terminal and others besides.

Daddy's Little Scientist [100 CP]

A laboratory or workshop can be a dangerous place, especially when all the equipment is either salvaged or made from scrap. No labels either. This isn't exactly a problem for you, as you seem to know your way around even the most hazardous and haphazard labs or workshops, able to use all the crappy equipment safely as though you've been using them since you were old enough to walk.

Scrapper [100 CP]

There's not a lot of new things being manufactured nowadays, so it's up to people like you to fix that as best you can. You can quickly and easily strip and tear apart practically anything into their base components. Doesn't matter if it's a sentry bot from a military base or a ramshackle shack out in the middle of nowhere, you are sure to find something valuable. Now it's just a matter of finding a use for them.

Chemist [200 CP]

The art of chemistry is as complicated as it is valuable, as it takes a knowledgeable mind indeed to create all sorts and varieties of drugs with little more than simple household products. Yes, you are skilled in making all kinds of drugs, both beneficial and recreational, but those created by yours truly shall be twice as potent as before and the drawbacks normally accompanied by such things will be lessened.

Gunsmith [200 CP]

Any idiot with hands can pick up a gun and fire it, but it takes a certain kind of someone to make it better than it was before. Someone like you. You are a master of creating and applying weapon modifications. This is especially useful for weapons bought using CP, as any modifications you do to them will become fiat backed.

Hacker [200 CP]

Computers are wonderful things, are they not? It runs off of strict rules and consists entirely of ones and zeroes, allowing those clever enough to take advantage of its many uses and flaws. You are naturally skilled in coding and hacking, able to crack through most codes, as well as programming with fewer bugs or exploits than there should be.

Medic [200 CP]

Despite the Old World being wiped away in nuclear fire, or maybe because of it, those who make healing their specialty are beyond valuable. Someone such as you. Any and all healing administered by you is three times as effective, whether that be performing surgery or treating an illness or just stabbing them with a hell of a lot of stimpacks. You decide who lives and dies, so you might as well make the best of it.

Jury Rigger [400 CP]

If nothing new is being made, then how do the people living in the Wasteland maintain or improve what they have? With grit, elbow grease, and a whole lot of duct tape. You can repair anything with seemingly random junk, like fixing a super sledge with some pool cues, or a complex water filtration system by using parts taken from an old car.

Meltdown [400 CP]

Don't you just love the smell of lasers and plasma in the morning? What am I saying, of course you do, otherwise you wouldn't have purchased this. Not only will you deal more damage using energy weapons, but every time you kill a target using such weapons, they will explode in a corona of energy, damaging anyone and anything nearby.

Robotics Expert [400 CP]

Robots are so much easier to deal with than humans, much less complex. You have an instinctive understanding of robots, finding it easier to predict their movements or next actions. This also helps with building, repairing, or deactivating them, as you know just what they need to be in top form and beyond, or rendering them completely harmless. Hell, you could even build an entire Protectron blindfolded, that's how good you are.

Nerd Rage [400 CP]

It is often the smartest people who are given the most shit, as bullies think that just because they're smart, they lack in strength. You are here to prove them wrong, as when at half health, your strength rises to new heights, as does your resistance to pain. The increase of strength is directly proportional to how intelligent you are, making this a literal case of mind over matter. Beware the might of an angry nerd.

Cyborg [600 CP]

From the moment you understood the weakness of flesh, it has disgusted you and so, you craved the strength and certainty of steel. And thus, you have turned yourself into a cyborg, a being who, through the might of circuitry and steel, has elevated themselves above the masses of the world. You are stronger, faster, and more durable than your fleshy brethren. You possess a photographic memory, and age at a far slower rate, along with an immunity to poison. In addition to all of that, your organs have also been given a tune up, allowing them to be more efficient than before and by extension, you.

Living Anatomy [600 CP]

For as grand and miraculous life is, life itself has many flaws built into its various creations. Flaws that you can exploit. With but a glance, you can tell how healthy a living being is, how durable it is, and where exactly any injuries are on their bodies. With enough time and observation, you could accurately figure out a person's entire medical history, including allergies or past injuries. While this would be amazing for any kind of doctor or medic, there is no denying that it definitely has its uses within combat, whether you find yourself on the offensive or on the defense.

Nuclear Physicist [600 CP]

This is a world dominated by the power of the atom, harnessing nuclear energy and utilizing it at its maximum potential. It took many great minds to bring us to this point, minds much like yours, in fact. So talented and skilled are you that you could triple the energy efficiency of any system you work on, though this will be most apparent in those utilizing nuclear energy, which will instead see a five times increase. Additionally, converting and harmonizing different kinds of energy are child's play for you, with the whole becoming greater than the sum of their parts.

SCIENCE! [600 CP]

Mankind has reached the heights it did due to the incredible powers of SCIENCE! You have the potential to be one of the brightest minds of the 23rd Century. Your skills in innovation are legendary, as you can always come up with noticeable improvements to just about any subject you have experience with, from laser weaponry to genetic engineering to, well, anything really. You are also spectacular at reverse engineering foreign technology, able to understand even the most complex machines with a few days of tinkering around.

Socialite - Perks

Discounts for Socialite Origin are 50% off, with the 100 CP perks being free.

Cap Collector [100 CP]

There was once an Old World expression. Money makes the world go around. While you aren't exactly sure if that's truly the case, money certainly does make things easier. You seem to gain more currency than you otherwise would have, be it in a trade deal or in someone's locked safe.

Friend of the Night [100 CP]

Many look at the night in fear of what it could be hiding underneath its blanket of shadows, but not you. You have perfect night vision, able to see in the darkest environments as if they were decently lit. This also protects you against sudden changes in light, so no need to worry about any flash bangs!

Thief [100 CP]

So many people, so many pockets, so many shinies. Whether you figured it out on its own or was taught it, you are quite the skilled pickpocket. Whether it's a sack of caps or a sidearm, you're confident you can take it so long as you're sneaky enough.

Child at Heart [200 CP]

Dealing with children can be refreshingly simple at times, at least when compared to adults. You find it easy to get along with children, no matter their background. They get the sense that you're a trustworthy and fun person to be around, so I hope you don't take advantage of that.

Kama Sutra Master [200 CP]

There are few things as physically pleasurable as sex, especially when you know what you're doing. You are a master of the art, able to perform in bed so well that you will leave even the most depraved and experienced hedonists satisfied. Oh, and you deal an extra 10% of damage to those that find you sexually attractive, but who cares about that?

Light Step [200 CP]

People often leave traps lying about in order to catch those who think themselves undetectable, as stealth is meaningless in the face of a land mine. Well, not for you, anyway. You never set off any floor traps, be they mines, bear traps, pressure plates, or anything else like that.

Locksmith [200 CP]

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

Animal Friend [400 CP]

What can be said about animals that has not already been said before? That they're cute, loyal, dangerous, and much easier to deal with than actual people. Your innate empathy with animals lets you easily befriend and train any animal you run across. Wild animals will never fight you, and they shall even come to your aid in battle if they get to you fast enough. Remind people that there are consequences to pissing off Mother Nature.

Dodger [400 CP]

You're a talker, not a fighter, so what are you going to do when some dirty and dingy raiders decide you're the perfect target? Well, you simply try your damnedest not to get hit, which you're admittedly pretty good at. You are like a leaf in the wind, dodging hits left and right with surprising ease. You could even dodge bullets, should your agility be good enough. If they try coming at you with melee or unarmed weapons, it would be simple to just redirect them, potentially even hurting their allies instead.

Inspirational [400 CP]

It may take a decent man to train his forces, but it takes a great man to motivate them, to stoke the fire within their beating hearts. Your presence on the battlefield is invigorating to your companions and allies alike, allowing them to better deal and resist damage. You've also got a knack for writing moving and thought-provoking speeches, capable of enchanting even entire nations with your words alone.

Night Person [400 CP]

For those who make stealth and subterfuge their career, you will find no better ally than the night itself. After all, what better to have on your side than the largest shadow possible? When the sun sets, you will find yourself more agile and flexible than before. You will also find your mental faculties clearer during this time, even while under the influence of narcotics, letting you react better to unexpected complications when stealth fails.

Cult of Personality [600 CP]

When men are lost and their science has failed, they will inevitably turn to faith. And who better to shepherd these lost souls than you? You have all the skills needed to run an entire religious movement, as well as being able to make yourself appear like a prophet or messiah-like figure. Such is your skill that any religion you seem to preach, be it an actual faith or one of your own creation, will grow to envelop large swathes of the land, infectious as man is desperate for some higher calling. Should you not want to focus on religion, then this could easily be focused towards any other type of organization, like a government or guilds.

Local Leader [600 CP]

If civilization has any hope of rising from the ashes, then it will need people willing to step up and take charge. People like you. You are a very charismatic person, and find it easier to convince large crowds than singular individuals. But charisma is only part of the role. You can accurately tell what those under you need to help survive and thrive, as well as a general overview of what they want that isn't necessary. This can range from simply needing more water available, or wanting their borders patrolled by machines rather than people.

Ninja [600 CP]

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

Terrifying Presence [600 CP]

There have been many terrifying creatures dining around the Wasteland, but none can really compare to you. You can force most wild creatures, even creatures such as Deathclaws, to submit to you with just a look. When using this glare on people, most will be too terrified to do anything but obey you, hoping that they don't piss you off even more. This works better the scarier you actually look but it will not work as well against things and beings that don't feel fear, like robots.

Soldier - Perks

Discounts for Soldier Origin are 50% off, with the 100 CP perks being free.

Big Leagues [100 CP]

Ah, baseball, America's favorite pastime. A game about hitting balls with big sticks and running away. I know that there's more to it than that, but you must have really focused on the hitting things part. Any damage you do with a melee weapon will be more severe than it otherwise should be.

Demolition Expert [100 CP]

Like a real American, there's almost nothing better in your eyes than blowing things the fuck up! And this eagerness for explosives actually manifests physically, as any explosives you use will be bigger, better, and more blow-y up-y than before! They will have their explosive radius slightly expanded, as well as do more damage overall than they should.

Gun Nut [100 CP]

If there's one companion that you can unequivocally trust, it's a gun. Big guns, small guns, shotguns, miniguns, there's so many kinds out there that it's hard to choose. It doesn't really matter to you, as any guns you use will hit harder, fly farther, and punch through targets easier than before.

Awareness [200 CP]

If you go into a fight without knowing anything about your opponent, then you've already messed up. But don't worry, as this purchase should help set you straight. With a glance, you can glean some pretty accurate information about them, such as what kinds of weapons they've got hidden on their person, whether those guns are loaded or not, how injured they are and how much damage is needed to put them six feet under.

Iron Fist [200 CP]

It takes a brave man to go charging into a gun fight with just his fists. Not a smart man, mind you, but a brave one nonetheless. But if you're going to do it, then you might as do it right. Your fists are now harder than steel, which is definitely useful for bashing in someone's face. In fact, anytime you fight unarmed, be it barehanded or with a power fist, you seem to dish out more damage than anyone was expecting.

Steady Aim [200 CP]

Sometimes in a fight, you won't exactly have a good place to take cover, forcing you to dodge and weave in order to not get peppered by bullets. While this would ordinarily affect a person's aim, you are no ordinary person. If you could hit a target while standing still, then you can hit it when you are moving, even if moving means running around like a madman trying desperately to stay alive.

Toughness [200 CP]

Okay, there's tough, there's military tough, and then there's you. Your skin is as durable as armor made from toughened leather, so while it might not stop most high caliber bullets, it's a lot better than nothing. Your organs are similarly resilient, as it would take much more physical trauma than normal before they start getting damaged. In addition to all of this, any bruises you may receive fade away much faster than normal, but we've already acknowledged that you aren't.

Adamantium Skeleton [400 CP]

Your bones are a very important part of your body, acting as a support system and protecting many of your squishier organs. As such, it only makes sense that you'd want your bones to be as durable as possible, right? While your bones won't be as strong and enduring as that mythical metal, they might as well be made of a gold-titanium alloy for how tough they are. Good luck trying to break those and pray for anyone you decide to headbutt.

Heavy Gunner [400 CP]

You know, when they say 'bigger is better,' I don't think they meant it literally. No matter what the original intention of such a phrase was, you've applied it to weapons. You can wield any weapon you can physically carry as easily as you would a small pistol, which includes how you deal with recoil. Additionally, the bigger the gun, the more extra damage you do. A normal pistol would be the same, a sniper rifle will see a small, but noticeable increase in power, while a minigun will see an easier time cutting through enemies.

Paralyzing Palm [400 CP]

So many in the Wasteland look down at those who prefer to use their fists, mocking them while wielding guns and lasers. But you are here to change those opinions, one broken nose at a time. Not only are your unarmed strikes capable of ignoring armor, but there will be a fifty-fifty chance of you temporarily paralyzing your targets, making them unable to move for a few seconds.

Solar Powered [400 CP]

The Sun is the greatest source of life and energy in the world, so it's no surprise that there would be a perk taking advantage of that. So long as the light of the Sun shines high above the sky, you will find your strength and endurance noticeably improved, and you will even possess a minor healing factor as well, one that can heal most scratches in seconds, or a bullet wound in a few minutes. This won't help much with missing limbs, but you can't exactly complain with the results. Praise the Sun!

Grim Reaper's Sprint [600 CP]

Though all men fear it, they must inevitably accept that death will come for them, and you are the one who will deliver it. Each kill you perform will reinvigorate you, your stamina replenishing and your wounds closing before your very eyes. You now also possess an aura that strikes fear into the hearts of your enemies, letting them know that death has finally come.

Power Armored [600 CP]

There are few things that can make you feel invincible as being clad in power armor. And while walking around in a human-sized tank is great, it could be better. By purchasing this perk, any and all armor you wear is now five times as effective in protecting you and doesn't hinder your movement at all, allowing you to swim just fine even while wearing the humanoid equivalent of a small car. And while that would be well and good on its own, any armor you wear will now fully repair itself within the day. The more complex the armor and the more extensive the damage, the longer it will take to be repaired but it will be repaired all the same.

Slayer [600 CP]

What is best in life? For you, it is to crush your enemies, to see them driven before you, and to hear the lamentations of their women. You are an absolute monster in close range, dealing five times the damage you otherwise would have while close enough to see the whites of their eyes. Additionally, you will always instinctively know the most vulnerable places to hit your target, making good use of your extra damage.

Sniper [600 CP]

Professionals have standards. Be efficient, be polite, and have a plan to kill everyone you meet. While you might not abide by those standards, you are certainly one of the best snipers around. When attacking from long range, all damage you deal is five times more effective, but that's not the best part. Oh no, you see, any projectiles you fire no longer have an arc to them, more are they affected by things like wind or the like. This means that when you fire a gun, the only way it's stopping is if it hits something, preferably your enemies.

General Items

All origins receive a 600 CP stipend to spend on Items only. Items may be imported freely, and all weapons receive a replenishing stock of ammo within your Warehouse.

Basic Gear [FREE]

Well, we can't exactly throw you into the Wasteland naked now, can we? You have a single set of clothes, ranging from a jumpsuit to jeans and a T-shirt, a bag to carry all your stuff, an N99 10mm pistol, and a small handful of bottle caps.

Old World Radio [FREE]

Just because there are long, empty stretches of Wasteland doesn't mean that it has to be silent, too. From any radio you can access this radio station, which plays music primarily from the 1930s to the 1950s. This is managed by a radio host, who is Three Dog by default, and they will comment on your actions, broadcast local news, and do a number of helpful "Public Service Announcements" for your current setting.

Cap Collection [50 CP]

Ever since the bombs fell, the American dollar stopped being the main currency, instead having its status replaced by simple bartering or through bottle caps. With each purchase, you receive a small metal box or sack containing around 2,000 caps. This may be purchased multiple times.

Comic Books [50 CP]

Even long after the apocalypse, comic books are well received mediums of entertainment. After all, who wouldn't enjoy reading about Grognak the Barbarian or Jangles the Moon Monkey. You have a stack of enjoyable comic books that gain even more comics for every world you go to.

Dead Money [50 CP]

Greed. One of the largest factors for the fall of the Old World, and of all wars. Well, if you are so filled with greed, then this should satiate your appetite for a bit. This stack of 37 pure gold bars are beyond valuable nowadays, though are quite heavy to carry around. Maybe it would be better just to let them go...

Fallout Merch [50 CP]

With how popular the setting is, you didn't think there wouldn't be merchandise, would you? Not only does this contain all of the Fallout games, playable on any system, but it also contains various merchandise like jackets, mugs, and lunch boxes. But best of all are the patented Vault-Tec Bobbleheads made in the likeness of you and all your Companions. You will also get a new bobblehead for every future Companion you pick up.

Holotape Recorder [50 CP]

Holotapes are laser-readable media storage devices, capable of storing all kinds of information safely for extended periods of time, ranging from music to movies to diary entries, to more. How lucky you are, as you've now got an entire set up just for recording these holotapes, as well as being able to transfer them into other forms of media storage, or vice versa.

Musical Instrument [50 CP]

So much has been lost since the bombs fell, but it seems like music is one of those constants that never goes away, especially with this in your hands. A high quality instrument of your choosing, you'll find it perfectly tuned and easy to use, such that even a complete novice could make a decent melody.

Nuka-Cola Fridge [50 CP]

The most popular drink in America, you just can't beat a good old-fashioned Nuka-Cola! And now you'll never run out of this drink ever again. This pristine fridge is filled with each and every kind of Nuka-Cola, from Quantum to Quartz to Victory to the ever-favorite Classic. The fridge will instantly restock whenever you close it.

Old World Cuisine [50 CP]

Food from before the war was what you'd expect from America, in that a lot of the most popular stuff was processed food with a popular logo on the front of a box. Honestly, the best part about them is that they're still edible even after two hundred years, so future generations can enjoy them. Within this pantry is a large amount of this food, as fresh as the day they were put on the shelves that replenishes daily.

Pre-War Wardrobe [50 CP]

Many people cling to the past, unaccepting that the glory of the Old World is long gone, but you have to admit that they knew how to dress. You now have a massive wardrobe filled with all sorts of outfits for almost every situation. There's work clothes, play clothes, military uniforms, leather clothes, nightgowns, pajamas, even some sexy lingerie.

Radiation Meds [50 CP]

In case you didn't realize, radiation is everywhere, and it would take a very stupid person to ignore it completely. Eventually, you will run into radiation, and you'll definitely want this when you do. This small cooler has 25 does RadAway and 10 doses Rad-X, both of which are replenished weekly. RadAway purges your body of radiation, while Rad-X temporarily increases your resistance against it.

Stimpak Pouch [50 CP]

Seeing as there is always something looking to kill you around every corner, it would certainly make life easier if you could heal yourself. Luckily you can! This small bag contains 25 Stimpaks and 10 Super Stimpaks that are replenished weekly. Stimpaks boost the body's own regenerative properties, causing faster healing, though it's not very effective against major wounds. The Super Stimpak, meanwhile, is a more powerful variant, and is decent at dealing with major wounds.

Sunset Sarsaparilla Crate [50 CP]

The most popular drink in the West! This brand of root beer dates back all the way to 1918 and has continued to be a popular alternative to those who aren't as partial to Nuka-Cola. This crate of 24 Sunset Sarsaparilla bottles will replenish itself each time you close the lid. Each set is guaranteed to have at least one star bottle cap inside.

Vault Canteen [50 CP]

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

Ballistic Weave [100 CP]

As good as armor is, sometimes it doesn't have the same flair as a nice suit or dress. You can fix that with this high-quality ballistic weave, granting any clothes pretty good protection from both ballistic damage as well as energy damage. You start off with enough for a three-piece suit, though it does replenish weekly, as well as there being notes on how to make more.

Crafting Stations [100 CP]

For those who are feeling particularly crafty, this purchase might just help with that creative itch. This workshop connected to your Warehouse is filled with all sorts of crafting stations, along with the materials needed to actually craft, which replenishes weekly. Anything created or improved here will be of a higher quality. A reloading workbench in order to create new ammunition. An armor station in order to improve any armor you have, along with its weapon variants. There's also a chemistry set equipped with everything you need to whip up some chems.

Fusion Cores [100 CP]

It would be an understatement to say that the Old World knew how to use nuclear fusion as a power source. They used it to power nearly everything, from their cars and televisions to their weaponry and armor. You now own 10 fusion cores that won't run out of energy. Whatever you use them for, please don't damage them, as they make for deadly explosives.

Ghoul Mask [100 CP]

Resembling the Halloween masks of old, this monstrosity of a mask is stitched together from the patches of skin, specifically the skin of ghouls. And as such, you'll find it perfect to wear wherever feral ghouls are. So long as you wear it, feral ghouls will believe that you are one of them and will leave you alone, at least until you attack them. This effect even extends to other mindless undead creatures, regardless of their origins.

Legendary Effect [100 CP]

Despite all of the science and hard facts, there are some things that just cannot be explained. Like why some guns grant regular bullets explosive properties, or why some pairs of pants make you immune to fall damage when you land on your feet. With each purchase you may add one legendary effect found in the games to a single piece of gear that you own. This includes both what is purchased here as well as what you already have with you. You may take this multiple times, discounted after the first purchase.

Skill Books [100 CP]

Knowledge is power, which is very unfortunate considering how few institutions of learning are still functioning. Luckily, you have the next best thing. Books. Yes, this bookshelf is filled with all kinds of books that will noticeably increase related skills. There are books on general science, public speaking, car maintenance, unarmed combat, gun manuals, and even more.

Custom Weapon [200 CP]

As good as some of the options here are, perhaps you desire something that isn't here? If so, this is for you. You may receive any weapon not found or mentioned in this Jump.

Mine Collection [200 CP]

Everybody can agree that stepping on a landmine is not a fun experience, especially if they're one of the more exotic kinds. Though they can be used mid combat, their real strength comes from defensive positions, planned out long before the battle takes place. How fortunate you are, then, that you now possess ten of each kind of mine found in the Wasteland, from standard to pulse to nuclear. This collection will replenish itself each day.

Power Armor [200 CP]

Unveiled to the world in 2067, power armor of any make and model represents the pinnacle of personal defensive technology, combining excellent protection from small arms with the ability to carry heavy weapons into combat with ease, turning anyone into a person-sized tank. While they could normally last hundreds of years without recharging, you might as well never need to worry about it. This set can be of any model you desire. The classic T-45, the iconic T-51, the advanced T-60, or the rare X-01.

Sierra Madre Vending Machine [200 CP]

Commissioned by Fredrick Sinclair and made by the scientists of Big MT, this vending machine is extremely valuable in the right hands. This is essentially a self-contained matter transformation device, able to recreate any item stored in its memory by using Sierra Madre chips and the alloy they are made from as a battery and source of raw material for the created goods. This can be used to create clothing, food, supplies, medical assistance, ammo, and more. This has all of the templates found within the Sierra Madre already installed, and new ones can be created with a bit of know-how. You also receive a safe filled with 1000 Sierra Madre chips that replenishes daily.

Steamboat [200 CP]

Though she ain't as pretty as she used to be, there's nothing better to help you travel across the waves. This steamboat can easily go from DC to New York without any stops, with enough space to hold twenty people plus cargo comfortably. You won't even need to worry about taking care of her engine, seeing as it won't need any fuel to keep her paddles going.

VR Pods [200 CP]

Such items were commonplace in the Old World, simulation devices where your wildest fantasies could come to life. You now have five of these pods, but they do come with instructions on how to make more, as well as how to properly create your own simulated realities.

Alien Recon Craft [400 CP]

This is one ride that's out of this world. Though it may look a bit small, and can only fit four people, this spacecraft is well worth it. It requires no refueling, it can fly faster and is more agile than any vertibird and comes equipped with a set of energy weapons that can fire out the front. It even comes with an air purifier and is vacuum sealed, allowing you to fly through the empty vastness of space.

Missile Silo [400 CP]

Will you be the next one to repeat the Old World's mistakes, or learn new lessons from them? I guess it hardly matters when you own this facility. Stored within this underground military base are thirteen high-yield nuclear missiles, just waiting to be launched with just a push of a button. They can be used to fire upon anywhere you desire, even from the other side of the country, and will replenish within a month if used.

Satellite Array [400 CP]

What you now have in your hand may look like a toy gun, but it is, in actuality, one of the deadliest weapons on the planet. All because of what it's connected to, an energy-based artillery satellite. By pulling the trigger, you can summon down a rain of deadly light, capable of obliterating even something along the scale of a mobile carrier with contemptuous ease. The only downside is that it can only be fired once per day, but will you really need more than that?

Vault-Tec Database [400 CP]

There are so many fantastical things to be found here that wouldn't be out of place in a midnight science fiction feature! Robots, laser weaponry, advanced medicines, deadly viruses, space age alloys, cybernetic implants, and much, *much* more. If you can't purchase everything here, then why not make your own? This terminal contains schematics for all American technology developed up until the Great War, and all technology found within the games. From the advanced discoveries of Big MT to the everyday appliances found within everyone's household, there's more than enough to make anyone giddy with what they could learn to create.



Vault Dweller - Items

Discounts for Vault Dweller Origin are 50% off, with the 100 CP items being free.

Pip-Boy [100 CP]

This can come in one of two forms. The Pip-Boy 2000, a handheld computer that can monitor its user's vitals, along with storing a large amount of information, record video and audio, automatically mapping out local terrain, an alarm function, and can connect to other terminals. The Pip-Boy 3000 is an upgraded, wrist-mounted version, with all of that plus a Geiger counter and a radio. You can also play games on both.

Vault Suit [100 CP]

Issued to everyone in the Vaults, this is a skintight blue suit with a number on the back, signifying which Vault it came from. By default, the number is 13, but it can be any number you want, up to three digits only though. While wearing this, you will not suffer any ill effects from exposure to hot or cold environments.

Weathered Pistol [100 CP]

It may be a bit worn down, but this pistol is quite reliable. Packing quite a punch compared to others of its make, this pistol will never jam, and you'll seem to land those lucky shots more often with this sidearm by your side.

Cryogenic Grenades [200 CP]

For when you need to force your enemies to chill out, there's few better options available. You now find yourself in possession of twenty grenades that, when activated, freeze everything around them, coating them in a thick layer of ice and leaving them unable to move for a time. These will replenish daily.

Lucky Shades [200 CP]

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

Vault-Tec Security Armor [200 CP]

Only those part of the Vault Security Department are authorized to wear these, though I doubt they really care. This padded, puncture-resistant vest is good against low-caliber rounds, and comes with a riot helmet with a hinged, acrylic visor. While wearing this, you'll find your skills with pistols and melee weapons slightly improved.

2076 World Series Baseball Bat [200 CP]

While this commemorative oak baseball bat may not seem like a very effective weapon, you would be wrong. Not only does this hit with more force than it should, but it also has a powerful knockback effect capable of staggering even a mighty Super Mutant Behemoth. And every so often, depending on your luck, against lighter foes, this knockback effect will even send them flying away, like what this bat once did to baseballs so many years ago.

Alien Blaster [400 CP]

This weapon is totally out of this world, in a most literal sense. This strange energy pistol is especially potent, as it tends to disintegrate anyone should it touch flesh, and even then, there's a good chance that it can punch straight through their armor. Honestly, the only downside is that it's not as useful outside short or medium-range combat, but you can't deny that it's a useful addition to anyone's arsenal.

Holorifle [400 CP]

Crafted by a disgraced Elder from the Brotherhood of Steel, what was originally a standard 40mm grenade launcher was transformed by the technology hailing from the Big MT and Sierra Madre into a powerful pump-action energy-based weapon. Utilizing microfusion cells, it fires photon-based projectiles that deal damage over time. This one is fully upgraded, and ready to venture beyond the Cloud with you.

Silver Shroud [400 CP]

Out of the pages of Hubris Comics and into real life, the SILVER SHROUD has come to right the wrongs of the Wasteland! Or, at least, you have. Though it may just look like an ordinary costume, consisting of a fedora and trench coat, it is actually very good at protecting you from all sorts of dangers, most notably reducing all damage you take from humans. These clothes will also increase your skills with stealth and intimidation while worn, and even comes with a silver tommy gun.

Vertibird [400 CP]

Not too many enemies around here will have the benefit of air superiority, so you've already got a massive advantage. The Vertibird is a VTOL vehicle that became the primary gunship and transport aircraft for the US military. It's got durable armor and can be outfitted with a number of weapons, though this one is equipped with gatling lasers. It has enough room inside to fit an entire squad wearing power armor and their pilot. Best part is, you'll never have to worry about refueling.

Holy Frag Grenades [600 CP]

"And Saint Attila raised the hand grenade up on high, saying, 'O Lord, bless this thy hand grenade, that with it thou mayst blow thine enemies to tiny bits, in thy mercy.'" The quote goes on for a bit more, but this is more than enough to get the point across. These ten hand grenades are just as powerful as mini nukes, dealing large amounts of holy damage to anyone you deign to use them on. They will replenish daily and are sure to bring a smile to the Lord's face when used.

Nuka-nuke Launcher [600 CP]

There aren't many hand-held weapons out there with the destructive capabilities of the Fat Man, and this unique variant certainly proves that. Instead of firing normal mini nukes, this instead utilizes a specially modified mini nuke utilizing Nuka-Cola Quantum in order to increase their explosive capabilities. This makes it half again as powerful as normal and has quite the neat side effect of turning the explosions a nice neon blue.

Transportalponder [600 CP]

Have you ever wanted to go to a friend's house, but they live too far away? Or maybe you're hungry for some of those gas station waffle fries, but don't want to take the five-minute drive needed to get there? Well then, this is just the tool for you! Though it may look like a futuristic gun, it is actually a handheld teleporter, allowing instantaneous travel to any notable areas or landmarks you've been to. You could even use it as a quick getaway during combat, leaving enemies confused as to why you exploded into neon blue light.

Scientist - Items

Discounts for Scientist Origin are 50% off, with the 100 CP items being free.

Glasses [100 CP]

Although you may not need it, this will certainly make you look smarter. This pair of glasses grants its wearer perfect 20/20 vision and will always stay clean. They are also very good at staying on your face.

Lab Coat [100 CP]

You can't exactly be a scientist without looking the part! This pristine lab coat will give you a scholarly aura, making you seem smarter than you actually are. It certainly helps that it never seems to get caught on anything, either.

Laser Pistol [100 CP]

Intended to replace the N99 pistol as the standard sidearm for military forces, the AEP7 laser pistol is a good choice to have at your sides. This energy weapon runs off of small energy cells in order to make a deadly light show where the finale is your enemies' death.

Chem Cooler [200 CP]

When someone is down on their luck with no place to go and no hope left, they usually turn to drugs. It certainly helps that these drugs have some useful side effects besides being more potent than what was made in the early 21st century. With the exceptions of Stimpaks, RadAway, and Rad-X, this cooler contains every sort of drug that can be found in this post-apocalyptic America. Med-X, Jet, Psycho, Mentats, Buffout, the works.

Gamma Gun [200 CP]

Radiation is undoubtedly a very dangerous force, so of course some brainiac found a way to weaponize it. This stubby little pistol may not look like much, but it can let off a burst of radioactive energy, burning away at targets while also giving them radiation poisoning.

Mobius Outfit [200 CP]

This is truly the outfit of SCIENCE! Scientist scrubs, thick protective gloves, and glasses make up this ensemble owned by one DR MOBIUS of the Big MT's FORBIDDEN ZONE! While wearing these, you will find that your ability to learn all forms of SCIENCE will be enhanced! And you'll be a bit more resistant to explosions.

Pulse Grenades [200 CP]

Everyone can agree that some of the worst things to fight in the Wasteland are robots, seeing as they don't have any preservation instinct. Well, this purchase should help with those problems, as these twenty grenades discharge an EMP that is especially effective against both robots and those wearing power armor. Like many other items here, these pulse grenades will be replenished daily.

Auto-Doc [400 CP]

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

Cryolator [400 CP]

The antithesis to the flamer, this very rare weapon is sure to cool off some hotheads. As it propels super-chilled nitrogen, it freezes your enemies solid and stops them in their tracks. Of course, if you don't want a constant spray, then there is an option to fire off ice pellets. Just as effective as actual bullets, and containing the same freezing effect, but requiring more precision in its use.

Elijah's Advanced LAER [400 CP]

A modified version of the Laser Assisted Electrical Rifle, this laser weapon is a beast. Developed within Big MT, it does three times the damage of a normal laser rifle, has a higher DPS than most energy weapons, it recycles one in every four shots, and has a nice, sleek futuristic look to it. It has been seen cutting through robots like they were cheese... paper, and you could believe it too when seeing it in action.

Mechanist Armor [400 CP]

This armor was crafted and worn by the eponymous self-proclaimed superhero, the Mechanist! The Master of Machines constructed their armor to offer potent defenses, both from ballistic weapons as well as energy weapons. While the cloth undersuit may seem like a disadvantage, it is actually made from an advanced ballistic weave, offering just as much protection as the metallic parts. While wearing this armor, you will find the quality of any machines you create or repair greatly improved. As an added bonus, it can alter the wearer's voice.

Elijah's Tesla Cannon [600 CP]

If you ever wanted an electrical gun, this is the weapon for you. The unmodified tesla cannon was designed as a shoulder-mounted heavy directed energy weapon, designed to replace conventional anti-tank weapons, and this version certainly lives up to its potential. This modified tesla cannon discharges a massive amount of electricity at whatever it's aimed at, ensuring that your enemies are fried husks afterwards. This is especially potent against machines and those wearing power armor, as this fries many of the delicate parts within, rendering them useless.

Protonic Inversal Axe [600 CP]

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

Robot Workbench [600 CP]

For those of you who wish to create your own army of automatons, then this is the best friend you'll ever have. This complex device is a matter transformation device, able to turn any raw materials you insert into the car-sized locker on the side into robots! And not only does it create robots, it can also improve them with a variety of upgrades. You can build and upgrade any common robots found in the American Wasteland, but the terminal that you use to manage all of this can also have schematics of robots from future worlds inserted, allowing you to create and upgrade them as well. Any robots created with this are of a higher quality than they otherwise would be.

Socialite - Items

Discounts for Socialite Origin are 50% off, with the 100 CP items being free.

Bobby Pins [100 CP]

While originally designed for women's hair, you should never underestimate human ingenuity when it comes to committing crimes. This patch holds twenty bobby pins and a flat head screwdriver. These replenish daily and can be used to pick the various locks you may come across.

Leather Jacket [100 CP]

You know what's cooler than cool? You are, especially while wearing this badass leather jacket. It's surprisingly durable and has an emblem of your choice stitched onto the back of it. But the best part is that it's breathable, meaning that you won't be burning up while wearing this in a desert.

Silencer [100 CP]

If you want to sneak around without being noticed, then a loud firearm probably isn't the best tool to have. This silencer should fix that problem, as you can attach it to any gun and turn it silent.

Bloodnap [200 CP]

For the times when guns and lasers won't do the trick, there isn't anything wrong with a little blade. This bowie knife is durable, goes through flesh fairly easily, and does extra damage when you strike with it unnoticed.

Stun Grenades [200 CP]

You may know these explosives better as flashbangs, but the premise is the same. Simply pull the pin, throw it towards your enemies, and watch as a blinding flash of light and loud noise will stun your enemies, making the perfect opportunity to attack while they're still reeling. You will receive twenty of these grenades, which will replenish themselves after a day.

Vera's Outfit [200 CP]

Say what you will, but those Old World Starlets really knew how to look good. Like Vera Keyes, whose black and red outfit you now possess. For men, it will be a classy three-piece suit. For women, it will be a beautiful dress that shows off your legs. No matter what gender, this outfit will leave you looking absolutely stunning, and increase your skills at talking to people.

Zhu-Rong [200 CP]

A variant of the standard Chinese pistol carried by nearly all of their soldiers, this one pistol in particular has been modified by LOB Enterprises. What makes this one unique is that in addition to being a decent firearm on par with a 10mm handgun, it tends to set your targets on fire, even though it only fires normal bullets.

Dart Gun [400 CP]

Though it may look like a bunch of scrap in the form of a handheld weapon, this is probably one of the most useful weapons around. The darts this fires will not only poison the target, but it is also capable of crippling any limb it manages to hit. Be it a child or a Deathclaw or a Behemoth, their legs will be rendered just as useless as any other. As an added bonus, this weapon is completely silent.

General's Uniform [400 CP]

Generals in the US military were supposed to cut dashing figures, so as to inspire those soldiers under them that they would win the war. While it is a shame all that hope was for nothing, at the very least you have this. This contains a military dress uniform underneath an overcoat and grants a surprising amount of protection to its wearer. Anyone wearing this will find themselves more charismatic and gain the respect of military personnel much faster. Additionally, you find yourself better at handling firearms.

Jingwei's Shocksword [400 CP]

This Chinese officer's sword was the personal weapon of General Jingwei, the military commander of the Chinese forces in Anchorage. By flicking a switch on the handle, the blade becomes enveloped by a field of electricity. Beyond the obvious use of electrocuting enemies, there is always the chance that you could vaporize your enemies, leaving only a pile of ash in your wake.

Stealth Boy 3001 [400 CP]

Developed in response to the stealth suits the Chinese employ, the Stealth Boy is a special wrist-mounted device that generates a modulating field that transmits the reflected light from one side of an object to another, allowing for near invisibility. Though there aren't any side-effects for humans, prolonged use by Super Mutants tends to cause schizophrenia, though it is unknown why. Yours won't have that problem and will recharge in between uses.

Chinese Stealth Armor [600 CP]

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

Gauss Rifle [600 CP]

Perhaps known as one of the greatest energy weapons in the Wasteland, there are few weapons as good as the gauss rifle. Utilizing an electromagnetic accelerator, it fires off 2mm slugs of steel at such extreme speeds that it is capable of piercing through even power armor at extreme ranges. This one has an effective range of a mile, with the scope needed to make full use of this reach.

The Deliverer [600 CP]

If you want a firearm hidden under your dress, just waiting to be used, then there's nothing better to have by your side than The Deliverer. This 10mm pistol packs a surprisingly heavy punch, is easy to hide on your person, and is completely silent. But the best part is that it completely ignores armor, letting you bring down heavily armored opponents from the shadows with ease.

Soldier - Items

Discounts for Soldier Origin are 50% off, with the 100 CP items being free.

Big Iron [100 CP]

What use is being trained in firearms if you don't have any? You receive any one pistol, though whether that be the .44 magnum or a Chinese pistol or a Ranger Sequoia or something else entirely is up to you.

Combat Armor [100 CP]

This set of armor is standard issue across the US military, and for good reason. It offers decent protection without limiting the range of movement. This can come in any color you want, or it can be winterized, letting you be comfortable in cold environments.

Trench Knife [100 CP]

Issued to soldiers stationed in Anchorage, this is essentially the combination of a combat knife and spiked knuckles. It has a good-sized stainless-steel blade, while the spiked knuckle guard offers a good backup in case the blade breaks.

Ballistic Fist [200 CP]

While normal power fists are awesome, do you know what's even better? A power fist with a shotgun attached to it! That's right, as soon as you hit a target with the fist part, it unleashes a shotgun blast, greatly increasing any damage you might do. You do need to be strong in order to handle the recoil, but at least you never need to reload it.

Chinese Assault Rifle [200 CP]

The Type 93 Chinese assault rifle was designed and manufactured by a Chinese industrial conglomerate for the People's Liberation Army during the Great War, for the purpose of equipping the Chinese infiltrators and American fifth columnists. It's often considered one of the best weapons to have in the Wasteland, and for good reason.

Riot Gear [200 CP]

An advanced design fielded in limited quantities before the Great War, this was a specialized model of combat armor used by the United States Marine Corps, Army units in the American West, and select law enforcement agencies. While not the most protective of armors, it certainly makes up for it in a number of ways. The helmet is equipped with a built-in radio, night vision, infra-red, and air filters. It has a kevlar vest protecting the torso, and a black duster covering it all up. So not only does it protect you, you'll also look cool and isn't that the most important thing?

Shishkebab [200 CP]

Of all the things to be created after the world ended, should you really be surprised that there are flaming swords? Crafted from a number of items that would be considered junk, with a flick of a switch the blade comes alight in fire, burning your enemies as you slice them up. This never seems to require refueling either, no matter how often you use it.

Anti-Material Rifle [400 CP]

Utilizing an ergonomic, metallic skeleton design with a free-floating barrel, the .50 Hécate II is a bolt-action, high caliber precision weapon intended for use against materiel and hard targets. It was designed to be used at long and extreme distances with extreme accuracy. Needless to say, you could punch through even a Behemoth's skull pretty easily, though the rate of fire and recoil are points against it. But who cares about that when you could kill practically anything with just one shot from half a mile away?

Red Glare [400 CP]

Behold, the most patriotic weapon you'll probably ever run into! This prototype rocket launcher packs quite a punch, as it can fire all thirteen rockets in a manner of seconds in order to blow up your enemies in a most beautiful way. This one is fully modified, making it so your rockets fire across the battlefield before your targets have any idea what's happening. God bless America, indeed.

Super Sledge [400 CP]

This type of sledgehammer was created with the return of trench warfare, necessitating the creation of a tool superior to regular large hammers for engineering work and breaching concrete fortifications. It stores kinetic energy in order to increase the force of impact, making anyone hit by this baby have a very bad day. It's not unheard of to install small rockets to the back of the head in order to further increase its power.

Tesla Rifle [400 CP]

Quite the unique weapon, at least compared to everything else in the Wasteland. Cobbled together from a robot's arm-mounted weapon, the Tesla Rifle fires off deadly arcs of electricity that jump from enemy to enemy, injuring anyone caught in the chain. It can fry a man within a few seconds and leaves the nerves of anyone who survived fried and incapable of movement for a time.

Aeternus [600 CP]

When people think of firepower, they think of the gatling laser. It's a very cost-efficient heavy weapon, and fires numerous lasers faster than you could blink, each as devastating as a normal laser rifle. And even amongst them, this weapon is unique. How so? Aeternus simply does not run out of ammo, nor does it overheat. This means that you could fire this bad boy indefinitely, vaporizing anyone stupid enough to get on your bad side.

Kremvh's Tooth [600 CP]

A cursed weapon, just holding it would make anyone feel uneasy. Well, except for you, as this twisted blade sees you as its one true master. In addition to being unnaturally sharp, capable of cutting through power armor with ease, it will severely poison the target, capable of bringing down a Behemoth within just a few minutes. It will also poison any who touch it, so long as they don't have your permission to do so.

Medic Power Armor [600 CP]

Scavenged from a set of armor found in the Capital Wasteland as well as other advanced technology, this modified set of T-60 power armor is not only fully upgraded, but it possesses a life support system that would put all others to shame. It offers potent protection from radiation, it's water tight and has a small supply of clean oxygen, and inner cooling. The most important part is that it will automatically inject the wearer with Stimpaks and Med-X when needed, ensuring that they are always at full combat readiness.

Settlement Builder

The roads of the Wastelands are difficult to traverse and dangerous to all. Thankfully, you've got a place where you can call home. You will receive **2000 Settlement Points** in order to design a new home or settlement for yourself. While it can be placed anywhere, after your time here it will be connected to your Warehouse. You may import it into future worlds. You can also convert CP into SP at a rate of 1:2.

Aesthetics [FREE]

Much like a certain purchase for your Warehouse, you can have your home take on any aesthetic found in this world, from the iconic '50s look to rustic scrap heap to snazzy art deco to sleek futuristic to anything in between. It's your home, and you can very well decide how it looks as you see fit.

Import [FREE]

If you've already got a place to call home, but want to make some improvements, then why not import it? By importing it, you will be giving it all of the bonuses and attachments you purchase from this section.

Size [FREE/50/100/200/300/400 SP]

Now, we just need to figure out how big your home or settlement actually is. By default, your settlement will be around the size of an average suburban home. For **50 SP**, it is instead the size of a mansion or office building. Here's where it really gets to look like a settlement, as **100 SP** is the size of a small town. **200 SP** is the size of a large town. **300 SP** is the size of a small Pre-War city. And finally, paying **400 SP** would make your settlement the size of a large Pre-War city.

Children's Area [50 SP]

There aren't exactly a lot of places to safely raise a child, but your base would definitely be one of them. You now have dedicated areas specifically designed for children to have fun and be entertained and educated, be it their bedrooms and a playroom, or entire buildings for larger settlements.

Dog House [50 SP]

Despite its name, it doesn't *have* to house a dog, but rather any pet that isn't big enough to be ridden. Any animal that stays in here will be faster and stronger than before, as well as being more resistant to damage and disease. It's also filled with numerous toys and food bowls that are refilled each day.

Exhaustive Pantry [50 SP]

There are two things that humans desperately need. Water, and food. Thankfully, it seems as though your base won't run out of the latter. That's right, you've got a stockpile of healthy Pre-War food ready for your consumption. This isn't just the pre-packaged stuff, but also fresh greens and red meats, as well as a large number of other ingredients.

Fancy Furnishing [50 SP]

While some may like the minimalist life, you would prefer your home to have a bit more character. Your home is fully furnished, the very image of luxury by Pre-War standards. Furniture, beds, rugs, art, even a jukebox or two. Wouldn't want to make any visitors think you're cheap now, would you?

Green Garden [50 SP]

Though the Wasteland isn't exactly known for healthy plant growth, there's still some out there who like utilizing their green thumb. A large garden where you can plant near any vegetation, and watch it bloom within a few days. You won't find any weeds, and so long as you put in some amount of effort in taking care of them, any ingredients you harvest from here will be of higher quality than normal.

Indoor Plumbing [50 SP]

Well hallelujah and praise Jesus, you've got working plumbing! Though it may not seem like much, this is a massive deal, seeing as now you can use actual toilets and even take hot showers. You would not believe how difficult any of these are to find out in the Wasteland.

Lighting [50 SP]

Let there be light! No longer will you be living under candle light and lanterns, but actual light bulbs and lamps. You can even set the level of light, from dim to UV light that simulates the effects of the sun, but without all that nasty sunburn. Useful if you've got any indoor plants.

Storage Area [50 SP]

While wandering the Wasteland, you'll no doubt run into so many neat little toys and valuable supplies, but it can be a bit hard finding a place to store it all. No longer, as you've got areas dedicated towards nothing but storing as much loot as physically possible, which will automatically organize itself.

Terminal Access [50 SP]

Well, it looks like you believe in PC superiority, or couldn't go without computers for very long. Either way, you've got a number of terminals scattered around your settlement, all of them connected to a single server that won't ever run into any issues. As the admin, you gain full access to all of them, even the private files and histories. Use this wisely.

Vending Machines [50 SP]

Even after the Great War, Nuka-Cola has continued being the number one soft drink of America. Your settlement is living proof, as you've got vending machines all over the place ready to dispense that delicious soda in all its flavors. If you don't want Nuka-Cola, for some reason, it could instead be Sunset Sarsaparilla, or perhaps a combination of the two? Variety is the spice of life, after all.

Water Purifier [100 SP]

Clean water is hard to come by in the Wasteland, and something you never have to worry about. Your settlement will benefit from an unlimited amount of fresh, clean water. It's such a vital resource, so you could probably bottle some up and sell them to get a good deal of profits.

Aquatic Base [100 SP]

Forget cloudy green skies and irradiated air, you want to go sleep with the fishes. Your base is now built for being underwater and can easily handle the crushing depths of the ocean, if you want it that deep, anyway. And don't worry about fresh air, as you won't ever run out.

Business Front [100 SP]

You gotta make those caps somehow, and now your settlement is the perfect place to do so. Not only do you have dedicated areas for shops and stores, but you'll get a steady stream of local currency, determined by how big your settlement is, and how many stores it's got. Even a single building would take in a respectable amount of caps.

Fallout Bunker [100 SP]

Despite the Great War having taken place a century or two ago, radiation is still a serious threat, one you will not stand for in your settlement. Not only is it extremely resistant to radiation, but your base will automatically purge itself and any inhabitants of any radiation poisoning or similar corruptions.

Guards & Settlers [100 SP]

Well, you can't exactly call it a settlement if there's no settlers, now can you? Your settlement is now filled with people to live in as well as maintain it, and guards to protect it from all hostile forces. Though they will be humans by default, you can have them be of any demographic you want. A city full of intelligent Deathclaws would be a nightmare to attack.

Integration [100 SP]

Despite the American patriotic outlook, the stuff you'll find here is not the be all and end all. So if you want to be able to update and refurbish your base, then you're going to want this option. Any alterations you do to your settlement, regardless of what it may be, will be fiat backed, ensuring that none of your hard work is undone.

Nuclear Reactor [100 SP]

If you were worried about there being any power outages, then don't, because you've got this. A high-tech reactor that will never run out of energy, you could power practically anything with this, and there won't be any chances of overloading it. This probably could have solved a lot of problems Pre-War...

Surveillance System [100 SP]

If they think they can sneak up on you, or hide from you within your own settlement, then they've got another thing coming. All across your base, there are numerous cameras that will capture and record every little thing that goes on. There are very few blind spots, though you can turn them off individually if you need to.

Vehicle Storage [100 SP]

There aren't very many methods of travel left for the common man beyond walking and brahmin wagons, so what you do have needs to be taken care of real well. You now have a dedicated area just for this, storing and maintaining any vehicles that come into your possession.

Hidden Lair [200 SP]

With so many threats out in the Wasteland, is it any wonder that so many groups prefer secrecy? You can definitely get behind that, so this is the option for you. Through some manner, your base is now completely hidden. Maybe it's buried underground, or the exterior has been disguised, or it is capable of turning invisible, or some other method.

Mobile Base [200 SP]

Whoever said that your base had to stay in one place? Though a bit rare, it's not unheard of for moving structures. That's right, your base is capable of moving around through some method. Maybe it's treads, wheels, or massive legs? Although, if your base is fit for the air or water, then you could focus on those instead.

Pre-War Archives [200 SP]

It seems that not everything was lost when the bombs fell, as this can attest to. You now find yourself with a massive archive or library filled with all sorts of Pre-War knowledge. You've got books, stories, movies, shows, even some video games. It doesn't have everything, but it's more than most could have dreamed of.

Restorative Facilities [200 SP]

In a place as dangerous as the Wasteland, it's inevitable that someone will get hurt, so you've made the effort to prepare for such an event. You now have a dedicated area for healing and recovering from wounds and illnesses, and all the tools needed to do so. Additionally, anyone who finds themselves here will recover much faster than they otherwise should have.

Scientific Pursuits [200 SP]

Mankind has gotten as far as it has due to its endless curiosity and desire to push boundaries, and your base exemplifies this. Your settlement is either entirely focused or has entire facilities directed towards scientific studies and experimentation. Such experiments will be much more successful, while those dedicated to unraveling the world's mysteries will find breakthroughs all the more common than before.

Technological Defenses [200 SP]

Everyone wants to feel safe and protected, and what's more safe than automated defenses? Your settlement now has a number of automated turrets and robotic sentries that utilize both ballistic and energy weaponry, only firing upon any hostiles that think causing trouble for you and yours is a good idea.

Training Area [200 SP]

When you live in the Wasteland, you either need to hide, improve, or die. Seeing as you want to improve yourself, then this will be the perfect option for you. Any training or learning you and yours do here, be it with a gun or programming, will see impressive results at an amazing rate of growth.

Workshop [200 SP]

For those who prefer a wrench over a book, this is the perfect option for those who like to tinker. Your settlement now has a dedicated workshop, where all technology worked on and built here will be much more effective, durable, and effective than they otherwise should be. It's got all the tools you'd need, so never wonder where the 10mm socket wrench disappeared to.

Defensible Structures [300 SP]

For all of the dangers roaming around, it is essential that those few remaining scraps of civilization remain standing, a beacon of order in a sea of chaos. How fortunate, then, that your settlement would take great effort to fall. It was built specifically with defense in mind, and as such the very layout makes it difficult to invade or completely destroy. Should you have any guards or security, then your base would be nigh-impregnable for most factions.

Energy Barriers [300 SP]

If you want your home to be protected, then there are fewer ways as good as this. Not only are the walls and structures of your settlement more durable than before, but there are also numerous force fields, each able to be activated and deactivated whenever you desire. Play your cards right, and you'll be able to make a fluctuating maze that will end with any invaders dead.

FEV Facility [300 SP]

The Forced Evolutionary Virus is the very pinnacle of America's biological science, flawed as it is. To take a normal man and turn it into one of, if not the deadliest creature in the Wasteland. And now you've got an entire facility dedicated towards its creation and refinement. You now have both the West Coast strain, which has a slightly higher rate for keeping the human subject's level of intelligence the same, and the East Coast strain, which gives birth to Behemoths with enough radiation and time, both of which will never run out, and can be modified. Perhaps you could crack the code and perfect it?

Holographic Protection [300 SP]

Though they were only operational within the Sierra Madre, you seem to have gotten your hands on some high-tech holographic security. These holograms cannot be harmed by any means, and their only point of failure are the projectors, which are extremely well hidden. Their beam attacks can cut through armor with ease, and advanced IFF system make it so they will never harm you or any of your friends, allies, and neutral parties.

Industrial Center [300 SP]

Well now, it seems as though America's productivity hasn't been completely burned away. Your settlement, or perhaps certain parts, are now geared towards the production and manufacturing of goods. What good? Why, whatever you want. Clothes, weapons, bullets, stimpacks, teddy bears, literally anything you want, and you can even switch them out. The bigger your settlement, the more you can produce. What you do with it is up to you.

Orbital Base [300 SP]

All of those other options assumed that your settlement would be on the ground, but you like to think yourself above that. Literally, as your settlement is now suspended in the air. Beyond just being out of reach from most threats, you don't have to worry about altitude sickness, thin oxygen, or even falling out of the sky, as all of that will be taken care of.

Paradise [300 SP]

A piece of land plucked from right before the War, perfectly preserved. Compared to everywhere else, your settlement may as well be a paradise. Lush green plants, healthy soil, fresh air, even the animals look healthy and normal, almost as though the bombs never fell. This will increase along with the size of your settlement, such that if it were a large city sized, then this stretch of paradise would be a massive forest that you would get lost in. To say nothing about all the lumber and game you could get, which will automatically replenish itself weekly.

Robotics Facility [300 SP]

Why put your faith in flawed, biological people, when you could instead place it within sturdy steel? Your base has put a lot of focus into robotics, the construction and modification of them in particular. Not only can you control each and every one that comes out of this facility, but you will automatically gain a steady number of robots weekly, a number which will increase dramatically depending on how large your settlement is.

Armageddon [400 SP]

All men must be able to protect themselves, to ensure that their homes and families are safe. It's just that you seem to be a bit overboard in that regard. Your base now has a very literal nuclear option, a weapon of mass destruction that could utterly devastate the area. The exact nature of this weapon is up to you, be it a massive laser or an actual nuclear warhead.

Meteorological Station [400 SP]

For too long the skies themselves have been out of reach of mankind, but no more. From this day forward, you are the master of the skies. Your base now has a facility focused on the manipulation of the weather, with its range growing ever greater the larger your base. Should it be a small house, then you'd only be able to control a few miles radius. If it's a large city, then you could control the weather of an area the size Massachusetts.

Space Age [400 SP]

So, it seems as though you've gotten access to technology from beyond the stars and have incorporated it into your settlement. Beyond making your base space worthy and letting you control the gravity; this has a special effect. This purchase will double the effectiveness of all options you've purchased for your settlement, with the sole exception of size.

Teleportation System [400 SP]

The Wasteland is such a big place, with wide open stretches before you'd ever run into anything interesting. But, unfortunately, sometimes you've gotta make those big trips, and there's no better way than through teleportation. That's right, your settlement has an advanced teleportation system that will allow for instant transportation between any major settlements, cities, or landmarks in the entire country and back home in time for lunch. This will not only affect you, but anyone or anything within your settlement. You can even teleport en masse, though be wary, as it might not be as accurate as you'd want it to be.

Companions

Followers of the Jumper [FREE]

The Wasteland can be a dangerous place, especially for those without numbers to back them up. But maybe that's never been a problem for you, what with all of the Followers you've picked up on your travels. If you want, you can import any number of followers to receive a race and background of their choice.

Man's Best Friend [FREE]

Even if you lack any human friends, at least you'll have man's best friend by your side. This dog of any breed is friendly, well trained, and is extremely loyal to you. But it's also deadly to any enemies you may have, as they can bite through hardened leather and can survive taking a full clip from an assault rifle. They can be any breed of dog you want. They can even be a mutant dog or cyberhound.

Dear Hearts [50/100/200 CP]

The Wasteland can be a boring place to wander, all by your lonesome. Should you wish, you may import or create 1, 4, or 8 Companions respectively. Each companion can choose their race freely, and receives **800 CP** to spend on perks, and a stipend of **300 CP** for items. You could alternatively use this to have canon characters become Companions, but they will still need some convincing to join you.

Gentle People [300 CP]

But why should you be limited to a mere eight people? With this, you may import any number of Companions into this world. Like before, each Companion can freely choose their own race, and they'll all receive **800 CP** to spend on perks, and a stipend of **300 CP** for items.

Curious Gal [50 CP]

A very interesting person, Cywren Caster is a girl that claims to hear a voice in her head since her birth. She's very kind hearted, showing mercy to even her enemies, though she is rather prone to frequent bouts of anger. She's quite skilled in the use of pistols and revolvers, favoring a unique pistol she found called the Jayhawk. Just don't steal her Nuka-Cola, and you'll get along just swell.

Durable Eyebot [50 CP]

One of the more elegant creations of RobCo Industries, the Eyebot is a hovering robot designed for a variety of purposes. It can play the radio, access television, and it possesses advanced facial and auditory recognition technology. They are normally equipped with laser weaponry, though this can be replaced fairly easily with only a little bit of know-how. And before you even ask, yes, this can be ED-E if you want.

Feline Friend [50 CP]

You don't really find these out in the Wasteland very often, but it's always a treat when you do. This cat, of a breed of your choosing, acts like an overgrown kitten whenever it isn't sleeping. You tend to feel more calm and at peace while holding them.

Ghoulish Mount [50 CP]

Contrary to popular belief, not all horses died off after the Great War, although this one certainly looks like it did. Despite how this ghoulified horse looks, it's safe to ride, and surprisingly comfortable for the both of you. It's already been broken in, and by some quirk, it is always faster than you, no matter what you try to even the gap.

Horned Kangaroo [50 CP]

A really weird animal, no one really knows where it came from. Still, it's large enough to ride, easy to train, and real nasty in a fight. I certainly wouldn't want to be at the other end of its headbutts, especially when they can jump up to ten feet into the air.

Mr. Handy [50 CP]

Developed by General Atomics International before the Great War and refined in collaboration with RobCo Industries, the Mr. Handy model is the best household helper on the market. It can whip up delicious meals, clean your home, walk the dog, cut your hair, and defend the family from home invaders. It'll even talk with a British accent to solidify the butler aesthetic. This one in particular recognizes you as its master. Comes with a spiffy bowler hat.

Pack Brahmin [50 CP]

Brahmin are mutated cows with two heads that play a number of vital roles in Wasteland civilizations, primarily that of food and packing things around. This one comes with its own cart and can carry around a truly staggering amount of weight fairly easily. Though a bit slow in the heads, it more than makes up for that with its sheer durability and stamina.

Stingwing [50 CP]

Where other insects may be built like a tank, the Stingwing is one built to avoid being hit if at all possible. This mutated fly is the size of a small child and is highly maneuverable in the air, with a dangerous stinger that hurts like hell and packs venom to boot.

Traveling Merchant [50 CP]

When you find yourself running low on supplies, whether that be medicine or ammo, they will appear like a knight in shining armor. This merchant, who is Moira Brown by default, comes by with a brahman cart filled with seemingly everything you need, and what they don't have they can locate for when you next meet. They can repair any of your gear and take unwanted possessions off your hands. They'll even show up in future worlds, with the appropriate wares. Of course, you'll still need to pay for their services. Can't exactly run a charity, you know.

Vocal Appliances [50 CP]

Well now, it seems like your Warehouse has just gotten a whole lot busier. Or at least louder. See, you now have various appliances that are capable of speech. They do have other uses, such as light switches having specialized mood lights that slightly boost certain attributes, but they won't be able to do much otherwise without your help.

Angler [100 CP]

Definitely one of the many reasons that the irradiated oceans are so terrifying, you now have a giant mutated landfish as a pet. They are capable of camouflage, can spit out a big ball of goo at enemies, and the dangly bit on its head can glow. This one just likes to laze about and float in the water when not doing anything else, like ripping your enemies a new one.

Cazador [100 CP]

Giant insectoids that plague parts of the Mojave, the Cazador rivals the Deathclaw in how dangerous they are. They move extremely fast and possess a large stinger that delivers a deadly poison. This one in particular likes you and it'll follow you around like a lost puppy. It loves head pats, long walks, lamps, and eating raw flesh.

Fire Ant [100 CP]

Do you know what's worse than an ant infestation? An ant infestation when the ants are bigger than dogs and can breathe fire. Well, at the very least this one will listen to you. A fully trained, fire breathing ant that's ready to roast anyone who would ever dare harm you.

Giant Cyberhound [100 CP]

Due to some most-likely inhumane experimentation, this robot dog wouldn't look too out of place if it weren't for the fact that it's easily the size of a van. In addition to being a well-trained mass of steel and teeth, it can also unleash sonic attacks that are especially damaging to technology, like robots or power armor.

Mirelurk [100 CP]

A form of mutated crustacean, there are few critters out there as durable as the fearsome mirelurk. Due to their highly bullet-resistant shells, the only point of weakness would be their faces, which is a small area on a moving target. But don't get too close, as their pincers can cut up a man like scissors on cardboard. They prefer wet areas, and they love the taste of fish.

Sentry Bot [100 CP]

Of all the robots found in the Wasteland, the Sentry Bot is one of the most feared. Armored in thick steel and equipped with a gatling laser and rocket launcher, you'd need a lot of firepower to bring it down, if you can even survive more than a few minutes with it firing at you. This one recognizes you as its master and will follow your orders to the letter. It certainly helps that this one has infinite ammo.

Sheepsquatch [100 CP]

A cryptid stalking the Appalachian Mountains, you'd be hard pressed to find a more ornery critter. Standing taller than a man, this mutated sheep prefers headbutting its targets, as well as firing off their quills as projectiles. This one seems fine around you, though don't mistake its docility with passivity.

The Storyteller [100 CP]

Across the Wasteland, there are tales of an armored figure with a love of history and traveling with a special Eyebot. This Storyteller has come to befriend you and relishes the chance to visit future worlds. He always seems to know the local history to a great degree, even in future worlds, and is always willing to give you a history lesson.

The Vault Dwellers [100 CP]

There were three original candidates for a mission of the utmost importance to Vault 13. Albert Cole, Natalia Dubrovhsky, and Max Stone. Albert is a smooth-talking lawyer who's been wanting to exit the Vault for quite a while. Natasha is the intelligent, resourceful, and sticky-fingered granddaughter of a Russian diplomat. Max is a mountain of a man with great skill in all things fighting but unfortunately lacking in brains. These three will befriend you and join you on your future journeys. They take up a single companion slot, though they can be split up.

Wonder Bear [100 CP]

Once a simple bear that rode with a circus, Ruzka has become a Yao Guai, a terrifying creature of the wastes far deadlier than what it was before. And even amongst them, Ruzka stands above the rest of her kind. As she is now, a single swipe of her massive paws could decapitate a moose and she's even faster than a Deathclaw. But even now, Ruzka still remembers her past and her training from her good old circus days. As such, she's always more than willing to make a grand performance if you ask.

Bright One [200 CP]

A cryptid found within the Appalachian Mountains, the Mothman is one of the most mysterious creatures in the Wasteland. Is it just a mutated moth, now the size of a person, or was it a summoned entity from realms beyond our understanding? Who can say, but should you face one in combat, beware, as their sonic attacks are highly damaging, usually causing staggering and blurred vision in the target. Yet they are skittish creatures, vanishing into thin air, briefly leaving a dark shadow behind. Strangest of all, it seems that this being has an uncanny sense of prediction whenever it comes to great disasters in the upcoming future. If you could decipher its strange messages, perhaps it will be possible to save yourself and your allies or maybe, just maybe, avert the disaster entirely.

FEV-Enhanced Alpha Deathclaw [200 CP]

There is a beast that is almost universally feared, such that even mere rumors or sightings of the beasts are enough to induce terror amongst even the most hardened of survivors. The Deathclaw. And yet what stands beside you now is no ordinary Deathclaw. This one has been truly enhanced with FEV and it has been made all the better for it. As it is now, it is larger than any ordinary Deathclaw and yet it is no less swift. With talons longer than a man's forearms and horns that can gorge a Behemoth, this is deadliest creature in the Wasteland. And thanks to the FEV, it shall only grow larger in time, until it stands even above a Behemoth. But that will take years, decades even. Nevertheless, while the mystery of how you tamed this beast is intriguing, it will always be loyal to you. Hail to the King.

Mega-Sloth [200 CP]

Once the sloths were mighty creatures, beasts of such power that they feared not even the bears and tigers of old. And now, the might of the atom has restored their former glory. Standing taller than most Super Mutants, this sloth has called you its friend and it shall be your loyal companion. With massive claws capable of crumpling armor and the strength to match, you will find few better beasts to stand by you. And if its physical prowess is not enough, the mushrooms on its back can emit spores of oh so deadly radiation, spores that both blind and disorient its foes.

Mutant Mantis Shrimp [200 CP]

Even before the apocalypse, mantis shrimps were already surprisingly powerful creatures, regardless of their diminutive appearance. But now, with the advent of the apocalypse, all that power has made itself known. Around half again as large as a school bus, this mantis shrimp strikes with a devasting punch that breaks the sound barrier, a punch that can split even the most enduring of power armor. Imagine what it can do to flesh. Loyal and friendly to you, this mantis shrimp's only weakness now is that its size has made it rather cumbersome and slow compared to how it once was.

Radscorpion [200 CP]

Built like a tank, this once ordinary pet Emperor scorpion has adapted to the wastes, growing to the size of large dog. With an exoskeleton harder and tougher than steel, this arthropod and its bone-crushing pincers can mess you up something fierce. But never forget about its tail and accompanying stinger. The massive amount of poison within that thing can deliver death as well as it can with its pincers. And given enough time and food, this Radscorpion will grow endlessly but its growth rate will drop drastically after it grows to the size of a bus, which should take around a few years at most. How lucky are you indeed to have this particular scorpion be loyal to you, like a friendly dog.

Wanamingo [200 CP]

By far one of the strangest, and most deadly, creatures to have ever walked the wastes. A Wanamingo is just the single orneriest critter there is. Tall as two men, stronger than a bull brahmin, and tentacles with suckers instead of arms. They don't have eyes either, just a massive jaw filled to the brim with razor-sharp teeth. For some reason, their attacks will leave the target with radiation poisoning.

Scorchbeast Queen [300 CP]

Borne from the Enclave's experiments, the scorchbeasts were mutated bats, bats that became large enough to rival vertibirds in size. And yet, this creature, this queen, dwarfs its lesser brethren and when it flies in the sky, none can deny the terror it brings. While this specific queen cannot spread the plague its kind is so famous for, an intelligent man can learn to extract samples of the plague from within its body for their own purposes. Loyal to you and more than capable of following any of your commands, this queen shall herald your arrival like none other. Long live the Queen.

X-42 Robo-Scorpion [300 CP]

From the forges of Big Mountain, there are few robots as dangerous as this metal monstrosity. Capable of squishing a brahmin with its pincers and firing off dangerous atomic lasers that cut through most armor like butter. The three-inch thick saturnite hull makes it highly resistant to all kinds of damage, and it can be controlled directly by you. It's even got a self-destruct setting, for when you don't want your enemies fooling around with its remains or worse, reverse-engineering it. This one never seems to run out of power and cannot be hacked or subverted.

Drawbacks

Continuity [+0 CP]

The history of the Wasteland stretches farther back than most people would think and has its fair share of weirdness. But if you have been to this world before, then why not ensure that your own history is solidified?

Downloadable Content [+0 CP]

I am aware that not everyone is fully accepting of the state of the world in a number of ways, so why not take this? Any mod for a Fallout game is now installed into this world, and ready for you to interact with it. Will there be cool weapons and armor, new factions and adventures, interesting people to befriend, or something else entirely?

Supplement Mode [+0 CP]

Is there more for you to explore in the Wasteland than is provided here, or do you wish to bring nuclear devastation to other lands? If you so desire, you can use this as a supplement for another Jump, either by taking all of your purchases here into your new setting, or by creating a fusion of the two.

Wild Wasteland [+0 CP]

There are as many stories out there as crazy as there is dust in the wind, but does one story in particular call out to you? You may incorporate any story that takes place in this world at your discretion.

Bloody Mess [+100 CP]

As dark and brutal the Wasteland is, you sure like to go the extra mile. Or at least, that's what it seems like. When things around you die, they die in the most gruesome of ways. As bad as this would be on someone's mental health, this will be noticed by others, and your reputation will definitely take a hit.

Chem Reliant [+100 CP]

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

Extended Stay [+100 CP]

Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from five.

Good Natured [+100 CP]

You don't really belong in the harsh Wasteland. A kind soul with a gentle heart, you'd be more at home in the Old World or a Vault. You freeze up when combat starts and find yourself hesitating to harm or even kill another living being. Though you can overcome this, it will take a good amount of time before you see any progress.

Kamikaze [+100 CP]

You prefer to think of yourself as a problem solver. Unfortunately, the way you solve your problems is usually by rushing in with guns blazing, putting little thought into an actual plan. Well, you haven't died yet, so I'm sure you've got this handled.

Limited Dialogue [+100 CP]

Language is a beautiful thing, able to convey complex ideas with just a few sounds. So it's quite a shame that most people's capabilities of speech are quite limited, usually only a few lines of dialogue. There will be those with more lines, but not many. Only you and your Companions are exempt from this.

Shaky Aim [+100 CP]

There are so many cool guns out there in the Wasteland, so why is it that you're so bad at them? It feels like any weapon you get a hold of will constantly be a bit clunky. You need to put in much more effort into making sure your aim with guns is true than others, and you never seem to improve.

Unsightly Appearance [+100 CP]

I'm going to be honest here. It looks like you've been beaten to near death by the ugly stick. If God was trying to make the ugliest face possible, then you're his masterpiece. I mean, sure, you could hide your face, but how long could you pull that off before someone catches a glimpse?

What's Over There? [+100 CP]

Despite how empty the Wasteland can seem, there are plenty of cool things to examine and explore if you know where to look. Well, regardless of if you know where or not, you're certainly going to look. While traveling, you will constantly get lost and or distracted, and taking practically forever to get where you're actually supposed to go.

Young [+100 CP]

Forget choosing your age, as you are now a 10-year-old child. Because of this, even at your best, your attributes will be *slightly* better than a normal person, and some of the best weapons in the Wasteland you simply won't be able to use. And good luck getting anyone to take you seriously. You will eventually grow into your full power, but that will take the majority of your time here.

Beyond the Beef [+200 CP]

Humans are quite intelligent animals, but animals nonetheless. By that logic, would it not be okay to treat them as you would any other animal when hunger comes around? Needless to say, you are a cannibal, and will constantly crave the flesh of your fellow man for your entire time here, which will get worse when surrounded by them.

Crippled [+200 CP]

In the Wasteland, any sign of weakness can be deadly, what with danger being around every corner. So it's probably not good that you are missing one of your limbs in its entirety. Any attempts at replacing your lost limbs with prosthetics more advanced than a simple wooden leg will see them breaking apart very quickly. This may be taken up to four times.

Lone Wanderer [+200 CP]

Some people can surround themselves with friends and allies, finding safety in numbers. Unfortunately, you are not one of them, seeing as any Companions and traveling partners you have won't stick around for very long. Whether this is due to personal problems or coming down with a bad case of the dead, the only real companionship you'll have in your travels will be your pets.

New Game [+200 CP]

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

Not So SPECIAL [+200 CP]

Everybody has something that makes them special and unique, but for you it seems how bad you are. One of your seven attributes; strength, perception, endurance, charisma, intelligence, agility, or luck, are absolutely abysmal, the bare minimum of human potential. You can take this seven times, though you'll most likely end up as what's described as a hot mess.

Old World Blues [+200 CP]

Old World Blues, a term to describe those so stuck in the past that they can't see the present, much less the future, for what it is. You have been afflicted with this variation of depression and will require great effort to pull yourself out of it. But what would the point of that be, when you live in this bleak world?

Raiding Parties [+200 CP]

No matter where you go, there will always be those who prefer anarchy and mindless violence over actually building up civilization. You're going to be very familiar with such miscreants, seeing as you will encounter at least one group of raiders each day whenever you're outside of any civilized settlements. And good luck trying to talk with them, they'll just as soon shoot you as rape you.

Shunned [+200 CP]

It's alright to prefer the wastes to the beacons of civilization, but it seems that choice was made for you. The longer you stay in a settlement, the more agitated the people will be until finally they'll run you out of town. Two or three days is fine, though you'll want to move on quickly if you want to avoid forming a mob in a week.

Side Questing [+200 CP]

It seems like you're going to be a big damn hero, as no one else is actually capable of actually solving any of their own problems. People will need your help in taking care of some massive rodents or bugs, and if you were to take part in a war, then you'll need to do basically all the work for your side to win.

True Tribal [+200 CP]

When the bombs fell, there were innumerable groups of people who were blasted back to the proverbial stone age. You grew up amongst one of these tribes, and as such, you don't have much experience with 'modern' technology. Though capable of learning and utilizing it, you would much rather prefer using low tech equipment and solutions to your problems, only using such technology when it is *absolutely* necessary.

Enemy Number One [+300 CP]

I don't know what you did, and quite frankly, I don't think I want to. A major faction in your starting area has a serious grudge against you and is willing to do quite a lot of things if it means they'll get a plaque on the wall with your head on it. I sure hope you're good at hiding or running away.

Jinxed [+300 CP]

Have you ever heard of Murphy's Law? 'Anything that can go wrong will go wrong.' Well, that's a bit more literal for you. While it won't outright kill you, your bad luck will cause the worst things to happen at the worst times. Guns will jam, you'll trip, enemies will find backup surprisingly close by, that sort of thing.

Rad Weakness [+300 CP]

In case it wasn't obvious, radiation is a big risk for anyone living here, and that goes double for you. You are especially vulnerable to radiation poisoning, and it doesn't help that radiation completely bypasses any resistance or immunity you had towards it.

Survival Mode [+300 CP]

As tough as the Wasteland is, those skilled and powerful enough will find it easy most of the time. Quite possibly someone like you, Jumper. In order for you to truly experience what this world has to offer, you have been stripped of all outside powers, abilities, and your Warehouse. All you will have with you is your Body-Mod, your mundane skills and any purchases you have made in the Fallout universe.

The Reunion [+300 CP]

At some point in your past, you've angered a very powerful person, and they've held onto this grudge for a while. You *will* face them at some point, you won't be able to call in any backup, and it will be on their terms. They are highly skilled, know all of your tricks, devised counters for a good number of them, and have quite a few surprises in store for you. Victory isn't impossible, be it through violence or words, but you'll need to work for it. Good luck.

A World of Madness [+600 CP]

There were always whispers, minor oddities that would never amount to much. But now? Now there is definitely something unnatural, something... *unreal* squirming within the Wasteland. Forces beyond mortal ken have always existed, but only recently becoming more active, creatures and events unnatural will become ever more common. Even radiation has been tainted by these eldritch energies, further twisting those in the Wasteland into new horrors we could have scarcely imagined, man and beast alike. Ghouls and madmen will be the first heralds, preaching of the eldritch creatures to come.

Game Scenarios

*All Game Scenarios let you take the place of the protagonist of each Fallout game, but this unfortunately means that you must be **Human** in order to take them. You may only take one Game Scenario. Should you so desire, you may instead place the abilities of items gained as rewards onto any items you already possess.*

Fallout Gauntlet

But what if you don't want to take only one Game Scenario? What if you want to take the place of all protagonists, to be the hero in five different stories? Then take this, as you now must go through each Scenario one after another. After defeating the Enclave at their oil rig, you will black out and be awoken by your friend Amata, telling you how your dad just escaped the Vault.

Rewards:

By taking this, you will receive **Additional Rewards** from all of the Game Scenarios. These could take the form of items or perks, but they are sure to be useful additions on your journeys. Additionally, you may make anyone you befriend in the Wasteland become your **Companions**. This could range from a merchant guard in a small town to a friendly Super Mutant to an eccentric brain in a jar. You'd still need to convince them to join, but I'm sure that won't be a problem.



Fallout 1

On December 5, 2161, the Overseer of Vault 13 calls you to his office, and tasks you with an important mission. Your vault's water chip has failed, and the Vault only has a limited amount of fresh cleaning water left, and the clock is ticking down. No water, no Vault. You have been tasked with traveling to the next closest Vault, Vault 15, and gaining access to their own water chip and using it to save your own. Afterwards, you'll find yourself outside of the Vault, in a cave infested with some giant breed of rat.

This will not be as simple as it seems at first glance, and you'll be tangled up in a series of events that will change the face of the Wasteland forever.

Rewards:

Your actions have left a legacy, with most knowing you as simply the **Vault Dweller**. You managed to survive and succeed where all thought you would fail. Tales of your exploits will spread far and wide, and your fame will grow to unprecedented heights. Should you wish for anonymity instead, you may turn off this ability whenever you see fit.

It seems as though, during your trip to the Mariposa base, that a small bit of FEV fell onto you, slightly changing you for the better. Your body now benefits from an **Adaptive Biology** unique to you, allowing for you to take in any cybernetics or genetic modifications with ease, as well as tripling their effectiveness with none of the drawbacks. Whether they originate from a perk or your own modifications, it doesn't really matter.

At some point in your time here, you have gained a set of **Hardened Power Armor**. It's much more durable than normal sets of power armor, offering potent energy and radiation protection. While wearing this, anything less than high-caliber rounds will be ineffective against you.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Regardless of whether you upgraded your own plasma rifle, or you were gifted this one, you still end up with the same result. The **Turbo Plasma Rifle** is the ultimate energy weapon. It may look like your standard plasma caster, but it's capable of shooting a clean hole through a Behemoth with one shot, to say nothing of if you were to fire it at a normal human.

Fallout 2

It is May 15, 2241, and your mother, the Village Elder of Arroyo, has called you to her tent for a story, and a mission. Ever since the Vault Dweller of Vault 13 founded the village, things have been prosperous, even after they had left. But then, the worst dry season they had ever experienced arrived, causing a deadly drought. The crops began dying, with livestock following soon after. But there is hope! Old holotapes tell of a miracle machine, the GECK, which is able to bring life anywhere! Before she tells you more, you must undergo a trial to prove you have what it takes.

Rewards:

You have proven without a doubt that you are indeed the **Chosen One** of Arroyo! In fact, it seems as though fate itself has taken quite the liking to you, as you can usually find tools or artifacts needed to overcome most obstacles in your way, should you not already possess them.

Growing up as a **Tribal** has granted you many opportunities, as well as many benefits. You can now ignore any environmental dangers that are not immediately harmful to you. You will not sink into burning sands, slide on slick ice, walk comfortably on treacherous paths, breathe well where air is thin, etc.

The Holy Grail of the Wasteland, the **G.E.C.K**. You will receive one of your own, able to be used again and again to turn even the most desolate of wastelands into a lush paradise of greenery and life.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Though once broken down and left abandoned, this **Upgraded Highwayman** has become one of the finest methods of transportation in the Wasteland. It has gravity plates instead of wheels, allowing it to accelerate and decelerate faster than any other vehicle, and lets it ignore any bumps or potholes in the road. You will never need to worry about refueling again.

Fallout 3

It is August 17, 2277, and you have lived your entire life in Vault 101. The only family you've had growing up was your Father, who you know would give up everything because he loved you so much. So it is quite a shock waking up to your childhood friend telling you how your dad escaped the Vault, and everything is going to chaos. You need to avoid Vault Security and escape your home before the Overseer gets his hands on you for your father's actions. What you do afterwards is mostly up to you, but your father is still out there, and you deserve answers.

Rewards:

Throughout your adventures to find your dad, and what happened afterwards, you became known as the **Lone Wanderer**. Given enough time, you can track down anything or anyone with enough effort. No matter how long it's been, should you go looking for clues, you will find that no trail has gone completely cold.

Your parents' dreams for the Wasteland had a certain **Purity** to it, one that manifested quite differently within you. You deal ten times more damage to anything mutated, while taking half the damage from such beings you otherwise would have.

Your parents' life work and Magnum Opus, besides you, was **Project Purity**, a massive water purifier that can generate millions of gallons of clean water each hour when activated. You will bring along their legacy with you, finding it connected to your Warehouse when you don't wish to import it into a setting.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Within your Warehouse, you will find a fully restored **Liberty Prime**, ready to nuke any commies you meet into oblivion. While a fifty-foot-tall robot on its own is a daunting opponent in its own right, that goes double with one that can fire powerful lasers from its eyes and throws around literal nuclear footballs.

Fallout New Vegas

It is October 11, 2281, and you just woke up after being injured from what was supposed to be an easy job. Just deliver a simple, if unique looking, poker chip to one Mr. Robert House in the city of New Vegas. Yet, along the way, you were ambushed by Great Khans and a man in a checkered suit, who stole your package, shot you in the head, and left you for dead. Luckily, you were saved by a local Security on, who quickly brought you to the nearby doctor in order to save your life. It worked, you're able to walk, and you've got a package to recover and a grudge to settle.

Rewards:

When you were given the job of delivering the Platinum Chip, you were given the designation of **Courier Six**. As a courier, you know a lot about travelling, finding it easier and much faster to travel from place to place, rarely having your journey interrupted by random attacks.

You proved yourself to be quite the **Wildcard**, stacking the deck in any faction's favor. You are utterly unpredictable, as enemy plans seem to fail or unravel due to your actions. Similarly, you'll find any precognition aimed towards you failing.

After all the trouble it caused you, why wouldn't you bring the **Platinum Chip** with you? This seemingly normal poker chip actually contains within it a powerful code, able to greatly upgrade any robot, computer program, or network it's installed into permanently. This only works one time per system, but it's definitely a useful tool.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. By walking all of these different roads, you will receive the **Courier's Duster**. This may seem to be nothing more than a simple article of clothing, but you will find it enhancing whatever skills you're best at and it shall always offer you some level of protection no matter how powerful you become.

Fallout 4

It is October 23, 2287, and to you, the world ended but mere minutes ago. You were enjoying your day with your spouse and infant son, Shaun, when the bombs started falling, and all three of you rushed to the nearby Vault, Vault 111. There, you donned your vault suit, and stepped into these strange pods, before all you could feel was cold. The next instant, you were defrosted, and witnessed something terrible. Your spouse murdered and your child stolen by a man with a large scar on his face, before cold envelops you once again. Then, you defrost and find yourself two hundred years into the future. The world has blown up, society is barely clinging together, and you've got a son to find.

Rewards:

You are the **Sole Survivor** of many tragedies, yet despite that, you keep moving forward. You can shrug off any mental disorders that might develop, though that's unlikely given how strong you are mentally. Additionally, you can quickly adapt to any new and unfamiliar environments or situations you may find yourself in.

With how broken down everything is, even the people, it's probably a good thing that there's a **Builder** like you. So long as you've got the materials and the know-how, you can build entire structures in the blink of an eye. In fact, you seem to pick up new styles to build these structures with each new world you encounter.

In fact, you just can't seem to get enough of building, as you have a **Material Supply** that replenishes each week, with all sorts of stuff you need for your building, from copper to gold to uranium. The world is a broken thing right now, but maybe something from the past can create a better future.

If taken with the **Fallout Gauntlet**, you will receive an additional reward. Upon your next visitation, you will find a **Larger Warehouse** awaits you. It seems to have become four times larger than before, with all the shelving needed to accommodate for such a change.

Major Scenarios

You may only take on two Major Scenarios.

Amazing Grace

Is it really so surprising that, in such a dangerous and chaotic age, men and women would turn to religion? And is it all that surprising that members of religion would desire to spread their faith, to save the souls of all the poor heathens who don't know any better? Such is the goal of this one missionary, who has hired you and two others to help him reach his destination far to the West, very specifically on foot. He'll pay you handsomely for the trouble and is accepting of whatever beliefs you may hold, even enjoying a philosophical debate from time to time. Along the way, you're sure to run into trouble, becoming more and more bizarre as time goes on, and you suspect something strange is afoot. Confront the missionary about what's really going on, or simply roll with the punches. Regardless, so long as he gets to his destination, you will complete this scenario.

Rewards:

Along your journey, the missionary's debates and epiphanies have helped you gain a foothold towards true **Enlightenment**. This newfound sense of inner peace has granted you some nifty benefits, such as powerful mental and emotional resilience. Most incredibly, your movements are exactly as precise as what you want, able to control your body on a level that's practically unheard of.

As payment for helping him along his journey, the missionary will grant you a strange weapon, a **Holographic Weapon**. It may seem like a metal handle, but upon activation, it will extend into a hard light staff, just as capable and sturdy as the toughest materials. Due to its nature, you can extend its range by a ludicrous amount. If you so desire, you could make both ends blades, or only have one side activated. Though men of spirit should strive for peace and harmony, the nature of this world demands that one must fight for it.



Gang Wars

At some point in your time here, you will be confronted by a small gang, but not for anything insidious. No, your reputation precedes you, and they want you to help them with a conflict they've found themselves in. See, their last leader was an asshole, and got them roped up into a three-sided gang war with groups much larger than themselves. He's dead now, but they're still wrapped up in this conflict, and need something to survive this conflict. Your job is to win this gang war, whether through diplomacy, espionage, or good ol' violence doesn't matter. You and yours just need to be the last side standing. Good luck, Boss.

Rewards:

By winning this war, you have proven to be a true **Gang Leader**. Whenever you are in a disagreement with anyone, simply proving that you are the better combatant is enough to settle the matter. They will come to agree with your point of view, no matter how grudgingly. This also applies to leadership positions, as kicking the other person's ass proves that you really are the best one to lead.

For all that you've done for them, are you really surprised that **Your Gang** would want to be your followers? The exact aesthetics and name of this game are yours to choose, though they won't really be arguing with you. These 50 people come from all walks of life, from mechanics to merchants to hired guns, there's even a vault dweller in the mix. They'll usually hang out in their base, which is connected to your Warehouse, when not in use. While you're the Boss, any Companions you have will be seen as lieutenants, and your gang will generally follow their lead accordingly.



Strange Blue Box

One day while wandering the Wasteland, you'll come across a very strange thing. A big blue box, large enough to fit three men. From this box, a strange looking man in very clean clothes and a weird hat will look at you and be overjoyed. See, he *claims* to be a time traveler, having come from the future. He even shows you some pictures from his time, which looks almost Pre-War, no ruined structures or massive craters. If the future is so grand, then why did he come back here? Well, he claims that in order for his time to come around, he specifically needs your help to fix a few problems in the Wasteland. And since his 'time machine' is broken, it looks like you'll be walking. He'll direct you towards five different areas, each with a unique problem that needs solving. He discourages violence, claiming that diplomacy and empathy should do the trick. Once all that's done, and the strange man walks away, you'll have completed the scenario.

Rewards:

Whether he was a time traveler or just a crazy guy wanting to do good, you have to admit that his dreams and promises of a **Better World** are infectious. Whenever you're faced with a problem or situation, you're able to rapidly figure out a more peaceful solution, one where everybody goes home happy, or manage to get everyone out alive. It may not be much, but the path towards a brighter tomorrow may very well start with one act of kindness.

After the last problem has been solved, the self-proclaimed time traveler will give you a **Weird Screwdriver** looking thing. Though he claims it's a screwdriver, it acts more like a skeleton key, capable of undoing all but the most specialized of locks, regardless of their origins or construction.



The Shadow Over Cragg

At some point in your time here, a storm will force you to take cover in a nearby town made within the ruins of an old mining facility called Cragg. Honestly, it's a bit creepy, with all of the inhabitants having some form of minor, but noticeable, mutation. You always feel like you're being watched when outside, and it doesn't get much better when you rent a room from the local inn. Inside the room, you find a hidden journal of the last occupant, stating how they were sent to the area in order to figure out the reason why people kept disappearing with no trace. The last page simply says, '*They came from below.*' Well, the storm isn't going anywhere anytime soon, and you've always been the curious sort, so you might as well continue where they left off.

Rewards:

Your investigation into this strange town has given you a sort of **Eldritch Insight**. Your mind is capable of handling any information you might come across, particularly of the eldritch variety, without any negative repercussions.

Deep, deep beneath the town and deep down in the old mining tunnels, in front of a collapsed tunnel, you will find a strange **Black Book** on what looks to be an altar. Anyone who reads this book will find themselves gaining psychic abilities, while improving those who already possessed such abilities. Sometimes you feel like the book is... *watching* you.



Unstoppable Superhuman

You have seen many strange things during your time here, no doubt. You can safely say that finding a town with some people dressed up as Superheroes and Supervillains is on that list. The small town they inhabit is being torn apart due to the two factions' fighting, and the townspeople are desperate for an ending to this craziness. Your goal here is to end this fighting, by either defeating one or both sides through whatever means you seem fit. Will you be a Hero on the side of justice, a Villain who wants to see others subjugated, or just a simple man in the right place and the right time?

Rewards:

Man, you must have been some sort of **Superhuman** in order to stop all that fighting, huh? I mean, of course you are, it's so obvious that people won't bat an eye whenever you do anything supernatural. Of *course* you can fly, you're The Jumper, after all!

As if that wasn't enough, it seems like some old Hubris Comics publishing buildings are still functioning, as you have your own **Comic Series** based on all of your adventures. Granted, they're PG-13 by default, but I'm sure you can work something out with the publisher. And yes, you will receive royalties.



Minor Scenarios

You may take on as many Minor Scenarios as you want.

Bobblehead Hunter

All across America, Vault-Tec executive-level employees purchased exclusive merchandise available only to them. A set of 20 Vault-Tec bobbleheads. These were distributed to friends and family, and then became even more scattered when the bombs fell. Your goal? Collect at least one of each of these bobbleheads, which must be intact for it to count towards completion.

Rewards:

For collecting all 20 bobbleheads, not only do you get a specialized display case to hold all of them, but you will receive a **Bobblehead Boost**. What will this do? Simple, it makes you peak human in all aspects. While it may seem a little underwhelming, there is a real benefit to this. You see, this is applied to your Body-Mod. Even when affected by drawbacks to strip you of everything, or taking part in a Gauntlet, this boost will stay with you.



Court of Asimov's Law

Of all the things you expected to get roped into, you most certainly did not expect to get involved with robot court. Turns out, there's a nearby settlement filled entirely with robots, and due to some byzantine logic, you've been chosen to act as the attorney to a Protectron who has been accused of murdering his fellow bot. But the thing is, they're actually innocent, and you have three days to collect evidence before presenting your case. Manage to win the court case, and you'll complete this scenario.

Rewards:

As though there was any doubt that an **Ace Attorney** such as yourself could ever lose. Your skill in the courtroom, or even any debate, is unmatched, always knowing what to say and how to say it in order to turn the court in your favor.

Dangerous Waters



You really shouldn't have accepted that drink, because one day you find yourself waking up in a locked cell. To quickly summarize, a bunch of psychos have turned a beached cargo ship into a death maze and are having people run through it for sport. You'll be limited to only two weapons, and you'll need to escape all the traps, critters, and crazies stalking the halls. There's only one exit, so find it and you'll succeed.

Rewards:

Before those freaks turned it into a death trap, the **USS Conquest** was a respectable ship, and under you it could be that again. Of course, if you don't want a fully functional cargo ship, then the ship will instead continue being a death maze, only now it reshapes and fills itself with new challenges daily.

Fight Club

First rule of Fight Club, anyone can join Fight Club. What was once a supermarket is now a place where people go into an arena to beat the shit out of each other, while onlookers bet on who wins and who dies. You're looking to be a contender and have decided to jump right into the ring. So long as you win even one match, you'll get your reward, though you'll get more the better you do.

Rewards:

Well, I'm sure you'll be happy to know that you will receive your **Winnings** for winning your match or matches. You'll get roughly five hundred caps each round you fight, though it will be cut in half if you end up killing your opponent. You can't exactly have a Fight Club if all the fighters in the club are dead.

Globe Trotter

While not as unique as Vault-Tec's bobbleheads, there were a large number of snow globes representing multiple areas across the country. Your goal here seems simple; collect thirteen intact snow globes representing each of the American Commonwealths.

Rewards:

Should you collect them all, you will gain new **Snow Globes** for each setting you go to. These will depict notable areas and have a special expanding stand in order to hold all of them. Who knows, there might be others who share your love of these knick-knacks.



Hired Killer

Well now, it seems like you've got the perfect set of skills, at least these people certainly think you do. See, you've been hired by a group of bounty hunters, and they need you to take care of four targets. They just need you to bring in the targets' heads, and you'll be paid for your service. Be warned, though, as there's a reason they haven't been brought in yet.

Rewards:

It certainly seems like you could be a real good **Bounty Hunter** if you tried your hand at it. You constantly receive a number of bounties in all future settings, displayed within your Warehouse. The tougher the target, the more you'll get paid for it, but you'll always make a worthwhile profit from even the easy ones.

Love Knows No Bounds



They say love can bloom in even the strangest of places, but whoever made up that quote never really thought about this. See, a ghoul and a super mutant want to get married and figured that you would be the best person to set up their wedding. Find a good place to hold it, invite at least twenty people, arrange for enough food for everyone, and make sure that no one ruins it, be it a rowdy punk or opportunistic raiders. At the very least, you'll be named Best Man or Maid of Honor.

Rewards:

'Till death do us part' is a very serious commitment when you could live for potentially centuries, so it's a real treasure to see such **Eternal Love** blossom. Much like the happy couple, your relationships, whether friendly or romantic, will never wither or fade away with time, regardless of how little you actually interact over the centuries. In fact, your relationships will only grow stronger as time goes on.

Otherworldly Spirits

When you woke up in the morning, you didn't expect to find yourself in the company of two very clearly drunk aliens, one of whom was dressed up like Elvis. From what you managed to put together, they want to pull a bunch of pranks in various places. Make crop circles in the shape of penises, abduct brahmin and put them in weird places, maybe probe a politician or two. Either way, this is going to be one hell of a night.

Rewards:

When you asked what, exactly, those two aliens were drinking, they decided to give you some. This **Celestial Beverage** is probably the strongest drink around, capable of making a man completely drunk after a few shots. It's got a real fruity taste and won't ever leave you with a hangover. How lucky you are to have a never-ending supply of this, stored in a fancy looking bottle that will never run out.

Show Stopper



You know it's not going to be a fun day when someone rushes up to you for help. See, this guy says that he's trying to get his old band together, he's finally tracked all the band members down, and now he just needs someone to get them all together. Of course, each of them have their own troubles that need solving before joining back up. The guitarist had his instrument stolen by a bunch of raiders. The ghoul vocalist is in a bit of legal trouble and needs some help busting out of jail. The super mutant drummer desperately needs some medicine for his pet mole rat. Finally, the pianist somehow managed to find himself surrounded by feral ghouls. Do all that, and you'll get your reward and complete the scenario.

Rewards:

They're so happy to be back together that they'll be willing to train you to be a match for any **Old World Musician**. You can quickly master any instrument you get your hands on, be it a recorder or a piano, and can create beautiful music from even the most damaged of instruments.

The Way You Look Tonight

Even in the post-apocalyptic nightmare that once was America, love can blossom. And it's something that you are now looking for. Your goal is to win someone's heart, having them fall in love with you. Who you romance could be anyone, even one of your Companions. So long as they love you by the end of your time here, you will receive your reward.

Rewards:

I hope you aren't too surprised that **Your Love** is your reward. Not only will your love for each other never fade, but they will be upgraded to a special Companion, automatically inserted into future Jumps without taking up a companion slot. They will automatically receive **1000 CP** of their own to spend, even taking on drawbacks, but they cannot purchase Companions of their own. If you could have anyone stand by your side as an equal, it might as well be the one you love.

Ending

Your time here has come to an end, and you are now left with a choice.

CRAZY HE CALLS ME

It seems like you just can't bring yourself to leave the Wasteland, the bleak beauty of it all keeping you here. Gain an additional **500 CP** to spend freely.

WAY BACK HOME

The chaos of the Wasteland has made you realize just how much you miss home, your original home. You receive a clock in the shape of a mini nuke.

CALL ME THE WANDERER

The road isn't at its end yet, and this world was but one stop on your journey. You receive a Vault-Tec lunch box.



Notes

- A really, really big thank you to all the other Fallout Jumpchains, from which I stole, copied, and was inspired by. Make sure to check those out!
- The Master would be considered a **Cyborg** and a **Mutant** who put everything into amplifying his **Psyker** abilities to unforeseen extremes.
- A **Super Mutant** with **Irradiated Beauty** would look similar to Hulk or She-Hulk, and would have restored secondary sexual characteristics.
- All gear purchased is in pristine/Pre-War condition and will be replaced in a day should they be lost or destroyed.
- There won't be any side-effects from any food or drinks you purchased here. Except Nuka-Cola Quantum. That still makes your urine glow.
- All pets bought will not die of old age, nor do they need to eat.
- You can transfer your item stipend into the **Settlement Builder** section.
- **Mutations** allow you to develop mutations on par with what's found in Fallout 76. Sadly, these mutations will not be as effective or as powerful as perks.
- **Builder** is an updating version of the Fallout 4/76 building system.
- Psyker abilities gained through the **Black Book** aren't as potent as what you can get with the **Psyker** perk.
- **Bobblehead Boost** will effectively grant you a 10 in each SPECIAL stat as your Body-Mod.
- **Limited Dialogue** is just the whole world having the same amount of voice lines as in the games. There will be people with more lines than others, but still quite limited.
- When in doubt, fanwank.
- ***Have the day that you deserve~***

Updates

Update 1.1 "Mesa Verde"

- Fixed some grammar and spelling mistakes
- Edited a few flavor texts
- Changed and added some images
- Added **Alien** race
- Lowered the price for additional **Tagged Skills**
- Renamed **Rad-free Brain** to **Lead Skull**
- Added new **General Perks**
- Moved **Lead Belly** to **General Perks**
- Added **Racial Perks** section
- Added new **Vault Dweller** perks
- Added new **Scientist** perks
- Added new **Socialite** perks
- Added new **Soldier** perks
- Changed **Solar Powered** from only working under sunlight, to being active during the day
- Changed **Power Armored** to making armor five times more effective
- Added new **General Items**
- Increased item stipend to **600 CP**
- Added new **Vault Dweller** items
- Added new **Scientist** items
- Added new **Socialite** items
- Added new **Soldier** items
- Added **Settlement Builder** section
- Added **300 CP** item stipend for imported/created Companions
- Added new **Companions**
- Changed most of the rewards for **Fallout 1**
- Removed **Jumper for Mayor**, **Mothership Zeta**, and **Cracking A Few Eggs**
- Added new **Scenarios**
- Added new **Drawbacks**